

**⚠ Unlimited Pts - Germany: 1944 [BE] Prelude: Glider Assault (Not to**

| Name   | # | Group                         | Quality       | Morale | Damage | Move     | Tpt Cap | Option Summary                                  | Cost |
|--|---|-------------------------------|---------------|--------|--------|----------|---------|---|------|
| Medium Machine Gun Team  | 3 | Infantry, Support Team Weapon | Inexperienced | 8+     | 3+     | Infantry |         | MMG Fixed HitlerB HitlerB Team                  | 35   |
| MMG; Fixed; Hitler's Buzzsaw; Hitler's Buzzsaw; Team   |   |                               |               |        |        |          |         |   |      |
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| MMG; Fixed; Hitler's Buzzsaw; Hitler's Buzzsaw; Team   |   |                               |               |        |        |          |         |   |      |
| Osttruppen Squad   | 7 | Infantry, Infantry Squad      | Inexperienced | 8+     | 3+     | Infantry |         | LMG1 AtFS HitlerB Init Loader Shirk Team Rifle6 | 52   |
| • p29 AoG2<br>• p28 AoG; Rifle (x6); LMG (x1); At Full Strength; Hitler's Buzzsaw; Initiative Training; Loader; Shirkers; Team |   |                               |               |        |        |          |         |   |      |
| NCO  | 1 |                               |               |        |        |          |         | Shirk Rifle                                     | [4]  |
| Rifle; Shirkers  |   |                               |               |        |        |          |         |   |      |
| Osttruppen Squad   | 7 | Infantry, Infantry Squad      | Inexperienced | 8+     | 3+     | Infantry |         | LMG1 AtFS HitlerB Init Loader Shirk Team Rifle6 | 52   |
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| NCO  | 1 |                               |               |        |        |          |         | Shirk Rifle                                     | [4]  |
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| NCO  | 1 |                               |               |        |        |          |         | Shirk Rifle                                     | [4]  |
| Rifle; Shirkers  |   |                               |               |        |        |          |         |   |      |
| Leutnant   | 1 | HQ, Infantry                  | Regular       | 9+     | 4+     | Infantry |         | Rifle BlitzK SnapTA                             | 70   |
| • p19 AoG2<br>• p20 AoG<br>• p155 rulebook; Rifle; Blitzkrieg; You Men, Snap to Action   |   |                               |               |        |        |          |         |   |      |
| Soldier  | 2 |                               |               |        |        |          |         | Rifle2  | [20] |
| Rifle (x2)   |   |                               |               |        |        |          |         |   |      |

| Name   | # | Group             | Quality       | Morale | Damage | Move  | Tpt Cap | Option Summary   | Cost       |
|--|---|-------------------|---------------|--------|--------|-------|---------|--|------------|
| 88mm Flak 36 Dual Purpose AA/AT Gun  | 7 | Anti-Aircraft Gun | Inexperienced | 8+     | 3+     | Fixed |         | SHATG Fixed Flak GunSh<br>HE (3") HE (3") How<br>Indirect Team Fixed | 128        |
| <ul style="list-style-type: none"> <li>• p41 AoG2</li> <li>• p38 AoG</li> <li>• p160 rulebook; Super-Heavy Anti-Tank Gun; Fixed; Flak; Gun Shield; HE (3"); HE (3"); Howitzer; Indirect Fire; Team; Versatile</li> </ul> |   |                   |               |        |        |       |         |  |            |
| <b>Total Cost:</b>   |   |                   |               |        |        |       |         |  | <b>581</b> |

#### Option Footnotes

| Special Rules    |   |
|------------------|---|
| 2nd Lt           | <ul style="list-style-type: none"> <li>• +1 Morale bonus to 6"</li> <li>• 1 extra order</li> <li>• If in a vehicle then bonus only applies to Officer unit, the vehicle and any other unit transported in the vehicle (p82 rulebook)</li> </ul>   |
| At Full Strength | <ul style="list-style-type: none"> <li>• Applies to Infantry Squad of at least 10 soldiers</li> <li>• If no casualties taken then may reroll Order tests (p41 rulebook)</li> </ul>  |
| Blitzkrieg       | <ul style="list-style-type: none"> <li>• German officers take an additional order dice if using You Men Snap To Action (p17 AoG2)</li> </ul>  |
| Fixed            | <ul style="list-style-type: none"> <li>• When ordered to Fire can only engage targets in Front arc</li> <li>• If ordered to Advance can rotate to fire in any direction at -1 hit penalty</li> <li>• If ordered to Run then can move 12" (p66-67 rulebook)</li> </ul>   |
| Flak             | <ul style="list-style-type: none"> <li>• May fire Flak if not Down, fire Flak regardless if the firing unit has already been given an Order or fired.</li> <li>• Firing flak does not require an Order, vehicle does not count as Open Topped if firing Flak</li> <li>• LoS ignored.</li> <li>• Lose Hidden if fire Flak.</li> <li>• Test not to fire against friendly aircraft (2+ for Veteran, 3+ Regular, 4+ Inexperienced).</li> <li>• 5+ to hit aircraft, only pins apply as modifiers.</li> <li>• If hit by HE weapon then calculate hits the same as for hits against a building.</li> <li>• 3+ hits destroys aircraft. (p86 - 87 rulebook)</li> </ul> |
| Gun Shield       | <ul style="list-style-type: none"> <li>• +1 to Damage score needed from Front arc.</li> <li>• Can be modified by AP of shooting weapon</li> <li>• Hits from HE, flamethrowers and assault ignore Gun Shields (p95 rulebook)</li> </ul>  |
| HE (3")          | <ul style="list-style-type: none"> <li>• +3 pen, D3 pins, 2D6 hits against target in building</li> <li>• Number of hits caused by number of models covered/partially covered by template.</li> <li>• Target can take immediate Down causing number of hits to halve.</li> <li>• No negative penetration modifier for long range.</li> <li>• If in Ambush then specify round loaded (p68-71 rulebook)</li> </ul>   |
| Hitler's Buzzsaw | <ul style="list-style-type: none"> <li>• LMG/MMG +1 shot (p154 rulebook)</li> </ul>   |
| Howitzer         | <ul style="list-style-type: none"> <li>• Shoot direct with no minimum range or indirect with minimum range (p71 rulebook)</li> </ul>  |

