

# Luftlandesturmkompanie

Fearless		Veteran		Glider Assault Company		German	Early-War
Platoon	Qty	Unit				Points	
<b>Headquarters</b>							
Luftlandesturmkompanie HQ - p.79	2	Cmd SMG team				70	
<b>Combat Platoons</b>							
Fallschirmponier Platoon - p.75	1	Cmd Pioneer Rifle/MG team				345	
	9	Pioneer Rifle/MG team					
<b>Weapons Platoon</b>							
Fallschirmjäger Machine-gun Platoon - p.74	1	Cmd SMG team				80	
	2	MG34 HMG team					
						<b>Company Points:</b>	495

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Source document: Burning Empires

# Arsenal

## Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
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
Flame-thrower team	4"/10cm	2	-	6+	Flame-thrower.
Rifle/MG team	16"/40cm	2	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

## Additional Training and Equipment

Pioneer teams are rated as Tank Assault 4.

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## Special Rules

### **Fallschirmjäger Machine-gun Platoon - p.74**

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

### **Fallschirmpionier Platoon - p.75**

At the start of the game before deployment you may replace up to one Pioneer Rifle/MG team per Pioneer Squad with a Flame-thrower team.

### **Luftlandesturmkompanie HQ - p.79**

Glider Assault

Luftlandesturmkompanie HQ and Luftlandesturm Platoons in your force may use the Glider Assault special rules (see page 85) during any mission. Platoons that are not mounted in gliders follow the normal deployment rules.

### **Luftlandesturmkompanie HQ - p.79**

If the Company HQ is equipped with a DFS 230 glider, the company must have at least two Luftlandesturm Platoons.