

GÖTZ VON BERLICHINGEN

OFFICIAL BRIEFING

THE 17. SS PANZERGRENADIERDIVISION IN NORMANDY



UPDATED ON
11 JULY 2013

Götz von Berlichingen

17. SS-PANZERGRENADIERDIVISION (GÖTZ VON BERLICHINGEN)

The 17. SS-Panzergrenadierdivision was ordered to be formed near Poitiers, France in October 1943. Many of the recruits were *Volksdeutsch* (ethnic Germans) from Romania. The process began on 15 November 1943. The division was granted the title "*Götz von Berlichingen*" after the 15th century German knight and mercenary Gottfried von Berlichingen (c. 1480 – 1562) from Hornberg in Württemberg. Berlichingen was made famous by writer and poet Johann Wolfgang von Goethe (1749-1832) who wrote a play based on his life. The divisional symbol was an iron fist in a shield, taken from Berlichingen's iron prosthetic forearm, which he wore after losing his original during a siege.

The formation of the division was overseen by *Obersturmbannführer* Otto Binge, though final command fell to *SS-Brigadeführer* Werner Ostendorff in January 1944. The division was placed under the *LXXX Armee Korps*.

As training continued into 1944, the division still lacked sufficient vehicles. In February, the division was ordered to collect as many civilian vehicles as they could to maintain the motorisation of key units. By March, they had motorised several units, but not all the *panzergrenadier* battalions had motor transport and the 3rd battalions of each regiment were bicycle mounted. The *Panzerabteilung* was equipped with StuG IV assault guns rather than more usual Panzer IV tanks.

After the D-Day landings on 6 June, the 17. SS-Panzergrenadierdivision was ordered from their garrison in Thouars, France to Normandy with orders to face the invasion. The first unit of the division to enter combat was the *Aufklärungsabteilung* who engaged US paratroopers of the 101st Airborne Division near Carentan on 11 June. By 13 June, the US forces had secured the town and were pushing south.

A *Kampfgruppe* consisting of the division's 37. SS-Panzergrenadierregiment, 17. SS-Panzerabteilung and Von der Heydte's 6. Fallschirmjägerregiment counterattacked the advancing US paratroopers. A furious battle ensued and several US parachute companies were routed before the timely arrival of Combat Command A of the US 2nd Armored Division, which halted the German thrust. During these operations *SS-Brigadeführer* Ostendorff was wounded and on 16 June *SS-Oberführer* Eduard Dienenhoffer was appointed the new division commander.

For the next month the 17. SS-Panzergrenadierdivision was involved in fighting in the bocage country around St. Lô and Coutances, with the division suffering heavy losses.

At the start of Operation Cobra, the division stood in the line of the American advance. They fought to hold off the US offensive, but they were partially surrounded in the Coutances Pocket. They broke out without considerable loss of equipment or men.

During August, some elements of the division were withdrawn for refitting, while the remainder of the 17. SS-Panzergrenadierdivision was attached to the 2. SS-Panzerdivision '*Das Reich*' for the counterattack on Mortain (Operation *Lüttich*). After this counteroffensive was repulsed by superior Allied airpower, the division was then split into four *kampfgruppen* under commanders Braune, Gunter, Fick and Wahl. All four *kampfgruppen* escaped entrapment in the Falaise Pocket. Despite this, they remained in constant contact with pursuing US forces until the end of August. The remains of the *kampfgruppen* were finally withdrawn to Metz in September to join the rebuilding division.

Cover shows *SS-Brigadeführer* Werner Ostendorff meeting with *Luftwaffe* *Oberstleutnant* Friedrich August Freiherr von der Heydte in Normandy.

GÖTZ VON BERLICHINGEN

17. SS-Panzerabteilung

17. SS-Panzerjägerabteilung

37. SS-Panzergranadierregiment

I/37. Battalion (Motorised)

II/37. Battalion (Motorised)

III/37. Battalion (Bicycle)

38. SS-Panzergranadierregiment

I/38. Battalion (Motorised)

II/38. Battalion (Motorised)

III/38. Battalion (Bicycle)

17. SS-Panzerartillerieregiment

I/17. Battalion (10.5cm leFH18)

II/17. Battalion (10.5cm leFH18)

III/17. Battalion (no weapons)

IV/17. Battalion (15cm sFH18, 10.5cm K18)

17. SS-Panzeraufklärungsabteilung

17. SS-Flakabteilung

17. SS-Panzerpionierbataillon

SS-Panzerregiment - SS Armoured Regiment,

SS-Panzergranadierregiment - SS Armoured Infantry Regiment

SS-Panzerartillerieregiment - SS Armoured Artillery Regiment

SS-Panzerpionierbataillon - SS Armoured Pioneer Battalion

SS-Panzeraufklärungsabteilung - SS Armoured Reconnaissance Battalion

SS-Flakabteilung - SS Anti-aircraft Battalion

SS-Panzerjägerabteilung - SS Tank-hunter Battalion

SPECIAL RULES

17. SS-Panzergranadierdivision troops use all of the German special rules on pages 166 to 168 of the rulebook as well as the division-specific special rules on page 26 of this PDF.

17. SS-PANZERGRANADIERDIVISION





SS-PANZERKOMPANIE

TANK COMPANY

(TANK COMPANY)



HEADQUARTERS

HEADQUARTERS



SS-Panzerkompanie HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

ARMOUR



SS-Panzer Platoon

ARMOUR



SS-Panzer Platoon

ARMOUR



SS-Panzer Platoon

ARMOUR



SS-Panzer Platoon

WEAPONS PLATOONS

ANTI-AIRCRAFT



SS-Panzer Anti-aircraft Gun Platoon

ALLIED PLATOONS



Heer and Fallschirmjäger Platoons (marked on the right) in your force are Allies and follow the Allies rules on page 70 of the rulebook.

DIVISIONAL SUPPORT PLATOONS

INFANTRY



SS-Panzergranadier Platoon

SS-Pionier Platoon

SS-Aufklärungs Platoon

Fallschirmjäger Platoon

Grenadier Platoon

INFANTRY



SS-Panzergranadier Platoon

SS-Pionier Platoon

SS-Aufklärungs Platoon

Fallschirmjäger Platoon

Grenadier Platoon

Osttruppen Grenadier Platoon

RECONNAISSANCE



SS-Panzerspäh Platoon

Heavy SS-Panzerspäh Platoon

ARTILLERY



Motorised SS-Artillery Battery

Motorised Heavy SS-Artillery Battery

Artillery Battery

ARTILLERY



Rocket Launcher Battery

ANTI-AIRCRAFT



Heavy SS-Anti-aircraft Gun Platoon

ANTI-AIRCRAFT



SS-Anti-aircraft Gun Platoon

MOTIVATION AND SKILL

The 17. SS-Panzergrenadierdivision is an enthusiastic young division. Their Panzertruppen have had expert training and are led by many experienced Waffen-SS officers transferred from other divisions. An SS-Panzerkompanie is rated as **Fearless Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



17. SS-PANZER-
GRENAДИERDIVISION

HEADQUARTERS

SS-PANZERKOMPANIE HQ

HEADQUARTERS



2 StuG IV

215 points

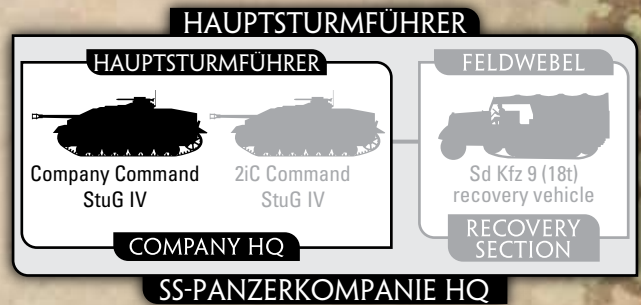
1 StuG IV

110 points

OPTION

- Add an Sd Kfz 9 (18t) recovery half-track for +5 points.

With only a single battalion of armour for the division, a 17. SS-Panzergrenadierdivision Panzerkompanie commander will be called on to support almost all elements of the division



at various times. Even though not armed with conventional panzer tanks the *Panzerkompanie* commander sticks to the traditional aggressive tactics of the *Waffen-SS*, utilising the StuG IV assault guns to the best of his abilities.

COMBAT PLATOONS

SS-PANZER PLATOON

PLATOON



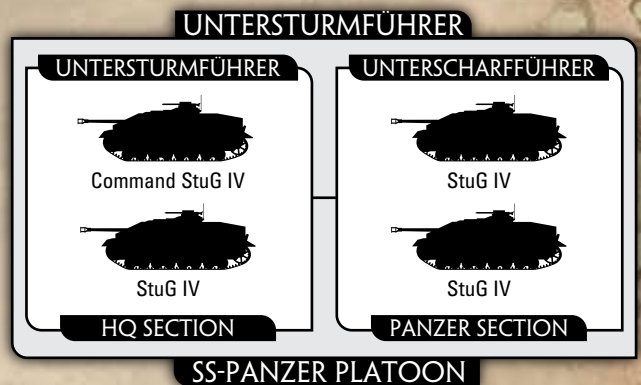
4 StuG IV

435 points

3 StuG IV

325 points

The StuG IV assault gun may not have a turret, but it is still a far superior fighting machine than anything the Americans throw at you. The StuG IV has the same excellent gun as the Panzer IV with the added protection of additional armour. However, the Americans do have superior numbers. You will sometimes have to use your discretion and not over-extend yourself on attack, as that may expose your flanks.



WEAPONS PLATOONS

SS-PANZER ANTI-AIRCRAFT GUN PLATOON

PLATOON



3 Armoured Sd Kfz 7/1 (Quad 2cm) 185 points

2 Armoured Sd Kfz 7/1 (Quad 2cm) 125 points

The armoured Sd Kfz 7/1 anti-aircraft half-track are more than capable of keeping Allied aircraft away from your tanks.





SS-PANZERGRENADIERKOMPANIE

MOTORISED INFANTRY COMPANY



(INFANTRY COMPANY)

HEADQUARTERS

HEADQUARTERS



SS-Panzer Grenadier-
kompanie HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

INFANTRY



SS-Panzer Grenadier
Platoon

INFANTRY



SS-Panzer Grenadier
Platoon

INFANTRY



SS-Panzer Grenadier
Platoon

MACHINE-GUNS



SS-Heavy Platoon

Field Fortifications

ALLIED PLATOONS



Heer and Fallschirmjäger
Platoons (marked on the
right) in your force are
Allies and follow the Allies
rules on page 70 of the
rulebook.

