

PLATOON #1

German Reinforced Platoon
4th Fallschirmjäger

OFFICER

Fallschirmjäger Second Lieutenant (Italy 1944) (Italy: Tough Gut page 98) **Veteran** **90**

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant				
	with Pistol				Assault
	with Submachine gun				Assault
	with Assault rifle				Assault
	Entire squad are Fanatics				Fanatics
	NCO apprenticeship				NCO apprenticeship
1	Infantry (equipped as modeled)	-	-		

INFANTRY SQUADS

Green Fallschirmjäger Squad (late-war) (Armies of Germany page 0) full strength **Inexperienced** **70**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	
	Entire squad is Green				Green

Green Fallschirmjäger Squad (late-war) (Armies of Germany page 0) full strength **Inexperienced** **70**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	
	Entire squad is Green				Green

INFANTRY

Fallschirmjäger Squad (Cassino & Anzio) (Italy: Tough Gut page 104) **Veteran** **125**

Qty	Weapons	Range	Shots	Pen	Special
	Stubborn				Stubborn
	Engineers (Italy: Tough Gut)				Engineers (Italy: Tough Gut)
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Team (2 men), Flamethrower
	Heroes of Eben Emael				Heroes of Eben Emael

Fallschirmjäger squad (late-war) (Armies of Germany page 26) **Veteran** **116**

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

Fallschirmjäger squad (late-war) (Armies of Germany page 26) **Veteran** **127**

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

MACHINE GUN

German LMG team (Battle of France page 91) **Regular** **35**

Qty	Weapons	Range	Shots	Pen	Special
1	Light machine gun team	36"	5	n/a	Team (3 men)

MORTAR

Medium Mortar team (Armies of Germany page 36) **Regular** **60**

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

SNIPER

Gewehr 43 Sniper Team (Italy: Tough Gut page 104) **Veteran** **70**

Qty	Weapons	Range	Shots	Pen	Special
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1	Gewehr 43 Sniper Team	36"	1	n/a	Team (2 men), Sniper, Gewehr 43, Both the sniper and spotter have pistols
ARTILLERY					
50mm Pak 38 (Armies of Germany page 42)					Regular 75
Qty	Weapons	Range	Shots	Pen	Special
1	50mm Pak 38 gun	60"	1	+5	Team (3 men), Gun shield, Fixed, HE (1")
TANKS AND SP GUNS					
Tiger I - fuel shortage (Armies of Germany page 52)					Regular 356
	Vehicle	Type	Trans	DV	
Qty	Weapons	Range	Shots	Pen	Special
1	Tiger I - fuel shortage	Tracked	-	10+	Tiger fear, Fuel shortage(1=out 2=low)
	Turret-mounted super-heavy anti-tank gun	84"	1	+7	HE (3")
	Co-axial MMG	36"	6	n/a	
	Hull-mounted MMG	36"	6	n/a	Front arc

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.

Engineers (Italy: Tough Gut)

Count as engineers in scenarios where barbed wire and minefield special rules are used.

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.

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.

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.

Fuel shortage(1=out 2=low)

Roll a D6 after completing a move:

1=Out of fuel. The vehicle completes its move and is then immobilised. It cannot move for the rest of the game, but may continue to fire

2=Fuel low. The vehicle may make one more move after this one, then runs out of fuel as above

3+=Fuel OK. The vehicle still has enough fuel to move normally

Gewehr 43

The Gewehr 43 has the following special rules - Fire and Manoeuvre: page 20, Armies of the United States (Do not suffer the -1 to hit penalty for moving and shooting.). Semi-automatic: After resolving shooting roll a die, on a result of 4+ a Veteran sniper gets a second shot. On a roll of 5+ a Regular sniper gets a second shot. This second shot is taken at the same target.

Green

(p90) Green units are inexperienced with morale rating of 8. The first time the unit suffers a casualty roll a die. On a roll of a 1 the unit suffers an additional D6 pin markers and goes *Down*. On a 2, 3, 4 the unit fights on. On a 5 or 6 the unit is immediately up rated to Regular with morale value 9 for the rest of the battle. There is no further effect.

Gun shield

(p95) The die roll an enemy requires to score damage from the front arc of the gun is increased by +1. The die roll is modified by the penetration value of the weapon in the usual way. Hits from HE (both direct and indirect), flame throwers, and close quarters attacks ignore the gun shield rule.

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.

Heroes of Eben Emael

Squad gets +1 to hit when firing flamethrowers

Indirect fire
(p71)

NCO apprenticeship

Fallschirmjäger officers give a further +1 command bonus to Fallschirmjäger units (i.e., units with Fallschirmjäger or Fallschirmpioneer in their title) when they are making order tests.

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

Shaped Charge

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

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.

Spotter

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon. Errata: Note that spotters are always ignored for the purpose of victory conditions (e.g. they cannot capture/control/hold objectives and areas of the table, move out of the table to score points, etc).

Stubborn

(p91) If forced to take a morale check, they ignore negative morale modifiers from pin markers. Remember that order tests are not morale checks.

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.

Tiger fear

All enemy units that are within 18" of, and have line of sight to, one or more vehicle with the Tiger Fear special rule (see the vehicles section of this army list) suffer from Tiger Fear. Note that the 18" range is measured AFTER you have declared which order you have given to the unit. Units suffering from Tiger Fear count as having one extra pin marker on them when taking any Order test, except if ordered to Fire against a vehicle causing Tiger fear. Test on -1 morale if they have no pin markers (page 17).

Pick List	
German 50mm Pak 38 gun	1
German Gewehr 43 Sniper Team	1
German Infantry (equipped as modeled)	1
German Infantry with Flamethrower (requires assistant)	1
German Infantry with Rifle	30
German Infantry with Submachine gun	5
German Light machine gun team	1
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	4
German NCO with Assault rifle	2
German NCO with Rifle	2
German NCO with Submachine gun	1
German Second Lieutenant	1
German Spotter	1
German Tiger I - fuel shortage	1