

Fallschirmjäger (1940/43)

Fallschirmjäger in German means 'parachute rifleman'. The Luftwaffe (German Airforce) expanded from its initial regiment of airborne troops at the beginning of the war to a Fallschirmjäger division for the assault on Crete. These elite storm troopers were first used in the assaults on Holland and Belgium where small parties took key bridges and fortifications ahead of the Blitzkrieg advance of the Panzers. Their only drop as an entire division was the bloody assault on Crete in 1941. Their extremely high casualties dissuaded Hitler from allowing any more major airborne assaults. The Fallschirmjäger made numerous battalion-strength drops in the Mediterranean theatre later in the war however.

German Fallschirmjäger (1940/43)

This army list allows you to field a German Fallschirmjäger army in a game of Warhammer Panzer Battles. Once you and your opponent have decided which scenario you are going to play, you will be able to choose your army using the army list and the force organisation chart.

The army list is split into five broad categories that contain troops, vehicles, and characters that you can include in your army. Each separate entry counts as one choice from the organisation chart.

Strategy

The Fallschirmjäger formed the leading waves of the armoured Blitzkrieg. Until their last major airborne operation on Crete, no one was able to effectively counter their mobility.

Germany has a strategy rating of 3.

Enemies

The German airborne forces were the spearhead of many early victories. Forces from the Fallschirmjäger (1940/43) list can be historically matched against the British Army (1940/41) list, the British Army (1942/43) list, the British Airborne (1943/45) list, the US Army (1942/43) list, and the Soviet Army (1942/43) list. What if match-ups include the invasion of Britain, Operation Sealion, in which the Fallschirmjäger would face and the Home Guard (1940/44) lists.

Special Rules

Storm Troopers

Fallschirmjäger were trained in the tradition of the *Sturmtruppen* of the First World War. They were taught to keep moving toward the objective, even if the units to their flanks were held up.

Fallschirmjäger units led by an Oberst, Hauptmann, Leutnant, Feldwebel, Unteroffizier, or Obergefreiter may move D6" in the Assault phase if they are not making an Assault move.

Your Greatest Weapon

The *Schnelltruppen* or fast troops were told time and again that their greatest weapon was their engine. Trained to keep the tempo of the attack at a high pitch, they won battles by keeping the enemy of balance.

Any Fallschirmjäger vehicle may move D6" in the Assault phase.

Parachute Landing

The Deep Strike special rule applies to all parachute troops. Parachuting is a hazardous method of deployment, with many parachutists being injured or lost. Each model landing by parachute must make a Landing Save roll on a D6. The score needed to survive is given in the following table. Failed rolls result in the model being removed from play.

Equipment (mortars, heavy machine-guns, artillery, radios, etc.)	4+	6
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German parachute troops dropped their weapons in containers for retrieval on landing, but they carried pistols to protect themselves while they retrieved their weapons. Place a container model with each unit when it lands. Count all members of the unit as being armed with Walther P38 pistols (unless they are armed with sub machine-guns which they can carry as they drop) until a model from the unit moves to the container and unpacks the weapons. Remove the container at the end of the turn to indicate that the unit is now fully armed.

Parachute troops may always be brought on from reserve in the first turn if the player wishes. If they are not brought on in the first turn, they arrive randomly as normal.

Parachute troops drop from aircraft, so anti-aircraft guns may fire at any airdropped troops within range on the turn after landing regardless of intervening terrain, being assumed to shoot as the parachute troops come in for landing.

Glider Landing

Gliders are soft-skin vehicles. They deploy using a variant of the Deep Strike special rule, but cannot move once deployed. Gliders differ from most Deep Strike troops in that they can choose the direction of scatter before the distance is rolled. A glider that lands in or scatters through difficult terrain is automatically destroyed, although the passengers may roll to escape. Roll a D6 for each passenger and item of equipment. On a score of 4 to 6 the passenger is thrown clear or survives with minor injuries. On a roll of 1 to 3, the passenger is killed and is removed. The passengers in a glider cannot disembark in the turn that they land.

Heavy gliders differ only in that they are so heavy and difficult to control that they scatter 3D6" rather than 2D6". They are lost if any two of the scatter dice roll 1.

Gliders may always be brought on from reserve in the first turn if the player wishes. If they are not brought on in the first turn, they arrive randomly as normal.

Since gliders are aircraft, anti-aircraft guns may fire at any glider within range on the turn after landing, regardless of intervening terrain, being assumed to shoot as the glider comes in for landing.

