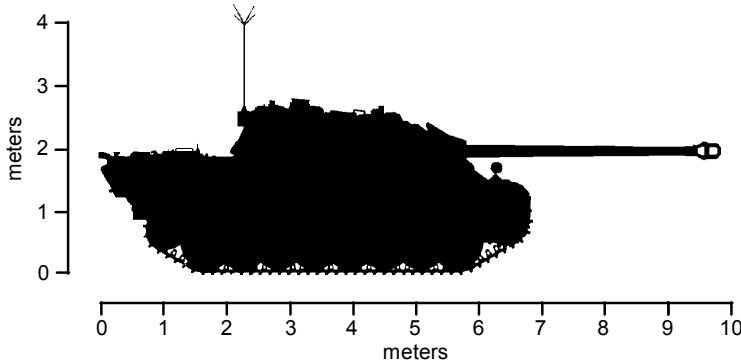


Jagdpanther

39

Axis Germany 1944

Vehicle - Tank Destroyer



Set#.Unit	Speed	Defense	Attacks:	Short	Med	Long
#6.38/#1.26	4	6/4	Anti-soldier	6	6	4
rare			Anti-vehicle	18	15	13

Special abilities:

No Turret - This unit can attack Vehicles only if they are in front of this unit.

Extended Range 12 - This unit's long range against Vehicles is 5-12 hexes.

Superior Armor 2 - An attack must beat this unit's defense by 2 or more in order to score two hits against it.

Analysis:

For 4 more points than the Panther Ausf. D, this Jagdpanther gives you +2 dice against vehicles (giving you a 50% chance of hitting a Crocodile or IS-2 at long range), but you lose a turret and the ability to move while disrupted, and you pay 8 more points. For tank destroyers, an equally good choice is to get 2 of the Jagdpanzer 38(t) Hetzers for 40 points. This unit was significantly recosted from set #1, making a very good choice, in line with what Jane's Tanks of World War II calls "the most successful and best-balanced tank killer of the war." For 60 pts, you can roll 2 more dice with the heavily-armored Jagdtiger, but you won't regret getting this Jagdpanther.

Rating: ★★★★★☆

Percent chance of ≥1 hit, normal attack (success on 4, 5, 6)

Soldier's defense:	3	4	5	Vehicle's defense:	4	5	6	7
<i>Short/Med range</i>	66	34	11	<i>Short range</i>	>99	98	95	88
<i>Long range</i>	31	6	0	<i>Med range</i>	98	94	85	70
				<i>Long range</i>	95	87	71	50