

Panzer Kampfgruppe (Veteran)

Confident Veteran

Tank Battlegroup

German

Late-War

Tank Company

Platoon	Qty	Unit	Points
Headquarters			
Panzer Kampfgruppe HQ (Veteran) - p.69	2	Panzer IV J	175
Combat Platoons			
Panzer Platoon (Veteran) - p.70	3	Panzer IV J	260
Panzer Platoon (Veteran) - p.70	3	Panzer IV J	260
Panzer Platoon (Veteran) - p.70	2	Panther G	375
Support Platoons			
Schwere Panzer Platoon - p.83	2	Tiger I E	430
Rocket Launcher Battery (Veteran) - p.91	1 1 1 3	Cmd SMG team Observer Rifle team Kubelwagen 15cm NW41	105
Heavy Anti-aircraft Gun Platoon (Veteran) - p.88	1 2	Cmd SMG team 8.8cm FlaK36 gun (8 crew)	180
Company Points:			1785

www.EasyArmy.com

Source document: Desperate Measures book

Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
Weapon	Range	ROF	Anti-tank	Firepower	
Tanks					
Tiger I E	Slow Tank	9	8	2	Co-ax MG, Hull MG, Protected ammo, Wide tracks.
8.8cm KwK36 gun	40"/100cm	2	13	3+	Slow traverse.
Panther A or G	Standard Tank	10	5	1	Co-ax MG, Hull MG, Wide tracks.
7.5cm KwK42 gun	32"/80cm	2	14	3+	
Panzer IV J	Standard Tank	6	3	1	Co-ax MG, Hull MG, Protected ammo, Schürzen.
7.5cm KwK40 gun	32"/80cm	2	11	3+	Slow traverse.

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
8.8cm FlaK36 gun (8 crew)	Immobile	40"/100cm	3	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket Launcher, Smoke bombardment.

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	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.

Vehicle Machine-guns

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

EASYARMY.COM

Special Rules

Panzer Kampfgruppe HQ (Veteran) - p.69

A Panzer Kampfgruppe (page 68), and a Panzergrenadier Kampfgruppe (page 72), a Panzer Ausbildungs Verband (page 76), and Panzer Ausbildungs 500 (page 80) do not use the German Kampfgruppe special rule on page 242 of the rulebook.

When you need to take a Platoon Morale Check, instead of rolling a Motivation Test for the entire platoon, roll a die for each team in the platoon and any teams that have Joined the platoon.

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.

If the platoon is required to take a sole survivor Motivation Test (see page 176 of the rulebook) it automatically fails the test and the platoon is Destroyed.

Company and Higher Command teams 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.

Rocket Launcher Battery (Veteran) - p.91

At the start of the game, place a Full Salvo marker with a platoon equipped with 30cm NW42 Super-heavy Rockets. Remove this marker after firing an Artillery Bombardment.

If a platoon with Super-heavy Rockets does not have a Full Salvo marker when it fires an Artillery Bombardment, roll a Skill Test for each Rocket Launcher able to fire in the Bombardment. Only those that pass the Skill Test can fire as part of the Bombardment.

Place a Full Salvo marker on a platoon with Super-heavy Rockets at the end of any Shooting Step in which every Rocket Launcher in the platoon was able to fire an Artillery Bombardment, but none did so.

Schwere Panzer Platoon - p.83

A Schwere Panzer Platoon uses the Tiger Aces special rules on page 244 of the rulebook.

If your Schwere Panzer Platoon is equipped with Hetzer tanks, where a Tiger Ace skill refers to Tiger tanks or 8.8cm tank guns, treat that as referring to a Hetzer and its main gun instead.