Glider models can be very large. You might want to either use half-scale models or leave them out entirely.

	Open Terrain	Difficult Terrain
Soldier	2+	4+

Luftwaffe – Air Superiority

The Luftwaffe could establish almost total air superiority over the battlefield anywhere and anytime in the first half of the war.

A German Fallschirmjäger player may spend 50 points (for up to a 3000 point game) to have total air superiority. If this option is taken, D3 Messerschmidt Bf 109 fighters attack any unit of enemy aircraft immediately before they arrive on table. Messerschmidt Bf 109 fighters are armed with linked machine-guns and cannon (Linked Heavy 3, Strength 4, BS 3).

German Fallschirmjäger Glossary

- Fallschirmjäger – parachutist
- Feldwebel – non-commissioned platoon leader
- Funker – signaller or radio operator
- Gruppe – group, section or squad
- Hauptmann – company officer
- HE – High Explosive, normal explosive ammunition
- HEAT – High Explosive Anti-Tank, hollow-charge anti-tank ammunition
- Leutnant – platoon officer
- Luftwaffe – German airforce
- Obergefreiter – squad or section leader
- Oberst – senior officer
- Scharfschütze – sniper or sharpshooter
- Sturmmann – assault trooper
- Unteroffizier – assistant platoon leader
- Zug – column or platoon

German Fallschirmjäger Summary

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Sv</i>
Oberst	3	3	3	3	1	3	1	10	6+
Hauptmann	3	3	3	3	1	3	1	9	6+
Unteroffizier	3	3	3	3	1	3	1	8	6+
Fallschirmjäger	3	3	3	3	1	3	1	8	6+
Veteran Unteroffizier	4	4	3	3	1	4	2	9	6+
Obergefreiter	3	3	3	3	1	3	1	8	6+
Veteran Obergefreiter	4	4	3	3	1	4	2	9	6+
Scharfschütze	3	5	3	3	1	3	1	8	6+
Leutnant	3	3	3	3	1	3	1	9	6+
Sturmleutnant	4	4	3	3	1	4	1	10	6+
Sturmmann	4	4	3	3	1	4	1	8	6+
Kanonier	2	3	3	3	1	2	1	8	6+

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Motorcycle & sidecar combination	5	5	5	-
Half-track motorcycle	5	5	5	-
Glider	5	5	5	-
Junkers Ju 87 D Stuka dive-bomber	7	7	7	3

Fallschirmjäger Weapons Summary

Infantry Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
Walther P38 pistol	12	2	6	Pistol
MP 40 submachine-gun	12	2	6	Assault 3
Kar 98k rifle	24	3	5	Heavy 1
MG 34 light machine-gun	24	3	5	Heavy 5
sMG 34 machine-gun	36	3	5	Heavy 8
PzB 39 anti-tank rifle	24	4	5	Heavy 2
2.8 cm sPzB anti-tank rifle	24	5	4	Heavy 2
5 cm leGW 36 mortar	24	3	-	Heavy 2/Blast
8 cm GW 38 mortar	G 12-36	4	-	Heavy 1/Blast
Flame-thrower	Temp	4	5	Assault 1

Heavy Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
2 cm Flak 38 anti-aircraft cannon	24	4	5	Heavy 4
3.7 cm Pak 36 anti-tank gun	24	5	4	Heavy 2
Or firing High Explosive	24	2	-	Heavy 2/Blast
5 cm Pak or KwK 38 anti-tank gun	24	7	3	Heavy 2
Or firing High Explosive	24	3	-	Heavy 2/Blast

Artillery Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
7.5 cm LG 40 recoilless gun	24	4	-	Heavy 2/Blast
Or firing HEAT	24	7	5	Heavy 2
Or firing a barrage	G 48	4	-	Heavy 1/Blast
7.5 cm GebG 36 mountain gun	24	4	-	Heavy 2/Blast
Or firing HEAT	24	7	4	Heavy 2
Or firing a barrage	G 60	4	-	Heavy 1/Blast

HEAT (High Explosive Anti-tank) is a shaped-charge, low-velocity anti-tank ammunition. Treat all Penetrating Hits from HEAT ammunition as Glancing Hits.

Transport

Armour:	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Motorcycle & sidecar combination	5	5	5	-
Half-track motorcycle	5	5	5	-
Glider	5	5	5	-

Type: Motorcycle combinations are fast, open-topped, wheeled vehicles. Half-track motorcycles are open-topped light tanks. Gliders are a special type of aircraft.

Crew: Each glider has one pilot.

