

FALLSCHIRMJÄGERKOMPANIE (1.)

NATHRILL 1725 IV GTL

FEARLESS

VETERAN

INFANTRY COMPANY

POINTS

1725

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Fallschirmjägerkompanie HQ (1.) p.75	2 2	Cmd Panzerfaust SMG team Panzerschreck team	145
COMBAT PLATOONS			
Fallschirmjäger Platoon (1.) p.75	1 6	Cmd Panzerfaust SMG team Rifle/MG team	205
Fallschirmjäger Platoon (1.) p.75	1 6	Cmd Panzerfaust SMG team Rifle/MG team	205
WARRIORS			
Hauptmann Siegfried Jamrowski p.72	1	Warrior Hauptmann Siegfried Jamrowski	70
WEAPONS PLATOONS			
Fallschirmjäger Machine-gun Platoon (1.) p.76	1 2	Cmd SMG team MG42 HMG	90
REGIMENTAL SUPPORT			
Fallschirmjäger Anti-tank Gun Platoon (1.) p.80	1 3	Cmd SMG team 7.5cm PaK40 gun	180
Fallschirmjäger Anti-aircraft Gun Platoon (1.) p.77	1 3	Cmd SMG team 2cm Flakvierling 38 gun	105
SUPPORT PLATOONS			
Assault Gun Platoon p.134 CONFIDENT VETERAN Allied Platoon	3	StuG G or StuG IV	285
Fallschirmjäger Tank-hunter Platoon (1.) p.80	3	Marder II	220
Rocket Launcher Battery p.145 CONFIDENT VETERAN Allied Platoon	1 1 1 3	Cmd SMG team Observer Rifle team Kubelwagen 15cm NW41	105
Luftwaffe Heavy Anti-aircraft Gun Platoon p.147 RELUCTANT TRAINED	1 2	Cmd SMG team 8.8cm FlaK36 gun (8 crew)	115

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>	

ASSAULT-GUNS

StuG G or StuG IV	Standard Tank	7	3	1	Hull MG, Protected ammo, Schürzen.
<i>7.5cm StuK40 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>11</i>	<i>3+</i>	<i>Hull mounted.</i>

TANK-HUNTERS

Marder II	Standard Tank	1	0	0	AA MG.
<i>7.5cm PaK40 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>12</i>	<i>3+</i>	<i>Hull mounted.</i>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
2cm Flakvierling 38 gun	Immobile	16"/40cm	6	5	5+	Anti-aircraft, Gun shield, Turntable.
8.8cm FlaK36 gun (8 crew)	Immobile	40"/100cm	3	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket Launcher, Smoke bombardment.
MG42 HMG	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.
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.
Panzerschreck team	8"/20cm	2	11	5+	Tank Assault 5
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.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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TRUCKS

Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
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VEHICLE MACHINE-GUNS

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

SPECIAL RULES

Fallschirmjäger Machine-gun Platoon (1.) - p.76

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

Fallschirmjäger Platoon (1.) - p.75

Combat and Weapons Platoons from 1. Fallschirmjägerdivision company, including when taken in support of other companies, pass Platoon Morale Checks on a roll of 2+ (instead of their normal Fearless roll 3+).

Company Command teams from 1. Fallschirmjägerdivision pass Company Morale Checks on a roll of 2+ (instead of their normal Fearless roll 3+).

Fallschirmjägerkompanie HQ (1.) - p.75

Combat and Weapons Platoons from 1. Fallschirmjägerdivision company, including when taken in support of other companies, pass Platoon Morale Checks on a roll of 2+ (instead of their normal Fearless roll 3+).

Company Command teams from 1. Fallschirmjägerdivision pass Company Morale Checks on a roll of 2+ (instead of their normal Fearless roll 3+).

Hauptmann Siegfried Jamrowski - p.72

If Jamrowski is Destroyed, your opponent must roll a 5+, rather than the normal 4+, when rolling for Warrior Team Casualties (see page 106 of the rulebook).

In the Starting Step, when Jamrowski joins a platoon that is pinned Down, that platoon automatically rallies from being Pinned Down.