WEAPONS PLATOONS

ARTILLERY



Light SS-Infantry Gun
Platoon

ANTI-TANK



Light SS-Anti-tank
Gun Platoon

ARTILLERY



SS-Mortar Platoon

REGIMENTAL SUPPORT PLATOONS

ARTILLERY



Heavy SS-Infantry Gun
Platoon

ANTI-AIRCRAFT



Light SS-Anti-aircraft
Gun Platoon

RECONNAISSANCE



SS-Scout Platoon

ANTI-TANK



SS-Anti-tank Gun Platoon

DIVISIONAL SUPPORT PLATOONS

ARMOUR



SS-Panzer Platoon

2. SS-Panzer Platoon

ARMOUR



SS-Panzer Platoon

SS-Tank-hunter Platoon

INFANTRY



Gepanzerte
SS-Panzer Grenadier Platoon

SS-Pionier Platoon

SS-Aufklärungs Platoon

Fallschirmjäger Platoon

Grenadier Platoon

Osttruppen Grenadier Platoon

RECONNAISSANCE



SS-Panzerspäh Platoon

Heavy SS-Panzerspäh Platoon

ARTILLERY



Motorised SS-Artillery Battery

Motorised Heavy SS-Artillery
Battery

Artillery Battery

ARTILLERY



Rocket Launcher Battery

ANTI-TANK



Heavy Anti-tank Gun Platoon

Heavy SS-Anti-aircraft Gun
Platoon

ANTI-AIRCRAFT



SS-Anti-aircraft Gun Platoon

MOTIVATION AND SKILL

Though the Panzergrenadiers of the 17. SS-Panzergrenadierdivision had plenty of manpower when they entered combat in Normandy, they were lacking in experienced NCOs and Officers. An SS-Panzergrenadierkompanie is rated as **Fearless Trained**.



HEADQUARTERS

SS-PANZERGRENADIERKOMPANIE HQ

HEADQUARTERS



Company HQ

45 points

OPTIONS

- Replace either or both Command SMG teams with Command Panzerfaust SMG teams for +10 points per team.
- Add Anti-tank Section with one Panzerschreck team for +30 points, or two Panzerschreck teams for +55 points.

The Panzergrenadiers of 17. SS-Panzergrenadierdivision are trucked and fight dismounted. The nature of the fighting in Normandy means that the SS-Panzergrenadier companies



form the back stop for the defence against the Americans advancing off the beaches, counterattacking against infantry and paratrooper thrusts.

COMBAT PLATOONS

SS-PANZERGRENADIER PLATOON

PLATOON

HQ Section with:



3 Panzergrenadier Squads

165 points

2 Panzergrenadier Squads

115 points

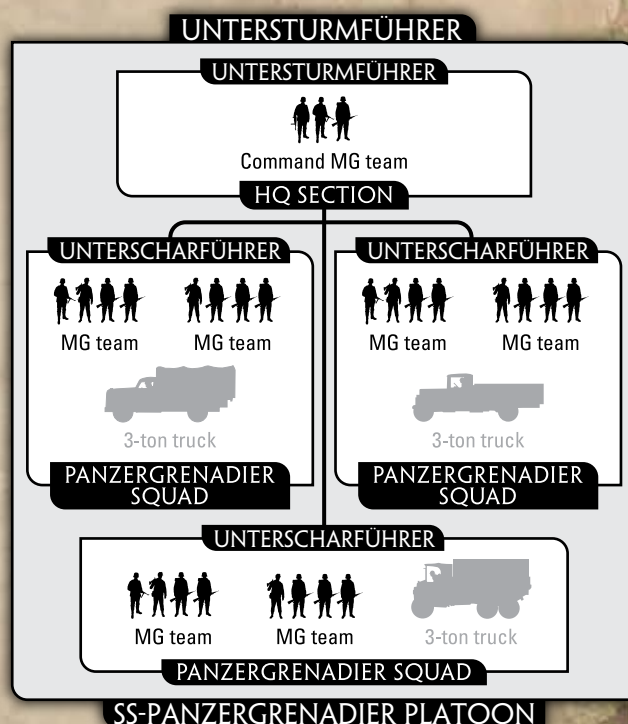
OPTIONS

- Replace the Command MG team with a Command Panzerfaust SMG team for +10 points.
- Add 3-ton trucks at +5 points for the platoon.

The trucks give the SS-Panzergrenadiers mobility to get into position with speed to set-up their defence ready for the advancing Americans. With two MG-42 machine-guns in each squad they can halt most attacks with their firepower.

On attack they are aggressive and determined, quickly advancing on any enemy gains to push them back out and recover lost ground.

If you are fielding a Fallschirmjägerkompanie from page 158 of Atlantik Wall you may take 17. SS-Panzerdivision SS-Panzergrenadier Platoons instead of Gepanzerte SS-Panzergrenadier Platoons from any of the Company Diagram Support Platoons Infantry boxes.



SS-HEAVY PLATOON

PLATOON

HQ Section with:

2 Machine-gun Sections	115 points
1 Machine-gun Section	60 points
No Machine-gun Sections	10 points

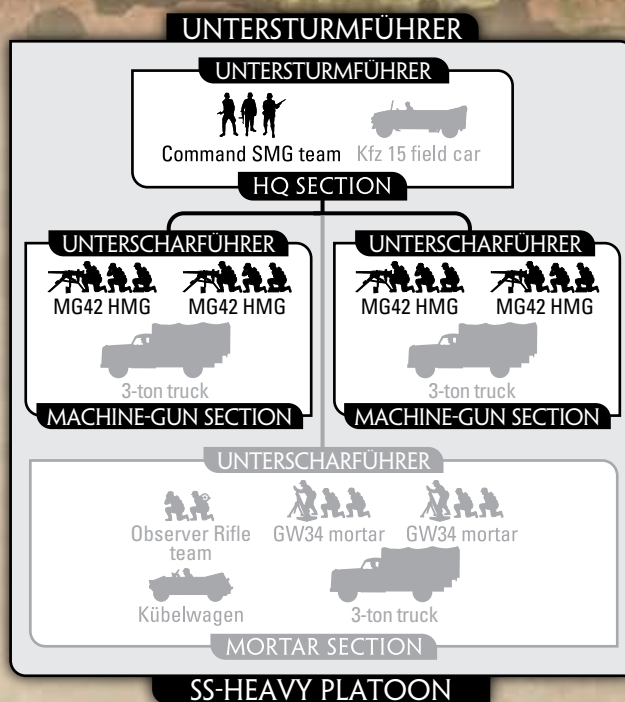
OPTIONS

- Add Mortar Section for +55 points.
- Add Kfz 15 field car, Kübelwagen jeep and 3-ton trucks for +5 points for the platoon.

A SS-Heavy Platoon must have a Mortar Section if it has no Machine-gun Sections.

SS-Heavy Platoons may make Combat Attachments to SS-Panzer Grenadier Platoons.

Armed with both heavy machine-guns and mortars, the heavy platoon can beef up your assaults.



WEAPONS PLATOONS

LIGHT SS-INFANTRY GUN PLATOON

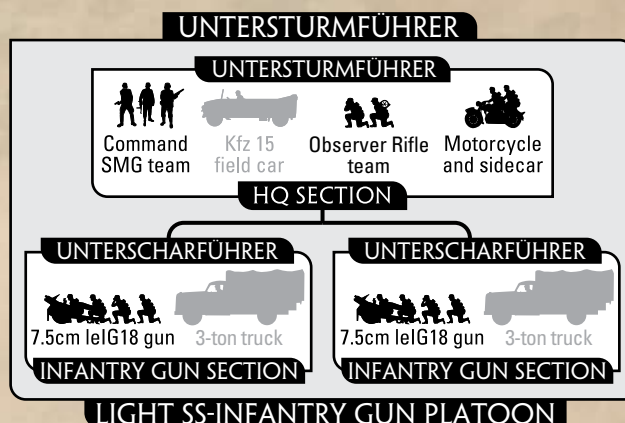
PLATOON

HQ Section with:

2 7.5cm leIG18	55 points
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OPTION

- Add Kfz 15 field car and 3-ton trucks at +5 points for the platoon.



LIGHT SS-ANTI-TANK GUN PLATOON

PLATOON

HQ Section with:

3 7.5cm PaK40	135 points
2 7.5cm PaK40	90 points

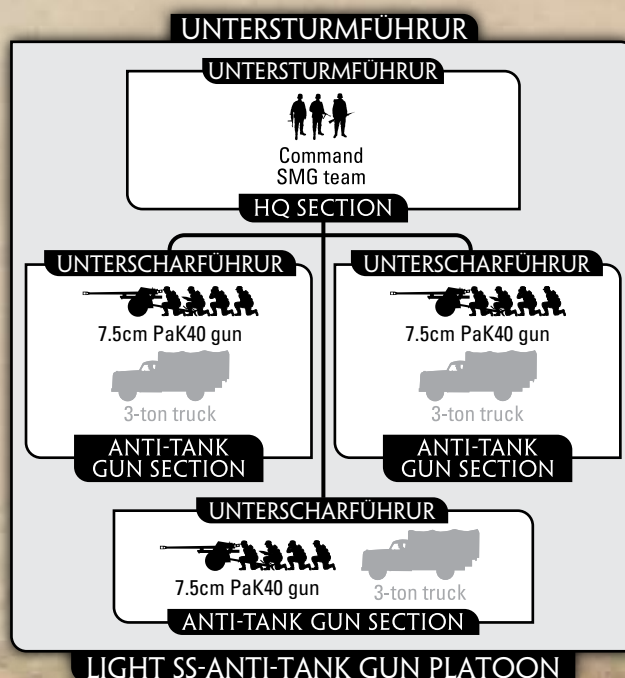
OPTION

- Add 3-ton trucks for +5 points for the platoon.

Light SS-Anti-tank Gun Platoons may make Combat Attachments to SS-Panzer Grenadier Platoons.

7.5cm PaK40 guns were allocated out to the battalions of the 37. and 38. Panzer Grenadierregiment.

The anti-tank guns provide SS-Panzer Grenadier companies with their first line of defence against the American armour flooding off the beaches. Kept in ambush these guns can substantially delay Allied attacks by taking them by surprise.



