

▲ Unlimited Pts - Germany: 1944 Atlantic Wall Resistance Nest (Not t

Name	#	Group	Quality	Morale	Damage	Move	Tpt Cap	Option Summary	Cost
88mm PaK 43	5	Anti-Tank Gun	Regular	9+	4+	Fixed		SHATG Fixed GunSh HE (3") Team	140
<ul style="list-style-type: none"> • p42 AoG2 • p42 AoG; Super-Heavy Anti-Tank Gun; Fixed; Gun Shield; HE (3"); Team 									
Medium Machine Gun Team	3	Infantry, Support Team Weapon	Regular	9+	4+	Infantry		MMG Fixed HitlerB HitlerB Team	50
MMG; Fixed; Hitler's Buzzsaw; Hitler's Buzzsaw; Team									
Heer Grenadier Squad	5	Infantry, Infantry Squad	Regular	9+	4+	Infantry		AssltR1 KrumAR1 LMG1 AtFS HitlerB Init Loader Team Rifle2	95
<ul style="list-style-type: none"> • p23 AoG2 • p22 AoG; Rifle (x2); Assault Rifle (x1); Krumlauf Assault Rifle (x1); LMG (x1); At Full Strength; Hitler's Buzzsaw; Initiative Training; Loader; Team 									
NCO	1							Rifle	[10]
Rifle									
Artillery Forward Observer	1	HQ, Infantry	Veteran	10+	5+	Infantry		FOO Rifle	115
<ul style="list-style-type: none"> • p19 AoG2 • p20 AoG • p155 rulebook; Rifle; Artillery Forward Observer 									
Medium Machine Gun Team	3	Infantry, Support Team Weapon	Veteran	10+	5+	Infantry		MMG Fixed HitlerB HitlerB Team	65
MMG; Fixed; Hitler's Buzzsaw; Hitler's Buzzsaw; Team									
Light Mortar Team	2	Infantry, Support Team Weapon	Veteran	10+	5+	Infantry		LtMor HE (1") Indirect NoSmoke Team	46
Light Mortar; HE (1"); Indirect Fire; No Smoke; Team									
Light Mortar Team	2	Infantry, Support Team Weapon	Veteran	10+	5+	Infantry		LtMor HE (1") Indirect NoSmoke Team	46
Light Mortar; HE (1"); Indirect Fire; No Smoke; Team									
75mm LG40	3	Field Artillery	Veteran	10+	5+	Fixed		LtHow Fixed HE (2") How Indirect Team	54
<ul style="list-style-type: none"> • p39 AoG2 • p36 AoG; Light Howitzer; Fixed; HE (2"); Howitzer; Indirect Fire; Team 									
Medium Machine Gun Team	3	Infantry, Support Team Weapon	Regular	9+	4+	Infantry		MMG Fixed HitlerB HitlerB Team	50
MMG; Fixed; Hitler's Buzzsaw; Hitler's Buzzsaw; Team									
Flamethrower Team	2	Infantry, Support Team Weapon	Regular	9+	4+	Infantry		Flame Flame Team	50
<ul style="list-style-type: none"> • p35 AoG2 • p32 AoG; Flamethrower; Flamethrower; Team 									
Heer Grenadier Squad	4	Infantry, Infantry Squad	Regular	9+	4+	Infantry		LMG1 SMG1 AtFS HitlerB Init Loader Team Rifle2	73
<ul style="list-style-type: none"> • p23 AoG2 • p22 AoG; Rifle (x2); LMG (x1); SMG (x1); At Full Strength; Hitler's Buzzsaw; Initiative Training; Loader; Team 									
NCO	1							Rifle	[10]
Rifle									

Name	#	Group	Quality	Morale	Damage	Move	Tpt Cap	Option Summary	Cost
Heer Grenadier Squad	4	Infantry, Infantry Squad	Regular	9+	4+	Infantry		LMG1 SMG1 AtFS HitlerB Init Loader Team Rifle2	73
		<ul style="list-style-type: none"> • p23 AoG2 • p22 AoG; Rifle (x2); LMG (x1); SMG (x1); At Full Strength; Hitler's Buzzsaw; Initiative Training; Loader; Team 							
NCO	1							Rifle	[10]
		Rifle							
Total Cost:									857

