

## PLATOON #1

17th SS Panzergrenadier  
Nacional 2023

## OFFICER

**Waffen-SS Second Lieutenant (D-Day: US Sector page 143)** **Inexperienced** **30**

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant				
	with Pistol				Assault
	with Rifle				
	with Submachine gun				Assault
	with Assault rifle				Assault
	Blind Obedience				Blind Obedience

## INFANTRY SQUADS

**Waffen-SS squad (late-war) (Armies of Germany page 28)** **Veteran** **108**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

**Waffen-SS squad (late-war) (Armies of Germany page 28)** **Veteran** **95**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

## INFANTRY

**Waffen-SS Pioneers (Late-War) (D-Day: US Sector page 144)** **Veteran** **85**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Team (2 men), Flamethrower

**Waffen-SS squad (late-war) (Armies of Germany page 28)** **Inexperienced** **35**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	

**Waffen-SS squad (late-war) (Armies of Germany page 28)** **Veteran** **95**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

## MORTAR

**Medium Mortar team (Armies of Germany page 36)** **Inexperienced** **35**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")

## FLAMETHROWER

**Flamethrower team (Armies of Germany page 35)** **Veteran** **65**

Qty	Weapons	Range	Shots	Pen	Special
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

## ANTI-TANK

**Panzerschreck team (Armies of Germany page 33)** **Regular** **80**

Qty	Weapons	Range	Shots	Pen	Special
1	Panzerschreck team	24"	1	+6	Team (2 men), Shaped Charge

## SNIPER

**Sniper team (Armies of Germany page 35)** **Veteran** **65**

Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team	36"	1	n/a	Team (2 men), Sniper

## ARTILLERY

<b>150mm Nebelwerfer 41</b> (Armies of Germany page 39)	<b>Inexperienced</b>	<b>52</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	150mm Nebelwerfer 41	12"-72"	1	HE	Team (4 men), Indirect fire, HE (3"), Fixed, Multiple launcher

**TOWS**

<b>Horse-drawn limber</b> (Armies of Germany page 78)	<b>Inexperienced</b>	<b>8</b>
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Qty	Weapons	Vehicle	Type	Trans	DV
1	Horse-drawn limber		Wheeled	-	3+ Slow (only when towing)
	Tow: Any gun or howitzer				
	0				+0

**ARMoured CARS**

<b>SdKfz 222 Light Armoured Car</b> (Armies of Germany page 68)	<b>Regular</b>	<b>95</b>
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Qty	Weapons	Vehicle	Type	Trans	DV
1	SdKfz 222 Light Armoured Car		Wheeled	-	7+ Recce, Open-topped, Flak
	Turret-mounted light autocannon		48"	2	+2 HE (1")
	Co-axial MMG		36"	6	n/a

**TANKS AND SP GUNS**

<b>Panzerwerfer 42</b> (Armies of Germany page 64)	<b>Inexperienced</b>	<b>96</b>
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Qty	Weapons	Vehicle	Type	Trans	DV
1	Panzerwerfer 42		Half-track	-	7+ Multiple launcher
	Multiple rocket launcher		12"-72"	1	HE Indirect fire, HE (3"), 360 degree arc

<b>Panzerwerfer 42</b> (Armies of Germany page 64)	<b>Inexperienced</b>	<b>96</b>
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Qty	Weapons	Vehicle	Type	Trans	DV
1	Panzerwerfer 42		Half-track	-	7+ Multiple launcher
	Multiple rocket launcher		12"-72"	1	HE Indirect fire, HE (3"), 360 degree arc

**TRANSPORTS**

<b>Kübelwagen</b> (Armies of Germany page 75)	<b>Regular</b>	<b>21</b>
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Qty	Weapons	Vehicle	Type	Trans	DV
1	Kübelwagen		Wheeled	3	6+

<b>Truck</b> (Armies of Germany page 74)	<b>Regular</b>	<b>39</b>
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Qty	Weapons	Vehicle	Type	Trans	DV
1	Truck		Wheeled	12	6+
	Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun				
	0				+0

**SPECIAL RULES**

**Assault**

(p66) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as tough fighters (page 91). When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

**Blind Obedience**

SS officers do not benefit from the Blitzkrieg Army Special Rule on page 17 of *Armies of German* book.

