

1944 German Sample Battle Group
-- Dudley Garidel --

HOLDING FORCE Experienced Morale 8	Battalion Headquarters	1 command stand 1 kubelwagen	
	Tank Company	1 command PzKw IVH (<i>with HV</i>) 1 PzKw IVH (<i>with HV</i>)	
	2 Infantry Companies, each	1 command infantry stand (<i>integral Panzerfaust</i>) 2 infantry stands (<i>integral Panzerfaust</i>) 1 weapons stand	
	Towed Antitank Platoon	1 75L46 AT gun and crew (<i>with HV</i>) 1 maultier	
	Self-Propelled Antitank Platoon	1 JgdPz 38(t) Hetzer (<i>with HV</i>)	
	RESERVE FORCE Experienced Morale 8	Panzergrenadier Company	1 command <i>panzergrenadier</i> stand (<i>integral panzerfaust</i>) 1 panzergenadier stand (<i>integral panzerfaust</i>) 1 weapons stand (<i>integral panzerfaust</i>) 2 SdKfz 251/1 1 SdKfz 251/10 1 SdKfz 251/9 (<i>with HC</i>)
Assault Gun Company		1 command StuG IIIG (<i>with HV</i>) 1 StuG IIIG (<i>with HV</i>)	
Artillery Battalion Headquarters		1 command observation stand 1 kubelwagen	
Artillery Battalion Headquarters Battery (off-board)		1 staff radio truck 1 medium supply truck	
2 direct support howitzer batteries (off-board), each		1 105L28 howitzer and crew	
ASSAULT FORCE Experienced Morale 8 (<i>except where noted</i>)		Engineer Company	1 command engineer stand (<i>integral panzerfaust</i>) 1 engineer stand (<i>integral panzerfaust</i>) 1 weapons stand (<i>integral panzerfaust</i>) 2 medium trucks
		Assault Gun Platoon	1 StuG IIIG (<i>with HV</i>)
		Self-Propelled Antitank Company	1 command StuG IIIG (<i>with HV</i>) 1 StuG IIIG (<i>with HV</i>)
		Dedicated Battery (off-board) <i>Veteran, Morale 9</i>	1 105L28 howitzer and crew

My original intent in building this *Kampfgruppe* was to create a reasonably realistic ad hoc unit which might actually have seen combat in 1944. One of my pet peeves is to see a rules set which allows a German player to load a table with Tiger and Panther tanks and SS *Panzergrenadiers* galore, with nary a StuG III (which was, in fact, the most numerous German AFV--an AFV without a turret was cheaper and easier to build than a tank) or every day run-of-the-mill German infantryman in sight. While it's true Tigers, Panthers, and SS *Panzergrenadiers* all fought in 1944, they weren't necessarily all together at the same time and in the same place in every engagement. Even the SS fought under-strength more times than not.

The Holding Force, which is exactly that--a force to fix the enemy or shield the Reserve or Assault Forces to allow those forces to maneuver—consists of an under-strength infantry battalion reinforced with an under-strength Panzer IVH company (the tank most often misidentified by Allied troops as being a Tiger tank--explaining why the average gamer believes the woods were filled with Tigers) and an antitank (AT) platoon, with a 75mm gun (also often misidentified as being an 88mm gun).

It is not, however, totally without teeth as the Panzer IVH tanks have been given High Velocity ammunition which gives them a chance against any AFV. In addition, I reinforced the infantry companies with additional infantry platoons (which gives the infantry more of a chance to hang on against an infantry assault) and added integral *panzerfaust* to the companies to give the infantry an AT capability. Finally, for additional AT capability, I added a Self-Propelled *Panzerjaeger* 38(t) *Hetzer*, which, although not as common as a StuG III, was more likely to be in a Holding Force of this type than a Tiger or Panther.

The Reserve and Assault Forces have the mobility not seen in the Holding Force--this was intentional. These are the forces which should and must be able to maneuver after the enemy has been fixed by the Holding Force.

The Reserve must be able to move quickly in order to allow for reinforcing the defense or conducting a local counterattack, so the StuG III company and *Panzergranadiers* (*Wehrmacht*, not SS) go here. A force like this needs fire support, so I added the SdKfz 251/9 half-track with the 75L24 and the Direct Support Artillery Battalion, which will also be able to support the Holding Force.

Finally, the Assault Force—this is the force I would use to “close the deal”. I prefer engineers for the assault infantry because they have integral *panzerfaust* and automatically eliminate AFV they hit in a close-assault. The Assault Gun platoon and Self-Propelled Antitank company (all StuG III) are there to provide direct fire suppression for the engineers, as well as an AT capability with the HV ammunition. For additional fire support, I've included a dedicated Veteran 105mm battery, which increases the likelihood of a successful response to a request for indirect fire to an “8”.

<<INSERT GERMAN DATA TABLE HERE>>