

# FALLSCHIRMJÄGERKOMPANIE

PARACHUTE INFANTRY COMPANY

FEARLESS

VETERAN

INFANTRY COMPANY

POINTS

1725

PLATOON	QTY	UNIT	POINTS
<b>HEADQUARTERS</b>			
Fallschirmjägerkompanie HQ p.33	1	Cmd SMG team	90
	1	Cmd Panzerknacker SMG team	
	1	Panzerschreck team	
<b>COMBAT PLATOONS</b>			
Fallschirmjäger Platoon p.33	1	Cmd Panzerfaust SMG team	195
	6	Rifle/MG team	
Fallschirmjäger Platoon p.33	1	Cmd Panzerfaust SMG team	195
	6	Rifle/MG team	
<b>WEAPONS PLATOONS</b>			
Fallschirmjäger Machine-gun Platoon p.34	1	Cmd SMG team	150
	4	MG42 HMG	
<b>REGIMENTAL SUPPORT PLATOONS</b>			
Fallschirmjäger Anti-Tank Gun Platoon p.35	1	Cmd SMG team	100
	3	5cm PaK38 gun	
<b>DIVISIONAL SUPPORT</b>			
Schwere Panzer Platoon p.71 <b>CONFIDENT VETERAN</b> <b>Allied Platoon</b>	1	Königstiger (Henschel)	345
Anti-tank Gun Platoon p.155 <b>CONFIDENT VETERAN</b> <b>Allied Platoon</b>	1	Cmd SMG team	155
	3	7.5cm PaK40 gun	
Heavy Artillery Battery p.156 <b>CONFIDENT VETERAN</b> <b>Allied Platoon</b>	1	Cmd SMG team	310
	1	Staff team	
	2	Observer Rifle team	
	4	15cm sFH18 howitzer	
Rocket Launcher Battery p.159 <b>CONFIDENT VETERAN</b> <b>Allied Platoon</b>	1	Cmd SMG team	105
	1	Observer Rifle team	
	1	Kubelwagen	
	3	15cm NW41	
Anti-aircraft Gun Platoon p.161 <b>CONFIDENT VETERAN</b> <b>Allied Platoon</b>	2	Sd Kfz 10/5 (2cm) (armoured)	80

Grey Wolf (Revised) - German Late-War - Platoon Count: 9

# 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>	

### TANKS

Königstiger (Henschel)	Slow Tank	15	8	2	Co-ax MG, Hull MG, Overloaded.
<i>8.8cm KwK43 gun</i>	<i>40"/100cm</i>	<i>2</i>	<i>16</i>	<i>3+</i>	<i>Slow traverse.</i>

### ANTI-AIRCRAFT (SP)

Sd Kfz 10/5 (2cm) (armoured)	Half-tracked	0	0	0	
<i>2cm FlaK38 gun</i>	<i>16"/40cm</i>	<i>4</i>	<i>5</i>	<i>5+</i>	<i>Anti-aircraft.</i>

## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
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.
MG42 HMG	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.
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.
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.

## TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
---------	----------	-------	------	-----	---------------------

### TRUCKS

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

## 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 - p.34**

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

### **Rocket Launcher Battery - p.159**

A Rocket Launcher Battery equipped with 30cm NW42 rocket launchers uses the Super-heavy Rockets rule on page 173.

### **Schwere Panzer Platoon - p.71**

All the Schwere Panzer Platoons in your force must be entirely equipped with the same type of Tiger as your Schwere Panzerkompanie Command tank.

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