SS-MORTAR PLATOON

PLATOON

HQ Section with:

3 Mortar Sections	155 points
2 Mortar Sections	110 points
1 Mortar Section	55 points

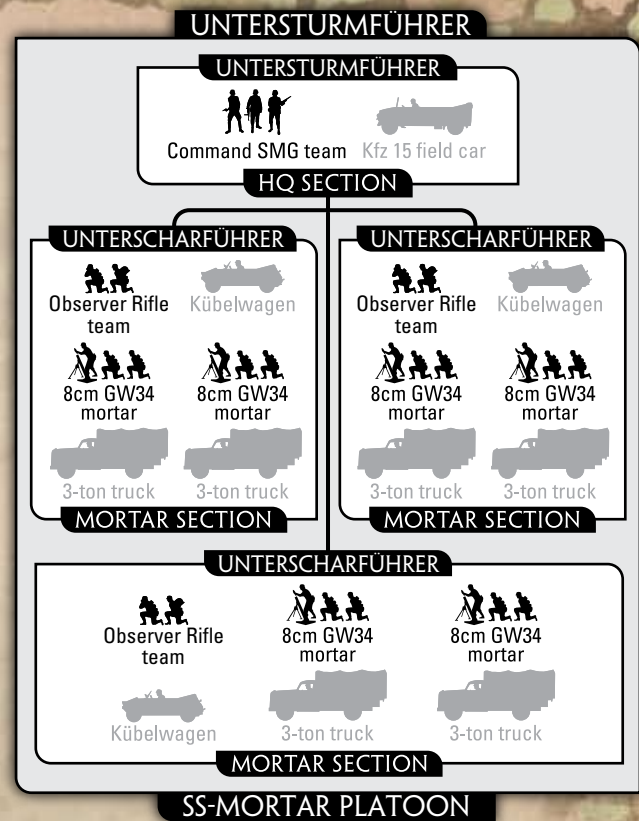
OPTION

- Add Kfz 15 field car, Kübelwagen jeeps, and 3-ton trucks for +5 points for the platoon.

Good light artillery is critical in pinning or blinding enemy positions or strongpoints with smoke. SS-Mortar platoons are excellent in this role due to the speed with which they respond to calls for fire.

With plenty of observer teams they can engage any target across the whole battlefield much faster than the conventional artillery.

The SS soldiers manning these mortars are totally committed to their task, maintaining their fire even under the heaviest enemy counter fire, no matter the casualties it may cost them.



SUPPORT PLATOONS

HEAVY SS-INFANTRY GUN PLATOON

PLATOON

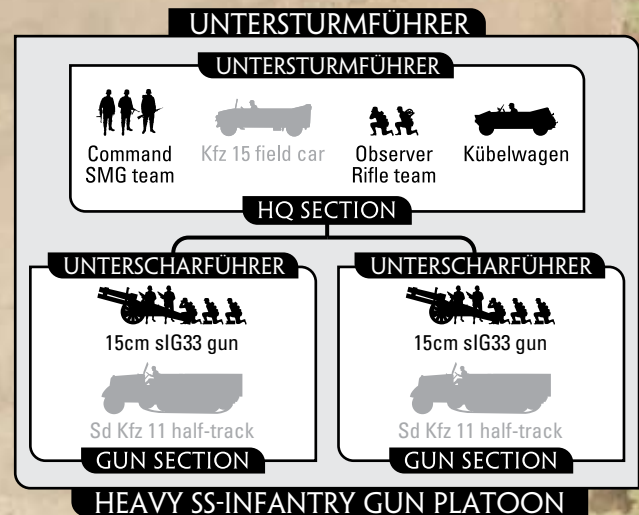
HQ Section with:

2 15cm sIG33	105 points
1 15cm sIG33	60 points

OPTION

- Add Kfz 15 field car and Sd Kfz 11 half-tracks for +5 points for the platoon.

15cm sIG33 guns are excellent in knocking out tough defences. If you are unable to get into direct sight of the target you can bombard it, giving a simple solution to a sometimes tough problem.



LIGHT SS-ANTI-AIRCRAFT GUN PLATOON

PLATOON

HQ Section with:



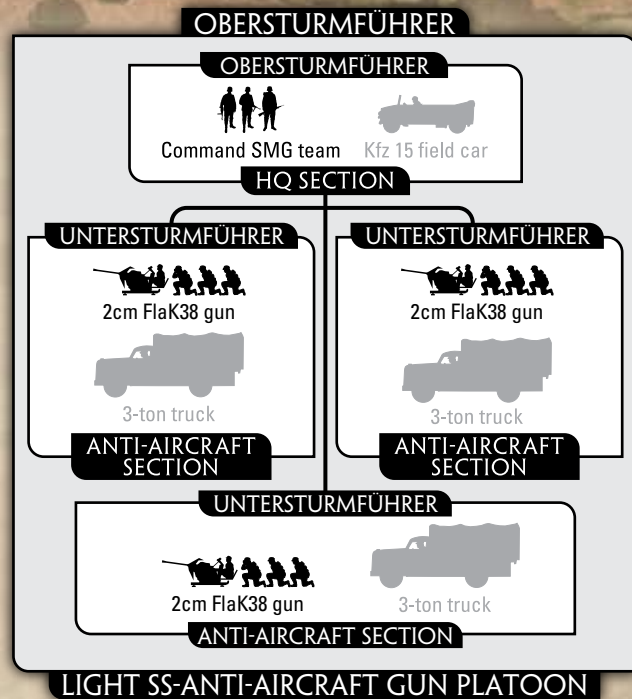
3 2cm FlaK38

60 points

OPTIONS

- Add Kfz 15 field car and 3-ton trucks for +5 points for the platoon.
- Mount 2cm FlaK38 guns on 3-ton trucks as Portee unarmoured Tank teams at no cost.

With the allies launching an average of 600 fighter-bomber sorties a day, a unit of 2cm FlaK38 anti-aircraft guns is an essential addition to any mobile Panzergrenadier force. Mount the guns on their trucks so that they can keep up with your attacks. Stay behind your half-tracks to cover their rear sector, relying on the speed with which they get amongst the enemy to prevent attacks from the front.



SS-SCOUT PLATOON

PLATOON

HQ Section with:



3 Scout Squads

135 points

2 Scout Squads

100 points

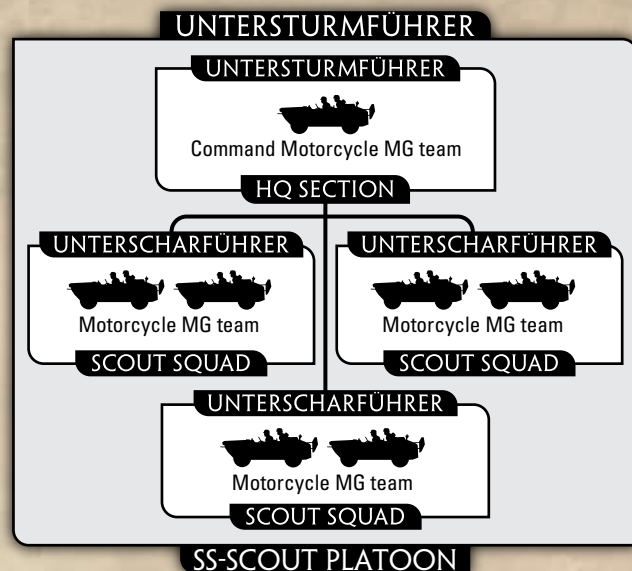
OPTION

- Replace Command Motorcycle MG team with a Command Motorcycle Panzerfaust SMG team for +10 points.

A *Panzergrenadierregiment* has considerable combat power, so it is important to know where the enemy is if its force is going to be used properly. The scout platoon has the job of finding the enemy for the rest of the regiment.

Your scout platoon is very small. Do not waste it charging into enemy machine-gun fire. You'll never achieve anything that way. Instead, use their mobility and stealth to work their way forward, preventing enemy troops from ambushing your advance platoons. Either that or have them work their way through the enemy lines, trying to avoid fighting, until they can cause havoc amongst the enemy's unprotected artillery.

SS-Scout Platoons use the Motorcycle Reconnaissance rules on pages 196 and 197 of the rulebook and are Reconnaissance Platoons while mounted.



SS-Scout Platoon's Motorcycle MG teams are modelled with Schwimmwagen jeeps instead of motorcycles, they are based the same way as the Motorcycle MG teams and use the same rules.

In addition they are Amphibious (see page 61 of the rulebook).



SS-PIONIERKOMPANIE

COMBAT ENGINEER COMPANY

(INFANTRY COMPANY)



HEADQUARTERS

HEADQUARTERS



SS-Pionierkompanie HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

INFANTRY



SS-Pionier Platoon

INFANTRY



SS-Pionier Platoon

INFANTRY



SS-Pionier Platoon

ALLIED PLATOONS



Heer and Fallschirmjäger Platoons (marked on the right) in your force are Allies and follow the Allies rules on page 70 of the rulebook.

DIVISIONAL SUPPORT PLATOONS

ARMOUR



SS-Panzer Platoon

2. SS-Panzer Platoon

ARMOUR



SS-Panzer Platoon

SS-Tank-hunter Platoon

INFANTRY



Gepanzerte SS-Panzergranadier Platoon

SS-Panzergranadier Platoon

SS-Aufklärungs Platoon

Fallschirmjäger Platoon

Grenadier Platoon

Osttruppen Grenadier Platoon

RECONNAISSANCE



SS-Panzerspäh Platoon

Heavy SS-Panzerspäh Platoon

ARTILLERY



Motorised SS-Artillery Battery

Motorised Heavy SS-Artillery Battery

Artillery Battery

ARTILLERY



Rocket Launcher Battery

ANTI-TANK



Heavy Anti-tank Gun Platoon

Heavy SS-Anti-aircraft Gun Platoon

ANTI-AIRCRAFT



SS-Anti-aircraft Gun Platoon



MOTIVATION AND SKILL

Though the Panzergrenadiers of the 17. SS-Panzergrenadierdivision had plenty of manpower when they entered combat in Normandy, they were lacking in experienced NCOs and Officers. An SS-Pionierkompanie is rated as **Fearless Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



17. SS-PANZER-
GRENADIERDIVISION

HEADQUARTERS

SS-PIONIERKOMPANIE HQ

HEADQUARTERS



Company HQ

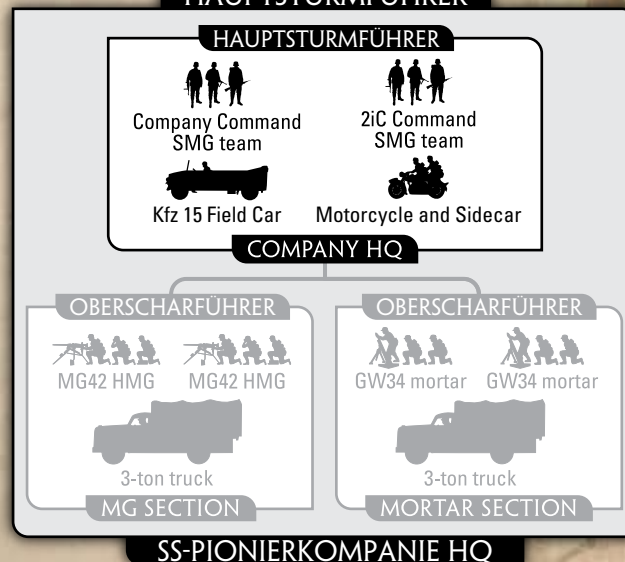
45 points

OPTION

- Replace one or both Command SMG teams with Command Panzerfaust SMG teams for +10 points per team.
- Add a Machine-gun Section for +55 points.
- Add a Mortar Section for +45 points.