Option Footnotes

Special Rules	
Assault	<ul style="list-style-type: none"> • No to hit penalty if moved • Includes Tough Fighters (p66 rulebook)
At Full Strength	<ul style="list-style-type: none"> • Applies to Infantry Squad of at least 10 soldiers • If no casualties taken then may reroll Order tests (p41 rulebook)
Fixed	<ul style="list-style-type: none"> • When ordered to Fire can only engage targets in Front arc • If ordered to Advance can rotate to fire in any direction at -1 hit penalty • If ordered to Run then can move 12" (p66-67 rulebook)
Flamethrower	<ul style="list-style-type: none"> • No Hit penalty for cover or Down. • No Pen penalty at Long Range. • Gun Shield and Extra Protection do not apply. • Always hits Top Armour on vehicles • Causes D3+1 pin markers. • Target takes Morale Check when hit - destroyed if failed. • After firing on a 1 then no more shots. (p67-68 rulebook)
Gun Shield	<ul style="list-style-type: none"> • +1 to Damage score needed from Front arc. • Can be modified by AP of shooting weapon • Hits from HE, flamethrowers and assault ignore Gun Shields (p95 rulebook)
HE (1")	<ul style="list-style-type: none"> • +1 pen, D2 pins, D3 hits against target in building • Number of hits caused by number of models covered/partially covered by template. • Target can take immediate Down causing number of hits to halve. • No negative penetration modifier for long range. • If in Ambush then specify round loaded (p68-71 rulebook)
HE (2")	<ul style="list-style-type: none"> • +2 pen, D3 pins, D6 hits against target in building • Number of hits caused by number of models covered/partially covered by template. • Target can take immediate Down causing number of hits to halve. • No negative penetration modifier for long range. • If in Ambush then specify round loaded (p68-71 rulebook)
HE (3")	<ul style="list-style-type: none"> • +3 pen, D3 pins, 2D6 hits against target in building • Number of hits caused by number of models covered/partially covered by template. • Target can take immediate Down causing number of hits to halve. • No negative penetration modifier for long range. • If in Ambush then specify round loaded (p68-71 rulebook)

Hitler's Buzzsaw	<ul style="list-style-type: none"> • LMG/MMG +1 shot (p154 rulebook)
Howitzer	<ul style="list-style-type: none"> • Shoot direct with no minimum range or indirect with minimum range (p71 rulebook)
Indirect Fire	<ul style="list-style-type: none"> • Measure from centre of weapon • 6 required to hit, if fire at same target next turn and neither have moved then reduces by 1 each turn. • Once hit then subsequent shots hit on a 2+ if neither weapon or target move • Crew must have LoS unless using Spotter, can fire over friendly units. Cannot fire Indirect in Ambush. • Against vehicles: Always hits top armour, if open topped then +1 damage and +1 Damage roll (p71-72 rulebook)
Initiative Training	<ul style="list-style-type: none"> • If NCO killed roll D6 • On a 2+ remove a different model (p17 AoG2)
Loader	<ul style="list-style-type: none"> • Choose a model (not NCO). • Loader remains in 1" of weapon • If crew weapon is fired then Loader cannot fire their won weapon. • If Loader is killed or not in 1" then crew weapon is -1 to hit (p118 rulebook)
No Smoke	<ul style="list-style-type: none"> • Cannot fire smoke
Team	<ul style="list-style-type: none"> • Requires team to fire - minimum 2 crew • If only one crew left then weapon suffers -1 to hit • Support Team: If the model operating the weapon is killed then remove the full team • Squad weapon: If the model operating the weapon is killed then Loader reverts to a rifleman (p73 rulebook)
Tough Fighters	<ul style="list-style-type: none"> • If model causes casualty in Close Combat then may make another attack (p91 rulebook)
Variant	
Artillery Forward Observer	<ul style="list-style-type: none"> • Once per game the FOO is given Fire order, call in artillery/smoke barrage. • Place marker in LoS of FOO. • At start of following turns roll D6 (p83-84 rulebook)
Weapons	
Assault Rifle	<p>R: 18", S: 2, Pen: n/a, Assault</p> <ul style="list-style-type: none"> • p62 rulebook
Flamethrower	<p>R: 6", S: D6, Pen: +3, Team, Flamethrower</p> <ul style="list-style-type: none"> • p62 rulebook
Krumlauf Assault Rifle	<p>R: 18", S: 2, Pen: n/a, Assault</p> <ul style="list-style-type: none"> • When Down order is removed then model can fire (p15 FAQ/p96 Ost)
Light Howitzer	<p>R: 0 - 48" or 24 - 60", S: 1, Pen: HE (2") Team, Fixed, Howitzer</p> <ul style="list-style-type: none"> • p62 rulebook
Light Mortar	<p>R: 12 - 24", S: 1, Pen: HE (1") Team, Indirect</p> <ul style="list-style-type: none"> • p62 rulebook
LMG	<p>R: 36", S: 4, Pen: n/a, Team</p> <ul style="list-style-type: none"> • p62 rulebook

MMG	R: 36", S: 5, Pen: n/a, Team, Fixed • p62 rulebook
Rifle	R: 24", S: 1, Pen: n/a • p62 rulebook
SMG	R: 12", S: 2, Pen: n/a, Assault • p62 rulebook
Super-Heavy Anti-Tank Gun	R: 84", S: 1, Pen: +7, HE (3"), Team, Fixed • p62 rulebook

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 [AO] Atlantic Wall Resistance Nest; 2. Options: Use Defences (2 per); 3. Armies of Germany: Armies of Germany (2nd ed. Army Book)

You must have one officer (2nd Lt or Lt) in the platoon to lead each Reinforced Platoon

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Group	Min	Max	Used
Headquarters	0	0	1
Infantry	0	-	3
Teams	0	0	6
Artillery	0	-	2
Armoured Car	0	-	0
Armour	0	-	0
Transport-Tow	0	0	0