

# SNAPSHOT ARMY

# KAMPFGRUPPE KERSHER

## OFFICIAL BRIEFING

LATE WAR INTELLIGENCE BRIEFING FOR KAMPFGRUPPE KERSHER,  
SCHWERE PANZERABTEILUNG 511, EAST PRUSSIA, APRIL 1945



*By Casey Davies*



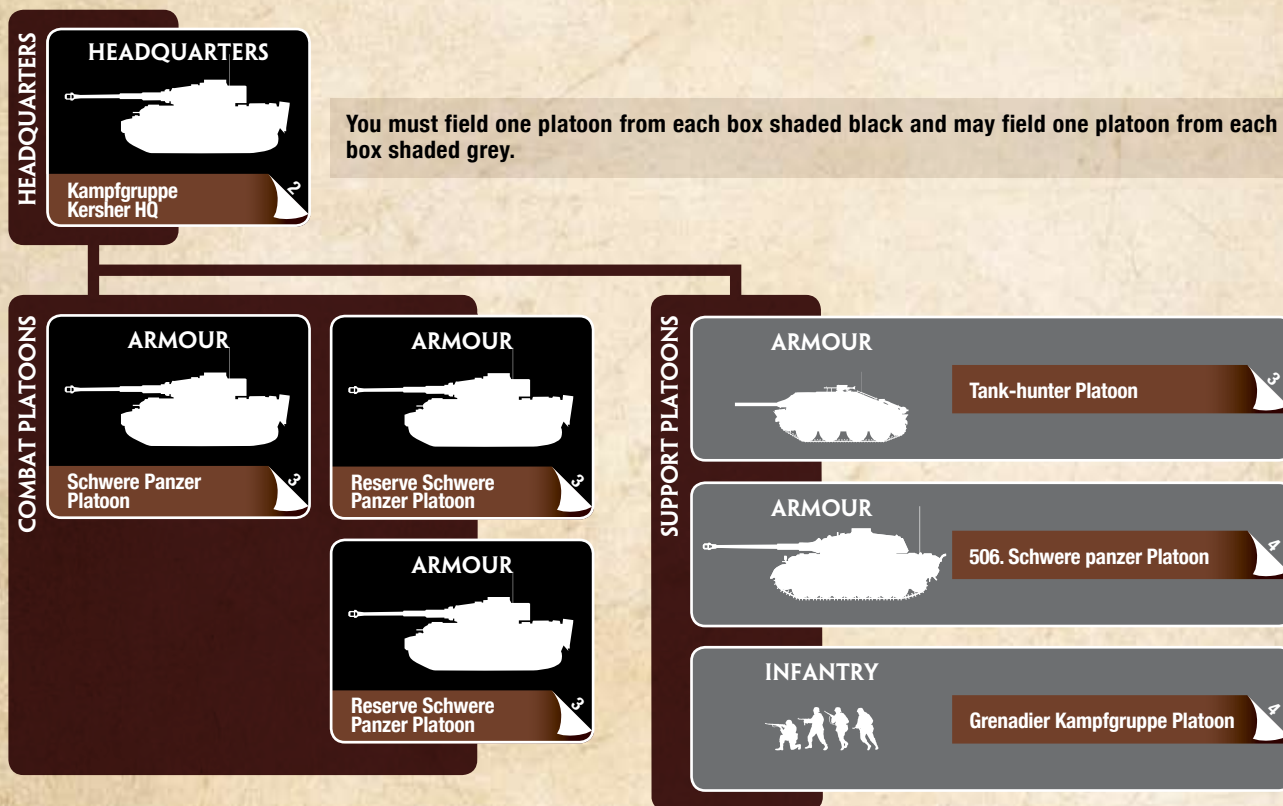
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UNDER  
REVIEW



# KAMPFGRUPPE KERSHER

BATTLEGROUP KERSHER  
TANK COMPANY



On 6 April 1945 the Soviet Red Army launch their main offensive against German forces at Königsburg. Two days later a small group of Tiger I E tanks counterattacked. During the ensuing battle, one Tigers was destroyed, reducing the battalions strength to just 9 tanks.