The *Pionier* companies of the 17. SS-Panzergrenadierdivision don't have the armoured half-tracks of their brothers in the other divisions, instead they are mounted in trucks. They are fully equipped with all the usual engineering weapons and tools. The company headquarters also provides the company's only heavy weapons in the form of machine-guns and mortars.

HAUPTSTURMFÜHRER



COMBAT PLATOONS

SS-PIONIER PLATOON

PLATOON

HQ Section with:



3 Pioneer Squads

210 points

2 Pioneer Squads

150 points

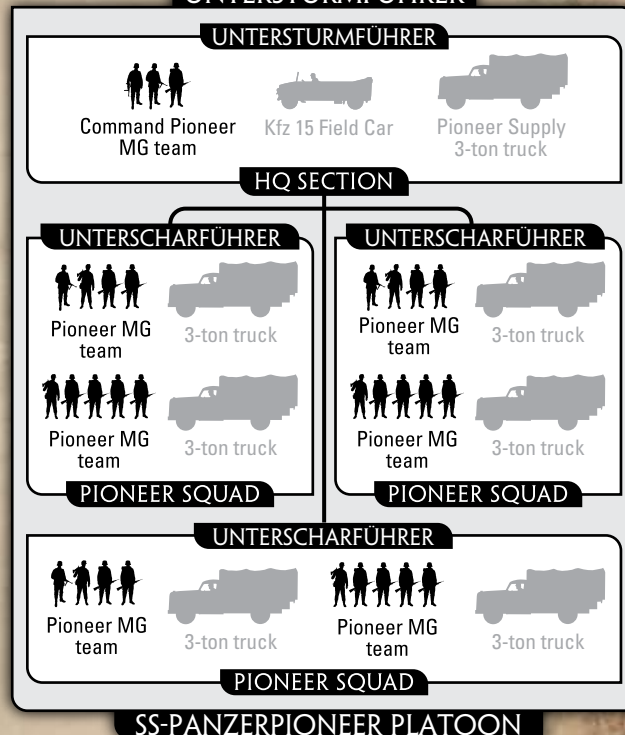
OPTIONS

- Replace Command Pioneer MG team with Command Panzerfaust Pioneer SMG team for +10 points.
- Add Kfz 15 field car and 3-ton trucks at +5 points for the platoon.
- Add a Pioneer Supply 3-ton truck for +25 points.
- Add a Goliath demolition carrier to one Pioneer MG team for +30 points.

You may replace up to one Pioneer MG team per squad with a Flame-thrower team at the start of the game before deployment.

Flame-throwers and Goliath demolition carriers provide the SS-Pionier Platoon with the destructive weaponry necessary to deal with bunkers and other fortifications. Other explosives and mines also provide them with excellent anti-tank capabilities.

UNTERSTURMFÜHRER





SS-AUFKLÄRUNGSSCHWADRON

RECONNAISSANCE COMPANY

(MECHANISED COMPANY)



HEADQUARTERS

HEADQUARTERS



SS-Aufklärungs-
schwadron HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

INFANTRY



SS-Aufklärungs Platoon

INFANTRY



SS-Aufklärungs Platoon

INFANTRY



SS-Aufklärungs Platoon

MACHINE-GUNS



SS-Aufklärungs Heavy
Platoon

WEAPONS PLATOONS

RECONNAISSANCE



SS-Panzerspäh Platoon

RECONNAISSANCE



SS-Panzerspäh Platoon

Heavy SS-Panzerspäh
Platoon

ANTI-TANK



Light SS-Anti-tank
Gun Platoon

ARTILLERY



Heavy SS-Infantry Gun
Platoon

ANTI-AIRCRAFT



Light SS-Anti-aircraft
Gun Platoon

INFANTRY



SS-Pionier Platoon

DIVISIONAL SUPPORT PLATOONS

ARMOUR



SS-Panzer Platoon

2. SS-Panzer Platoon

ARMOUR



SS-Panzer Platoon

SS-Tank-hunter Platoon

INFANTRY



Gepanzerte
SS-Panzergrenadier Platoon

SS-Pionier Platoon

Fallschirmjäger Platoon

Grenadier Platoon

Osttruppen Grenadier Platoon

ARTILLERY



Motorised SS-Artillery Battery

Motorised Heavy SS-Artillery
Battery

Artillery Battery

ARTILLERY



Rocket Launcher Battery

ANTI-TANK



Heavy Anti-tank Gun Platoon

Heavy SS-Anti-aircraft Gun
Platoon

ANTI-AIRCRAFT



SS-Anti-aircraft Gun Platoon

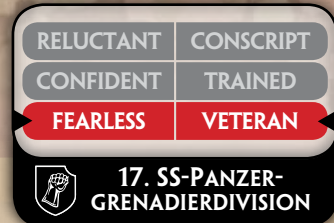
ALLIED PLATOONS



Heer and Fallschirmjäger
Platoons (marked on the
right) in your force are
Allies and follow the Allies
rules on page 70 of the
rulebook.

MOTIVATION AND SKILL

The 17. SS-Panzergranadierdivision is an enthusiastic young division. Their reconnaissance troops have had expert training and are led by many experienced Waffen-SS officers transferred from other divisions. An SS-Aufklärungsschwadron is rated as **Fearless Veteran**.



HEADQUARTERS

SS-AUFKLÄRUNGSSCHWADRON HQ

HEADQUARTERS



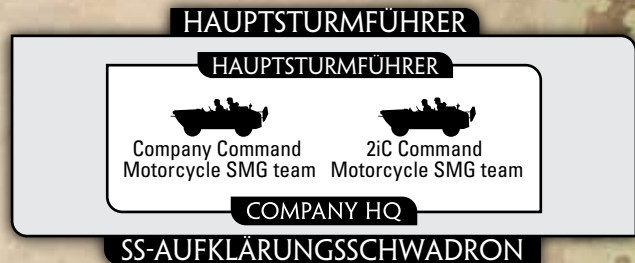
Company HQ

60 points

OPTION

- Replace one or both Command Motorcycle SMG teams with Command Motorcycle Panzerfaust SMG teams for +10 points per team.

The *SS-Aufklärungsabteilung* of the 17. SS-Panzergranadierdivision was the first unit of the division into combat. Their speed allowed them to be deployed first in Normandy and they went straight into the thick of things against the tough American paratroopers.



The teams of a SS-Aufklärungsschwadron HQ use the Motorcycle Reconnaissance rules on pages 196 and 197 of the rulebook and are Recce teams while mounted.

With fewer armoured cars available than normal the infantry of the SS-Aufklärungsschwadron were forced to take on more of the roles normally taken by the SS-Panzerspäh Patrols.

COMBAT PLATOONS

SS-AUFKLÄRUNGS PLATOON

PLATOON

HQ Section with:



3 Aufklärungs Squads

305 points

2 Aufklärungs Squads

220 points

OPTION

- Replace the Command Motorcycle MG team with a Command Panzerfaust Motorcycle SMG team for +10 points.

The SS-Aufklärungs platoons of the 17. SS-Panzergranadierdivision are all motorised using the agile and fast *Schwimmwagen* jeep. As amphibious vehicles these little cross-country cars can cross streams and rivers with ease.

As the strong arm of the *SS-Aufklärungsabteilung* the SS-Aufklärungsschwadron often clear the way for the armoured cars of the SS-Panzerspähkompanie. They also find themselves fighting in the *bocage* alongside the Panzergranadiers in the infantry role.

SS-Aufklärungs Platoons use the Motorcycle Reconnaissance rules on pages 196 and 197 of the rulebook and are Reconnaissance Platoons while mounted.



SS-Aufklärungs Platoon's Motorcycle MG teams are modelled with *Schwimmwagen* jeeps instead of motorcycles, they are based the same way as the Motorcycle MG teams and use the same rules.

In addition they are Amphibious (see page 61 of the rulebook).

SS-AUFKLÄRUNGS HEAVY PLATOON

PLATOON

HQ Section with:

2 Machine-gun Sections	160 points
1 Machine-gun Section	85 points
No Machine-gun Sections	15 points

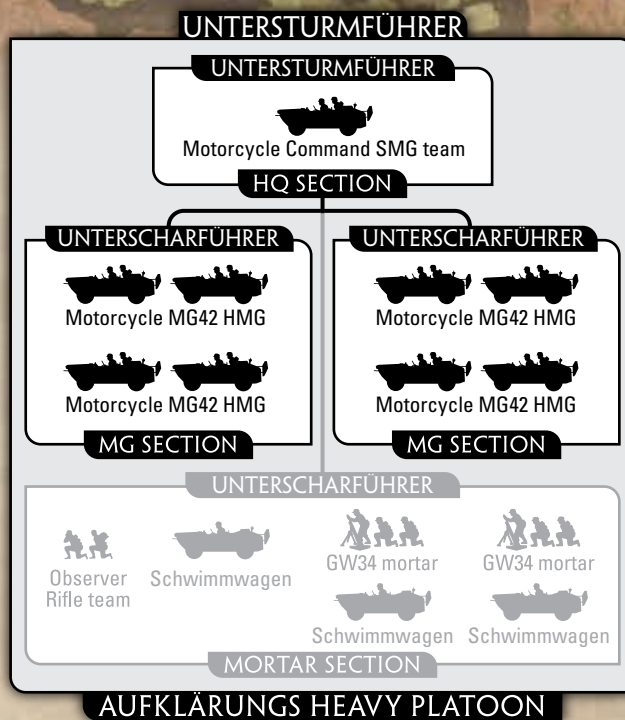
OPTION

- Add Mortar Section for +75 points.

A SS-Aufklärungs Heavy Platoon must have a Mortar Section if it has no Machine-gun Sections.

SS-Aufklärungs Platoons use the Motorcycle Reconnaissance rules on pages 196 and 197 of the rulebook and are Reconnaissance Platoons while mounted.

