Festungskompanie (352) Wiederstandnest 66

German Late-War

	In	fantry Company			
Platoon	Qty	Unit	Points		
Headquar	ters				
Festungskompanie HQ (352) - p.23	2 2				
Combat Plato	ons				
Veteran Festungs Grenadier Platoon - p.24	1 6 1	Cmd Panzerknacker SMG team MG team Goliath Demolition Carrier	215		
Veteran Festungs Grenadier Platoon - p.24	1 6	Cmd Panzerknacker SMG team MG team	185		
Gun Positi	ons				
5cm KwK Nest - p.43	1	5cm KwK Nest	30		
Turret - p.41	1	APX Turret	45		
Static Rocket Launcher Battery - p.44	4	28cm sWG41 Nest	160		
MG Positi	ons				
HMG Nest - p.43	1	HMG Nest	40		
HMG Nest - p.43	1	HMG Nest	40		
HMG Nest - p.43	1	HMG Nest	40		
Obstacles, Trenches and Gun	Pits				
Anti-tank Obstacle - p.44	2	Anti-tank Obstacle	200		
Barbed Wire Entanglements - p.45	2	Barbed Wire Entanglement	20		
Trench Lines - p.45	3	Trench Line	15		
		Company Points:	1085		

www.EasyArmy.com

Confident

Veteran

Source document: Earth & Steel (D-Day)

Arsenal								
Tank Teams								
Name Mobility Front Side Top Equipment and Notes								
Weapon	Range	ROF	Anti-tank	Firepower				
Assault-guns								
Goliath Demolition Carrier	Standard Tank	-	-	-	See rules pag	e 232.		
Gun Teams								
Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes		
8cm GW42 (Stummelwerfer) mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.		
Firing bombardments		32"/80cm	-	2	6+	Smoke bombardment.		
		Fortifi	cations					
Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes		
Bunkers and Pillboxes								
HMG Pillbox or Nest	Bunker	24"/60cm	6	2	6+	ROF 3 when Pinned Down		
Nests								
28cm sWG41 Nest	Immobile	40"/100cm	-	3	1+	Static Rocket Launcher.		
5cm KwK Nest	Immobile	24"/60cm	3	7	4+			
Turrets								
Turret	Mobility	Front	Side	Тор	Equipment	and Notes		
Weapon	Range	ROF	Anti-tank	Firepower				
APX Turret	Immobile	5	4	1	Turret Bunke	er MG.		
4.7cm KwK35 (f) gun	24"/60cm	2	6	4+				

Infantry Teams					
Team	Range	ROF	Anti-tank	Firepower	Notes
MG team	16"/40cm	3	2	6+	ROF 2 when pinned down.
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

Additional Training and Equipment

	Panzerknacker teams are rated as Tank Assault 5.								
Vehicle Machine-guns									
	Weapon	Range	ROF	Anti-tank	Firepower				
	Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.			
	Turret Bunker MG	16"/40cm	4	2	6	ROF 2 when Pinned Down, Cannot shoot if main gun fires.			

EASYARMY.COM

Special Rules

Festungskompanie HQ (352) - p.23

Everything Must Fire On the Beaches Use the Armoured Reserves rule on page 269 of the rulebook.

Fortified Defence A Festungskompanie or Füsilierkompanie will always Defend.

A Füsilierkompanie may purchase fortifications (page 38 of Earth & Steel) as part of their force making them a Fortified Company.

Goliath Demolition Carriers Remove the Goliath remote-control demolition carrier from a team equipped with one if the team moves.

Static Rocket Launcher Battery - p.44

Static Rocket Launcher

28cm sWG41 rocket launchers use the Stuka zu Fuss special rule (page 167 of the rulebook), but have only four rockets instead of six. As a result, they only have four attempts to range in. Treat them as Trained troops when rolling To Hit after ranging in. Once fired, the entire team is removed from the game.

Static rocket launchers are Nests and not part of any platoon. They may use any Command team as a Spotter, provided that the Command team has not moved since the start of the game. As none of these teams are trained artillery observers, they receive the same +1 penalty to range in as a Company Command team.

Veteran Festungs Grenadier Platoon - p.24

The Ostfront (eastern front) veteran Grenadiers defending the D-Day beaches were caught by surprise, but are still confident of their ability to hold the Ami's at bay until the Panzers arrived to finish the job.

Although the ones on Omaha Beach were not quite ready in time for D-Day, the Goliat (Goliath) remote-controlled demolition carriers emplaced as part of the beach defences could have caused many casualties amongst the first wave of the invasion.

The rules for remote-control demolition carriers are on page 217 of the Flames Of War rulebook.