Passengers: Motorcycle combinations and half-track motorcycles can carry three models and tow one towed weapon.

Armament: If the passengers of a motorcycle combination have a MG 34 machine-gun, they may fire it while travelling.

Glider Pilot

Each glider had a *Luftwaffe* pilot. The pilots joined the units they landed with and fought until relieved.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Glider Pilot	3	3	3	3	1	3	1	8	6+

Weapons: Walther P38 pistol.

Character: A Glider Pilot is a character attached to one of the units that land in the pilot's glider.

HQ

Fallschirmjäger Headquarters

Fallschirmjäger Headquarters: 1 Staff Troop
 0 to 3 Snipers
 0 to 2 Machine-gun Groups
 0 to 1 Mortar Group
 0 to 1 Infantry-gun Group
 0 to 2 Tank-hunter Groups

Staff Troop80 points/100 points

The Staff Troop co-ordinates the various components of a force. The Hauptmann or Oberst devises the strategy for the coming battle, co-ordinating the groups under their command.

	<i>Points/ model</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Led by Oberst	100	3	3	3	3	1	3	1	10	6+
Led by Hauptmann	80	3	3	3	3	1	3	1	9	6+
Unteroffizier	-	3	3	3	3	1	3	1	8	6+
Fallschirmjäger	-	3	3	3	3	1	3	1	8	6+
Veteran Unteroffizier	+15	4	4	3	3	1	4	2	9	6+

Troop: The Staff Troop consists of 1 Oberst or Hauptmann, 1 Unteroffizier and 4 Fallschirmjäger.

Weapons: Kar 98k rifles and fragmentation grenades. The Oberst or Hauptmann is armed with a Walther pistol or MP40 submachine-gun.

Options: The Unteroffizier may be armed with an MP40 submachine-gun for +3 points.

Company Weapons: Each Fallschirmjäger Company had some heavier weapons available to allocate as needed. Each weapon has a crew of 3 Fallschirmjäger armed with Kar 98k rifles and a heavy weapon. These crews may be allocated to the Staff Troop or any Column Troop. For each Fallschirmjäger Headquarters in the detachment you may allocate up to 3 mortar crews equipped with an 5 cm GW 36 for +25 points per crew or 8 cm GW 38 mortar for +27 points per crew and up to 3 tank-hunter crews equipped with either a PzB 39 anti-tank rifle for 10 points or a 2.8 cm sPzB heavy anti-tank rifle for +15 points.

Characters: An Oberst or Hauptmann is an independent character and follows all the rules for characters given in the Warhammer 40,000 rules. The Unteroffizier may be upgraded to a Veteran Unteroffizier for +15 points.

Funker: One Fallschirmjäger may be upgraded to a signaller for +35 points.

Sanitäter: One Fallschirmjäger may be upgraded to a medical orderly for +10 points.

Special Rules

Leadership: Any Fallschirmjäger group or weapon crew within 12" of a Staff Troop may use the Leadership characteristic for all Leadership tests.

Signaller: A Funker or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Sanitäter: A medic allows any one model within 12" to ignore the first failed saving throw it rolls in every turn. The medic may not save any model that has suffered 'Instant Death' (see page 53 of the Warhammer 40,000 rulebook) or that has been hit by a close combat weapon that allows no save at all. The medic may not save models while the medic is in base contact with an enemy model.

Airdropped: A Fallschirmjäger Headquarters may be airdropped using the Parachute Landing special rules.

Sniper 20 points

Although the Allies labelled every isolated rifleman a sniper, the professional snipers stood out as deadly sharpshooters.

	WS	BS	S	T	W	I	A	Ld	Save
Scharfschütze	3	5	3	3	1	3	1	8	6+

Weapons: Sniper's version of the Kar 98k rifle and a pistol.

Character: The Scharfschütze is an independent character.

Option: Up to one Sniper may be upgraded to a Master Sniper for +20 points. When a Master Sniper fires his sniper rifle you may choose which of your opponent's models to fire at. For example you could choose to fire at a machine-gunner or a sergeant.

Special Rules

Sniper: Units suffering casualties from sniper rifles must test to avoid pinning as for a barrage.

Camouflage: Snipers are masters at camouflage. A Scharfschütze gains a +1 to any cover save roll when they go to ground.

Machine-gun Group..... 24 points per machine-gun

Each *Fallschirmjäger Battalion* (parachute battalion) had a platoon of machine-guns. German practice required these heavy weapons to keep well up with the infantry lending their firepower wherever needed.

