

## PLATOON #1

Fallschirmjäger (Italy, 1943)

## OFFICER

Fallschirmjäger First Lieutenant (Italy: Soft Underbelly page 91) **Veteran** 100

Qty	Weapons	Range	Shots	Pen	Special
1	First Lieutenant				
	with Pistol				Assault
	with Submachine gun				Assault
	with Assault rifle				Assault
	Stubborn				Stubborn
	NCO apprenticeship				NCO apprenticeship

## INFANTRY SQUADS

Fallschirmjäger Squad (Italy, 1943) (Italy: Soft Underbelly page 92) **Veteran** 152

Qty	Weapons	Range	Shots	Pen	Special
1	Infantry with Rifle	24"	1	n/a	
	Entire squad is Stubborn				Stubborn
	Entire squad equipped with Pistols				Assault
1	Infantry with Submachine gun	12"	2	n/a	Assault
1	NCO with Assault rifle	18"	2	n/a	Assault
1	Infantry with Assault rifle	18"	2	n/a	Assault
2	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
	Entire squad equipped with anti-tank grenades				Tank hunters

Fallschirmjäger Squad (Italy, 1943) (Italy: Soft Underbelly page 92) **Veteran** 150

Qty	Weapons	Range	Shots	Pen	Special
2	Infantry with Rifle	24"	1	n/a	
	Entire squad is Stubborn				Stubborn
	Entire squad equipped with Pistols				Assault
1	NCO with Assault rifle	18"	2	n/a	Assault
1	Infantry with Assault rifle	18"	2	n/a	Assault
2	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
	Entire squad equipped with anti-tank grenades				Tank hunters

## INFANTRY

Fallschirmjäger Squad (Italy, 1943) (Italy: Soft Underbelly page 92) **Veteran** 114

Qty	Weapons	Range	Shots	Pen	Special
1	Infantry with Rifle	24"	1	n/a	
	Entire squad is Stubborn				Stubborn
	Entire squad equipped with Pistols				Assault
1	NCO with Submachine gun	12"	2	n/a	Assault
3	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Assault rifle	18"	2	n/a	Assault
	Entire squad equipped with anti-tank grenades				Tank hunters

Fallschirmjäger Squad (Italy, 1943) (Italy: Soft Underbelly page 92) **Veteran** 119

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
6	Infantry with Rifle	24"	1	n/a	
	Entire squad is Stubborn				Stubborn
	Entire squad equipped with Pistols				Assault
	Entire squad equipped with anti-tank grenades				Tank hunters

## MORTAR

Medium Mortar team (Armies of Germany page 36) **Veteran** 75

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
1	Spotter				Spotter

## SNIPER

Sniper team (Armies of Germany page 35) **Veteran** 65

Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team	36"	1	n/a	Team (2 men), Sniper

## FLAMETHROWER

<b>Flamethrower team</b> (Armies of Germany page 35)					<b>Veteran</b>	<b>65</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

**ARTILLERY**

<b>50mm Pak 38</b> (Armies of Germany page 42)					<b>Veteran</b>	<b>90</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	50mm Pak 38 gun	60"	1	+5	Team (3 men), Gun shield, Fixed, HE (1")

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## SPECIAL RULES

### 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.

### 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.

### Gun shield

(p95) The die roll an enemy requires to score damage from the front arc of the gun is increased by +1. The die roll is modified by the penetration value of the weapon in the usual way. Hits from HE (both direct and indirect), flame throwers, and close quarters attacks ignore the gun shield rule.

### 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)

### NCO apprenticeship

Fallschirmjäger officers give a further +1 command bonus to Fallschirmjäger units (i.e., units with Fallschirmjäger or Fallschirmpioneer in their title) when they are making order tests.

### 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.

### Spotter

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon. Errata: Note that spotters are always ignored for the purpose of victory conditions (e.g. they cannot capture/control/hold objectives and areas of the table, move out of the table to score points, etc).

### 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.

### Tank hunters

(p91) If a tank hunter unit wins an assault and scores damage against an armoured vehicle, the effect is resolved on the Damage Result table as for a normal anti-tank penetration rather than as for superficial damage.

### 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.

### Fallschirmjäger (Italy, 1943)

#### SELECTOR SPECIAL RULES

0-4 Infantry squads: maximum of 2 Fallschirmpioneer squads (Italy) or Fallschirmpioneer squads (Ortona), Panzergrenadier squads (Italy, Late 1943), Heer Pioneer squads.

### Booby Traps

See campaign special rules on page 168.

### Defend and Delay

Fallschirmjäger Reinforced Platoon (Italy, 1943) are always the defender in Attacker-Defender scenarios.

### Fallschirmjäger Support

All infantry team weapons and artillery units may have the Stubborn special rule for +1pt per man in the unit. All units upgraded in this way benefit from the Fallschirmjäger officer's NCO apprenticeship special rule when in the officer's command range.

<b>Pick List</b>	
German 50mm Pak 38 gun	1
German First Lieutenant	1
German Flamethrower (infantry) team	1
German Infantry with Assault rifle	3
German Infantry with Light Machine gun (requires loader)	4
German Infantry with Rifle	10
German Infantry with Submachine gun	4
German Medium Mortar team	1
German NCO with Assault rifle	2
German NCO with Rifle	1
German NCO with Submachine gun	1
German Sniper team	1
German Spotter	1