

## 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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### **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).

<b>Pick List</b>	
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