The heavy platoon provides the *SS-Aufklärungsschwadron* immediate fire support. Mortars can be called down on enemy targets in an instant, and heavy machine-guns can be issued to *SS-Aufklärungs* platoons when they need the additional firepower.



AUFKLÄRUNGS HEAVY PLATOON

SS-Aufklärungs Heavy Platoons may make Combat Attachments to SS-Aufklärungs Platoons.

WEAPONS PLATOONS

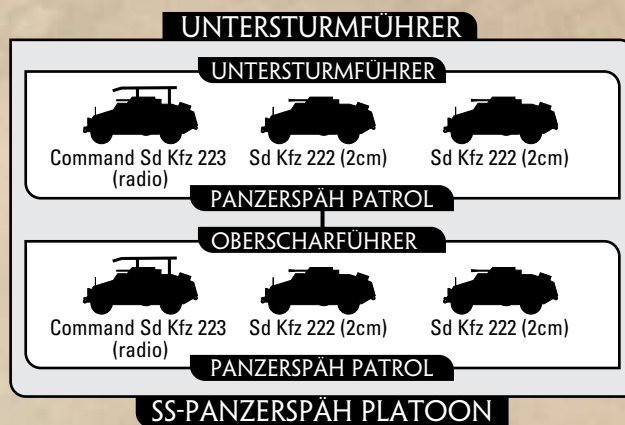
SS-PANZERSPÄH PLATOON

PLATOON

2 Panzerspäh Patrols	240 points
1 Panzerspäh Patrols	120 points

Panzerspäh Patrols operate as separate platoons, each with their own command team.

The 17. *SS-Panzergrenadierdivision* didn't receive its full allocation of armoured cars before going into battle. They had to enter the chaos of Normandy with just the few they were issued for training.



SS-Panzerspäh Patrols are Reconnaissance Platoons.

HEAVY SS-PANZERSPÄH PLATOON

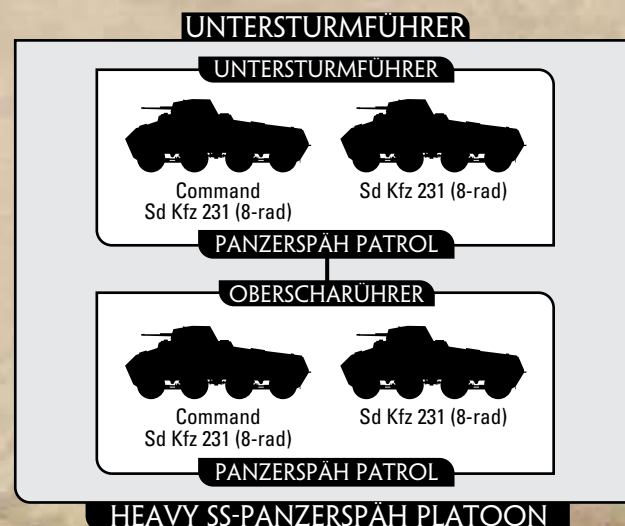
PLATOON

2 Panzerspäh Patrols	180 points
1 Panzerspäh Patrols	90 points

Heavy SS-Panzerspäh Patrols are Reconnaissance Platoons.

Panzerspäh Patrols operate as separate platoons, each with their own command team.

Among the few armoured cars they did have available were some of the more heavily armoured 8-rad eight-wheeled vehicles. Though they have a bit more armour, they are still not panzers and must always be used like any other armoured car, find the enemy, then withdraw.





DIVISIONAL SUPPORT

17. SS-PANZERGRENADIERDIVISION



MOTIVATION AND SKILL

Though the 17. SS-Panzer Grenadier Division had plenty of manpower when they entered combat in Normandy, they were lacking in experienced NCOs and Officers. 17. SS-Panzer Grenadier Division Divisional Support Platoons are rated as **Fearless Trained**, unless otherwise noted.

The 17. SS Panzer Grenadier Division was also supported by platoons from the 2. 'Das Reich' SS-Panzer Division. 2. 'Das Reich' SS-Panzer Division Divisional Support Platoons are rated as **Fearless Veteran**.

Heer (Army) and Fallschirmjäger Divisional Support Platoon ratings are indicated under the platoon entry.



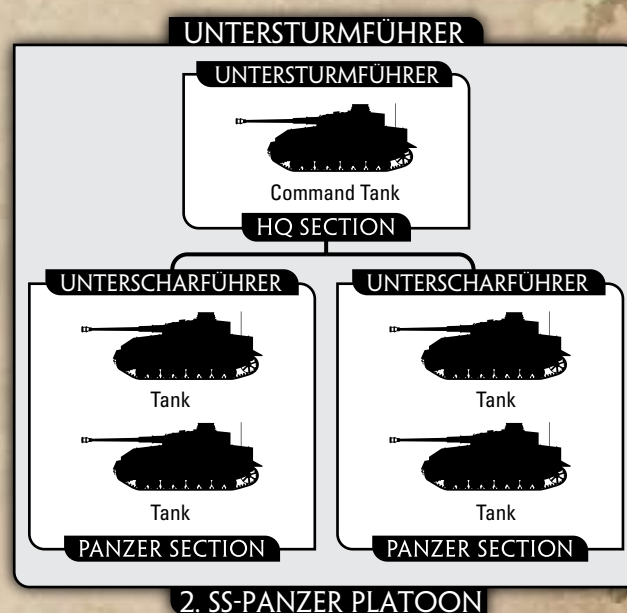
2. SS-PANZER PLATOON

PLATOON

5 Panzer IV H	500 points
4 Panzer IV H	400 points
3 Panzer IV H	300 points
5 Panther A	1060 points
4 Panther A	850 points
3 Panther A	640 points

During the fighting in Normandy 17. SS-Panzer Grenadierkompanie was supported by platoons from 2. Das Reich SS-Panzer Division.

While Germany has many Panzers, the Americans have many more. You must use every single Panzer wisely to strike hard and fast where you are least expected.



SS-TANK-HUNTER PLATOON

PLATOON

4 Marder III M	220 points
3 Marder III M	165 points
3 Marder III (7.62cm)	160 points

The *Panzerjägerabteilung* of the division is meant to be armed with the Jagdpanzer IV tank-hunter, but these had not been delivered by the time the division entered combat in June. Instead they go into the fight armed with Marder III and Marder III M tank-hunters.


The three Marder III tank-hunters were issued for training and are some of the last of these vehicles still in service. Armed with the captured 7.62cm PaK36(r) gun they still pack enough punch to deal with the American Sherman tanks. The Marder III M tank-hunters are a newer design fitted with the excellent 7.5cm PaK40 gun capable of dealing with any tank the Allies have in Normandy.



GEPA NZERTE SS-PANZERGRENADIER PLATOON

PLATOON

HQ Section with:

	3 Panzergrenadier Squads	260 points
	2 Panzergrenadier Squads	190 points

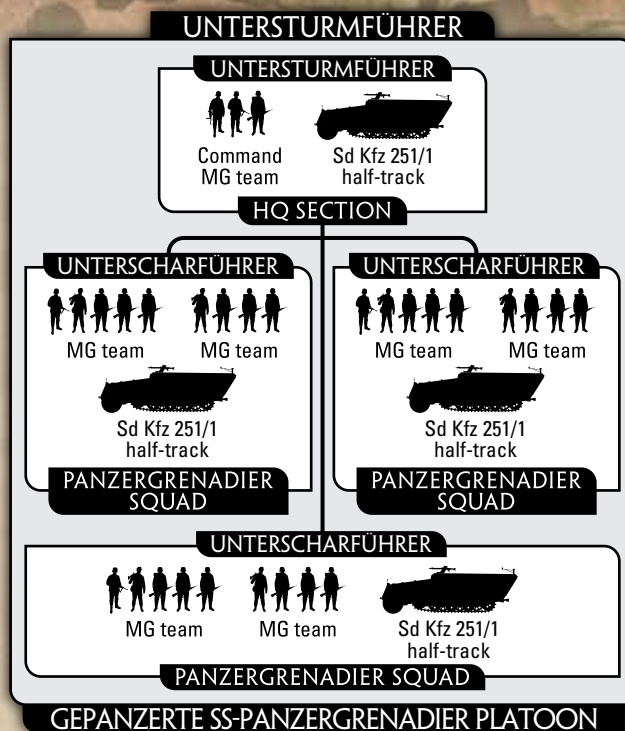
OPTIONS

- Replace the Command MG team with a Command Panzerfaust SMG team for +10 points.
- Replace the Sd Kfz 251/1 half-track in the HQ Section with an Sd Kfz 251/17 D (2cm) half-track for +5 points.
- Replace one MG team with a Panzerfaust SMG team for +10 points.

The 17. SS-Panzergrenadierdivision fought alongside the 2. 'Das Reich' SS-Panzerdivision in Normandy.

Whether you must break through the enemy lines, retake lost ground, or capture the objective, the armoured Panzergrenadiers will do the job for you.

An Sd Kfz 251/17 D (2cm) half-track is a Tank team, but can carry one Passenger team as if it was a Transport team.



Gepanzerte SS-Panzergrenadier Platoons may use the Mounted Assault special rule.

FALLSCHIRMJÄGER PLATOON

PLATOON

HQ Section with:

	3 Fallschirmjäger Squads	265 points
	2 Fallschirmjäger Squads	185 points

OPTIONS

- Replace the Command Rifle/MG team with a Command Panzerknacker SMG team for +5 points or Command Panzerfaust SMG team for +10 points.
- Replace all Rifle/MG teams with Panzerfaust Rifle/MG teams for +10 points per team.

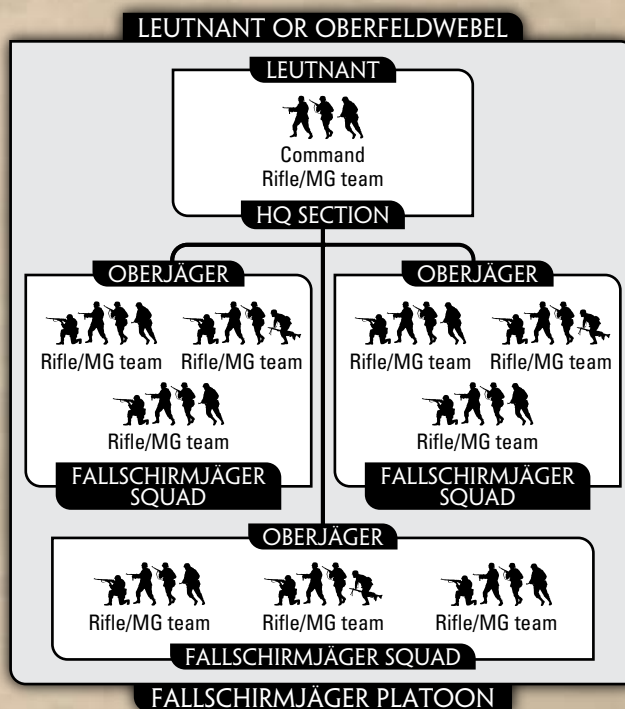
Only one Fallschirmjäger Platoon may be entirely equipped as Panzerfaust Rifle/MG teams.

