

SS-Panzergrenadierkampfgruppe (Totenkopf)

Fearless Veteran

SS Mechanised Infantry Battlegroup

German

Late-War

Mechanised Company

Platoon	Qty	Unit	Points
Headquarters			
SS-Panzergrenadierkampfgruppe HQ (Totenkopf) - p.111	2 3 2	Cmd Panzerfaust SMG team Sd Kfz 251/1 Panzerschreck team	170
Combat Platoons			
SS-Panzergrenadier Platoon (Totenkopf) - p.112	1 5 1	Cmd Panzerfaust SMG team MG team Panzerfaust MG team	240
SS-Panzergrenadier Platoon (Totenkopf) - p.112	1 5 1	Cmd Panzerfaust SMG team MG team Panzerfaust MG team	240
Weapons Platoon			
SS-Anti-tank Gun Platoon (Totenkopf) - p.115	1 1 3 3	Cmd SMG team Kubelwagen 7.5cm PaK40 gun 3-ton truck	185
Divisional Support Platoons			
Heavy SS-Tank Platoon (Veteran) - p.174	3	Tiger I E	720
Heavy Assault Howitzer Platoon - p.182	2	Sturmtiger	220
Reluctant Conscript Allied Platoon			
SS-Rocket Launcher Battery - p.180 Fearless Trained	1 1 1 3 1 1	Cmd SMG team Observer Rifle team Kubelwagen 15cm NW41 7.5cm PaK40 gun Kfz 70 truck	135
Air Support - p.172	3	Sporadic Air Support Ju 87G Stuka	100
Company Points:			2010

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Source document: Grey Wolf

Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
Weapon	Range	ROF	Anti-tank	Firepower	
Tanks					
Tiger I E	Slow Tank	9	8	2	Co-ax MG, Hull MG, Protected ammo, Wide tracks.
8.8cm KwK36 gun	40"/100cm	2	13	3+	Slow traverse.

Assault-guns

Sturmtiger	Slow Tank	12	8	2	Hull MG, Overloaded.
Firing bombardments	48"/120cm	-	6	1+	Rocket assault howitzer, Bunkerfeuer.

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket Launcher, 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.
Transport Teams					
Vehicle	Mobility	Front	Side	Top	Equipment and Notes
Trucks					
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	
Opel Blitz 3-ton truck	Wheeled	-	-	-	
Armoured Personnel Carriers					
Sd Kfz 250/1 or 251/1 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Aircraft					
Aircraft	Weapon	To-Hit	Anti-tank	Firepower	Notes
Ju 87G Stuka	Cannon	3	11	4+	
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
<p>Heavy Assault Howitzer Platoon - p.182</p> <p>Bunkerfeuer If a Sturmtyger shoots at a Bunker or Building, it Ranges In on a 5+. If it successfully Ranges In on a Bunker, the Bunker is automatically Destroyed. If it successfully Ranges In on a Building, every team in the Building is automatically Destroyed.</p> <p>Rocket Assault Howitzer A Sturmtyger may fire as an Artillery Battery. Each Sturmtyger fires as a separate Artillery Battery. Each Sturmtyger only makes one attempt to Range In on its target. Once Ranged In, roll one die To Hit for each target under the template, as normal for an Artillery Bombardment. The score needed To Hit is always 5+ with no modifiers for number of guns firing and no re-rolls. Armoured vehicles make an Armour Save based on their Top Armour. All other teams are Destroyed on successful hits.</p>
<p>Heavy SS-Tank Platoon (Veteran) - p.174</p> <p>Remember to roll for your Tiger Ace Skills before each game.</p>
<p>SS-Anti-tank Gun Platoon (Totenkopf) - p.115</p> <p>SS-Anti-tank Gun Platoons may make Combat Attachments to SS-Panzergranadier and Gepanzerte SS-Panzergranadier Combat Platoons.</p>
<p>SS-Panzergranadierkampfgruppe HQ (Totenkopf) - p.111</p> <p>A SS-Panzergranadierkampfgruppe HQ may use the Mounted Assault special rule</p> <p>During an assault, any Combat platoon from the 3. SS-Panzerdivision Totenkopf SS-Panzerkampfgruppe or SS-Panzergranadierkampfgruppe may Destroy one Infantry or Tank team from that platoon that is currently participating in that assault and either reroll a Motivation Test to Counterattack or reroll a Roll to Hit.</p> <p>The Destroyed team must be In Command when removed and may not be an Independent team. You may do this multiple times in an assault as long as there are teams available to Destroy.</p>
<p>SS-Rocket Launcher Battery - p.180</p> <p>You must purchase all of the guns from one Gun Section before adding any extra teams from the second Gun Section.</p>