	WS	BS	S	T	W	I	A	Ld	Save
Obergefreiter	3	3	3	3	1	3	1	8	6+
Fallschirmjäger	3	3	3	3	1	3	1	8	6+

Group: A Machine-gun Group consists of 1 to 2 machine-guns commanded by an Obergefreiter. Each machine-gun has a crew of 3 Fallschirmjäger.

Weapons: sMG 34 medium machine-guns. Each Fallschirmjäger is armed with a Kar 98k rifle.

Mortar Group..... 27 points per mortar

In addition to their machine-guns, a *Fallschirmjäger Battalion* also had a mortar platoon. These lightweight but powerful weapons kept the enemy pinned down while the Fallschirmjäger attacked.

	WS	BS	S	T	W	I	A	Ld	Save
Obergefreiter	3	3	3	3	1	3	1	8	6+
Fallschirmjäger	3	3	3	3	1	3	1	8	6+

Group: A Mortar Group consists of 1 or 2 mortars commanded by an Obergefreiter. Each mortar has a crew of 3 Fallschirmjäger.

Weapons: 8 cm GW 38 medium mortars. Each Fallschirmjäger is armed with a Kar 98k rifle.

Elites

Recce Group

	Points	WS	BS	S	T	W	I	A	Ld	Save
Obergefreiter	60	3	3	3	3	1	3	1	8	6+
Fallschirmjäger	-	3	3	3	3	1	3	1	8	6+
Veteran Obergefreiter	+15	4	4	3	3	1	4	2	9	6+

Recce Group

The *Fliegerdivision* included a company of motorcyclists for reconnaissance and mobility. Typically these arrived by land or sea with the follow-on forces to exploit the victory.

Group: A Recce Group consists of an Obergefreiter and 7 Fallschirmpanzergrenadier.

Weapons: Kar 98k rifles and fragmentation grenades.

Options: 1 to 3 Fallschirmpanzergrenadier must be armed with MG 34 light machine-guns for +16 points per model. The Obergefreiter

may be armed with an MP40 submachine-gun for +3 points. Up to two Fallschirmpanzergrenadier may be armed with anti-tank grenades for +1 point per model.

Character: The Obergefreiter may be upgraded to a Veteran Obergefreiter for +15 points.

Vehicles: A Recce Group includes 4 motorcycle combinations.

Tank-hunter Troop

	<i>Points/gun</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Unteroffizier	12	3	3	3	3	1	3	1	8	6+
Kanonier	-	2	3	3	3	1	2	1	8	6+

The Fallschirmjäger did not expect to face many tanks, however when employed in a more static role they were reinforced with anti-tank guns.

Troop: A Tank-hunter Troop consists of 1 to 3 anti-tank guns commanded by an Unteroffizier. Each anti-tank gun has a crew of 3 Kanonier.

Weapons: 3.7 cm Pak 36 anti-tank guns. May be replaced with 4.2 cm lePak anti-tank guns at no cost, or 5 cm Pak 38 anti-tank guns for +5 points. Each Kanonier is armed with a Kar 98k rifle.

Options: Up to one Kanonier may be armed with a MG 34 light machine-gun for +16 points.

Special Rules

Airdropped: 3.7 cm Pak 36 anti-tank guns and their crews can be dropped by parachute. They then deploy using the Parachute Landing special rules.

Air-landing: A Tank-hunter Troop may be brought in by aircraft in the second wave rather than parachuted in with the first wave. If air-landed before the battle or on a captured airfield the Troop includes a motorcycle at no extra cost or a half-track for +5 points as a towing vehicle for each gun.

Light Anti-aircraft Troop

	<i>Points/gun</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Unteroffizier	16	3	3	3	3	1	3	1	8	6+
Kanonier	-	2	3	3	3	1	2	1	8	6+

Each division contained a *Flak Abteilung* (anti-aircraft battalion) armed with dozens of light anti-aircraft guns. Transport aircraft landing on captured airfields carried the anti-aircraft weapons into battle.

Troop: A Light Anti-aircraft Troop consists of 1 to 3 light anti-aircraft guns commanded by an Unteroffizier. Each gun has a crew of 3 Kanonier.

Weapons: 2 cm Flak 38 anti-aircraft guns. Each Kanonier is armed with a Kar 98k rifle.

Transport: The Troop includes a motorcycle at no extra cost or a half-track for +5 points as a towing vehicle for each gun.