|                           |  |
|---------------------------|--|
| Indirect Fire             | <ul style="list-style-type: none"> <li>• Measure from centre of weapon</li> <li>• 6 required to hit, if fire at same target next turn and neither have moved then reduces by 1 each turn.</li> <li>• Once hit then subsequent shots hit on a 2+ if neither weapon or target move</li> <li>• Crew must have LoS unless using Spotter, can fire over friendly units. Cannot fire Indirect in Ambush.</li> <li>• Against vehicles: Always hits top armour, if open topped then +1 damage and +1 Damage roll</li> </ul> <p>(p71-72 rulebook)</p> |
| Initiative Training       | <ul style="list-style-type: none"> <li>• If NCO killed roll D6</li> <li>• On a 2+ remove a different model</li> </ul> <p>(p17 AoG2)</p>  |
| Loader                    | <ul style="list-style-type: none"> <li>• Choose a model (not NCO).</li> <li>• Loader remains in 1" of weapon</li> <li>• If crew weapon is fired then Loader cannot fire their won weapon.</li> <li>• If Loader is killed or not in 1" then crew weapon is -1 to hit</li> </ul> <p>(p118 rulebook)</p>  |
| Shirkers                  | <ul style="list-style-type: none"> <li>• Always take Order test when given an Order</li> <li>• Pin markers count double</li> </ul> <p>(p70 rulebook)</p>   |
| Team                      | <ul style="list-style-type: none"> <li>• Requires team to fire - minimum 2 crew</li> <li>• If only one crew left then weapon suffers -1 to hit</li> <li>• Support Team: If the model operating the weapon is killed then remove the full team</li> <li>• Squad weapon: If the model operating the weapon is killed then Loader reverts to a rifleman</li> </ul> <p>(p73 rulebook)</p>  |
| Versatile                 | <ul style="list-style-type: none"> <li>• May fire as a Medium Howitzer</li> </ul> <p>(p41 AoSU)</p>  |
| You Men, Snap to Action   | <ul style="list-style-type: none"> <li>• If Officer receives a successful Order then can draw further die</li> <li>• Allocate order dice to units within 6"/12" of the Officer</li> <li>• Each unit takes Order test as normal</li> <li>• Does not work if the officer is in a vehicle.</li> </ul> <p>(p83 rulebook)</p>   |
| <b>Weapons</b>            |  |
| LMG                       | <p>R: 36", S: 4, Pen: n/a, Team</p> <ul style="list-style-type: none"> <li>• p62 rulebook</li> </ul>   |
| Medium Howitzer           | <p>R: 0 - 60" or 30 - 72", S: 1, Pen: HE (3"), Howitzer</p> <ul style="list-style-type: none"> <li>• p62 rulebook</li> </ul>   |
| MMG                       | <p>R: 36", S: 5, Pen: n/a, Team, Fixed</p> <ul style="list-style-type: none"> <li>• p62 rulebook</li> </ul>  |
| Rifle                     | <p>R: 24", S: 1, Pen: n/a</p> <ul style="list-style-type: none"> <li>• p62 rulebook</li> </ul>   |
| Super-Heavy Anti-Tank Gun | <p>R: 84", S: 1, Pen: +7, HE (3"), Team, Fixed</p> <ul style="list-style-type: none"> <li>• p62 rulebook</li> </ul>  |

#### List Design Information

Hitler's Buzzsaw (p126 rulebook, p19 AoG)

Initiative Training (p126 rulebook, p19 AoG)

### Validation Report

1. Force Selection: Historical Formations; 4b. Europe (Late): 1944 [BE] Prelude: Glider Assault; 2. Options: Use Defences (2 per); 3. Armies of Germany: Armies of Germany (2nd ed. Army Book)  
As you have got 1 x 2nd Lt or 1st Lt then you must take 2 Units marked as Compulsory Choices (There are currently 0 marked as compulsory)

| Group           | Min      | Max      | Used     |
|-----------------|----------|----------|----------|
| Headquarters    | 0        | 0        | 1        |
| <b>Infantry</b> | <b>0</b> | <b>-</b> | <b>4</b> |
| Teams           | 0        | 0        | 5        |
| Artillery       | 0        | -        | 1        |
| Armoured Car    | 0        | -        | 0        |
| Armour          | 0        | -        | 0        |
| Transport-Tow   | 0        | 0        | 0        |