

# L2024 - Stefan3 - German - SS Reconnaissance Company

## D-Day: Waffen-SS Force

SS Reconnaissance Company		German	LG217	40
SS Reconnaissance Company HQ	LG217	2		
2x MP40 SMG team	2			
SS Reconnaissance Platoon	LG218	14		
7x MG42 team				
7x Sd Kfz 250 (MG) half-track (LG219)	12			
• Equip MG42 teams with panzerfaust anti-tank for +2 points.				
SS Reconnaissance Platoon	LG218	7		
5x MG42 team	5			
• Equip MG42 teams with panzerfaust anti-tank for +2 points.				
Puma SS Scout Troop	LG222	4		
2x Puma (5cm)	4			
Reconnaissance 7.5cm SS Gun Platoon	LG221	5		
3x Sd Kfz 250 (7.5cm)	5			
Armoured 7.5cm SS Gun Platoon	LG204	8		
6x Sd Kfz 251 (7.5cm)	8			
<b>Support</b>		<b>German</b>		<b>49</b>
8.8cm SS Heavy AA Platoon	LG227	5		
2x 8.8cm AA gun	5			
Tiger SS Tank Platoon	LG190	25		
2x Tiger (8.8cm)	25			
Sturmi Assault Gun Platoon (Finland Allied Unit)	LFI108	19		
3x Sturmi (7.5cm)	19			
<b>D-Day: German Formation Support</b>		<b>German</b>		<b>15</b>
Fallschirmjäger StuH Assault Howitzer Platoon	LG186	15		
3x StuH (10.5cm)	15			
<b>D-Day: Waffen-SS Command Cards</b>		<b>German</b>		<b>1</b>
9th 'Hohenstaufen' The Best Firepower		1		
Command Card 9th 'Hohenstaufen' The Best Firepower	1			
• Total Heavy Weapon, Gun and Tank teams divided by two: (1 selected)				
<b>D-Day-SS</b>		<b>Unit Count: 11</b>		<b>Total Points : 105</b>

### Card List:

9th 'Hohenstaufen' The Best Firepower  
 LFI108 Sturmi Assault Gun Platoon  
 LG186 Fallschirmjäger StuH Assault Howitzer Platoon  
 LG190 Tiger SS Tank Platoon  
 LG204 Armoured 7.5cm SS Gun Platoon  
 LG217 SS Reconnaissance Company HQ  
 LG218 SS Reconnaissance Platoon  
 LG219 Sd Kfz 250 SS Half-track  
 LG221 Reconnaissance 7.5cm SS Gun Platoon  
 LG222 Puma SS Scout Troop  
 LG227 8.8cm SS Heavy AA Platoon

### Pick List:

2 8.8cm AA gun  
 12 MG42 team with Panzerfaust anti-tank  
 2 MP40 SMG team  
 2 Puma (5cm)  
 3 Sd Kfz 250 (7.5cm)  
 7 Sd Kfz 250 (MG) half-track  
 6 Sd Kfz 251 (7.5cm)  
 3 StuH (10.5cm)  
 3 Sturmi (7.5cm)  
 2 Tiger (8.8cm)

9<sup>TH</sup> 'HOHENSTAUFEN' SS PANZER DIVISION  
**THE BEST FIREPOWER**

*Trained by Gruppenführer 'Willi' Bittrich, the 9<sup>th</sup> 'Hohenstaufen' SS Panzer Division was rated as one of the best in Normandy. It had the longest training period of any SS Panzer Division and some combat experience in Southern Russia to learn how to put it into practice.*

All Heavy Weapon, Gun and Tank Units have the following ratings for +1 point per two teams or part thereof:

**SKILL**  
**VETERAN 3+**  
 Heavy Weapon Assault **4+**


**IS HIT ON**  
**CAREFUL 4+**

German, Build, Formation  
 (Armoured SS Panzergrenadier, SS Panzergrenadier, or SS Reconnaissance Company), Title  
**0 POINTS**

