

PLATOON #1

Fallschirmjäger Platoon
Crete - Duel in the Sun

OFFICER

Fallschirmjäger First Lieutenant (Armies of Germany page 20) **Veteran** **105**

Qty	Weapons	Range	Shots	Pen	Special
1	First Lieutenant				
	with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault
	with Assault rifle				Assault
	Entire squad is Stubborn				Stubborn
1	Infantry (equipped as modeled)		-	-	

INFANTRY SQUADS

Fallschirmjäger squad (late-war) (Stubborn) (Armies of Germany page 26) **full strength** **Veteran** **193**

Qty	Weapons	Range	Shots	Pen	Special
7	Infantry with Rifle	24"	1	n/a	
	Entire squad is Stubborn				Stubborn
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Fallschirmjäger squad (late-war) (Stubborn) (Armies of Germany page 26) **full strength** **Veteran** **193**

Qty	Weapons	Range	Shots	Pen	Special
7	Infantry with Rifle	24"	1	n/a	
	Entire squad is Stubborn				Stubborn
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

HIGHER COMMAND

Fallschirmjäger Captain (Armies of Germany page 20) **Veteran** **140**

Qty	Weapons	Range	Shots	Pen	Special
1	Captain				
	with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault
	with Assault rifle				Assault
	Entire squad is Stubborn				Stubborn
1	Infantry (equipped as modeled)		-	-	

MEDIC

Fallschirmjäger Medic (Armies of Germany page 20) **Veteran** **31**

Qty	Weapons	Range	Shots	Pen	Special
1	Medic				
	with Pistol				Assault
	Entire squad is Stubborn				Stubborn

FORWARD OBSERVER

Fallschirmjäger Air Force Forward Observer (Armies of Germany page 20) **Veteran** **91**

Qty	Weapons	Range	Shots	Pen	Special
1	Air Force Forward Observer				
	with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault
	with Assault rifle				Assault
	Entire squad is Stubborn				Stubborn

INFANTRY

Fallschirmjäger squad (late-war) (Stubborn) (Armies of Germany page 26) **full strength** **Veteran** **203**

Qty	Weapons	Range	Shots	Pen	Special
5	Infantry with Rifle	24"	1	n/a	
	Entire squad is Stubborn				Stubborn

1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Assault rifle	18"	2	n/a	Assault
2	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Fallschirmjäger squad (late-war) (Stubborn) (Armies of Germany page 26) full strength					Veteran	208
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Qty	Weapons	Range	Shots	Pen	Special
2	Infantry with Rifle	24"	1	n/a	
	Entire squad is Stubborn				Stubborn
1	NCO with Submachine gun	12"	2	n/a	Assault
5	Infantry with Submachine gun	12"	2	n/a	Assault
2	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Fallschirmjäger squad (late-war) (Stubborn) (Armies of Germany page 26) full strength					Veteran	200
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Qty	Weapons	Range	Shots	Pen	Special
	Entire squad is Stubborn				Stubborn
1	NCO with Assault rifle	18"	2	n/a	Assault
9	Infantry 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) (Stubborn) (Armies of Germany page 26) full strength					Veteran	188
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Qty	Weapons	Range	Shots	Pen	Special
3	Infantry with Rifle	24"	1	n/a	
	Entire squad is Stubborn				Stubborn
1	NCO with Submachine gun	12"	2	n/a	Assault
5	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

MACHINE GUN

Fallschirmjäger Medium Machine Gun team (Armies of Germany page 30)					Veteran	68
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Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun team	36"	6	n/a	Team (3 men), Fixed
	Entire squad is Stubborn				Stubborn

MORTAR

Fallschirmjäger Medium Mortar team (Armies of Germany page 32)					Veteran	68
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Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
	Entire squad is Stubborn				Stubborn

Fallschirmjäger Light Mortar team (Armies of Germany page 32)					Veteran	48
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Qty	Weapons	Range	Shots	Pen	Special
1	Light Mortar team	12"-24"	1	HE	Team (2 men), Indirect fire, HE (1"), Cannot fire smoke
	Entire squad is Stubborn				Stubborn

ANTI-TANK

Fallschirmjäger Panzerschreck team (late war) (Armies of Germany page 30)					Veteran	106
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Qty	Weapons	Range	Shots	Pen	Special
1	Panzerschreck team	24"	1	+6	Team (2 men), Shaped Charge
	Entire squad is Stubborn				Stubborn

SNIPER

Fallschirmjäger Sniper team (Armies of Germany page 32)					Veteran	67
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Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team	36"	1	n/a	Team (2 men), Sniper
	Entire squad is Stubborn				Stubborn

