

# Fallschirmjäger (1943/45)

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 whole Fallschirmjäger armies by its end. Fortunately for the allies, the term Fallschirmjäger no longer mean airborne troops, but rather became a designation of elite Luftwaffe troops (and later, not so elite, nor even Luftwaffe troops!) under army control. This list covers the Fallschirmjäger Divisions and Fallschirmpanzer Divisions ('Airborne', or Luftwaffe, armoured divisions) operating in the second half of the war. These troops generally considered themselves to be elite and fought well, being volunteers.

## Fallschirmjäger (1943/45)

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

1944 saw Germany at an all-time strategic low. Forced onto the defensive and rebuilding its shattered forces in the first half of the year, they were once again throw on the defensive by the offensives of June and July. Once the Allies had landed in Normandy and the Russians launched Operation Bagration, the German high command was unable to wrest the initiative back apart from the brief surprise of the Battle of the Bulge in the Ardennes.

Germany has a strategy rating of 1.

### Enemies

By 1944 the *Luftwaffe* was in no position to launch a major airborne operation. Despite the massive growth in Fallschirmjäger formations, they fought as regular ground forces. Forces from the Fallschirmjäger (1943/45) list can be historically matched against the British Army (1944/45) list, the British Airborne (1943/45) list, the British Commando (1943/45) list, the US Army (1944/45) list, the US Airborne (1943/45) list, the US Rangers (1943/45) list, and the Soviet Army (1944/45) list.

### 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.

#### Extra Armour

Germany was unique in fitting extra armour in the form of *Schützen* (skirting) to many of their tanks as a standard feature. A tank fitted with extra armour must show it on the model. Extra armour reduces any Damage Roll for Glancing Hits by -1, treating results of less than 1 as 1. Penetrating Hits reduced to Glancing Hits by the Hull Down Rule are not affected.

### German Fallschirmjäger Glossary

- Fallschirmjäger – parachutist
- Fallschirmpionier – parachute pioneer
- 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
- Hermann Göring – Feldmarschall, highly decorated WWI fighter ace, and commander of the Luftwaffe
- Kanonier – gunner
- Leutnant – platoon officer
- Luftwaffe – German airforce
- Obergefreiter – squad or section leader
- Oberst – senior officer
- Fallschirmpanzerjäger – tank hunter
- Scharfschütze – sniper or sharpshooter
- Sdkfz – special purpose vehicle
- Unteroffizier – assistant platoon leader
- Zug – column or platoon

### German Fallschirmjäger Summary

	WS	BS	S	T	W	I	A	Ld	Sv
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+
Fallschirmpionier	3	3	3	3	1	3	1	9	6+
Fallschirmpanzerjäger	3	3	3	3	1	3	1	9	6+
Kanonier	2	3	3	3	1	2	1	8	6+
Leutnant	3	3	3	3	1	3	1	9	6+

<b>Armour:</b>	<b>Front</b>	<b>Side</b>	<b>Rear</b>	<b>BS</b>
Motorecycle & sidecar combination	5	5	5	-
Kubelwagen field car	5	5	5	-
Schwimmwagen amphibious field car	5	5	5	-
Sdkfz 250 half-track	9	8	8	3
Sdkfz 251/1 or 251/10 half-track	9	8	8	3
Sdkfz 251/7 Pioneer half-track	9	8	8	3
Sdkfz 253 observation post half-track	9	9	9	-
Half-track gun tractor	7	7	7	-
Light truck	7	7	7	-
Medium truck	7	7	7	-
Sdkfz 251/2 SP mortar	9	8	8	3
Sdkfz 251/9 SP infantry gun	9	8	8	3
Bison SP infantry gun	9	8	7	3
Sdkfz 251/22 SP anti-aircraft gun	9	8	7	3
Sdkfz 251/16 half-track	9	8	8	3
Wirbelwind SP anti-aircraft gun	9	9	9	4
Ostwind SP anti-aircraft gun	9	9	9	3
Sdkfz 250/9 half-track light scout car	9	8	8	2
Sdkfz 233 8-wheeled SP gun	9	8	6	3
Spähpanzer II L Luchs recce tank	10	9	9	2
Tiger I heavy tank	13	12	12	3
StuG III assault gun	11	10	10	3
StuH III assault howitzer	11	10	10	3
Panzer III tank	11	10	10	3
Panzer IV tank	11	10	10	3
Panther tank	13	11	11	3
Jagdpanzer IV tank destroyer	12	10	10	3
Wespe SP light howitzer	9	8	7	3
Hummel SP heavy howitzer	9	8	8	3
Panzerbeobachtungswagen OP tank	12	10	10	3