On 12 April 2. *Schwere Panzerabteilung* was split up into groups of 2 to 3 tanks, to wait for the Soviet offensive to catch up with them. *Oberfeldwebel* Kersher and another Tiger were deployed near Norgau (20 miles/31.5 km northwest of Königsburg).

The next day *Kampfgruppe* Kersher engaged the Soviet spearhead and destroyed more than 20 tanks. Later that day the second Tiger I E had to withdraw due to a damaged gun. Kersher continued to fight, knocking out another 15 tanks.

On the evening of 12 April a supply truck brought some ammunition forward and a second Tiger I E, commanded by *Unteroffizier* Weigand, arrived to reinforce Kersher. A short while later the two Tigers knock out a further 12 SU-100 tank-hunters. Afterwards, Weigands Tiger and nearby infantry were called away to a different location.

A couple of days later Kersher's Tiger suffered mechanical failure and became stuck in third gear. Despite this he tried to support the two Tigers of *Feldwebel* Hermann and *Unteroffizier* Baresch, but his tank is hit and he is wounded in the head. Hermann's tank becomes immobilised and had to be abandoned, while Baresch's tank was destroyed.

The survivors manned Kersher's crippled Tiger and made a strategic retreat. Another tank takes over the position while Kersher's tank relocates to the battalions maintenance facility.

On 21 April, Kersher's repaired Tiger made its way to the front line and stopped several Soviet attacks in the Neuhäusel Forest with assistance from a pair of Hetzers from 1. *Kompanie*/502. *Schwere Panzerabteilung*, a PaK, and a Tiger II from 506. *Schwere Panzerabteilung*. Between them, 21 enemy vehicles were knocked out and Kersher brought his personal tally to over 100. The Tiger II then ran out of ammunition and withdrew, while the Hetzers and the PaK were redeployed.

The next day Kersher's tank took several hits and his fuel tanks started to leak. Over 300 litres of fuel spilled into the hull. Kersher simply drained it off and kept fighting. After knocking out several more tanks he was relieved by two Tigers returning from workshop after repairs.

Kersher was then called on to support the local infantry against another Soviet thrust. His Tiger took another couple of hits and had to fall back to the maintenance facility again.

Kersher returned to Neuhäusel Forest to engage enemy tanks that had penetrated into the forest. He tried to mount a defence with another Tiger, but when that tiger was knocked out Kersher withdrew to Pillau. Once he had reached the harbour he had no choice but to scuttle his tank and escape on a ferry to Frische Nehrung (near Danzig).



## MOTIVATION AND SKILL

Kampfgruppe Kersher is part of Schwere Panzerabteilung 511. The veteran crews have been fighting for a long time and know how to get the best out of their machines. Kampfgruppe Kersher is rated as **Confident Veteran**.

### KAMPFGRUPPE KERSHER

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

## HEADQUARTERS

### KAMPFGRUPPE KERSHER HQ

#### HEADQUARTERS

Oberfeldwebel Kersher in Tiger I E 265 points

*Oberfeldwebel Kersher does not roll for Tiger Ace Skills at the beginning of the game. Instead he uses the special rules listed below.*



### EVERY SHOT COUNTS!

Oberfeldwebel Kersher was one of many tank aces to come out of Schwere Panzerabteilung 502, which was later redesignated Schwere Panzerabteilung 511.

*Kersher's Tiger I E can re-roll any failed To Hit rolls when it shoots.*

### TRAINED WITH CARIUS

Kersher trained with Carius, who was a genius at spotting targets and setting up excellent shots in order to inflict the maximum damage on enemy tanks.

*Enemy teams do not benefit from Concealment when shot at by Kersher. Furthermore, Kersher ignores the normal +1 modifier when shooting at teams greater than 16"/40cm away.*

### AGAINST THE ONCOMING HORDE

Kersher knew the value of a set defensive position, as well as the need for mobility against less manoeuvrable forces.

