

PANZER KAMPFGRUPPE (TRAINED)

TANK BATTLEGROUP

CONFIDENT**TRAINED****TANK COMPANY****POINTS****1515**

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	4	Panzer IV J	17.8% 270
Panzer Platoon (Trained) p.70	4	Panzer IV J	17.8% 270
Panzer Platoon (Trained) p.70	2	Panther G	19.1% 290
WEAPONS PLATOONS			
Panzer Anti-aircraft Gun Platoon (Trained) p.71	2	Wirbelwind (Quad 2cm)	5.9% 90
SUPPORT PLATOONS			
Heavy Panzerspäh Platoon (Trained) p.85	1	Sd Kfz 234/1 (2cm)	6.3% 95
	1	Sd Kfz 234/4 (PaK40)	
Grenadier Kampfgruppe Platoon (Trained) p.87	1	Cmd Panzerfaust Rifle/MG team	11.9% 180
	4	Panzerfaust Rifle/MG team	
	1	Weapons team	
	1	Panzerschreck team	
Rocket Launcher Battery (Trained) p.91	1	Cmd SMG team	5.6% 85
	1	Observer Rifle team	
	1	Kubelwagen	
	3	15cm NW41	
Air Support p.92	1	Sporadic Air Support Ju 87G Stuka	6.6% 100

Desperate Measures - German Late-War - v4

ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
TANKS					
Panther A or G <i>7.5cm KwK42 gun</i>	Standard Tank <i>32"/80cm</i>	10 <i>2</i>	5 <i>14</i>	1 <i>3+</i>	Co-ax MG, Hull MG, Wide tracks.
Panzer IV J <i>7.5cm KwK40 gun</i>	Standard Tank <i>32"/80cm</i>	6 <i>2</i>	3 <i>11</i>	1 <i>3+</i>	Co-ax MG, Hull MG, Protected ammo, Schürzen. <i>Slow traverse.</i>
ANTI-AIRCRAFT (SP)					
Wirbelwind (Quad 2cm) <i>2cm FlaK38 (V) gun</i>	Standard Tank <i>16"/40cm</i>	3 <i>6</i>	1 <i>5</i>	0 <i>5+</i>	Hull MG. <i>Anti-aircraft.</i>
RECONNAISSANCE					
Sd Kfz 234/1 (2cm) <i>2cm KwK38 gun</i>	Jeep <i>16"/40cm</i>	3 <i>3</i>	0 <i>5</i>	0 <i>5+</i>	Co-ax MG, Recce. <i>Self-defence anti-aircraft.</i>
Sd Kfz 234/4 (PaK40) <i>7.5cm PaK40 gun</i>	Jeep <i>32"/80cm</i>	3 <i>2</i>	0 <i>12</i>	0 <i>3+</i>	AA MG, Recce. <i>Hull mounted.</i>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
15cm NW41 rocket launcher	Light	64"/160cm	-	2	3+	Rocket Launcher, Smoke bombardment.
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 team	16"/40cm	1	2	6+	
Rifle/MG team	16"/40cm	2	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
TRUCKS					
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.

AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
Ju 87G Stuka	Cannon	3	11	4+	

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.

Heavy Panzerspäh Platoon (Trained) - 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 (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.