**Fixed**

(p66) When given Advance order, fixed weapons can rotate on the spot suffering a -1 to-hit penalty. Non-artillery Fixed can move normal 12" when given Run order.

**Flak**

All enemy units not currently down automatically fire at the attacking aircraft if it is within their firing arc and range, regardless of whether they have already taken an action or not that turn. Flak fire does not require an action. Line of site ignored. Rolls to hit aircraft are always at a -2 penalty. Friendly flak units must test to hold their fire (page 67)

**Flamethrower**

(p67).Flamethrowers never suffer to-hit penalties for cover or Down. Hits multiplied into D6 (D6+1 for vehicle flamethrower). Always hits top armour. No -1 PEN for long range. Gun shield and extra protection rules do not apply. Units hit take D3+1 pins and must always check morale (if fail, then destroyed). Flamethrower rolls D6 - on 1 it runs out of fuel. When rolling to damage vehicle equipped with flamerthrower, add +1 to damage effects chart.

**HE (1")**

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken

### **HE (2")**

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken

### **HE (3")**

(p68) PEN: +3, PIN: D3 (2D6 if in building) - Infantry and artillery can go *down* to halve the hits taken. 10+ hits on building collapses it and kills all inside.

### **Indirect fire**

(p71)

### **Multiple launcher**

(p72) Counts as a heavy mortar, but its chance of hitting never gets any better than a 6. All units with 6" of the target and not entirely within the weapon's minimum range can be hit.

### **One-shot**

(p72) This is a disposable weapon that can be fired only once per game. Once fired replace the model with another model that does not carry the disposable weapon

### **Open-topped**

(p118) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins.

If hit by indirect fire then add +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

### **Reece**

(p118)

### **Shaped Charge**

(p73) Never suffer the -1 penetration modifier for firing at long range.

### **Slow (only when towing)**

(p119) A vehicle designated as slow has a basic move rate of 6" when Advancing and 12" at a Run - only applies when towing.

### **Sniper**

(p91) When a sniper shoots using a Fire or Ambush order, the player can decide to use his scope. Rifle range changes to 36". If target is within 12" the shot misses automatically. Shot ignores negative to-hit modifiers except pinning markers and for missing assistant. Shot ignores gun shield and extra protection rules. If successful, always counts as exceptional damage and can pick any model in the unit. When not using scope, all members of team can fire any weapon they have and in assault can use the assault rule if pistol/submachine gun.

### **Team (2 men)**

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### **Team (3 men)**

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### **Team (4 men)**

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

## **17th SS Panzergrenadier**

### **SELECTOR SPECIAL RULES**

#### **SS Platoon**

Any unit in this selector, with the exception of Fallschirmjäger, may be upgraded to Fanatics for +3pts per man.

#### **Hedgerow Ambush**

Any Infantry squad or headquarters unit may be upgraded for +3pts per man. Any medium machine gun, panzerschreck team, or anti-tank gun may be upgraded for +10pts. Inexperienced units may not upgrade to Hedgerow Ambush. No unit with a flamethrower may be given this rule.

Units with this rule may deploy in the same manner as observers and snipers, however, they must be deployed in cover. In addition, the unit starts any game Hidden and may elect to start the game in *Ambush*.

#### **Pick List**

German 150mm Nebelwerfer 41	1
German Flamethrower (infantry) team	1
German Horse-drawn limber	1
German Infantry with Flamethrower (requires assistant)	1
German Infantry with Light Machine gun (requires loader)	3
German Infantry with Rifle	17
German Kübelwagen	1

German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	6
German NCO with Rifle	5
German Panzerschreck team	1
German Panzerwerfer 42	2
German SdKfz 222 Light Armoured Car	1
German Second Lieutenant	1
German Sniper team	1
German Truck	1