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**STURMI**  
 ASSAULT GUN PLATOON

• TANK UNIT • BAZOOKA SKIRTS •



**MOTIVATION**  
**FEARLESS 3+**  
 SP Gun Counterattack **4+**  
 Protected Ammo Removal **2+**

**SKILL**  
**VETERAN 3+**  
 SP Gun Assault **4+**

**IS HIT ON**  
**CAREFUL 4+**

**ARMOUR**  
 FRONT **7**  
 SIDE & REAR **3**  
 TOP **1**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	18"/45CM	20"/50CM	4+

WEAPON	RANGE	HALTED	MOVING	ROF	ANTI-TANK POWER	FIRE POWER	NOTES
Sturmi (7.5cm)	32"/80CM	2	1	1	11	3+	Forward Firing
Sturmi (MG)	16"/40CM	3	2	2	2	6	

**STURMI**  
 ASSAULT GUN PLATOON

**ASSAULT GUN PLATOON**  
 3x Sturmi (7.5cm)  
**19 POINTS**

**SPECIAL RULES**  
**Bazooka Skirts:** Side Armour is 5 against weapons with Firepower 5+ or 6.  
**Forward Firing:** Weapon can only hit targets fully in front of the Team.

**FI108**

SS

## TIGER

SS TANK PLATOON

SS

MOTIVATION

SS TIGER 2+

• TANK UNIT • STORMTROOPERS •

IS HIT ON  
CAREFUL 4+

SKILL

VETERAN 3+



ARMOUR	
FRONT	9
SIDE & REAR	8
TOP	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	18"/45cm	20"/50cm	2+

WEAPON	RANGE	ROF		ANTI-FIRE		NOTES
		HALTED	MOVING	TANK	POWER	
Tiger (8.8cm)	40"/100cm	2	1	14	3+	
Tiger (MGs)	16"/40cm	4	4	2	6	

SS

## TIGER

SS TANK PLATOON

SS

## SPECIAL RULES

**Stormtroopers:** Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

TIGER	
SS TANK PLATOON	
4x Tiger (8.8cm)	49 POINTS
3x Tiger (8.8cm)	37 POINTS
2x Tiger (8.8cm)	25 POINTS

SS

## STUH

FALLSCHIRMJÄGER ASSAULT HOWITZER PLATOON

SS

MOTIVATION

FEARLESS 3+

SP Gun  
Counterattack 5+

SKILL

VETERAN 3+

SP Gun  
Assault 4+• TANK UNIT • BAZOOKA SKIRTS •  
• STORMTROOPERS •IS HIT ON  
CAREFUL 4+

ARMOUR	
FRONT	7
SIDE & REAR	3
TOP	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	18"/45cm	20"/50cm	4+

WEAPON	RANGE	ROF		ANTI-FIRE		NOTES
		HALTED	MOVING	TANK	POWER	
StuH (10.5cm) or Direct Fire	64"/160cm 24"/60cm	1	1	10	2+	Forward Firing Brutal, Forward Firing, HEAT, Slow Firing, Smoke
StuH (MG)	16"/40cm	3	2	2	6	

SS

## STUH

FALLSCHIRMJÄGER ASSAULT HOWITZER PLATOON

SS

## SPECIAL RULES

**Bazooka Skirts:** Side Armour is 5 against weapons with Firepower 5+ or 6.

**Brutal:** Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves.

**Forward Firing:** Weapon can only hit targets fully in front of the Team.

**HEAT:** Target Armour is not increased for range over 16"/40cm.

**Slow Firing:** +1 To Hit for Moving ROF.

**Smoke:** Can Shoot Smoke ammunition.

**Stormtroopers:** Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

FALLSCHIRMJÄGER	
STUH ASSAULT HOWITZER PLATOON	
4x StuH (10.5cm)	20 POINTS
3x StuH (10.5cm)	15 POINTS
2x StuH (10.5cm)	10 POINTS

