

SS-PANZERKAMPFGRUPPE (WIKING)

SS ARMoured BATTLEGROUP

FEARLESS

TRAINED

TANK COMPANY

POINTS

1785

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
SS-Panzerkampfgruppe HQ (Wiking) p.109	2	Panther A or G	18.2% 325
COMBAT PLATOONS			
SS-Panzer Platoon (Wiking) p.109	4	Panther A or G Platoon Command team is Panzer Kanone	40.3% 720
SS-Panzer Platoon (Wiking) p.109	4	Panzer IV H	17.4% 310
Gepanzerte SS-Panzergrenadier Platoon (Wiking) p.111	1 6 4	Cmd MG team MG team Sd Kfz 251/1	11.2% 200
WEAPONS PLATOONS			
Armoured SS-Heavy Platoon (Wiking) p.113	1 1 2 1 1 1 2	Cmd SMG team Sd Kfz 251/1 MG42 HMG Sd Kfz 251/1 (HMG) half-track Observer Rifle team Kubelwagen Sd Kfz 251/2 (8cm)	8.4% 150
DIVISIONAL SUPPORT			
SS-Panzerspäh Platoon (Trained) p.166	1 2	Sd Kfz 223 (radio) Sd Kfz 222 (2cm)	4.5% 80

Grey Wolf (Revised) - German Late-War - v3 - Platoon Count: 5

ARSENAL

TANK TEAMS

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
TANKS					
Panzer IV H	Standard Tank	6	3	1	Co-ax MG, Hull MG, Protected ammo, Schürzen.
<i>7.5cm KwK40 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>11</i>	<i>3+</i>	
Panther A or G	Standard Tank	10	5	1	Co-ax MG, Hull MG, Wide tracks.
<i>7.5cm KwK42 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>14</i>	<i>3+</i>	
INFANTRY GUNS (SP)					
Sd Kfz 251/2 (8cm)	Half-tracked	1	0	0	AA MG.
<i>8cm GW34 mortar</i>	<i>24"/60cm</i>	<i>2</i>	<i>2</i>	<i>3+</i>	<i>Hull mounted, Portee, Smoke, Minimum range 8"/20cm.</i>
<i>Firing bombardments</i>	<i>40"/100cm</i>	<i>-</i>	<i>2</i>	<i>6+</i>	<i>Smoke bombardment.</i>
ARMoured CARS					
Sd Kfz 222 (2cm)	Wheeled	1	0	0	Co-ax MG, Recce.
<i>2cm KwK38 gun</i>	<i>16"/40cm</i>	<i>3</i>	<i>5</i>	<i>5+</i>	<i>Self-defence anti-aircraft.</i>
Sd Kfz 223 (radio)	Wheeled	1	0	0	AA MG, Recce.

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.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
MG team	16"/40cm	3	2	6+	ROF 2 when pinned down.
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
TRUCKS					
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
ARMoured PERSONNEL CARRIERS					
Sd Kfz 250/1 or 251/1 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 251/1 (HMG) half-track	Half-tracked	1	0	0	Hull MG, HMG carrier, 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

Armoured SS-Heavy Platoon (Wiking) - p.113

Armoured SS-Heavy Platoons may make Combat Attachments to Gepanzerte SS-Panzergrenadier Platoons.

Gepanzerte SS-Panzergrenadier Platoon (Wiking) - p.111

Gepanzerte SS-Panzergrenadier Platoons may use the Mounted Assault special rule.

SS-Panzer Platoon (Wiking) - p.109

You may replace any or all Platoon Command teams from any SS-Panzer Platoons in the Wiking SS-Division with a Panzer Kanone for +65 points per platoon. A Panzer Kanone is a Warrior with the following abilities:

Panzer Kanone

At the start of the game roll a die for each Panzer Kanone to determine the medal he has been awarded. That Panzer Kanone possesses the skills shown for that medal in the table below:

1,2: Knight's Cross

A Panzer Kanone with a Knight's Cross may:

- Have Tank teams in their platoon re-roll failed Skill Tests.

3,4: Knight's Cross with Oak Leaves

A Panzer Kanone with a Knight's Cross with Oak Leaves may:

- Move and Shoot with full ROF, and
- Have Tank teams in their platoon re-roll failed Skill Tests

5: Knight's Cross with Swords

A Panzer Kanone with a Knight's Cross with Swords may:

- Re-roll any failed roll To Hit when they shoot with their main gun,
- Move and Shoot with full ROF, and
- Have Tank teams in their platoon re-roll failed Skill Tests

6: Knight's Cross with Diamonds

A Panzer Kanone with a Knight's Cross with Diamonds may:

- Re-roll any failed roll To Hit when they shoot with their main gun,
- Move and Shoot with full ROF,
- Only be destroyed on an enemy roll of 5+ rather than a roll of 4+ when using the Warrior Tank Team Casualties rule in the rulebook, and
- Have Tank teams in their platoon re-roll failed Skill Tests

SS-Panzerkampfgruppe HQ (Wiking) - p.109

A SS-Panzerkampfgruppe or SS-Panzergrenadierkampfgruppe from the 5. SS-Panzerdivision Wiking must be made up of either Danish or Flemish troops.

Platoons from the Flemish Regiment may make a Stormtroopers Move while Pinned Down and may move towards the enemy while making this move.

When firing artillery bombardments using SS-Kampfgruppe Artillery Battery, SS-Kampfgruppe Heavy Artillery Battery, Armoured SS-Artillery Battery, or Armoured Heavy SS Artillery Battery in support of the Danish Panzergrenadier Regiment, Roll to Hit as if the artillery are Veterans.

When Infantry teams from a Gepanzerte SS-Panzergrenadier Platoon or a SS-Panzergrenadier Platoon in a SS-Panzerkampfgruppe or SS-Panzergrenadierkampfgruppe from the 5. SS-Panzerdivision Wiking shoot at a platoon that contains a Soviet Komissar team, you may make a second roll for each hit scored on the platoon.

- If you roll a 5 or 6, you can choose to mark the Komissar team as a priority target similar to the Gun Tank rule in the rulebook.
- Otherwise, the hits are allocated as normal.

When used, this rule overrides all other rules about his allocation except those regarding valid targets.

You must field at least one SS-Panzer Platoon entirely equipped with the same model of tank as the Company HQ.

SS-Panzerspäh Platoon (Trained) - p.166

Panzerspah Patrol of a SS-Panzerspah Platoon operate as separate platoons, each with their own command team.

Panzerspah Patrols are Reconnaissance Platoons.