Also fighting in the US sector of the Normandy front were the Fallschirmjäger of the Fallschirmjägerregiment 6.

Fallschirmjäger Platoons are Allied Platoons. A Fallschirmjäger Platoon is rated Fearless Veteran.

FEARLESS

VETERAN



GRENADIER PLATOON

PLATOON

HQ Section with:



3 Grenadier Squads	120 points
2 Grenadier Squads	85 points

OPTIONS

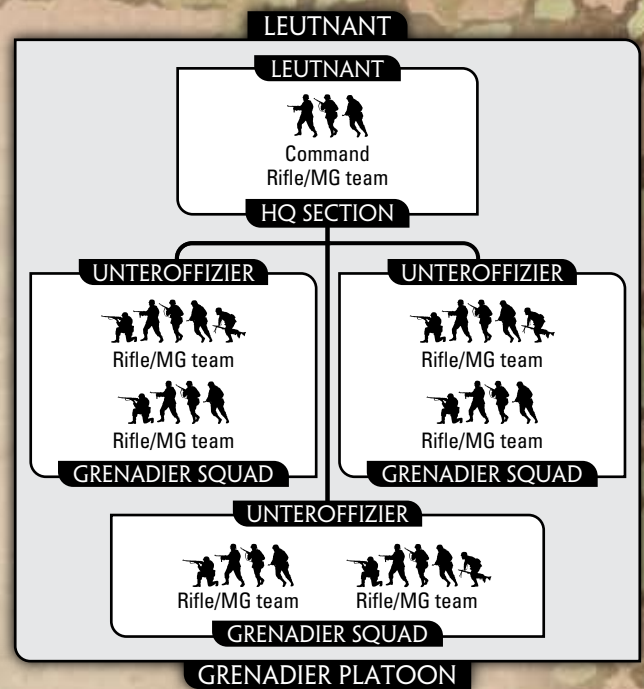
- Replace the Command Rifle/MG team with a Command Panzerknacker SMG team for +5 points or Command Panzerfaust SMG team for +10 points.

Grenadiers from a number of infantry divisions, including 353. *Infanteriedivision*, fought alongside 17. *SS-Panzergranadierdivision* in Normandy.

*Grenadier Platoons are Allied Platoons. A Grenadier Platoon is rated **Confident Trained**.*

CONFIDENT

TRAINED



OSTTRUPPEN GRENADIER PLATOON

PLATOON

HQ Section with:



3 Grenadier Squads	90 points
2 Grenadier Squads	65 points

OPTIONS

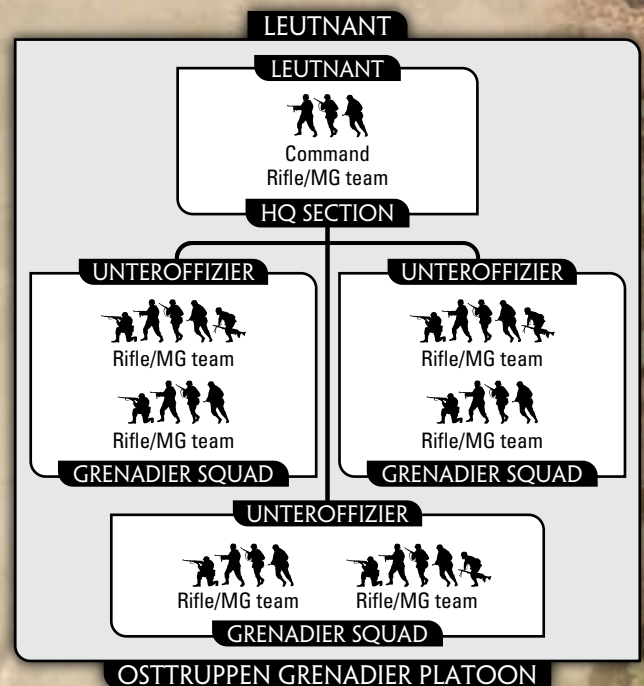
- Replace the Command Rifle/MG team with a Command Panzerknacker SMG team for +5 points.

439. and 635. *Ost* Battalions were attached to the 17. *SS-Panzergranadierdivision* in Normandy.

*Osttruppen Grenadier Platoons are Allied Platoons. An Osttruppen Grenadier Platoon is rated **Reluctant Trained**.*

RELUCTANT

TRAINED



MOTORISED SS-ARTILLERY BATTERY

PLATOON

HQ Section with:

6 10.5cm leFH18	245 points
4 10.5cm leFH18	180 points
3 10.5cm leFH18	135 points
2 10.5cm leFH18	95 points

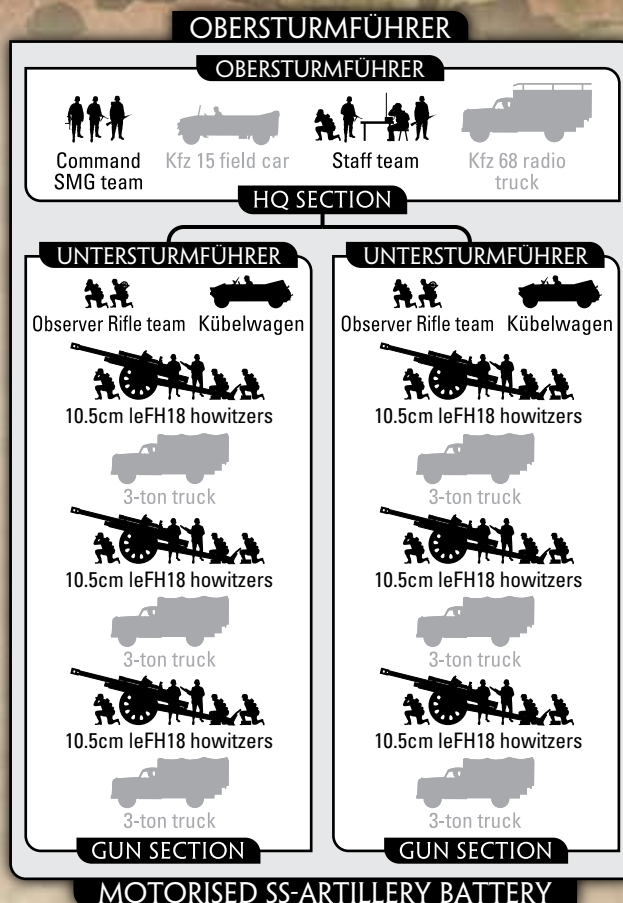
OPTION

- Add Kfz 15 field car, Kfz 68 radio truck, and 3-ton trucks for +5 points for the battery.

The role of artillery is to pound the enemy into submission. Firing bombardment after bombardment, they will eventually destroy any target.

Their bombardments cripple enemy attacks as losses mount and troops are pinned to the ground unable to advance.

You must purchase all of the guns from one Gun Section before adding any extra teams from the second Gun Section.



MOTORISED HEAVY SS-ARTILLERY BATTERY

PLATOON

HQ Section with:

4 15cm sFH18	275 points
3 15cm sFH18	205 points
2 15cm sFH18	140 points

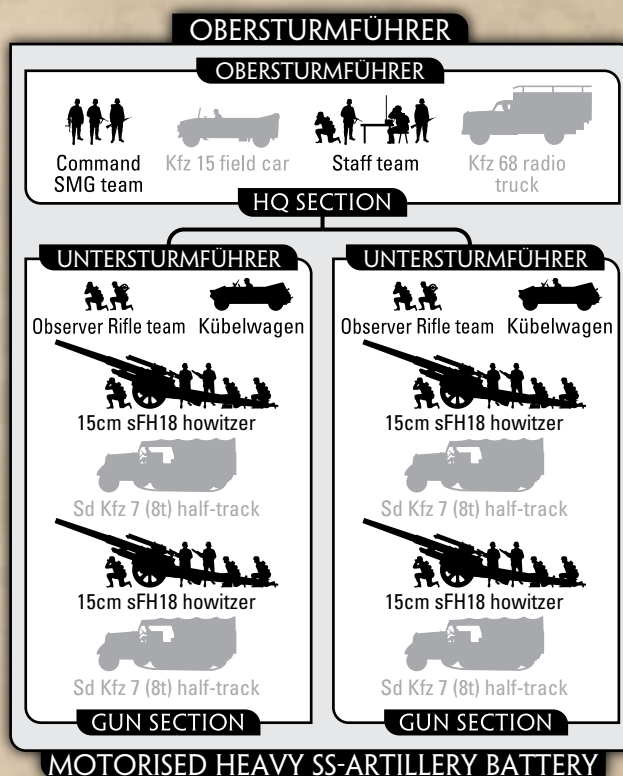
OPTION

- Add Kfz 15 field car, Kfz 68 radio truck, and Sd Kfz 7 half-tracks for +5 points for the battery.

Against stubborn dug-in Allied units the heavy 15cm sFH18 howitzer provides the heavy hitting power needed to send the enemy scuttling back to the beaches. Allied counterattacks are quickly broken up by swift, accurate, and concentrated barrages.

Motorised Heavy SS-Artillery Batteries may not be deployed in Ambush.


You must purchase all of the guns from one Gun Section before adding any extra teams from the second Gun Section.



