

PANZER KAMPFGRUPPE (TRAINED)

TIM BOGAERTS DAVENTRY

CONFIDENT

TRAINED

TANK COMPANY

POINTS

1510

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Panzer Kampfgruppe HQ (Trained) p.69	2	Panzer IV J	8.9% 135
COMBAT PLATOONS			
Panzer Platoon (Trained) p.70	3	Panzer IV J	13.6% 205
Panzer Platoon (Trained) p.70	2	Jagdpanther	23.8% 360
Panzer Platoon (Trained) p.70	4	Hetzer	17.2% 260
WEAPONS PLATOONS			
Panzer Anti-aircraft Gun Platoon (Trained) p.71	3	Ostwind (3.7cm)	9.6% 145
SUPPORT PLATOONS			
Grenadier Kampfgruppe Platoon (Trained) p.87	1	Cmd Panzerfaust Rifle/MG team	15.2% 230
	4	Panzerfaust Rifle/MG team	
	3	Weapons team	
	1	Panzerschreck team	
Oberst Hans-Ulrich Rudel p.95	5	Hans-Ulrich Rudel in Ju 87G Stuka	11.6% 175

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					
Panzer IV J	Standard Tank	6	3	1	Co-ax MG, Hull MG, Protected ammo, Schürzen.
<i>7.5cm KwK40 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>11</i>	<i>3+</i>	<i>Slow traverse.</i>
TANK-HUNTERS					
Jagdpanther	Standard Tank	10	5	1	Hull MG.
<i>8.8cm PaK43 gun</i>	<i>40"/100cm</i>	<i>2</i>	<i>16</i>	<i>3+</i>	<i>Hull mounted.</i>
Hetzer	Standard Tank	7	2	1	Hull MG, Overloaded.
<i>7.5cm PaK39 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>11</i>	<i>3+</i>	<i>Hull mounted.</i>
ANTI-AIRCRAFT (SP)					
Ostwind (3.7cm)	Standard Tank	3	1	0	Hull MG.
<i>3.7cm FlaK43 gun</i>	<i>24"/60cm</i>	<i>4</i>	<i>6</i>	<i>4+</i>	<i>Anti-aircraft.</i>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
7.5cm IG37 gun	Light	16"/40cm	2	9	3+	Gun shield, Smoke.
Firing bombardments		56"/140cm	-	2	4+	
8cm GW34 mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	1	4+	Smoke bombardment.
MG42 HMG	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
7.5cm PaK50 gun	Medium	24"/60cm	2	10	3+	Gun shield.
Firing bombardments		64"/160cm	-	2	4+	

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6. Cannot shoot in the Shooting Step if moved in the Movement Step.
Panzerschreck team	8"/20cm	2	11	5+	Tank Assault 5
Rifle/MG team	16"/40cm	2	2	6+	

AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
Hans-Ulrich Rudel in Ju 87G Stuka	Cannon	2	11	3+	

VEHICLE MACHINE-GUNS

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

SPECIAL RULES

Grenadier Kampfgruppe Platoon (Trained) - p.87

The Weapons Squad is made up of Weapons teams. There is no actual team called a Weapons team. Instead these can be any of the following types of teams:

- up to one 7.5cm PaK40 anti-tank gun
- up to one 7.5cm PaK50 gun
- up to one 7.5cm IG37 gun
- up to two MG42 HMG
- up to two 8cm GW34 mortar

A Grenadier Kampfgruppe Platoon is unusual in that the composition of the platoon can change from game to game. You must choose the composition of your Grenadier Kampfgruppe Platoon for each game before deployment begins.

Oberst Hans-Ulrich Rudel - p.95

Charmed

If Rudel is shot down, he is not permanently destroyed. Instead, he and his Ju-87G Stuka have made a lucky escape and will return the next time you successfully request Aircraft.

Rudel Arrives

Rudel arrives to support your operations on a roll of 3+ each turn. When Rudel arrives, he always does so as a flight of one Aircraft.

Stuka Ace

Rudel re-rolls unsuccessful roll to hit when shooting with his 3.7cm Cannons.

Oberst Hans-Ulrich Rudel is a Warrior Ju-87G Stuka Aircraft Team. He may join a Panzer Kampfgruppe (page 68 of Desperate Measures) or a Panzergrenadier Kampfgruppe (page 72 of Desperate Measures) for +175 points.

Rudel uses all of the normal Ground Attack Aircraft rules with the following exceptions and abilities.

Panzer Kampfgruppe HQ (Trained) - 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.