## Fallschirmjäger Weapons Summary

### Infantry Weapons

<b>Name</b>	<b>Range</b>	<b>Str.</b>	<b>AP Type</b>
Walther P38 pistol	12	2	6 Pistol
MP 40 submachine-gun	12	2	6 Assault 3
FG 42 paratroops rifle	24	3	5 Rapid Fire 3
Kar 98k rifle	24	3	5 Heavy 1
Grenade Launcher	18	2	- Heavy 1/Blast
Or firing HEAT	18	5	6 Heavy 1
MG 42 light machine-gun	24	3	5 Heavy 5
sMG 42 machine-gun	36	3	5 Heavy 8
8 cm GW 38 mortar	G 12-36	4	- Heavy 1/Blast
10.5 cm NW 40 mortar	G 24-48	5	- Heavy 1/Blast
Panzerfaust anti-tank launcher firing HEAT	12	10	3 Heavy 1
Panzerschreck anti-tank rocket firing HEAT	18	7	5 Heavy 2
Flame-thrower	Temp	4	5 Assault 1

### Heavy Weapons

<b>Name</b>	<b>Range</b>	<b>Str.</b>	<b>AP Type</b>
MG 34 tank machine-gun	24	3	5 Heavy 3
1.5 cm Drilling anti-aircraft machine-gun	24	4	5 Linked Heavy 4
2 cm Flak 38 anti-aircraft cannon	24	4	5 Heavy 4
2 cm Flakvierling 38 anti-aircraft cannon	24	4	5 Linked Heavy 4
3.7 cm Flak 38 anti-aircraft cannon	24	6	4 Heavy 3
Or firing High Explosive	24	2	- Heavy 3/Blast
2 cm KwK 30 gun	24	4	5 Heavy 3
3.7 cm Pak 36 anti- tank gun	24	5	4 Heavy 2
Or firing High Explosive	24	2	- Heavy 2/Blast
Or firing HEAT	18	8	3 Heavy 1
4.2 cm lePak anti-tank gun	24	7	3 Heavy 2
5 cm Pak or KwK 38 anti-tank gun	24	7	3 Heavy 2
Or firing High Explosive	24	3	- Heavy 2/Blast
7.5 cm KwK 36 gun	24	4	- Heavy 2/Blast
Or firing HEAT	24	7	5 Heavy 2
Or firing barrage	G 60	4	- Heavy 2/Blast
10.5 cm KwK howitzer	36	5	- Heavy 2/Blast
Or firing HEAT	36	8	4 Heavy 2
7.5 cm Pak 40 or KwK 39 gun	36	8	3 Heavy 2
Or firing High Explosive	36	4	- Heavy 2/Blast
7.5 cm KwK 42 anti-tank gun	36	9	2 Heavy 2
Or firing High Explosive	36	3	- Heavy 2/Blast
8 cm PAW firing HEAT	24	7	4 Heavy 2
8.8 cm Flak 36 anti-aircraft gun or 8.8 cm KwK 36 tank gun	36	9	2 Heavy 2
Or firing High Explosive	36	4	- Heavy 2/Blast
Or firing a barrage	G 84	4	- Heavy 1/Blast

<sup>1</sup> *Steilgranate* HEAT ammunition is only available to towed guns.

