

PLATOON #1

Fallschirmjäger Regiment 6

OFFICER

Fallschirmjäger First Lieutenant (D-Day: US Sector page 134)					Veteran	91
---	--	--	--	--	----------------	-----------

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

INFANTRY SQUADS

Fallschirmjäger squad (late-war) (Armies of Germany page 26) full strength					Veteran	205
---	--	--	--	--	----------------	------------

Qty	Weapons	Range	Shots	Pen	Special
1	Infantry with Rifle	24"	1	n/a	
	Entire squad is Stubborn				Stubborn
1	NCO with Assault rifle	18"	2	n/a	Assault
7	Infantry with Assault rifle	18"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Fallschirmjäger squad (late-war) (Armies of Germany page 26)					Veteran	119
---	--	--	--	--	----------------	------------

Qty	Weapons	Range	Shots	Pen	Special
	Entire squad is Stubborn				Stubborn
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

INFANTRY

Fallschirmjäger squad (late-war) (Armies of Germany page 26)					Veteran	109
---	--	--	--	--	----------------	------------

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

Fallschirmjäger squad (late-war) (Armies of Germany page 26)					Veteran	128
---	--	--	--	--	----------------	------------

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

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

ANTI-TANK

Panzerschreck team (Armies of Germany page 33)					Veteran	104
---	--	--	--	--	----------------	------------

Qty	Weapons	Range	Shots	Pen	Special
1	Panzerschreck team	24"	1	+6	Team (2 men), Shaped Charge

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

Flamethrower team (Armies of Germany page 35)					Veteran	65
--	--	--	--	--	----------------	-----------

Qty	Weapons	Range	Shots	Pen	Special
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

ARTILLERY

50mm Pak 38 (Armies of Germany page 42)

Veteran

90

Qty	Weapons	Range	Shots	Pen	Special
1	50mm Pak 38 gun	60"	1	+5	Team (3 men), Gun shield, Fixed, HE (1")

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)

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

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.

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.

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 Regiment 6

SELECTOR SPECIAL RULES

StuG G and StuH 42 may not be Veteran or upgraded with shurtzen

Transports are 1 per every two squads in the platoon (instead of the normal 1 per squad)

Fallschirmjäger Platoon

All Infantry and artillery units in this platoon (with the exception of the Ostruppen) must be Veteran and must be upgraded to Stubborn for +1pt per model.

Hedgerow Ambush

Any Infantry squad or headquarters unit may be upgraded for +3pts per man. Any medium machine gun, panzerschreck team, or anti-tank gun may be upgraded for +10pts. Inexperienced units may not upgrade to Hedgerow Ambush. No unit with a flamethrower may be given this rule.

Units with this rule may deploy in the same manner as observers and snipers, however, they must be deployed in cover. In addition, the unit starts any game Hidden and may elect to start the game in *Ambush*.

Counter Reconnaissance Tactics

If at least one Fallschirmjäger scout squad is included and set up at the start of the game, your opponent may not place any units within 24" of the scout squad once it has been placed.

SdKfz 70 Truck

Any truck used as a tow can do so for heavy guns.

Pick List	
German 50mm Pak 38 gun	1
German First Lieutenant	1
German Flamethrower (infantry) team	1
German Infantry with Assault rifle	7
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 men have Panzerfaust in addition to other weapons	4
German NCO with Assault rifle	1
German NCO with Rifle	2
German NCO with Submachine gun	1
German Panzerschreck team	1
German Sniper team	1
German Spotter	1