G186

G190

# SS RECONNAISSANCE COMPANY HQ

MOTIVATION  
**FEARLESS 3+**

SKILL  
**VETERAN 3+**

• INFANTRY FORMATION • HQ TRANSPORT  
• OLD HAND • STORMTROOPERS

IS HIT ON  
**AGGRESSIVE 3+**

SAVE  
**Infantry 3+**



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
MP40 SMG team	4"/10CM	3	3	1	6	Pinned ROF 1
Optional Panzerfaust anti-tank	4"/10CM	1	1	12	5+	Limited 1, Slow Firing

# SS RECONNAISSANCE COMPANY HQ

SS RECONNAISSANCE COMPANY HQ

2x MP40 SMG team  
2x Sd Kfz 250 (MG) half-track (IG219)  
2x MP40 SMG team

**4 POINTS**  
**2 POINTS**

**OPTIONS**  
• Equip MP40 SMG teams with Panzerfaust anti-tank for +2 points.

## SPECIAL RULES

See SS Reconnaissance Platoon (IG218).  
**Old Hand:** Unit Leaders within 6"/15cm of this Commander have Tactics 3+.  
**HQ Transport:** Sd Kfz 250 half-tracks are part of HQ Unit.

## D-DAY SS RECONNAISSANCE COMPANY

### FORMATION CONTAINS:

- 1 SS Reconnaissance Company HQ (IG217)
- 1 SS Reconnaissance Platoon (IG218)
- 1-2 SS Reconnaissance Platoon (IG218) or Armoured SS Panzerregiment Plt (IG200) or SS Panzerregiment Platoon (IG208) or SS Panzerregiment Platoon (IG208)
- 0-1 Reconnaissance 8cm SS Mortar Set (IG220)
- 0-1 Reconnaissance 7.5cm SS Gun Plt (IG221)
- 0-1 Armoured 7.5cm SS Gun Platoon (IG204)
- 0-1 7.5cm SS Gun Platoon (IG212)
- 0-1 7.5cm SS Tank-hunter Platoon (IG215)
- 0-1 Sd Kfz 221 & 222 SS Scout Troop (IG224)
- 0-1 or Puma SS Scout Troop (IG222)
- 0-1 Puma SS Scout Troop (IG222) or Sd Kfz 231 SS Scout Troop (IG225)
- 0-2 Sd Kfz 250 SS Scout Troop (IG223)

IG217

# ARMOURD 7.5CM SS GUN PLATOON

MOTIVATION  
**FEARLESS 3+**

SKILL  
**TRAINED 4+**

SP GUN  
**5+**

• TANK UNIT • STORMTROOPERS

IS HIT ON  
**AGGRESSIVE 3+**



ARMOUR	
FRONT	1
SIDE & REAR	1
TOP	0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	10"/25CM	16"/40CM	28"/70CM	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Sd Kfz 251 (7.5cm)	24"/60CM	2	1	9	3+	Forward Firing, HEAT
Sd Kfz 251 (MG)	16"/40CM	3	3	2	6	Forward Firing

# ARMOURD 7.5CM SS GUN PLATOON

## ARMOURD 7.5CM SS GUN PLATOON

6x Sd Kfz 251 (7.5cm)  
4x Sd Kfz 251 (7.5cm)  
2x Sd Kfz 251 (7.5cm)

**8 POINTS**  
**5 POINTS**  
**3 POINTS**

## SPECIAL RULES

**Forward Firing:** Weapon can only hit targets fully in front of the Team.  
**HEAT:** Target Armour is not increased for range over 16"/40cm.  
**Stormtroopers:** Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

