

PANZER KAMPFGRUPPE (VETERAN)

TANK BATTLEGROUP

CONFIDENT

VETERAN

TANK COMPANY

POINTS

1785

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Panzer Kampfgruppe HQ (Veteran) p.69	1	Panzer IV/70 (V)	8.4% 150
COMBAT PLATOONS			
Panzer Platoon (Veteran) p.70	3	Panzer IV/70 (V)	25.2% 450
Panzer Platoon (Veteran) p.70	3	StuG G (late)	16.5% 295
WEAPONS PLATOONS			
Panzer Anti-aircraft Gun Platoon (Veteran) p.71	2	Wirbelwind (Quad 2cm)	6.2% 110
SUPPORT PLATOONS			
Schwere Panzer Platoon p.83	1	Königtiger (Henschel)	19.3% 345
Heavy Panzerspäh Platoon (Veteran) p.85	1	Sd Kfz 234/1 (2cm)	7% 125
	1	Sd Kfz 234/4 (PaK40)	
Armoured Artillery Battery (Veteran) p.89	1	Cmd SMG team	17.4% 310
	1	Kfz 15 field car	
	1	Staff team	
	1	Kfz 68 radio truck	
	3	Hummel	
	1	Panzer III OP	

Desperate Measures - German Late-War - v4

ARSENAL

TANK TEAMS

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
TANKS					
Königstiger (Henschel)	Slow Tank	15	8	2	Co-ax MG, Hull MG, Overloaded.
<i>8.8cm KwK43 gun</i>	<i>40"/100cm</i>	<i>2</i>	<i>16</i>	<i>3+</i>	<i>Slow traverse.</i>
ASSAULT-GUNS					
StuG G (late)	Standard Tank	7	3	1	Co-ax MG, Hull MG, Protected ammo, Schürzen.
<i>7.5cm StuK40 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>11</i>	<i>3+</i>	<i>Hull mounted.</i>
ARTILLERY (SP)					
Hummel	Standard Tank	1	1	0	AA MG, Protected ammo.
<i>15cm sFH18 howitzer</i>	<i>24"/60cm</i>	<i>1</i>	<i>13</i>	<i>1+</i>	<i>Bunker buster, Hull mounted, Smoke.</i>
<i>Firing bombardments</i>	<i>80"/200cm</i>	<i>-</i>	<i>3</i>	<i>2+</i>	<i>Smoke bombardment.</i>
Panzer III OP	Standard Tank	5	3	1	Hull MG.
TANK-HUNTERS					
Panzer IV/70 (V)	Slow Tank	9	3	1	Hull MG, Overloaded, Schürzen.
<i>7.5cm PaK42 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>14</i>	<i>3+</i>	<i>Hull mounted.</i>
ANTI-AIRCRAFT (SP)					
Wirbelwind (Quad 2cm)	Standard Tank	3	1	0	Hull MG.
<i>2cm FlaK38 (V) gun</i>	<i>16"/40cm</i>	<i>6</i>	<i>5</i>	<i>5+</i>	<i>Anti-aircraft.</i>
RECONNAISSANCE					
Sd Kfz 234/1 (2cm)	Jeep	3	0	0	Co-ax MG, Recce.
<i>2cm KwK38 gun</i>	<i>16"/40cm</i>	<i>3</i>	<i>5</i>	<i>5+</i>	<i>Self-defence anti-aircraft.</i>
Sd Kfz 234/4 (PaK40)	Jeep	3	0	0	AA MG, Recce.
<i>7.5cm PaK40 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>12</i>	<i>3+</i>	<i>Hull mounted.</i>

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
SMG team	4"/10cm	3	1	6+	Full ROF when moving.
Staff team	16"/40cm	1	2	6+	Moves as a Heavy Gun team.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
TRUCKS					
Kfz 15 field car	Jeep	-	-	-	
Opel Kfz 68 radio truck	Wheeled	-	-	-	

VEHICLE MACHINE-GUNS

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

SPECIAL RULES

Heavy Panzerspäh Platoon (Veteran) - p.85

Panzerspäh Patrols are Reconnaissance Platoons.

Panzerspäh Patrols of a Heavy Panzerspäh Platoon operate as separate platoons, each with their own command team.

Panzer Kampfgruppe HQ (Veteran) - p.69

When you need to take a Unit Last Stand, instead of rolling a Motivation Test for the entire Unit, roll a die for each Team in the Unit.

- On a result of 3+ the Team continues to fight on.
- On any other roll the Team is Destroyed and is removed from the table.

Commanders cannot re-roll a result for other Teams using Enjoy the War, however they may re-roll their own result.

You must field at least one Panzer Platoon equipped with the same model of tank as the Company HQ.

Schwere Panzer Platoon - p.83

A Schwere Panzer Platoon uses the Tiger Aces special rules on page 71 of the rulebook.