

## PLATOON #1

17th SS Panzergrenadier  
Lista Dirk

## OFFICER

**Waffen-SS Second Lieutenant (D-Day: US Sector page 143)** **Regular** **55**

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
1	Infantry (equipped as modeled)		-	-	

## INFANTRY SQUADS

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

Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle	24"	1	n/a	
1	NCO with Assault rifle	18"	2	n/a	Assault
2	Infantry with Assault rifle	18"	2	n/a	Assault
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)** **Regular** **95**

Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle	24"	1	n/a	
1	NCO with Assault rifle	18"	2	n/a	Assault
2	Infantry with Assault rifle	18"	2	n/a	Assault
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

## INFANTRY

**Waffen-SS squad (late-war) (Armies of Germany page 28)** **Regular** **100**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Assault rifle	18"	2	n/a	Assault
4	Infantry with Assault rifle	18"	2	n/a	Assault
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge
	Entire squad are Fanatics				Fanatics

**Waffen-SS squad (late-war) (Armies of Germany page 28)** **Regular** **128**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
2	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
	Entire squad are Fanatics				Fanatics

## 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

## ARMoured CARS

**SdKfz 222 Light Armoured Car (Armies of Germany page 68)** **Regular** **100**

Qty	Vehicle	Type	Trans	DV	Special
	Weapons	Range	Shots	Pen	
1	SdKfz 222 Light Armoured Car	Wheeled	-	7+	Recce, Flak
	Turret-mounted light autocannon	48"	2	+2	HE (1")
	Co-axial MMG	36"	6	n/a	

## TANKS AND SP GUNS

**Panzerwerfer 42 (Armies of Germany page 64)** **Inexperienced** **96**

Qty	Vehicle	Type	Trans	DV	Special
	Weapons	Range	Shots	Pen	
1	Panzerwerfer 42	Half-track	-	7+	Multiple launcher
	Multiple rocket launcher	12"-72"	1	HE	Indirect fire, HE (3"), 360 degree arc

**SdKfz 7/1 with armoured cab (Armies of Germany page 66)** **Regular** **175**

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	SdKfz 7/1 with Armoured Cab Platform-mounted light autocannon (x4)	Half-track 48"	- 8	7+ +2	Open-topped, FlaK HE (1")

### TRANSPORTS

**SdKfz 250/1 half-track** (Armies of Germany page 73) **Regular** **75**

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	SdKfz 250/1 half-track Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun Front pintle-mounted MMG	Half-track 36"	5 6	7+ n/a	Open-topped Front arc, Flak

### 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.

#### Fanatics

(p90) When a fanatic unit loses half of its numbers from enemy fire, it does not take a morale check so long as it has at least two men. Fanatic units with at least two men are not destroyed when they have a number of pin markers equal to their morale value. When a fanatic unit is defeated in close quarter fighting, the fight counts as a draw instead and another round is immediately fought. Continue fighting until the fanatic unit wins, is completely wiped out or is defeated and left with a single model in which case it is destroyed.

#### 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)

#### HE (1")

(p68) PEN: +1, PIN: D2 (D3 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

#### Recce

(p118)

#### Shaped Charge

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

#### 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.

### 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*.

<b>Pick List</b>	
German Infantry (equipped as modeled)	1
German Infantry with Assault rifle	8
German Infantry with Light Machine gun (requires loader)	2
German Infantry with Rifle	11
German men have Panzerfaust in addition to other weapons	8
German NCO with Assault rifle	3
German NCO with Rifle	1
German Panzerschreck team	1
German Panzerwerfer 42	1
German SdKfz 222 Light Armoured Car	1
German SdKfz 250/1 half-track	1
German SdKfz 7/1 with Armoured Cab	1
German Second Lieutenant	1