*A Kampfgruppe commanded by Oberfeldwebel Kersher may choose to defend against a Soviet tank army*

### STUCK IN THIRD GEAR

During one of his most notable battles, Kersher's Tiger got stuck on third gear.

*If Oberfeldwebel Kersher's Tiger I E becomes Bugged Down during the game and Frees itself in a subsequent turn, its Mobility rating is reduced to Very Slow Tank for the remainder of the game.*

GBX156, Wittmann & his Tiger I E is a great model to use for Oberfeldwebel Kersher.



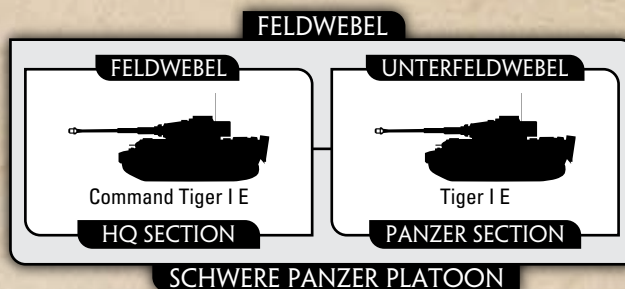


## COMBAT PLATOONS

### SCHWERE PANZER PLATOON

#### PLATOON

2 Tiger I E	430 points
1 Tiger I E	215 points

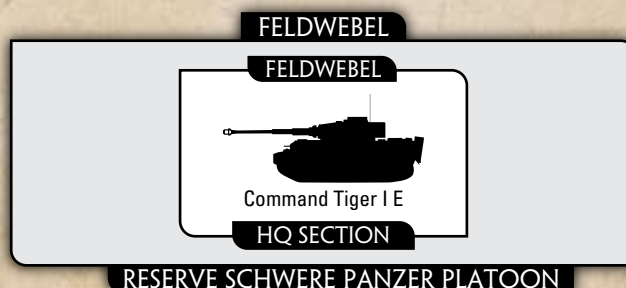


Remember to roll for your Tiger Ace Skills before each game.

### RESERVE SCHWERE PANZER PLATOON

#### PLATOON

1 Tiger I E	165 points
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In missions that have Reserves of any type (Reserves, Scattered Reserves, Delayed Reserves, etc.), Reserve Schwere Panzer Platoons must be held in Reserve and are always the last platoon to arrive from Reserve.

In missions that do not normally have any form of Reserves, Reserve Schwere Panzer Platoons start the game in Reserve.

Reserve Schwere Panzer Platoons roll for their Tiger Ace skills when they arrive on table from Reserves.

By this stage of the war there is little in the way of fresh panzers making their way to the frontline, and units have to patch up damaged tanks as best as they can.

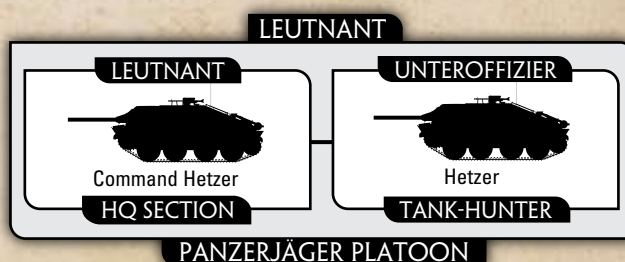
Throughout April the maintenance facility was able to repair a small number of tanks and get them back into the field. Even Kersher had to make use of these facilities on occasion.

## SUPPORT PLATOONS

### PANZERJÄGER PLATOON

#### PLATOON

2 Hetzers	185 points
1 Hetzer	95 points



A Panzerjäger Platoon uses the Tiger Aces special rules on page 244 of the rulebook, 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.

On 26 February 511. Schwere Panzerabteilung consolidated all of its remaining Tiger I E tanks into the second company. Due to a lack of fresh tigers from the factory being in short supply, the 1st company of 511. Schwere Panzerabteilung was re-equipped with Hetzer tank-hunters.

