

# SS-KAMPFGRUPPE PEIPER

JANO-BATTLE GROUP PEIPER

FEARLESS

TRAINED

TANK COMPANY

POINTS

1600

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
SS-Kampfgruppe Peiper HQ p.53	2	Panzer IV J	9.4% 150
COMBAT PLATOONS			
Schwere SS-Panzer Platoon p.54	1	Königtiger (Henschel)	18.4% 295
SS-Panzer Platoon p.53	4	Panzer IV J	18.8% 300
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WEAPONS PLATOONS			
Gepanzerte SS-Heavy Mortar Platoon p.56	1	Cmd SMG team	8.4% 135
	1	Observer Rifle team	
	4	12cm sGW43 mortar	
SUPPORT PLATOONS			
Gepanzerte SS-Panzergranadier Platoon p.54	1	Cmd MG team	12.5% 200
	4	Sd Kfz 251/1D half-track	
	6	MG team	
SS-Panzerspäh Platoon p.70	2	Sd Kfz 234/2 (Puma)	10% 160
	2	Sd Kfz 234/1 (2cm)	
Luftwaffe Anti-aircraft Gun Platoon p.74	3	Sd Kfz 10/5 (2cm)	3.8% 60

RELUCTANT TRAINED

Ardennes Offensive - German Late-War - v3 - Platoon Count: 8

# 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>TANKS</b>					
Königstiger (Henschel)	Slow Tank	15	8	2	Co-ax MG, Hull MG, Overloaded.
<i>8.8cm KwK43 gun</i>	<i>40"/100cm</i>	<i>2</i>	<i>16</i>	<i>3+</i>	<i>Slow traverse.</i>
Panzer IV J	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>	<i>Slow traverse.</i>
<b>ANTI-AIRCRAFT (SP)</b>					
Sd Kfz 10/5 (2cm)	Half-tracked	-	-	-	Gun shield.
<i>2cm FlaK38 gun</i>	<i>16"/40cm</i>	<i>4</i>	<i>5</i>	<i>5+</i>	<i>Anti-aircraft.</i>
<b>ARMoured CARS</b>					
Sd Kfz 234/2 (Puma)	Jeep	3	0	0	Co-ax MG, Recce.
<i>5cm KwK39 gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>9</i>	<i>4+</i>	
<b>RECONNAISSANCE</b>					
Sd Kfz 234/1 (2cm)	Jeep	3	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
12cm sGW43 mortar	Light	56"/140cm	-	3	3+	

## 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
<b>ARMoured PERSONNEL CARRIERS</b>					
Sd Kfz 251/1D 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.

## SPECIAL RULES

### **Gepanzerte SS-Panzergranadier Platoon - p.54**

A Gepanzerte SS-Panzergranadier Platoon may use the Mounted Assault special rule (see page 243 of the rulebook)

### **Schwere SS-Panzer Platoon - p.54**

Remember to roll for your Tiger Ace Skills before each game (see page 244 of the rule book).

### **SS-Kampfgruppe Peiper HQ - p.53**

A Company Command Königstiger tank always has two Tiger Ace Skills (see page 244 of the rule book). Roll 2 dice and any roll of a 6 allows you to choose your Tiger Ace skill.

A player commanding SS-Kampfgruppe Peiper may elect to use the Always Attacks rule on page 257 of the rulebook. If they do so and are the Attacker, they may make a Spearhead Deployment (see page 261 in the rulebook) with any or all of their Gepanzerte SS-Panzergranadier Platoons (including attached teams), and SS-Panzer Platoons and SS-Kampfgruppe Peiper HQ teams equipped with Panzer IV J tanks.

At least one of your Combat Platoons must be equipped with the same type of tank as your Company HQ.

Luftwaffe and SS platoons in a SS-Kampfgruppe Peiper, SS-Kampfgruppe Hansen, or SS-Schnellgruppe Knittel company ignore the Reich Divided rule (see page 242 of the rulebook) and therefore do not treat each other as Allies.

SS-Kampfgruppe Peiper (page 52), SS-Kampfgruppe Hansen (page 62), and Schnellgruppe Knittel (page 68) use all of the normal German special rules found on pages 241 to 245 of the rulebook. In addition, they also use the Concerted Effort special rule.

SS-Kampfgruppe Peiper also uses the Peiper's Charge Special Rule.

### **SS-Panzerspäh Platoon - p.70**

Panzerspäh Patrols are Reconnaissance Platoons

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