

Fallschirmjägerkompanie

Fearless

Veteran

Parachute Infantry Company

German

Early-War

Platoon	Qty	Unit	Points
Headquarters			
Fallschirmjägerkompanie HQ - p.73	2 1 3	Cmd SMG team Anti-tank Rifle team Light Mortar team	150
Combat Platoons			
Fallschirmjäger Platoon - p.73	1 9	Cmd Rifle/MG team Rifle/MG team	265
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Weapons Platoon			
Fallschirmjäger Machine-gun Platoon - p.74	1 2	Cmd SMG team MG34 HMG team	80
Fallschirmjäger Mortar Platoon - p.74	1 1 4	Cmd SMG team Observer Rifle team 8cm GW34 mortar	145
Fallschirmjäger Light Gun Platoon - p.75	1 2	Cmd SMG team 7.5cm LG40 recoilless gun	165
Divisional Support Platoons			
Air Support - p.71	7	Priority Air Support Ju 87B Stuka Stuka Schwerpunkt (2 Aircraft dice)	175
Company Points:			1510

Arsenal

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
7.5cm LG40 recoilless gun	Man-packed	16"/40cm	2	9	3+	Recoilless.
8cm GW34 mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6+	Smoke bombardment.
MG34 HMG team	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Anti-tank Rifle team	16"/40cm	1	4	6+	Tank Assault 3.
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams.
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.

Aircraft

Aircraft	Weapon	To-Hit	Anit-tank	Firepower	Notes
<i>Ju 87B Stuka</i>	<i>Bombs</i>	4	5	2+	

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Special Rules

Air Support - p.71

Stuka Schwerpunkt

If you establish a Stuka Schwerpunkt (see the option for Priority Air Support above), you roll two dice on the How Many Aircraft Table and take the best result.

Fallschirmjäger Machine-gun Platoon - p.74

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