

SS-Panzerkampfgruppe (Wiking)

Fearless Trained

SS Armoured Battlegroup

German

Late-War

Tank Company

Platoon	Qty	Unit	Points
Headquarters			
SS-Panzerkampfgruppe HQ (Wiking) - p.109	2	Panther A or G	325
Combat Platoons			
SS-Panzer Platoon (Wiking) - p.109	5	Panther A or G Platoon Command team is Panzer Kanone	880
SS-Panzer Platoon (Wiking) - p.109	4	StuG G or StuG IV Platoon Command team is Panzer Kanone	400
Divisional Support Platoons			
SS-Kampfgruppe Heavy Artillery Battery (Wiking) - p.117	1 1 6 2 2	Cmd SMG team Staff team 15cm sFH18 howitzer Observer Rifle team Kubelwagen	385
Company Points:			1990

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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					
Panther A or G	Standard Tank	10	5	1	Co-ax MG, Hull MG, Wide tracks.
7.5cm KwK42 gun	32"/80cm	2	14	3+	

Assault-guns

StuG G or StuG IV	Standard Tank	7	3	1	Hull MG, Protected ammo, Schürzen.
7.5cm StuK40 gun	32"/80cm	2	11	3+	Hull mounted.

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.

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
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					

Motorcycle & Sidecar or Kubelwagen Jeep - - - Optional Passenger-fired hull 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

SS-Kampfgruppe Heavy Artillery Battery (Wiking) - p.117

SS-Kampfgruppe Heavy Artillery Batteries may not be placed from Ambush within 16"/40cm of enemy teams.

You must purchase all of the guns from one Gun Section before adding any extra teams from the second Gun Section.

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 Motorised, Motorised Heavy, Armoured or Armoured Heavy SS-Artillery Batteries 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.