

# SS-PANZERGRENADEIERKOMPANIE (REBUILT)

11. SS-PANZERGRENADEIERDIVISION NORDLAND

FEARLESS

TRAINED

INFANTRY COMPANY

POINTS

1500

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
SS-Panzergranadierkompanie HQ (Rebuilt) p.4	2	Cmd SMG team	65
	2	Kfz 15 field car	
	1	Kubelwagen	
	1	Panzerschreck team	
COMBAT PLATOONS			
SS-Panzergranadier Platoon (Rebuilt) p.4	1	Cmd Panzerfaust Assault Rifle team	260
	6	Panzerfaust Assault Rifle team	
SS-Panzergranadier Platoon (Rebuilt) p.4	1	Cmd Panzerfaust Assault Rifle team	230
	6	Panzerfaust MG team	
DIVISIONAL SUPPORT			
Tank-hunter Platoon p.15 <b>RELUCTANT VETERAN</b> Allied Platoon	3	Panzer IV/70 (V)	395
SS-Panzer Platoon p.9 <b>FEARLESS VETERAN</b>	3	StuG G (late)	330
SS-Panzerspäh Platoon p.10 <b>FEARLESS VETERAN</b>	1	Sd Kfz 250 (recce)	110
	2	Sd Kfz 250/9 (2cm)	
Rocket Launcher Battery p.17 <b>CONFIDENT TRAINED</b> Allied Platoon	1	Cmd SMG team	110
	2	Observer Rifle team	
	4	15cm NW41	

Berlin (Digital Exclusive) - German Late-War - Platoon Count: 6

# 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>	
<b>ASSAULT-GUNS</b>					
StuG G (late)	Standard Tank	7	3	1	Co-ax MG, Hull MG, Protected ammo, Schürzen.
<i>7.5cm StuK40 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>11</i>	<i>3+</i>	<i>Hull mounted.</i>
<b>TANK-HUNTERS</b>					
Panzer IV/70 (V)	Slow Tank	9	3	1	Hull MG, Overloaded, Schürzen.
<i>7.5cm PaK42 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>14</i>	<i>3+</i>	<i>Hull mounted.</i>
<b>ARMoured CARS</b>					
Sd Kfz 250 (recce)	Half-tracked	1	0	0	Hull MG, AA MG, Recce.
Sd Kfz 250/9 (2cm)	Half-tracked	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>

## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket Launcher, Smoke bombardment.

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Assault Rifle team	8"/20cm	3	1	6+	Full ROF when moving.
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
<b>TRUCKS</b>					
Kfz 15 field car	Jeep	-	-	-	
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.

## SPECIAL RULES

### **SS-Panzergranadierkompanie HQ (Rebuilt) - p.4**

#### **To the Bitter End**

When any SS-Panzergranadier Platoon, SSAufklärungs Platoon, SS-Panzergranadier Pioneer Platoon, SS-Panzerpionier Platoon, or SS-Aufklärungs Pioneer Platoon, from a SS-Panzergranadierdivision Nordland company fails its 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.

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11. *SS-Panzergranadierdivision Nordland* troops use all of the German special rules on pages 166 to 168 of the rulebook as well as To the Bitter End special rule below.

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### **SS-Panzerspäh Platoon - p.10**

Panzerspäh Patrols are Reconnaissance Platoons.

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

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