Luftwaffe Staffel

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Junkers JU 87 D Stuka dive-bomber	75	7	7	7	3

The Fallschirmjäger could always count on Luftwaffe support.

Aircraft: You may include between 1 and 6 aircraft as a single Elites choice. They may either form a single unit or arrive and move independently.

Type: All aircraft are aircraft.

Armament: Junkers Ju 87 Stuka dive-bombers are armed with bombs (Ordnance 1/Blast, Range Guess 6, Strength 8, AP -).

Special Rule

Sirens: Stuka dive-bombers were fitted with sirens (known as 'The Trumpets of Jericho') that magnified the terror felt by inexperienced troops they attacked. A unit suffering casualties from a Stuka attack has a modifier of -2 instead of the usual -1 to the Leadership test to avoid being pinned by an Ordnance barrage.

German Army

You may use any choice from the German Army list as an Elites choice.

Troops

Fallschirmjäger Column

Fallschirmjäger Column: 1 Column Troop at 45 points
2 to 3 Fallschirmjäger groups at 70 points each.

Column Troop

The *Fallschirmjäger Zug* (parachute column or platoon) was the smallest distinct formation in the German *Fliegerdivision* (flying division).

	WS	BS	S	T	W	I	A	Ld	Save
Leutnant or Feldwebel	3	3	3	3	1	3	1	9	6+
Unteroffizier	3	3	3	3	1	3	1	8	6+
Fallschirmjäger	3	3	3	3	1	3	1	8	6+
Veteran Unteroffizier	4	4	3	3	1	4	2	9	6+

Troop: The Column Troop consists of 1 Leutnant or Feldwebel, 1 Unteroffizier and 2 Fallschirmjäger.

Weapons: Kar 98k rifles and fragmentation grenades. The Leutnant or Feldwebel is armed with a Walther P38 pistol.

Options: The Unteroffizier may be armed with an MP40 submachine-gun for +3 points.

Characters: The Leutnant or Feldwebel is a character and follows all the rules for characters given in the Warhammer 40,000 rules. The Unteroffizier may be upgraded to a Veteran Unteroffizier for +15 points.

Special Rules

Leadership: Any Fallschirmjäger group within 12" of a Column Troop may use the Leadership characteristic for all Leadership tests.

Airdropped: The bulk of the Fliegerdivision were parachute infantry. Fallschirmjäger Columns may be airdropped. They then deploy using the Parachute Landing special rules.

Fallschirmjäger Group

Fallschirmjäger were elite volunteers trained for parachute operations.

	WS	BS	S	T	W	I	A	Ld	Save
Obergefreiter	3	3	3	3	1	3	1	8	6+
Fallschirmjäger	3	3	3	3	1	3	1	8	6+
Veteran Obergefreiter	4	4	3	3	1	4	2	9	6+

Group: A Fallschirmjäger group consists of an Obergefreiter and 11 Fallschirmjäger.

Weapons: Kar 98k rifles and fragmentation grenades. One Fallschirmjäger is armed with MG 34 light machine-gun.

Options: The Obergefreiter and up to 3 Fallschirmjäger may be armed with an MP40 submachine-gun for +3 points per model. Up to two Fallschirmjäger may be armed with anti-tank grenades for +1 point per model.

Character: The Obergefreiter may be upgraded to a Veteran Obergefreiter for +15 points.

Fast Attack

Assault Column

Assault Column: **0 to 1 Assault Column Troop at 130 points**
 1 to 2 Assault Groups at 90 points each.

Assault Column Troop

The Assault Regiment was the first into landing from their gliders to open the attack on Belgium and the Netherlands.

	WS	BS	S	T	W	I	A	Ld	Save
Sturmleutnant	4	4	3	3	1	4	1	10	6+
Veteran Unteroffizier	4	4	3	3	1	4	2	9	6+
Sturmmann	4	4	3	3	1	4	1	8	6+

Troop: The Assault Column Troop consists of 1 Sturmleutnant, 1 Veteran Unteroffizier and 7 Sturmmann.

Weapons: Kar 98k rifles and fragmentation grenades. The Sturmleutnant and Veteran Unteroffizier are armed with Walther pistols or MP 40 submachine-guns. 1 Sturmmann is armed with a MG 34 light machine-gun.

Options: Up to one Sturmmann is armed with a MG 34 light machine-gun. Up to two Sturmmann may be armed with flame-throwers for +6 points per model. Up to three Sturmmann may be armed with anti-tank grenades for +1 point per model or HEAT charges for +2 points per model.