The veteran crews gave a good account of themselves in the tank-hunters, however by April the Hetzer company had been involved in heavy fighting and only a few of them remained.



## 506. SCHWERE PANZER PLATOON

### PLATOON

1 Königstiger (Henschel)

345 points

*Remember to roll for your Tiger Ace Skills before each game.*



On paper, the third company of 511. *Schwere Panzerabteilung* was equipped with Tiger II tanks. In reality they never received them, as they got diverted to another unit.

The only Tiger II's in the area belonged to 506. *Schwere Panzerabteilung*.

### MOTIVATION AND SKILL

A Veteran Grenadier Kampfgruppe Platoon is rated as **Confident Veteran**.

A Fresh Grenadier Kampfgruppe Platoon is rated as **Confident Trained**.

#### V VETERAN KAMPFGRUPPE

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

#### T FRESH KAMPFGRUPPE

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

## GRENADIER KAMPFGRUPPE PLATOON

### PLATOON

HQ Section with:

	V	T
2 Grenadier Squads	155 points	120 points
1 Grenadier Squad	95 points	75 points

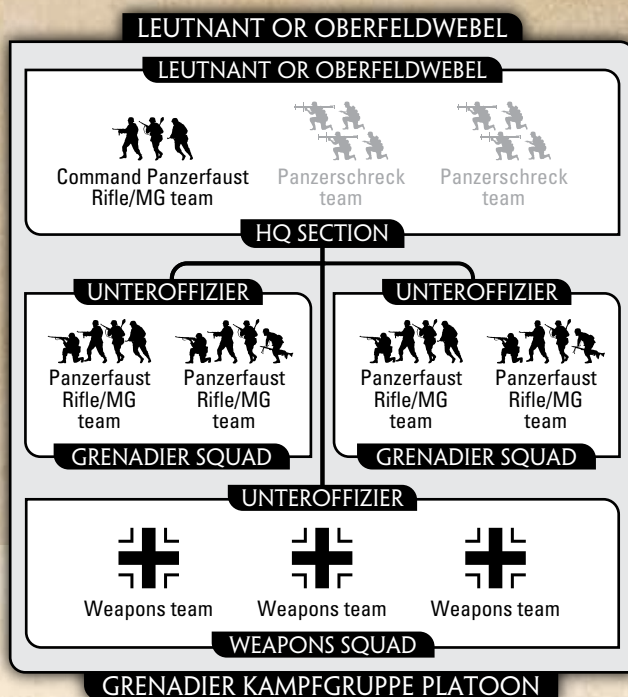
Add:

2 Panzerschreck teams	+50 points	+40 points
1 Panzerschreck team	+25 points	+20 points
3 Weapons teams	+110 points	+90 points
2 Weapons teams	+80 points	+65 points
1 Weapons team	+50 points	+40 points

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 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.





# GERMAN ARSENAL

## TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
<b>HEAVY TANKS</b>					
Tiger I E <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>
Königstiger (Henschel) <i>8.8cm KwK43 gun</i>	Slow Tank <i>40"/100cm</i>	15 2	8 16	2 3+	Co-ax MG, Hull MG, Overloaded. <i>Slow traverse.</i>
<b>TANK-HUNTERS</b>					
Hetzer <i>7.5cm PaK39 gun</i>	Standard Tank <i>32"/80cm</i>	7 2	2 11	1 3+	Hull MG, Overloaded. <i>Hull mounted.</i>

## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MG42 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
8cm GW34 mortar <i>Firing bombardments</i>	Man-packed	24"/60cm 40"/100cm	2 -	2 2	3+ 6	Smoke, Minimum range 8"/20cm. Smoke bombardment.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle/MG team	16"/40cm	2	2	6	
Panzerschreck team	8"/20cm	2	11	5+	Tank Assault 5.

## ADDITIONAL TRAINING AND EQUIPMENT

Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step.
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