IG204



# SD KFZ 250 HALF-TRACK



SS TRANSPORT

**MOTIVATION**  
**FEARLESS 3+**

**MOUNTED ASSAULT**

**TRANSPORT**  
Counter attack  
Remount  
4+

- TRANSPORT ATTACHMENT
- PASSENGERS 1+ UNIT TRANSPORT
- MOUNTED ASSAULT
- SCOUT
- STORMTROOPERS

**IS HIT ON**  
**AGGRESSIVE 3+**

**ARMOUR**

FRONT	1
SIDE & REAR	1
TOP	0



**SKILL**

**TRAINED 4+**  
Transport Assault  
5+

**MOUNTED ASSAULT**  
4+

**TACTICAL**  
10"/25CM

**TERRAIN DASH**  
12"/30CM

**CROSS COUNTRY DASH**  
18"/45CM

**ROAD DASH**  
32"/80CM

**CROSS**  
4+

**WEAPON**

Sd Kfz 250 (MGs)  
Sd Kfz 250 (3.7cm)

**RANGE**  
16"/40CM  
24"/60CM

**HALTED MOVING**  
4  
2

**ANTI-TANK POWER**  
4  
6

**FIRE-POWER**  
6  
4+

**NOTES**  
Self-defence AA  
Forward Firing



# SD KFZ 250 HALF-TRACK



SS TRANSPORT

SD KFZ 250 HALF-TRACK  
SS TRANSPORT



## SPECIAL RULES

**Forward Firing:** Weapon can only hit targets fully in front of the Team.

**Mounted Assault:** Team has Assault 4+ and Counterattack 3+ when carrying 1 Passenger.

**Passengers 1:** Team can carry one Infantry Team as Passengers.

**Scout:** Team can remain Gone to Ground while moving.

**Self-defence AA:** Weapon can Shoot at Aircraft with ROF 1.

**Stormtroopers:** Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

**Unit Transport:** Unit Leader must end the Movement Step within 6"/15cm of the Unit Leader of its Passenger Unit while on table.

G219

# SS RECONNAISSANCE PLATOON



• INFANTRY UNIT • STORMTROOPERS •

**MOTIVATION**  
**FEARLESS 3+**

**SKILL**  
**TRAINED 4+**  
Waffen-SS Assault  
3+

**IS HIT ON**  
**AGGRESSIVE 3+**

**SAVE**

Infantry	3+
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**TACTICAL**  
8"/20CM

**TERRAIN DASH**  
8"/20CM

**CROSS COUNTRY DASH**  
12"/30CM

**ROAD DASH**  
12"/30CM

**CROSS**  
AUTO

**WEAPON**

MG42 team  
Optional Panzerfaust anti-tank

**RANGE**  
16"/40CM  
4"/10CM

**HALTED MOVING**  
3  
1

**ANTI-TANK POWER**  
2  
12

**FIRE-POWER**  
6  
5+

**NOTES**  
Limited 1, Slow Firing

# SS RECONNAISSANCE PLATOON



## SS RECONNAISSANCE PLATOON

- 7x MG42 team
- 7x Sd Kfz 250 (MG) half-track (G219)
- 12 POINTS**
- 5x MG42 team
- 5x Sd Kfz 250 (MG) half-track (G219)
- 9 POINTS**
- 7x MG42 team
- 5x MG42 team
- 7 POINTS**
- 5x MG42 team
- 5 POINTS**

- OPTIONS**
- Equip MG42 teams with Panzerfaust anti-tank for +2 points.
  - Replace one Sd Kfz 250 (MG) half-track with an Sd Kfz 250 (3.7cm) half-track at no cost.

## SPECIAL RULES

**Limited 1:** Each time this Unit Shoots, one Team may Shoot as a Panzerfaust. Each time this Unit rolls To Hit in an Assault, one Team may use a Panzerfaust.

