

# PANZERKAMPFGRUPPE VON BENNINGSEN

TANK BATTLEGROUP VON BENNINGSEN

RELUCTANT VETERAN

TANK COMPANY

POINTS 1775

PLATOON	QTY	UNIT	POINTS
<b>HEADQUARTERS</b>			
Panzer Kampfgruppe von Benningesen HQ p.53	1	Panther G with Infra-red Equipment	14.6% 260
	1	Panzer IV J	
<b>COMBAT PLATOONS</b>			
Panther Platoon p.47	2	Panther G with Infra-red Equipment	20% 355
Panzer Platoon p.53	3	Panzer IV J	13.2% 235
Schwere Panzer Platoon p.54	2	Tiger I E	20.3% 360
<b>SUPPORT PLATOONS</b>			
Gepanzerte Panzergrenadier Platoon p.50	1	Cmd Panzerfaust MG team	12.1% 215
	6	Panzerfaust MG team	
	4	Sd Kfz 251/1D half-track	
Volkssturm Platoon p.57	1	Cmd Panzerfaust Rifle team	4.8% 85
<b>RELUCTANT CONSCRIPT</b> <b>Allied Platoon</b>	6	Panzerfaust Rifle team	
Aufklärungs Anti-tank Gun Platoon p.56	1	Cmd SMG team	8.2% 145
	1	Kubelwagen	
	3	7.5cm PaK40 gun	
	3	3-ton truck	
Panzerspäh Platoon p.55	2	Sd Kfz 221 (MG)	6.8% 120
	2	Sd Kfz 222 (2cm)	

Nachtjäger - German Late-War - v3 - Platoon Count: 8

# 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
<b>TANKS</b>					
Tiger IE <i>8.8cm KwK36 gun</i>	Slow Tank <i>40"/100cm</i>	9 2	8 13	2 3+	Co-ax MG, Hull MG, Protected ammo, Wide tracks. <i>Slow traverse.</i>
Panther G with Infra-red Equipment <i>7.5cm KwK42 gun</i>	Standard Tank <i>32"/80cm</i>	10 2	5 14	1 3+	Co-ax MG, Hull MG, Wide tracks, Infra-red Equipment.
Panzer IV J <i>7.5cm KwK40 gun</i>	Standard Tank <i>32"/80cm</i>	6 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo, Schürzen. <i>Slow traverse.</i>
<b>ARMoured CARS</b>					
Sd Kfz 221 (MG)	Wheeled	1	0	0	AA MG, Recce.
Sd Kfz 222 (2cm) <i>2cm KwK38 gun</i>	Wheeled <i>16"/40cm</i>	1 3	0 5	0 5+	Co-ax MG, Recce. <i>Self-defence anti-aircraft.</i>

## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
MG team	16"/40cm	3	2	6+	ROF 2 when pinned down.
Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6. Cannot shoot in the Shooting Step if moved in the Movement Step.
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
<b>TRUCKS</b>					
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
Opel Blitz 3-ton truck	Wheeled	-	-	-	
<b>ARMoured PERSONNEL CARRIERS</b>					
Sd Kfz 251/1D half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.

## VEHICLE MACHINE-GUNS

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

## SPECIAL RULES

### **Gepanzerte Panzergrenadier Platoon - p.50**

Gepanzerte Panzergrenadier Platoons may use the Mounted Assault special rule on page 243 of the rulebook.

### **Panther Platoon - p.47**

A Sd Kfz 251/20 (Uhu) half-track is an Independent team.

### **Panzer Kampfgruppe von Benningsen HQ - p.53**

A player commanding a German company equipped with teams with Infra-red Equipment may elect to make a Night Attack in any mission. If they do so, their company has the Always Attack special rule (see page 257 of the rulebook). If a player that makes a Night Attack is the attacker, the game starts in Darkness and uses the Dawn rules (see page 273 of the rulebook).

When making a Night Attack all German platoons with Infra-red Equipment can use the Spearhead special rule (see page 261 of the rulebook).

In the Shooting Step, a Sd Kfz 251/20 (Uhu) half-track picks an enemy team within 24"/60cm and in Line of Sight. Any teams with Infrared Equipment that use the selected team to calculate their score to hit are not restricted by their roll on the Night Visibility Table (see page 272 of the rulebook). They can see that team at up to 24"/60cm distance, although the team is still concealed. Hits can be allocated to any valid target in the target platoon within 24"/60cm of the shooting team.

In the next Shooting Step, enemy teams with infra-red equipment in Line of Sight can see the Sd Kfz 251/20 (Uhu) half-track at any distance, but it is still concealed.

Sd Kfz 251/20 (Uhu) half-track is an Independent team.

In any game played entirely in Daylight, a Sd Kfz 251/20 (Uhu) half-track is not deployed on table and takes no part in the game.

In any game played entirely in Darkness, a Sd Kfz 251/20 (Uhu) half-track remains on the table for the entire game.

A Sd Kfz 251/20 (Uhu) half-track is removed from play at the start of a turn in which Daylight begins (see the Dawn rules on page 273 of the rulebook).

A Sd Kfz 251/20 (Uhu) half-track is not Deployed at the start of a game using the Dusk rules. Instead, it is placed on the table within command distance of its platoon at the start of a turn in which night has fallen (see the Dusk rules on page 273 of the rulebook).

Teams with Infra-red Equipment roll two dice when rolling on the Night Visibility Table (see page 272 of the rulebook) and use the highest result.

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

### **Panzerspäh Platoon - p.55**

Panzerspäh Patrols are Reconnaissance Platoons.

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

### **Schwere Panzer Platoon - p.54**

A Kampfgruppe von Benningsen Schwere Panzer Platoon **does not** use the Tiger Aces special rules.

### **Volkssturm Platoon - p.57**

#### **Local Militia**

Volkssturm Platoons do not use the German Stormtroopers or Mission Tactics special rules. Instead, a Volkssturm Platoon always begins the game on the table. Ignore all Volkssturm Platoons in your force when determining how many platoons to be held in Reserve.

In addition, a Volkssturm Platoon always begins the game in Prepared Positions.

Volkssturm Platoons in your force are Allies and follow the Allied Platoon rules on page 70 of the rulebook.

**PICK LIST****German**

3	3-ton truck
3	7.5cm PaK40 gun
1	Cmd Panzerfaust MG team
1	Cmd Panzerfaust Rifle team
1	Cmd SMG team
1	Kubelwagen
3	Panther G with Infra-red Equipment
4	Panzer IV J
6	Panzerfaust MG team
6	Panzerfaust Rifle team
2	Sd Kfz 221 (MG)
2	Sd Kfz 222 (2cm)
4	Sd Kfz 251/1D half-track
2	Tiger I E