

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

Name	#	Group	Quality	Morale	Damage	Move	Tpt Cap	Option Summary	Cost
Fallschirmjäger Squad (Late War)	7	Infantry, Infantry Squad	Veteran	10+	5+	Infantry		AssltR2 LMG2 PanzerF4 AtFS CombatJ GliderL HitlerB Init Loader OneShot Shaped Stubborn Team Rifle3	185
		<ul style="list-style-type: none"> • p26 AoG2 • p24 AoG; Rifle (x3); Assault Rifle (x2); LMG (x2); Panzerfaust (x4); At Full Strength; Combat Jump; Glider Landing; Hitler's Buzzsaw; Initiative Training; Loader; One Shot; Shaped Charge; Stubborn; Team 							
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Goliath Demolition Team (Anti-Tank Team)	3	Infantry, Support Team Weapon	Veteran	10+	5+	Infantry		RemMine SMG ATKGren HE (4") OneShot TnkHunt Rifle2	81
		<ul style="list-style-type: none"> • p34 AoG2 • p83-84 BE/p45 Ost; Rifle (x2); Remote Operated mine; SMG; Anti-Tank Grenades; HE (4"); One Shot; Tank Hunter 							
Air Force Forward Observer	1	HQ, Infantry	Veteran	10+	5+	Infantry		FAO Rifle	90
		<ul style="list-style-type: none"> • p19 AoG2 • p20 AoG • p155 rulebook; Rifle; Air Force Forward Observer 							
StuG IV	1	Tank Destroyer	Veteran	10+	9+	Tracked		HvyATGun MMG HE (2") HitlerB	276
		<ul style="list-style-type: none"> • p54 AoG2 • p51 AoG; Heavy AT Gun (2"); MMG; HE (2"); Hitler's Buzzsaw 							
Panzer IV	1	Tank	Veteran	10+	9+	Tracked		Coax HvyATGun MMG EersatzA HE (2") HitlerB	292
		<ul style="list-style-type: none"> • p160 rulebook; Coax MMG; Heavy AT Gun (2"); MMG (Forward Hull); Ersatz Appearance; HE (2"); Hitler's Buzzsaw 							

Name	#	Group	Quality	Morale	Damage	Move	Tpt Cap	Option Summary	Cost
Sd.Kfz 234/2 Puma Heavy Armoured Car	1	Armoured Car	Veteran	10+	8+	Wheeled		Coax MedATGun EarsatzA Escape F&R HE (1") HitlerB Recce	202
<ul style="list-style-type: none"> • p70 AoG2 • p62 AoG; Coax MMG; Medium AT Gun; Ersatz Appearance; Escape; Front and Rear Drive; HE (1"); Hitler's Buzzsaw; Recce 									
Hauptmann	1	HQ, Infantry	Veteran	10+	5+	Infantry		Rifle BlitzK Intelligence SnapTA	148
<ul style="list-style-type: none"> • p19 AoG2 • p20 AoG • p155 rulebook; Rifle; Blitzkrieg; Intelligence; You Men, Snap to Action 									
Soldier	1							Rifle1	[13]
Rifle (x1)									
Total Cost:									1644

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)
Blitzkrieg	<ul style="list-style-type: none"> • German officers take an additional order dice if using You Men Snap To Action (p17 AoG2)
Captain	<ul style="list-style-type: none"> • +3 Morale bonus to 12" • 3 extra orders • If in a vehicle then bonus only applies to Officer unit, the vehicle and any other unit transported in the vehicle (p82 rulebook)
Combat Jump	<ul style="list-style-type: none"> • Combat jump rules • If in an Armoured Platoon then no transport is required (website/p126 DS)
Ersatz Appearance	<ul style="list-style-type: none"> • Cannot be shot at/assaulted by enemy until the unit does so itself • If any enemy unit is ends move in 12" it automatically identifies it as enemy • If the Ersatz vehicle is identified then the whole force is identified as German (p70 C:BoB)
Escape	<p>Escape:</p> <ul style="list-style-type: none"> • Can Escape if not completed an Order. • Declared when shot at, if hit by HE or if Assaulted • Cannot Escape air attack, artillery barrage or if Towing. • Move at Advance or Run in forward or reverse. • Must end move further away from attacker than when attack was declared • Once completed then unit goes Down. (p118 - 119 rulebook)
Front and Rear Drive	<ul style="list-style-type: none"> • Can make full speed Run rate in reverse (p118 rulebook)
Glider Landing	<ul style="list-style-type: none"> • Glider Landing rules • If in an Armoured Platoon then no transport is required (website/p128 DS)