### Artillery Weapons

<b>Name</b>	<b>Range</b>	<b>Str.</b>	<b>AP Type</b>
10.5 cm LG 42 recoilless gun	24	5	- Heavy 2/Blast
Or firing HEAT	24	8	4 Heavy 2
Or firing a barrage	G 48	5	- Heavy 1/Blast
10.5 cm leFH 18 howitzer	36	5	- Heavy 2/Blast
Or firing HEAT	36	8	4 Heavy 2
Or firing a barrage	G 72	5	- Heavy 1/Blast
15 cm sFH 18 howitzer	36	8	- Ordnance 1/Blast
Or firing HEAT	36	9	3 Ordnance 1
Or firing a barrage	G 84	8	- Ordnance 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

<b>Armour:</b>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
<b>Motorcycle &amp; sidecar combination</b>	5	5	5	-
<b>Kubelwagen field car</b>	5	5	5	-
<b>Schwimmwagen amphibious field car</b>	5	5	5	-
<b>Sdkfz 250 half-track</b>	9	8	8	3
<b>Sdkfz 251/1 half-track</b>	9	8	8	3
<b>Sdkfz 251/7 Pioneer half-track</b>	9	8	8	3
<b>Sdkfz 251/10 half-track</b>	9	8	8	3
<b>Sdkfz 253 observation post half-track</b>	9	8	8	-
<b>Half-track gun tractor</b>	5	5	5	-
<b>Light truck</b>	5	5	5	-
<b>Medium truck</b>	5	5	5	-

**Type:** Trucks are open-topped, wheeled vehicles. Motorcycle combinations and Kubelwagen field cars are fast, open-topped, wheeled vehicles. Schwimmwagen amphibious field cars are fast, open-topped, amphibious, wheeled vehicles. Sdkfz 250, Sdkfz 251 and Sdkfz 253 and half-track gun tractors are open-topped light tanks.

**Passengers:** Light trucks, Sdkfz 251 half-tracks, and half-track gun tractors can carry ten models and tow one towed weapon. Medium trucks can carry twenty models and tow one towed weapon. Motorcycle combinations can carry two models. Kubelwagen field cars, Schwimmwagen field cars and Sdkfz 253 observation posts can carry three models. Sdkfz 250 half-tracks can carry five models.

**Armament:** Sdkfz 250, Sdkfz 251/1, and Sdkfz 251/7 half-tracks are armed with a MG 42 machine-gun that the passengers can fire if mounted. Sdkfz 251/10 half-tracks are armed with a Pak 36 anti-tank gun that the passengers can fire if mounted. If the passengers of a motorcycle combination, Kubelwagen, Schwimmwagen, or armoured half-track have a MG 42 machine-gun, they may fire it from an anti-aircraft mount while travelling.

## HQ

### Fallschirmjäger Headquarters (FJ/HG)

**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 Troop**.....80 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. The Unteroffizier is armed with an MP40 submachine-gun.

**Options:** Any or all Fallschirmjäger may be armed with FG 42 paratroops rifles for +3 points per model. Up to one Fallschirmjäger may be armed with a MG 42 light machine-gun for +16 points. Up to one Fallschirmjäger may be armed with a Panzerfaust anti-tank launcher as well as a rifle for +5 points.

**Company Weapons:** Each Fallschirmjäger Company had a mortar group. Each mortar crew consists of 3 Fallschirmjäger armed with Kar 98k rifles and a mortar. 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 8 cm GW 38 mortar for +27 points per crew.

**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.

**Transport:** The Staff Troop includes two Kubelwagen or Schwimmwagen field cars or motorcycle combinations.

**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.

**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 42 medium machine-guns. Each Fallschirmjäger is armed with a Kar 98k rifle. The Obergefreiter is armed with an MP 40 submachine-gun.

**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. The Obergefreiter is armed with an MP 40 submachine-gun.

**Tank-hunter Group ..... 60 points**

The *Panzerjagdkommando* (tank hunter group) were the infantry's defence against enemy tanks. These specialists hunted tanks with grenades and rocket launchers.

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

**Group:** A tank-hunter group consists of 1 Obergefreiter and 6 Fallschirmpanzerjäger.

**Weapons:** Each Fallschirmpanzerjäger is armed with a Kar 98k rifle and HEAT charges. The Obergefreiter is armed with an MP 40 submachine-gun and HEAT charges.

**Options:** Up to 3 Fallschirmpanzerjäger may be armed with RkPzB 54 Panzerschreck anti-tank rockets for +10 points per model.

**Character:** There aren't many veterans of this dangerous sport, but the Obergefreiter may be upgraded to a Veteran Obergefreiter for +15 points.