FLAMETHROWER

Fallschirmjäger Flamethrower team (Armies of Germany page 32)					Veteran	67
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Qty	Weapons	Range	Shots	Pen	Special
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower
	Entire squad is Stubborn				Stubborn

ARTILLERY

Fallschirmjäger Panzerbüchse 41 (Armies of Germany page 40)					Veteran	62
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Qty	Weapons	Range	Shots	Pen	Special
1	Panzerbüchse 41 gun	48"	1	+4	Squeeze-bore, Team (3 men), Fixed, HE (1")

Entire squad is Stubborn

Stubborn

TOWS

Kettenkrad (Armies of Germany page 76)						Veteran	31	
Qty	Vehicle	Type	Trans	DV				
	Weapons	Range	Shots	Pen	Special			
1	Kettenkrad	Half-track	3	6+	Tracked bike			
	Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun							
	0			+0				

ARMoured CAR

Schwimmwagen (no transport) (Armies of Germany page 76)						Veteran	46
Qty	Vehicle	Type	Trans	DV			
	Weapons	Range	Shots	Pen	Special		
1	Schwimmwagen (no transport)	Wheeled	3	6+	Amphibious		
	Front pintle-mounted MMG	36"	6	n/a	Front arc, Flak		

PLATOON #2

Fallschirmjäger Platoon
Crete - Duel in the Sun

MORTAR

Fallschirmjäger Light Mortar team (Armies of Germany page 32)						Veteran	48	
Qty	Weapons	Range	Shots	Pen	Special			
1	Light Mortar team	12"-24"	1	HE	Team (2 men), Indirect fire, HE (1"), Cannot fire smoke			
	Entire squad is Stubborn							

ARMoured CAR

Kübelwagen (no transport) (Armies of Germany page 75)						Veteran	40
Qty	Vehicle	Type	Trans	DV			
	Weapons	Range	Shots	Pen	Special		
1	Kübelwagen (no transport)	Wheeled	3	6+			
	Pintle-mounted MMG	36"	6	n/a	Flak, 360 degree arc		

PLATOON #3

Fallschirmjäger Platoon
Crete - Duel in the Sun

Motorcycle with Machine-gun sidecar (Armies of Germany page 71)						Veteran	48
Qty	Vehicle	Type	Trans	DV			
	Weapons	Range	Shots	Pen	Special		
1	Motorcycle with Machine-gun sidecar	Wheeled	-	6+	Recce, Turn on the spot		
	Forward facing MMG	36"	6	n/a	Front arc		

SPECIAL RULES

Amphibious

(p118) An amphibious vehicle can move directly forward only over otherwise impassible deep water at half speed by means of an Advance action. A vehicle cannot make any other action whilst moving over water, cannot reverse, cannot turn, and will ignore all rules that otherwise oblige it to reverse or go down. A vehicle that is immobilised whilst in the water is destroyed along with any occupants. Vehicles can shoot whilst afloat except hull mounted weapons on vehicles equipped with floatation screen

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.

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.

Flak

All enemy units not currently down automatically fire at the attacking aircraft if it is within their firing arc and range, regardless of whether they have already taken an action or not that turn. Flak fire does not require an action. Line of site ignored. Rolls to hit aircraft are always at a -2 penalty. Friendly flak units must test to hold their fire (page 67)

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 flamethrower, add +1 to damage effects chart.

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

Indirect fire

(p71)

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

Recce

(p118)

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.

Squeeze-bore

At ranges of up to 12", its base armour penetration is increased by two to a total of +6, and over half-range armour penetration is reduced by two instead of the usual one to a total of +2

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.

Tracked bike

A Kettenkrad moves as a half-track

Turn on the spot

Can execute a full speed run rate 'reverse' finishing the move facing in direction of travel.

Pick List	
German Air Force Forward Observer	1
German Captain	1
German First Lieutenant	1
German Flamethrower (infantry) team	1
German Infantry (equipped as modeled)	2
German Infantry with Assault rifle	11
German Infantry with Light Machine gun (requires loader)	9
German Infantry with Rifle	24
German Infantry with Submachine gun	10
German Kettenkrad	1
German Kübelwagen (no transport)	1
German Light Mortar team	2
German Medic	1
German Medium Machine gun team	1
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	12
German Motorcycle with Machine-gun sidecar	1
German NCO with Assault rifle	1
German NCO with Submachine gun	5
German Panzerbüchse 41 gun	1
German Panzerschreck team	1
German Schwimmwagen (no transport)	1