ARTILLERY BATTERY

PLATOON

HQ Section with:

	4 12.2cm FH396(r)	160 points
	2 12.2cm FH396(r)	85 points

OPTION

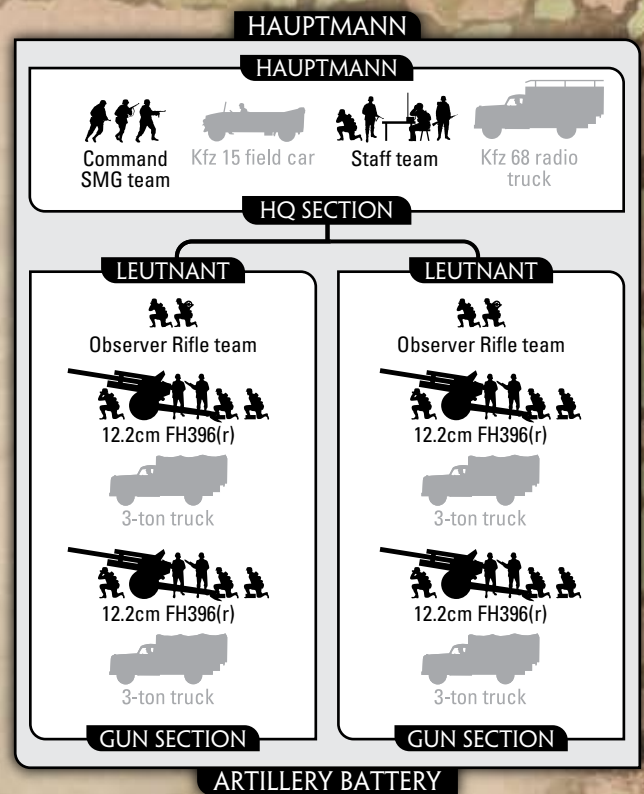
- Add Kfz 15 field car, Kfz 68 radio truck, and 3-ton trucks for +5 points for the battery.

The 17. SS-Panzer Grenadier Division also received artillery support from the Heer (Army) Artillerie-Abteilung 456.

You must purchase all of the guns from one Gun Section before adding any extra teams from the second Gun Section.

Artillery Batteries are Allied Platoons. An Artillery Battery is rated **Confident Trained**.


CONFIDENT **TRAINED**



HEAVY ANTI-TANK GUN PLATOON

PLATOON

HQ Section with:

	4 8.8cm PaK43	435 points
	3 8.8cm PaK43	330 points
	2 8.8cm PaK43	225 points
	1 8.8cm PaK43	120 points

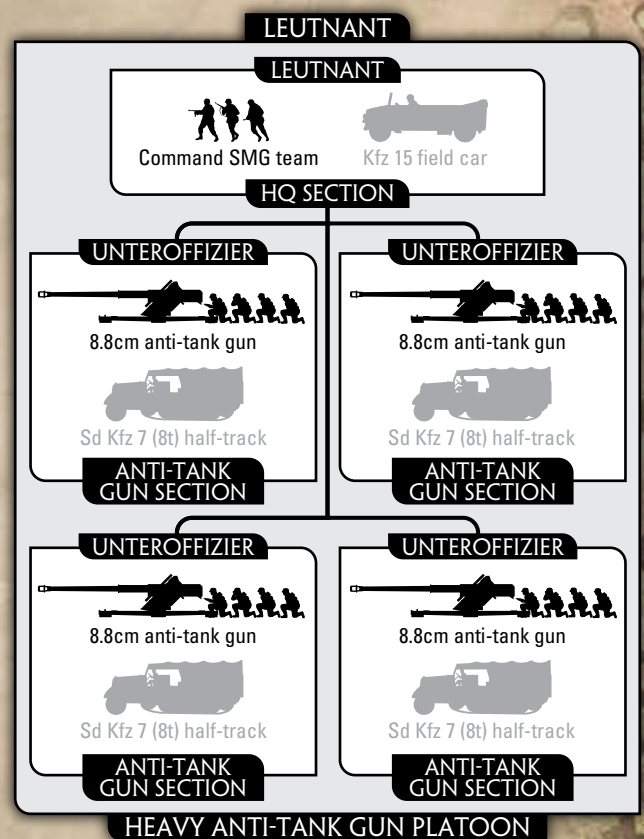
OPTION

- Add Kfz 15 field car and Sd Kfz 7 (8t) half-tracks for +5 points for the platoon.

The division also had four 8.8cm PaK43 anti-tank tanks guns from the Heer (Army) attached to them for the fighting in Normandy.

Heavy Anti-tank Gun Platoons are Allied Platoons. A Heavy Anti-tank Gun Platoon is rated **Confident Veteran**.

CONFIDENT **VETERAN**



ROCKET LAUNCHER BATTERY

PLATOON

HQ Section with:

6 15cm NW41 launchers	200 points
4 15cm NW41 launchers	145 points
3 15cm NW41 launchers	105 points
2 15cm NW41 launchers	75 points

6 21cm NW42 launchers	240 points
4 21cm NW42 launchers	175 points
3 21cm NW42 launchers	125 points
2 21cm NW42 launchers	90 points

OPTIONS

- Add Kfz 15 field car and Sd Kfz 11 half-tracks for +5 points for the battery.
- Add an Anti-tank Section for +30 points.
- Replace 5cm PaK38 gun and Kfz 70 truck with 7.5cm PaK40 gun and Sd Kfz 11 half-track for +25 points.

A six-launcher battery of 15cm NW41 rocket launchers can wreak havoc amongst advancing Allied columns. Their lightning attacks and brutal destruction are sure to strike fear in all lightly armoured vehicles and infantry in the open.

Continued rocket attacks will definitely draw the attention of enemy artillery or air support, especially as your rockets leave smoke trails in the sky pointing back to the launchers.

You must purchase all of the rocket launchers from one Launcher Section before adding any extra teams from the second Launcher Section.

HAUPTMANN

HAUPTMANN



Command
SMG team



Kfz 15 field car

HQ SECTION

FELDWEBEL



Anti-tank gun



Kfz 70 truck

ANTI-TANK SECTION

LEUTNANT



Observer
Rifle team



Kübelwagen



Rocket launcher



Sd Kfz 11 half-track



Rocket launcher



Sd Kfz 11 half-track



Rocket launcher



Sd Kfz 11 half-track

LAUNCHER SECTION

LEUTNANT



Observer
Rifle team



Kübelwagen



Rocket launcher



Sd Kfz 11 half-track



Rocket launcher



Sd Kfz 11 half-track



Rocket launcher



Sd Kfz 11 half-track

LAUNCHER SECTION

ROCKET LAUNCHER BATTERY

Rocket Launcher Batteries are Allied Platoons. A Rocket Launcher Battery is rated **CONFIDENT** **VETERAN**.

CONFIDENT

VETERAN



HEAVY SS-ANTI-AIRCRAFT GUN PLATOON

PLATOON

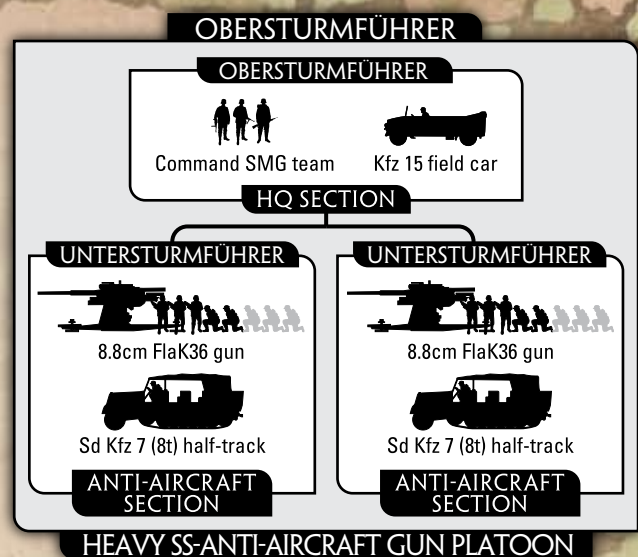
HQ Section with:

	2 8.8cm FlaK36	145 points
	1 8.8cm FlaK36	75 points

OPTION

- Model 8.8cm FlaK36 anti-aircraft guns with 8 or more crew and increase their ROF to 3 for +10 points per gun.

The 8.8cm FlaK36 anti-aircraft gun has a long and proud tradition. The Allies have learned to respect this weapon and will often go out of their way to avoid it. When well positioned these weapons can halt an attack as it starts.



SS-ANTI-AIRCRAFT GUN PLATOON

PLATOON

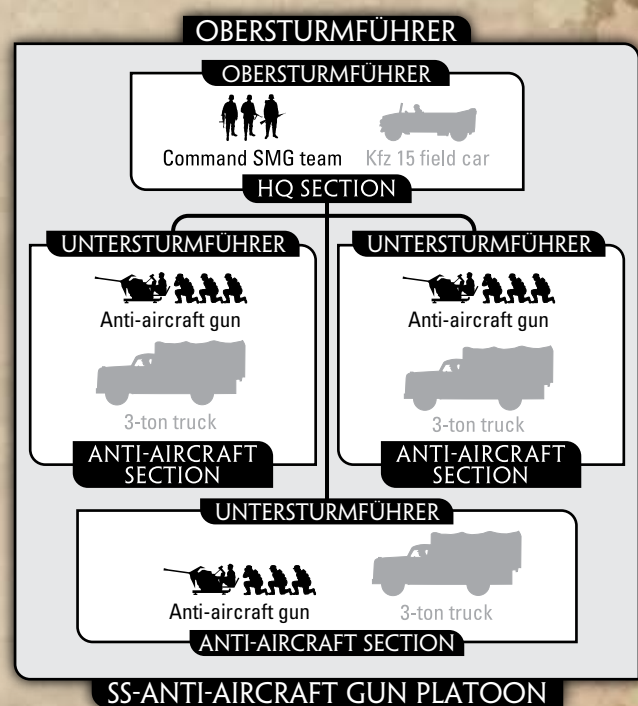
HQ Section with:

	3 2cm FlaK38	60 points
	3 3.7cm FlaK43	85 points

OPTIONS

- Add Kfz 15 field car and 3-ton trucks at +5 points for the platoon.
- Mount 2cm FlaK38 guns on 3-ton trucks as Portee unarmoured Tank teams at not cost.

Keeping the *Jabo* fighter-bombers away from your high-value assets like your artillery and heavy anti-tank weapons is essential. Deploy a platoon of light 2cm FlaK38 anti-aircraft guns or medium 3.7cm FlaK43 anti-aircraft guns amongst your gun positions to protect them.



FIELD FORTIFICATIONS

If you choose to take Field Fortifications, you must field one fortification option from each box shaded black and may field a fortification option from each box shaded grey.

MACHINE-GUN POSITIONS	MINEFIELDS	OBSTACLES, TRENCHES AND GUN PITS
MACHINE-GUNS HMG Nest 24	MINES Minefield 25	BARBED WIRE Barbed Wire Entanglements 23
MACHINE-GUNS HMG Nest 24	MINES Minefield 25	ARTILLERY Gun Pits 25
MACHINE-GUNS HMG Nest 24	MINES Minefield 25	ARTILLERY Gun Pits 25
MACHINE-GUNS HMG Nest 24	MINES Minefield 25	

See pages 213 to 234 and pages 262 to 263 of the rulebook for the fortification rules.

