

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

Name	#	Group	Quality	Morale	Damage	Move	Tpt Cap	Option Summary	Cost
Harbor Garrison Command	1	HQ, Infantry	Regular	9+	4+	Infantry		SMG BlitzK SnapTA	70
	<ul style="list-style-type: none"> <li>• p19 AoG2</li> <li>• p20 AoG</li> <li>• p155 rulebook; SMG; Blitzkrieg; You Men, Snap to Action</li> </ul>								
Soldier	2							Rifle2	[20]
	Rifle (x2)								
Harbor Patrol Section 1	4	Infantry, Infantry Squad	Inexperienced	8+	3+	Infantry		AtFS Init Rifle4	38
	• p157 rulebook; Rifle (x4); At Full Strength; Initiative Training								
NCO	1							SMG	[10]
	SMG								
Harbor Patrol Section 2	4	Infantry, Infantry Squad	Inexperienced	8+	3+	Infantry		AtFS Init Rifle4	38
	• p157 rulebook; Rifle (x4); At Full Strength; Initiative Training								
NCO	1							SMG	[10]
	SMG								
Harbor Patrol Section 3	4	Infantry, Infantry Squad	Inexperienced	8+	3+	Infantry		AtFS Init Rifle4	38
	• p157 rulebook; Rifle (x4); At Full Strength; Initiative Training								
NCO	1							SMG	[10]
	SMG								
Harbor Patrol Section 4	4	Infantry, Infantry Squad	Inexperienced	8+	3+	Infantry		AtFS Init Rifle4	38
	• p157 rulebook; Rifle (x4); At Full Strength; Initiative Training								
NCO	1							SMG	[10]
	SMG								
Oberleutnant Renforts	1	HQ, Infantry	Regular	9+	4+	Infantry		SMG BlitzK SnapTA	95
	<ul style="list-style-type: none"> <li>• p19 AoG2</li> <li>• p20 AoG</li> <li>• p155 rulebook; SMG; Blitzkrieg; You Men, Snap to Action</li> </ul>								
Soldier	2							Rifle2	[20]
	Rifle (x2)								
Heer Infantry renforts 1	8	Infantry, Infantry Squad	Regular	9+	4+	Infantry		LMG1 AtFS HitlerB Init Loader Team Rifle7	113
	<ul style="list-style-type: none"> <li>• p20 AoG2</li> <li>• p20-21 AoG; Rifle (x7); LMG (x1); At Full Strength; Hitler's Buzzsaw; Initiative Training; Loader; Team</li> </ul>								
NCO	1							SMG	[13]
	SMG								
Heer Infantry renforts 2	8	Infantry, Infantry Squad	Regular	9+	4+	Infantry		LMG1 AtFS HitlerB Init Loader Team Rifle7	113
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NCO	1							SMG	[13]
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Name	#	Group	Quality	Morale	Damage	Move	Tpt Cap	Option Summary	Cost
Heer Infantry renforts 4	8	Infantry, Infantry Squad	Regular	9+	4+	Infantry		LMG1 AtFS HitlerB Init Loader Team Rifle7	113
	<ul style="list-style-type: none"> <li>• p20 AoG2</li> <li>• p20-21 AoG; Rifle (x7); LMG (x1); At Full Strength; Hitler's Buzzsaw; Initiative Training; Loader; Team</li> </ul>								
NCO	1							SMG	[13]
	SMG								
Heer Infantry renforts 5	8	Infantry, Infantry Squad	Regular	9+	4+	Infantry		LMG1 AtFS HitlerB Init Loader Team Rifle7	113
	<ul style="list-style-type: none"> <li>• p20 AoG2</li> <li>• p20-21 AoG; Rifle (x7); LMG (x1); At Full Strength; Hitler's Buzzsaw; Initiative Training; Loader; Team</li> </ul>								
NCO	1							SMG	[13]
	SMG								
88mm PaK 43	5	Anti-Tank Gun	Inexperienced	8+	3+	Fixed		SHATG Fixed GunSh HE (3 ") Team	112
	<ul style="list-style-type: none"> <li>• p42 AoG2</li> <li>• p42 AoG; Super-Heavy Anti-Tank Gun; Fixed; Gun Shield; HE (3"); Team</li> </ul>								
Medium machine gun Harbor Garrison 1	3	Infantry, Support Team Weapon	Inexperienced	8+	3+	Infantry		MMG Fixed HitlerB HitlerB Team	35
	MMG; Fixed; Hitler's Buzzsaw; Hitler's Buzzsaw; Team								
Medium machine gun Harbor Garrison 2	3	Infantry, Support Team Weapon	Inexperienced	8+	3+	Infantry		MMG Fixed HitlerB HitlerB Team	35
	MMG; Fixed; Hitler's Buzzsaw; Hitler's Buzzsaw; Team								
<b>Total Cost:</b>									<b>1064</b>

Option Footnotes	
Special Rules	
1st Lt	<ul style="list-style-type: none"> <li>• +2 Morale bonus to 6"</li> <li>• 2 extra orders</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>
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>
Assault	<ul style="list-style-type: none"> <li>• No to hit penalty if moved</li> <li>• Includes Tough Fighters (p66 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>
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</li> </ul> <p>(p68-71 rulebook)</p>
Hitler's Buzzsaw	<ul style="list-style-type: none"> <li>LMG/MMG +1 shot</li> </ul> <p>(p154 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>
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>
Tough Fighters	<ul style="list-style-type: none"> <li>If model causes casualty in Close Combat then may make another attack</li> </ul> <p>(p91 rulebook)</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>

#### Weapons

LMG	<p>R: 36", S: 4, Pen: n/a, Team</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>
SMG	<p>R: 12", S: 2, Pen: n/a, Assault</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 [AO] Atlantic Wall Resistance Nest; 3. Armies of Germany: Armies of Germany (2nd ed. Army Book)

As you have got 2 x 2nd Lt or 1st Lt then you must take 4 Units marked as Compulsory Choices (There are currently 0 marked as compulsory)

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<b>Group</b>	<b>Min</b>	<b>Max</b>	<b>Used</b>
Headquarters	0	0	2
<b>Infantry</b>	<b>0</b>	<b>-</b>	<b>9</b>
Teams	0	0	2
Artillery	0	-	1
Armoured Car	0	-	0
Armour	0	-	0
Transport-Tow	0	0	0