Characters: The Sturmleutnant and Veteran Unteroffizier are characters and follow all the rules for characters given in the Warhammer 40,000 rules.

Special Rules

Leadership: Any Assault Group within 12" of an Assault Column Troop may use the Leadership characteristic of the Sturmleutnant for all Leadership tests.

Engineers: Assault Columns are combat engineers.

Mine Clearance: Infantry and pioneers may attempt to gap a minefield while moving at D6" per turn. Troops attempting to gap a minefield may not shoot. Pioneers attempting to gap a minefield only trigger mines on a roll of 6. If a model attempting to gap a minefield crosses the minefield successfully, that section of minefield is destroyed. Note that pioneers crossing the minefield normally do not destroy minefield sections.

Air-landing: Assault Columns may be air-landed using the Glider Landing special rules.

Assault Group

The Assault Regiment was trained to a fine pitch. A handful of these experts defeated the entire garrison of Belgium's finest fortifications.

	WS	BS	S	T	W	I	A	Ld	Save
Veteran Obergefreiter	4	4	3	3	1	4	2	9	6+
Sturmmann	4	4	3	3	1	4	1	8	6+

Group: An Assault Group consists of a Veteran Obergefreiter and 8 Sturmmann.

Weapons: Kar 98k rifles and fragmentation grenades. 1 Sturmmann is armed with a MG 34 light machine-gun.

Options: The Veteran Obergefreiter may be armed with an MP40 submachine-gun for +3 points. Up to two Sturmmann may be armed with flame-throwers for +6 points per model. Up to three Sturmmann may be armed with anti-tank grenades for +1 point per model or HEAT charges for +2 points per model.

Characters: Veteran Obergefreiter is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

Heavy Support

Parachute Artillery Troop

Field Artillery Troop: 1 Troop Staff at 70 points
1 to 3 Mountain or Recoilless Guns at 30 points each

Troop Staff..... 70 points

The German parachute arm was not expected to fight pitched battles. When this was attempted at Crete, the results were disastrous. Part of the problem was a lack of heavy weapons and the means to deliver them to the battlefield.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Leutnant	3	3	3	3	1	3	1	9	6+
Kanonier	2	3	3	3	1	2	1	8	6+

Troop: A Troop Staff consists of a Leutnant and a Kanonier equipped as a signaller.

Weapon: The Leutnant is armed with a Walther P38 pistol. The Funker is armed with a Kar 98k rifle.

Character: The Leutnant is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

Special Rules

Leadership: Any Mountain Gun crew within 12" of a Troop Staff may use the Leadership characteristic of the Leutnant for all Leadership tests.

Signaller: A Funker or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Mountain Gun..... 30 points per gun

The limited support available to the Fallschirmjäger consisted of light mountain guns. Transport aircraft flew the guns in with the reinforcements of later waves.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Obergefreiter	3	3	3	3	1	3	1	8	6+
Kanonier	2	3	3	3	1	2	1	8	6+

Gun: A Mountain Gun has a crew of an Obergefreiter and three Kanonier.

Weapons: 7.5 cm GebG 36 mountain gun. Each Kanonier is armed with a Kar 98k rifle.

Vehicle: Mountain Guns include a half-tracked motorcycle to tow the gun and ammunition. The crew must walk.

Recoilless Gun..... 35 points per gun

The heavy mountain guns were later supplemented by light airdropped recoilless guns.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Obergefreiter	3	3	3	3	1	3	1	8	6+
Kanonier	2	3	3	3	1	2	1	8	6+

Group: A Recoilless Gun has a crew of an Obergefreiter and three Kanonier.

Weapons: 7.5 cm LG 40 light recoilless guns. Each Fallschirmjäger is armed with a Kar 98k rifle.

Special Rules

Airdropped: 7.5 cm LG 40 recoilless guns and their crews can be dropped by parachute. They then deploy using the Parachute Landing special rules.

Air-landing: Recoilless guns may be brought in by aircraft in the second wave rather than parachuted in with the first wave. If air-landed before the battle or on a captured airfield the gun gains a motorcycle at no extra cost or a half-track for +5 points as a towing vehicle for each gun. The crew must walk.

Fallschirmjäger Appendices

Force Structure

The German parachute arm was a lightweight force intended to take its objectives by surprise. As such it cannot withstand a major counterattack. Against light opposition though, its deep strike capability allows it to land directly on its objectives and hold them.

Surprise and mobility are the only things going for you. Use them to the maximum. Never wait for the enemy, rather use your speed to outflank and overrun them before they are ready.

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