## Fallschirmpanzergrenadier Headquarters (HG)

**Fallschirmpanzergrenadier Headquarters:**

- 1 Staff Troop**
- 0 to 2 Mortar Groups**
- 0 to 2 Anti-aircraft Groups**
- 0 to 2 Infantry Gun Groups**
- 0 to 1 Flame-thrower Group**

**Staff Troop** .....90 points/105 points  
*Fallschirmpanzerdivision Hermann Göring* was organised and operated as a conventional panzer division, although formed from Luftwaffe volunteers. One battalion was equipped with armoured half-tracks.

	<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	105	3	3	3	3	1	3	1	9	6+
Led by Hauptmann	90	3	3	3	3	1	3	1	8	6+
Unteroffizier	-	3	3	3	3	1	3	1	7	6+
Fallschirmjäger	-	3	3	3	3	1	3	1	7	6+
Veteran Unteroffizier	+10	4	4	3	3	1	4	2	8	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 P38 pistol. The Unteroffizier is armed with an MP40 submachine-gun.

**Options:** Any or all Fallschirmjäger may be armed with Gew 43 rifles or MP 43 paratroops rifles for +3 points per model. Up to one Fallschirmjäger may be armed with a MG 42 light machine-gun for +14 points. Up to one Fallschirmjäger may be armed with a Panzerfaust anti-tank launcher as well as a rifle for +5 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 +10 points.

**Transport:** The Staff Troop includes a Sdkfz 251/1 half-track and a Kubelwagen or Schwimmwagen field car or motorcycle combination.

**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**

**Fallschirmpanzergrenadier:** A detachment containing a Fallschirmpanzergrenadier Headquarters may add Sdkfz 251/10 half-tracks to Column Troops and Sdkfz 251/1 half-tracks to Fallschirmjäger Groups for +26 points per vehicle, removing a Fallschirmjäger from each as the driver.

**Leadership:** Any German 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.

**Mortar Group** ..... 55 points per model  
 The Fallschirmpanzergrenadier were well supported with mobile heavy weapons. Each infantry battalion had a platoon of self-propelled mortars.

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Sdkfz 251/2 self-propelled mortar	9	8	8	3

**Group:** A Mortar Group consists of 1 or 2 Sdkfz 251/2 self-propelled mortars.

**Type:** Sdkfz 251/2 self-propelled mortars are open-topped, light tanks.

**Armament:** Sdkfz 251/2 self-propelled mortars are armed with an 8 cm mortar and a MG 42 machine-gun, but may only fire one or the other weapon in each turn.

**Anti-Aircraft Group** ..... 40 points per model  
 The growing dominance of Allied air power made anti-aircraft defence vital to mobile operations. Each Fallschirmpanzergrenadier Company had a platoon of anti-aircraft guns.

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Sdkfz 251/22 self-propelled anti-aircraft gun	9	8	8	3

**Group:** An Anti-aircraft Group consists of 1 or 2 Sdkfz 251/22 self-propelled anti-aircraft guns.

**Type:** Sdkfz 251/22 self-propelled anti-aircraft guns are open-topped, light tanks.

**Armament:** Sdkfz 251/22 self-propelled anti-aircraft guns are armed with 1.5 cm Drilling triple anti-aircraft machineguns.

**Infantry Gun Group** ..... 80 points/220 points per gun  
 Each Fallschirmpanzergrenadier Battalion (armoured infantry battalion) had a platoon of six self-propelled guns, while each regiment had six heavier 150 mm infantry guns.

<i>Armour:</i>	<i>Points/ Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Sdkfz 251/9 self-propelled infantry gun	85	9	8	8	3
Bison self-propelled infantry gun	230	9	8	7	3

**Group:** An Infantry Gun Group consists of 1 or 2 Sdkfz 251/9 or Bison self-propelled infantry guns.

**Type:** Sdkfz 251/9 and Bison self-propelled infantry guns are open-topped, light tanks.

**Armament:** Sdkfz 251/9 self-propelled infantry guns are armed with a 7.5 cm KwK 36 gun and a MG 42 machine-gun, but may only fire one or the other weapon in each turn. Bison self-propelled infantry guns is armed with a 15 cm heavy infantry gun and a MG 34 tank machine-gun.

