

# SS-Panzer Grenadierkompanie

Fearless Veteran

Belarus- Artem Vereschaka-German-Infantry

German

Late-War

Infantry Company

Platoon	Qty	Unit	Points
Headquarters			
SS-Panzer Grenadierkompanie HQ - p.197	2 2 1 2	Cmd Panzerfaust SMG team Kfz 15 field car Motorcycle & Sidecar Panzerschreck team	140
Combat Platoons			
SS-Panzer Grenadier Platoon - p.197	1 5 1	Cmd Panzerfaust SMG team MG team Panzerfaust MG team	240
SS-Panzer Grenadier Platoon - p.197	1 5 1	Cmd Panzerfaust SMG team MG team Panzerfaust MG team	240
Weapons Platoons			
Light SS-Anti-tank Gun Platoon - p.199	1 3	Cmd SMG team 7.5cm PaK40 gun	180
Support Platoons			
21. Panzer Platoon - p.53 <b>Confident Veteran Allied Platoon</b>	1 1 1	Panzer IV H Captured Sherman III Captured Firefly VC	275
Gepanzerte SS-Panzer Grenadier Platoon - p.189	1 4 5 1	Cmd Panzerfaust SMG team Sd Kfz 251/1 MG team Panzerfaust MG team	280
Heavy SS-Panzerspäh Platoon - p.206	2	Sd Kfz 231 (8-rad)	80
Motorised Heavy SS-Artillery Battery - p.208	1 1 3 1 1	Cmd SMG team Staff team 15cm sFH18 howitzer Observer Rifle team Kubelwagen	265
SS-Anti-aircraft Gun Platoon - p.211	1 1 2	Cmd SMG team Kfz 15 field car 3.7cm FlaK43 on Opel truck	80
Company Points:			1780

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Source document: Atlantik Wall book

## Arsenal

### Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
Weapon	Range	ROF	Anti-tank	Firepower	
<b>Tanks</b>					
Panzer IV H	Standard Tank	6	3	1	Co-ax MG, Hull MG, Protected ammo, Schürzen.
7.5cm KwK40 gun	32"/80cm	2	11	3+	
Captured Firefly VC	Standard Tank	6	4	1	Co-ax MG.
OQF 17 pdr gun	32"/80cm	2	14	3+	No HE.
Captured Sherman III	Standard Tank	6	4	1	Co-ax MG, Hull MG.
M3 75mm gun	32"/80cm	2	10	3+	Smoke.
<b>Anti-Aircraft (SP)</b>					
3.7cm FlaK43 on Opel truck	Wheeled	-	-	-	Gun shield.
3.7cm FlaK43 gun	24"/60cm	4	6	4+	Anti-aircraft, Portee.
<b>Armoured Cars</b>					
Sd Kfz 231 (8-rad)	Jeep	2	0	0	Co-ax MG, Recce.
2cm KwK38 gun	16"/40cm	3	5	5+	

Gun Teams						
Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
15cm sFH18 howitzer	Immobile	24"/60cm	1	13	1+	Bunker buster, Smoke.
Firing bombardments		80"/200cm	-	5	2+	Smoke bombardment.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
Infantry Teams						
Team	Range	ROF	Anti-tank	Firepower	Notes	
MG team	16"/40cm	3	2	6+	ROF 2 when pinned down.	
Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6. Cannot shoot in the Shooting Step if moved in the Movement Step.	
Panzerschreck team	8"/20cm	2	11	5+	Tank Assault 5	
Rifle team	16"/40cm	1	2	6+		
SMG team	4"/10cm	3	1	6+	Full ROF when moving.	
Staff team	16"/40cm	1	2	6+	Moves as a Heavy Gun team.	
Transport Teams						
Vehicle	Mobility	Front	Side	Top	Equipment and Notes	
Trucks						
Kfz 15 field car	Jeep	-	-	-		
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.	
Vehicle Machine-guns						
Weapon	Range	ROF	Anti-tank	Firepower		
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.	

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### Special Rules

#### 21. Panzer Platoon - p.53

You may not have more than one Sherman III tank and one Firefly VC tank in your force.

#### Gepanzerte SS-Panzergranadier Platoon - p.189

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

#### Heavy SS-Panzerspäh Platoon - p.206

Panzerspäh Patrols are Reconnaissance Platoons.

Panzerspäh Patrols operate as separate platoons, each with their own command team.

#### Light SS-Anti-tank Gun Platoon - p.199

Light SS-Anti-tank Gun Platoons may make Combat Attachments to SS-panzergranadier Platoons.

## **SS-Panzergranadierkompanie HQ - p.197**

### **Instant Readiness**

A Gepanzerte SS-Panzergranadier Platoon, an SS-Panzergranadier Platoon, an SS-Panzerpionier Platoon, or an SS-Aufklärungs Platoon that was not Pinned Down at the start of the Assault Step and becomes Pinned Down in the Assault Step, takes a Motivation Test.

If the test is passed, remove the Pinned Down marker.

Otherwise, the platoon remains Pinned Down.

If the platoon is Pinned Down by Defensive Fire, they still fall back and the assault is over.

### **One-way Trip to Heavy**

When a Gepanzerte SS-Panzergranadier Platoon, an SS-Panzergranadier Platoon, an SS-Panzerpionier Platoon, or an SS-Aufklärungs Platoon fails a Motivation Test to Counterattack during an assault, it has the option to either Break Off as normal or continue the assault.

If the platoon elects to continue the assault, they fight on as if they had passed the Motivation Test. However, if they fail any further Motivation Tests to Counterattack in this assault, then the platoon is immediately Destroyed as if they had failed a Platoon Morale Check.

### **Panzer Ace**

Before the game begins, roll a die for the Company Command team of each SS-Panzerkompanie. Look up the Tiger Ace Skills table on page 244 of the rulebook to find the skill possessed by this veteran. If the roll is a 6, simply choose the skill of the commander rather than rolling further. Where the skill refers to Tiger tanks or 8.8cm tank guns, treat it as referring to the commander's own tank and its main gun. The effects of the Tiger Ace Skills only apply to the Company Command team.

SS Troops use all of the German special rules on pages 241 to 245 of the rulebook as well as the following division-specific special rules. You must choose to field your force from 1. 'Leibstandarte SS Adolf Hitler' SS-Panzerdivision, 2. 'Das Reich' SS-Panzerdivision, 9. 'Hohenstaufen' SS-Panzerdivision, 10. 'Frundsberg' SS-Panzerdivision or 12. 'Hitlerjugend' SS-Panzerdivision. The division you choose will determine which of the following special rules your force will use.

1. SS-Panzerdivision and 2. SS-Panzerdivision companies use the Panzer Ace and Instant Readiness special rules.

9. SS-Panzerdivision, 10. SS-Panzerdivision, and 12. SS-Panzerdivision companies use the Panzer Ace and One-way Trip To Heaven special rules.