**Slow Firing:** +1 To Hit for Moving ROF.

**Stormtroopers:** Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

G218

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PUMA  
SS SCOUT TROOP

55

## MOTIVATION

**FEARLESS 3+**Scout  
**Counterattack 5+**Scout  
**Last Stand 4+**

## SKILL

**TRAINED 4+**• TANK UNIT • SCOUT •  
• SPEARHEAD • • STORMTROOPERS •IS HIT ON  
**AGGRESSIVE 3+**

## ARMOUR

**FRONT 3****SIDE & REAR 1****TOP 0**

## TACTICAL

10"/25CM

## TERRAIN DASH

12"/30CM

## CROSS COUNTRY DASH

18"/45CM

## ROAD DASH

36"/90CM

## CROSS

4+

## WEAPON

Puma (5cm)

28"/70CM

2

1

9

4+

Puma (MG)

16"/40CM

3

3

2

6

## RANGE

## HALTED

## MOVING

## ANTI-TANK

## FIRE-POWER

## NOTES

55

RECONNAISSANCE  
7.5CM SS GUN PLATOON

55

## MOTIVATION

**FEARLESS 3+**SP Gun  
**Counterattack 5+**

## SKILL

**TRAINED 4+**SP Gun  
**Assault 5+**

• TANK UNIT • SCOUT • STORMTROOPERS •

IS HIT ON  
**AGGRESSIVE 3+**

## ARMOUR

**FRONT 1****SIDE & REAR 1****TOP 0**

## TACTICAL

10"/25CM

## TERRAIN DASH

12"/30CM

## CROSS COUNTRY DASH

18"/45CM

## ROAD DASH

32"/80CM

## CROSS

4+

## WEAPON

Sd Kfz 250 (7.5cm)

24"/60CM

2

1

9

3+

Sd Kfz 250 (MG)

16"/40CM

3

3

2

6

## RANGE

## HALTED

## MOVING

## ANTI-TANK

## FIRE-POWER

## NOTES

Forward Firing, HEAT

Forward Firing

55

PUMA  
SS SCOUT TROOP

55

PUMA  
SS SCOUT TROOP

2x Puma (5cm)

**4 POINTS**

## SPECIAL RULES

**Scout:** Team can remain Gone to Ground while moving.**Spearhead:** Unit can move before the game to expand the Deployment Area.**Stormtroopers:** Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

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RECONNAISSANCE  
7.5CM SS GUN PLATOON

55

RECONNAISSANCE  
7.5CM SS GUN PLATOON

3x Sd Kfz 250 (7.5cm)

2x Sd Kfz 250 (7.5cm)

**5 POINTS****3 POINTS**

## SPECIAL RULES

**Forward Firing:** Weapon can only hit targets fully in front of the Team.**HEAT:** Target Armour is not increased for range over 16"/40cm.**Scout:** Team can remain Gone to Ground while moving.**Stormtroopers:** Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

G221

G222

SS

# 8.8CM SS HEAVY AA PLATOON

SS

MOTIVATION

**FEARLESS 3+**

SKILL

**TRAINED 4+**  
Gun Assault **5+**

• GUN UNIT • GUN SHIELD • LARGE GUN •



IS HIT ON

**AGGRESSIVE 3+**

SAVE

**4+**  
Gun

TACTICAL

TERRAIN DASH  
2"/5CM

CROSS COUNTRY DASH  
4"/10CM

ROAD DASH  
4"/10CM

CROSS  
6

WEAPON

8.8cm AA gun

RANGE

40"/100CM

ROF

2

HALTED MOVING

1

ANTI-TANK

14

FIRE-POWER

3+

NOTES

Self-defence AA

SS

# 8.8CM SS HEAVY AA PLATOON

SS

## 8.8CM SS HEAVY AA PLATOON



4x 8.8cm AA gun  
2x 8.8cm AA gun

**10 POINTS**  
**5 POINTS**

### SPECIAL RULES

**Gun Shield:** In Bulletproof Cover when shot at from in front of the Team's base. Does not apply to Bombardments or if the Team moved at Dash speed.

**Large Gun:** Cannot be placed in a building. Cannot be placed from Ambush within 16"/40cm of the enemy.

**Self-defence AA:** Weapon can fire at Aircraft with ROF 1.

G227