

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

Name	#	Group	Quality	Morale	Damage	Move	Tpt Cap	Option Summary	Cost
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									
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									
Flamethrower Team	2	Infantry, Support Team Weapon	Veteran	10+	5+	Infantry		Flame Flame Team	65
• p35 AoG2 • p32 AoG; Flamethrower; Flamethrower; Team									
Sniper Team	2	Infantry, Support Team Weapon	Veteran	10+	5+	Infantry		Pistol2 SniperR Sniper	65
• p35 AoG2 • p32 AoG • p158 rulebook; Pistol (x2); Sniper Rifle; Sniper									
Sniper Team	2	Infantry, Support Team Weapon	Veteran	10+	5+	Infantry		Pistol2 SniperR Sniper	65
• p35 AoG2 • p32 AoG • p158 rulebook; Pistol (x2); Sniper Rifle; Sniper									
50mm PaK 38	3	Anti-Tank Gun	Veteran	10+	5+	Fixed		MedATGun Fixed GunSh HE (1") Team	90
• p42 AoG2 • p41 AoG; Medium AT Gun; Fixed; Gun Shield; HE (1"); Team									
50mm PaK 38	3	Anti-Tank Gun	Veteran	10+	5+	Fixed		MedATGun Fixed GunSh HE (1") Team	90
• p42 AoG2 • p41 AoG; Medium AT Gun; Fixed; Gun Shield; HE (1"); Team									
Wehrmacht Infantry Squad	7	Infantry, Infantry Squad	Regular	9+	4+	Infantry		LMG2 PanzerF2 AtFS HitlerB Init Loader OneShot Shaped Team Rifle5	130
• p156 rulebook; Rifle (x5); LMG (x2); Panzerfaust (x2); At Full Strength; Hitler's Buzzsaw; Initiative Training; Loader; One Shot; Shaped Charge; Team									
NCO	1							Rifle	[10]
Rifle									
Wehrmacht Infantry Squad	7	Infantry, Infantry Squad	Regular	9+	4+	Infantry		LMG2 PanzerF2 AtFS HitlerB Init Loader OneShot Shaped Team Rifle5	130
• p156 rulebook; Rifle (x5); LMG (x2); Panzerfaust (x2); At Full Strength; Hitler's Buzzsaw; Initiative Training; Loader; One Shot; Shaped Charge; Team									
NCO	1							Rifle	[10]
Rifle									
Total Cost:									765

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)
Hitler's Buzzsaw	<ul style="list-style-type: none"> • LMG/MMG +1 shot (p154 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)
One Shot	<ul style="list-style-type: none"> • Umm, one shot • Can fire at targets seperately to the rest of the unit (p72-73 rulebook)
Shaped Charge	<ul style="list-style-type: none"> • No Penetration modifier (p73 rulebook)
Sniper	<ul style="list-style-type: none"> • Range 36" • If choose to use Sniper benefits and target is within 12" then shot automatically misses. • If Advancing can fire all weapons in the team • In an Assault can use Assault rules for pistol/SMG • If using Fire or Ambush: <ul style="list-style-type: none"> • +1 hit • Aim at individual model, if killed then counts as Exceptional Damage • Ignore cover and Gun Shields <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)

Weapons

Flamethrower	R: 6", S: D6, Pen: +3, Team, Flamethrower <ul style="list-style-type: none"> • p62 rulebook
LMG	R: 36", S: 4, Pen: n/a, Team <ul style="list-style-type: none"> • p62 rulebook
Medium AT Gun	R: 60", S: 1, Pen: +5, HE (1"), Team, Fixed <ul style="list-style-type: none"> • p62 rulebook
MMG	R: 36", S: 5, Pen: n/a, Team, Fixed <ul style="list-style-type: none"> • p62 rulebook
Panzerfaust	R: 12", S: 1, Pen: +6, One Shot, Shaped Charge <ul style="list-style-type: none"> • p62 rulebook
Pistol	R: 6", S: 1, Pen: n/a, Assault <ul style="list-style-type: none"> • p62 rulebook
Rifle	R: 24", S: 1, Pen: n/a <ul style="list-style-type: none"> • p62 rulebook
Sniper Rifle	R: 36", S: 1, Pen: n/a

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 2 marked as compulsory)

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	0
Infantry	0	-	2
Teams	0	0	5
Artillery	0	-	2
Armoured Car	0	-	0
Armour	0	-	0
Transport-Tow	0	0	0