

# GEBIRGSJÄGERKOMPANIE

LUIS 1500 STANDAR

CONFIDENT

VETERAN

INFANTRY COMPANY

POINTS

1500

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Gebirgsjägerkompanie HQ p.95	1	Cmd Panzerfaust SMG team	60
	1	Cmd Panzerknacker SMG team	
COMBAT PLATOONS			
Gebirgsjäger Platoon p.95	1	Cmd Panzerfaust SMG team	165
	6	Rifle/MG team	
Gebirgsjäger Platoon p.95	1	Cmd Panzerfaust SMG team	165
	6	Rifle/MG team	
WEAPONS PLATOONS			
Gebirgsjäger Machine-gun Platoon p.96	1	Cmd SMG team	135
	4	MG42 HMG	
REGIMENTAL SUPPORT			
Gebirgsjäger Anti-tank Gun Platoon p.98	1	Cmd SMG team	155
	3	7.5cm PaK40 gun	
SUPPORT PLATOONS			
Schwere Panzer Platoon p.63	2	Tiger IE	430
Gebirgs Assault Gun Platoon p.100	4	StuG M42 75/34	240
Gebirgs Artillery Battery p.101	1	Cmd SMG team	150
	1	Staff team	
	2	Observer Rifle team	
	4	7.5cm GebG36 gun	
	5	Pack Mules	

Fortress Italy - German Late-War

# ARSENAL

## TANK TEAMS

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
<b>TANKS</b>					
Tiger IE	Slow Tank	9	8	2	Co-ax MG, Hull MG, Protected ammo, Wide tracks.
<i>8.8cm KwK36 gun</i>	<i>40"/100cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	<i>Slow traverse.</i>
<b>ASSAULT-GUNS</b>					
StuG M42 75/34 (Semovente)	Standard Tank	4	2	1	AA MG.
<i>75/34 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Hull Mounted.</i>

## 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.
7.5cm GebG36 gun	Medium	16"/40cm	2	9	3+	Smoke.
Firing bombardments		72"/180cm	-	3	6+	Smoke bombardment.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6. Cannot shoot in the Shooting Step if moved in the Movement Step.
Rifle team	16"/40cm	1	2	6+	
Rifle/MG team	16"/40cm	2	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.
Staff team	16"/40cm	1	2	6+	Moves as a Heavy Gun team.

## ADDITIONAL TRAINING AND EQUIPMENT

Panzerknacker teams are rated as Tank Assault 5.

## VEHICLE MACHINE-GUNS

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.



## SPECIAL RULES

### **Gebirgs Artillery Battery - p.101**

Pack Mules use the Pack Mules rules on page 93.

### **Gebirgsjäger Anti-tank Gun Platoon - p.98**

Pack Mules use the Pack Mules rules on page 93.

### **Gebirgsjäger Machine-gun Platoon - p.96**

Gebirgsjäger Machine-gun Platoons are Mountaineers,

Gebirgsjäger Machine-gun Platoons may make Combat Attachments to Gebirgsjäger Platoons.

### **Gebirgsjäger Platoon - p.95**

Gebirgsjäger Platoons are Mountaineers.

### **Gebirgsjägerkompanie HQ - p.95**

Gebirgsjäger Infantry teams and Man-packed Gun teams are all Mountaineers, see page 61 of the rulebook.

Gun teams carried by Pack Mule teams are Mountaineers, see page 61 of the rulebook. Pack Mules teams are Transport teams. Pack Mule teams carry Gun teams as Passengers and the Gun team is removed from the table while it is carried by the Pack Mule team.

The teams of a Gebirgsjägerkompanie HQ are Mountaineers.

### **Schwere Panzer Platoon - p.63**

Remember to roll for your Tiger Ace Skills before each game.