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 <p>(p68-71 rulebook)</p>
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 <p>(p68-71 rulebook)</p>
HE (4")	<ul style="list-style-type: none"> • +4 pen, D6 pins, 3D6 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 <p>(p68-71 rulebook)</p>
Hitler's Buzzsaw	<ul style="list-style-type: none"> • LMG/MMG +1 shot <p>(p154 rulebook)</p>
Initiative Training	<ul style="list-style-type: none"> • If NCO killed roll D6 • On a 2+ remove a different model <p>(p17 AoG2)</p>
Intelligence	<ul style="list-style-type: none"> • Once per game at start of turn roll a D6 • Apply -1 modifier • On a 4+ the activating player may choose a dice from the bag for first activation <p>(p27 C:BoB)</p>
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 <p>(p118 rulebook)</p>
One Shot	<ul style="list-style-type: none"> • Umm, one shot • Can fire at targets seperately to the rest of the unit <p>(p72-73 rulebook)</p>
Recce	<ul style="list-style-type: none"> • Can Reverse at full Advance rate. • Can spot Hidden units by moving within 12". <p>(p118 - 119, 131 rulebook)</p>
Shaped Charge	<ul style="list-style-type: none"> • No Penetration modifier <p>(p73 rulebook)</p>
Stubborn	<ul style="list-style-type: none"> • If take a Morale check then ignore pin markers • Does not apply to Order tests <p>(p91 rulebook)</p>
Tank Hunter	<ul style="list-style-type: none"> • No Order Test to assault vehicles (p112 rulebook) • If win an assault against an armoured vehicle then hits count as normal Damage Result for penetration rather than superficial <p>(p91 rulebook)</p>

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)
You Men, Snap to Action	<ul style="list-style-type: none"> • If Officer receives a successful Order then can draw further die • Allocate order dice to units within 6"/12" of the Officer • Each unit takes Order test as normal • Does not work if the officer is in a vehicle. (p83 rulebook)
Variant	
Air Force Forward Observer	<ul style="list-style-type: none"> • Once per game the FOO is given Fire order to call in air strike. • Nominate enemy unit in LoS of FAO. • At start of following turns roll D6 (p85 - 86 rulebook)
Weapons	
Anti-Tank Grenades	<ul style="list-style-type: none"> • Gives Tank Hunter (p91 rulebook)
Assault Rifle	<p>R: 18", S: 2, Pen: n/a, Assault</p> <ul style="list-style-type: none"> • p62 rulebook
Coax MMG	R: 36", S: 5, Pen: n/a
Heavy AT Gun (2")	<p>R: 72", S: 1, Pen: +6, HE (2")</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
Medium AT Gun	<p>R: 60", S: 1, Pen: +5, HE (1")</p> <ul style="list-style-type: none"> • p62 rulebook
MMG	<p>R: 36", S: 5, Pen: n/a</p> <ul style="list-style-type: none"> • p62 rulebook
MMG (Forward Hull)	<p>R: 36", S: 5, Pen: n/a</p> <ul style="list-style-type: none"> • p62 rulebook
Panzerfaust	<p>R: 12", S: 1, Pen: +6, One Shot, Shaped Charge</p> <ul style="list-style-type: none"> • p62 rulebook
Remote Operated mine	<p>R: 18", S: 1, Pen: +7, HE (4") One Shot</p> <ul style="list-style-type: none"> • May only target stationary target (building, stationary vehicle, unit inside building) • If attacking Recce and target moves then counts as 1-4 for the Goliath • Do not roll to hit, instead: 1-4 No effect, remove model 5-6 Target hit in same way as heavy howitzer (DADU p1)

Rifle	R: 24", S: 1, Pen: n/a • p62 rulebook
SMG	R: 12", S: 2, Pen: n/a, Assault • 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)

As you have got 0 x 2nd Lt or 1st Lt then you must take 0 Units marked as Compulsory Choices (There are currently 3 marked as compulsory)

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

You can only take one additional Captain/Major/Senior Officer per reinforced platoon

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