NESTS

HMG NEST

BUNKER

HMG Nest

40 points

OPTIONS

- Add Trench Line for +5 points.
- Add Barbed Wire Entanglement for +10 points.

UNTEROFFIZIER

UNTEROFFIZIER

HMG Nest

Trench Line

Barbed Wire Entanglement

BUNKER

HMG NEST

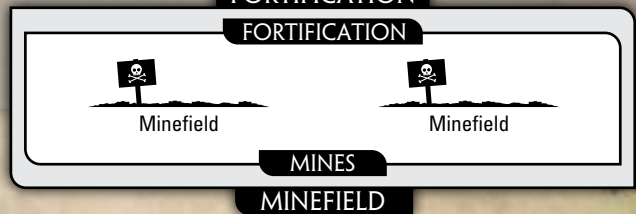
OBSTACLES AND GUN PITS

MINEFIELD

FORTIFICATION

2 Minefields
1 Minefield

100 points
50 points

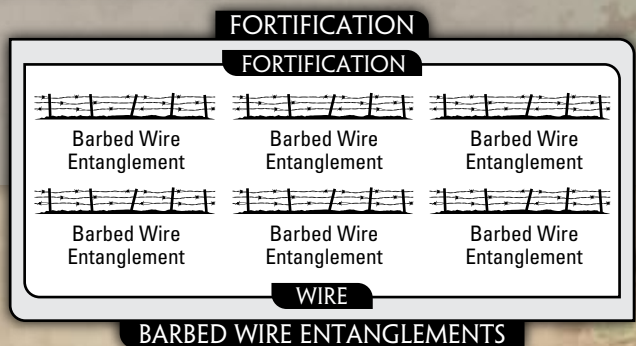


BARBED WIRE ENTANGLEMENTS

FORTIFICATION

6 Barbed Wire Entanglements
4 Barbed Wire Entanglements
2 Barbed Wire Entanglements

60 points
40 points
20 points



GUN PITS

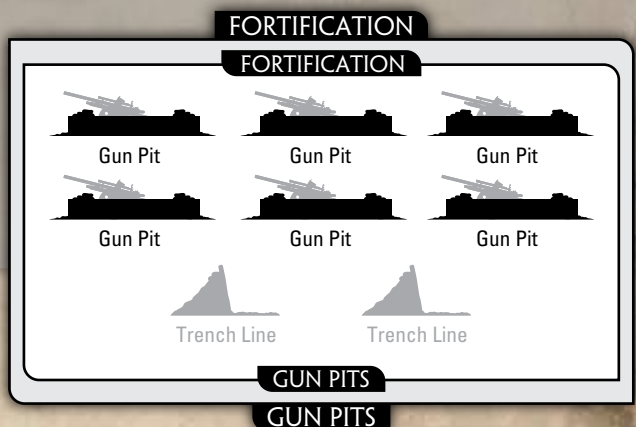
FORTIFICATION

6 Gun Pits
4 Gun Pits
2 Gun Pits

30 points
20 points
10 points

OPTION

- Add up to two Trench Lines for +5 points each.



SS SPECIAL RULES

17. *SS-Panzer Grenadier Division* troops use all of the German special rules on pages 241 to 245 of the rulebook as well as the following division-specific special rules.

17. SS-PANZERGRENAДИERDIVISION



ONE-WAY TRIP TO HEAVEN

As a newly formed division the 17. *SS-Panzer Grenadier Division* 'Götz von Berlichingen' entered combat in June 1944 with youthful enthusiasm, fighting some ferocious encounters with America's best, the paratroopers. Although they were conscripted from far away lands, these Germans still wish to do their part for the Fatherland and do not falter when facing the enemy in combat. Regardless of casualties, they will fight on until they gain victory or fall trying!

When any SS-Panzer Grenadier Platoon, SS-Scout Platoon, SS-Pionier Platoon, or SS-Aufklärungs Platoon from 17. SS-Panzer Grenadier-division 'Götz von Berlichingen' fails its Motivation Test to Counterattack during an assault, it has the option to either Break Off as normal or continue the assault.

If the platoon elects to continue the assault, they fight on as if they had passed the Motivation Test. However, if they fail any further Motivation Tests to Counterattack in this assault, then the platoon is immediately Destroyed as if they had failed a Platoon Morale Check.

17. *SS-Panzer Grenadier Division* was also supported by troops from the 2. *SS-Panzer Division 'Das Reich'*. These troops use all of the German special rules on pages 241 to 245 of the rulebook as well as the following division-specific special rules.

2. SS-PANZERDIVISION 'DAS REICH'



INSTANT READINESS

The training, experience, and close comradeship within the *SS-Panzer Grenadiers* of *Das Reich* was legendary. Their long experience of fighting the Red Army on the Eastern Front taught them the vital importance of *Einsatzbereitschaft*, or instant readiness. This enabled them to defeat wave attacks when Soviet infantry companies assaulted one after another. With scarcely a moment's break to prepare for the next wave, faith in their comrades was essential for survival.

A Gepanzerte SS-Panzer Grenadier Platoon from 2. 'Das Reich' SS-Panzer Division, that is not Pinned Down before the Assault Step, that becomes Pinned Down during the Assault Step, can take a Motivation Test.

- *If the test is passed, remove the Pinned Down marker.*
- *Otherwise, the platoon remains Pinned Down.*

If the platoon is Pinned Down by Defensive Fire, they still fall back and the assault is over.

GERMAN ARSENAL

TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
TANKS					
StuG IV 7.5cm StuK40 gun	Standard Tank 32"/80cm	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen. Hull mounted.
Panzer IV H 7.5cm KwK40 gun	Standard Tank 32"/80cm	6 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo, Schürzen.
Panther A 7.5cm KwK42 gun	Standard Tank 32"/80cm	10 2	5 14	1 3+	Co-ax MG, Hull MG, Wide tracks.
TANK-HUNTERS					
Marder III (7.62cm) 7.62cm PaK36(r) gun	Standard Tank 32"/80cm	1 2	0 11	0 3+	Hull MG. Hull mounted.
Marder III M 7.5cm PaK40 gun	Standard Tank 32"/80cm	0 2	0 12	0 3+	AA MG. Hull mounted.
ANTI-AIRCRAFT (SP)					
Armoured Sd Kfz 7/1 (Quad 2cm) 2cm FlaK38 (V) gun	Half-tracked 16"/40cm	0 6	0 5	0 5+	Anti-aircraft.
Sd Kfz 251/17 D (2cm) 2cm FlaK38 gun	Half-tracked 16"/40cm	1 4	0 5	0 5+	Anti-aircraft.
ARMoured CARS					
Sd Kfz 222 (2cm) 2cm KwK38 gun	Wheeled 16"/40cm	1 3	0 5	0 5+	Co-ax MG. Self-defence anti-aircraft.
Sd Kfz 223 (Radio)	Wheeled	1	0	0	AA MG.
Sd Kfz 231 (8-rad) 2cm KwK38 gun	Jeep 16"/40cm	2 3	0 5	0 5+	Co-ax MG.
MOTORCYCLE RECONNAISSANCE					
Motorcycle MG team	Jeep	-	-	-	Motorcycle reconnaissance, Dismount as MG team, Amphibious.
MG	16"/40cm	3	2	6	Hull-mounted, Vehicle MG.
Motorcycle SMG team	Jeep	-	-	-	Motorcycle reconnaissance, Dismount as SMG team, Amphibious.
When firing as SMG	4"/10cm	3	1	6	Hull-mounted, Vehicle MG.
When firing as Panzerfaust	4"/10cm	1	12	5+	Awkward layout.
Motorcycle MG42 HMG	Jeep	-	-	-	Motorcycle reconnaissance, Dismount as MG42 HMG, Amphibious.
MG42	16"/40cm	3	2	6	Hull-mounted, Vehicle MG.
VEHICLE MACHINE-GUNS					
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	ROF 2 when pinned down.
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Panzerschreck	8"/20cm	2	11	5+	Tank Assault 5.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step.
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Pioneer teams are rated as Tank Assault 4.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MG42 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
8cm GW34 mortar	Man-packed	24"/60cm	2	2	3+	Minimum range 8"/20cm, Smoke.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
7.5cm leIG18 gun	Light	16"/40cm	2	9	3+	Gun shield, Smoke.
Firing bombardments		48"/120cm	-	3	6	
15cm sIG33 gun	Heavy	16"/40cm	1	13	1+	Bunker buster, Gun shield.
Firing bombardments		56"/140cm	-	4	2+	
2cm FlaK38 gun	Light	16"/40cm	4	5	5+	Anti-aircraft, Gun shield, Turntable.
3.7cm FlaK43 gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Gun shield, Turntable.
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
8.8cm PaK43 gun	Immobile	40"/100cm	2	16	3+	Gun shield, Turntable.
8.8cm FlaK36 gun	Immobile	40"/100cm	2	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
10.5cm leFH18 howitzer	Immobile	24"/60cm	1	10	2+	Breakthrough gun, Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
12.2cm FH395(r) howitzer	Immobile	24"/60cm	1	8	2+	Breakthrough gun, Gun shield.
Firing bombardments		80"/200cm	-	4	4+	
15cm sFH18 howitzer	Immobile	24"/60cm	1	13	1+	Bunker buster, Smoke.
Firing bombardments		80"/200cm	-	5	2+	Smoke bombardment.
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket launcher, Smoke bombardment.
21cm NW42 rocket launcher	Light	72"/180cm	-	3	3+	Rocket launcher.

TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Weapon	Range	ROF	Anti-tank	Firepower	

TRUCKS

BMW motorcycle & sidecar or

Kübelwagen jeep	Jeep	-	-	-	Optional Passenger-fired Hull MG.
Schwimmwagen jeep	Jeep	-	-	-	Optional Passenger-fired Hull MG, Amphibious.
Horch Kfz 15 car	Jeep	-	-	-	
3-ton truck	Wheeled	-	-	-	
Opel Kfz 68 radio truck	Wheeled	-	-	-	

TRACTORS

Sd Kfz 11 (3t), or

Sd Kfz 7 (8t) half-track	Half-tracked	-	-	-	
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ARMoured PERSONNEL CARRIERS

Sd Kfz 251/1 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
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RECOVERY VEHICLES

Sd Kfz 9 (18t) half-track	Half-tracked	-	-	-	Recovery vehicle.
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FORTIFICATIONS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
HMG Nest	Immobile	24"/60cm	6	2	6	ROF 3 when Pinned Down.