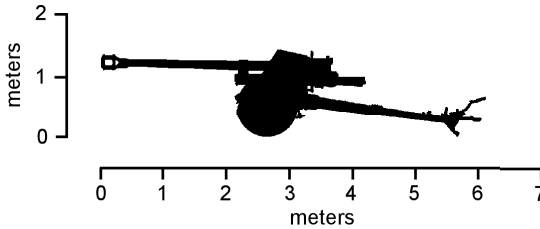


PAK 40 Antitank Gun

14

Axis Germany 1942

Soldier - Artillery



Set#.Unit	Speed	Defense	Attacks:	Short	Med	Long
#2.28	0	3/3	Anti-soldier	3	3	3
common			Anti-vehicle	15	13	12

Special abilities:

Relocate 2 – This unit has speed 2 during your assault phase.

Extended Range 10 – This unit’s long range against Vehicles is 5-10 hexes.

Analysis:

The German *Panzerabwehrkanone 40* is definitely a better choice over its diminutive brother, the PAK 38, as you get significant increases in both firepower and range for only 4 points more. This increase raises the chance of a long-range frontal hit against a Sherman from 23% to 81%! It even has a reasonable chance of hitting the Crocodile and IS-2 (39% at long range). While it lacks the Seasoned Crew ability of the PAK 38s, the stats on the PAK 40s are very impressive. It may still only have defense 3, but at 14 points you can afford to field a few of them. Combine the PAK 40 with a Wehrmacht Elite Sniper; the sniper disrupts, and the artillery finishes it off.

Pick up 1 of these in the German Antitank Platoon for ~9¼ points.

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>All ranges</i>	13	0	0	<i>Short range</i>	98	94	85	70
				<i>Med range</i>	95	87	71	50
				<i>Long range</i>	93	81	61	39