**Flame-thrower Group ..... 45 points per model**

**Each Fallschirmpanzergrenadier regiment had six flame-thrower equipped half-tracks for infantry support.**

Armour:	Front	Side	Rear	BS
Sdkfz 251/16 flame-thrower half-track	9	8	8	3

**Group:** A Flame-thrower Group consists of 1 or 2 Sdkfz 251/16 flame-thrower half-tracks.

**Type:** Sdkfz 251/16 flame-thrower half-tracks are open-topped, light tanks.

**Armament:** Sdkfz 251/16 half-tracks are armed with a MG 42 machine-gun and two side-mounted vehicle flame-throwers.

**Special Rules**

**Fuel Tanks:** The large quantity of fuel carried by Sdkfz 251/16 half-tracks make them extremely vulnerable when hit. To represent this all glancing hits are treated as penetrating hits instead.

## Fallschirmpanzer Headquarters (HG)

**Fallschirmpanzer Headquarters: 1 Command Troop**

**0 to 1 Recce Group**

**0 to 1 Anti-aircraft Column**

**Command Troop**

The commander of a *Panzerkompanie* (armoured company) operated a converted tank or *Befehlswagen* with extra communications equipment and map tables.

**Troop:** A Command Troop consists of a command tank and up to one other tank selected from the Fast Attack Armour Column choice. Being radio equipped, the tanks may operate independently and do not need to remain together as a unit.

**Command Tank:** A command tank is equipped with extra communications equipment for +25 points.

**Special Rules**

**Fallschirmpanzer Headquarters:** A detachment containing a Fallschirmpanzer Headquarters may take Armour Columns Fast Attack choices as Troops choices.

**Signaller:** A command tank can call artillery fire as a character and counts as a signaller and can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

**Recce Group ..... 24 points per vehicle**

**Panzer commanders had a small reconnaissance force for local scouting and communications work.**

**Group:** A Recce Group consists of up to 5 Kubelwagen or Schwimmwagen field cars or motorcycle combinations.

**Armament:** Each field car or motorcycle combination is armed with a MG 42 light machine-gun.

**Anti-aircraft Column**

As Allied air superiority increased, the Germans found it important to provide adequate anti-aircraft support for their *Panzertruppen*. Initially these were makeshift conversions of half-tracks, but later they were specialised anti-aircraft tanks.

Armour:	Points/Model	Front	Side	Rear	BS
Wirbelwind self-propelled anti-aircraft gun	95	9	9	9	4
Ostwind self-propelled anti-aircraft gun	80	9	9	9	3

**Column:** An Anti-aircraft Column consists of 1 to 4 self-propelled anti-aircraft guns.

**Type:** Wirbelwind and Ostwind self-propelled anti-aircraft guns are open-topped, medium tanks.

**Armament:** Wirbelwind self-propelled anti-aircraft guns are armed with 2 cm Flakvierling 38 quadruple anti-aircraft guns. Ostwind self-propelled anti-aircraft guns are armed with 3.7 cm Flak 38 anti-aircraft guns. Both Wirbelwind and Ostwind self-propelled anti-aircraft guns also have a MG 34 tank machine-gun.

## Artillery Commander (ArKo) (FJ/HG)

**Artillery Headquarters: 1 Command Troop at 50 points.**

**Command Troop**

**Artillery headquarters combined a number of specialist sections to ensure rapid and accurate artillery support.**

**Troop:** The Command Troop consists of an office-bodied truck.

**Options:** The Command Troop may include a Survey Section for +15 points and a Counter-battery Section for +25 points.

**Special Rules**

**Signaller:** A Command Troop counts as having a signaller and can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

**Artillery Survey:** If the Survey Section will begin the game on the table, the German player may draw a map and measure the position of terrain features before either side deploys.

**Counter-battery:** A counter-battery section can locate any one weapon with a range greater than 60", or any rocket artillery, that fired a barrage last turn. This allows the ArKo to call and observe barrages aimed at the located artillery.

## Elites

### Recce Column (HG)

**Recce Column:**                      **0 to 1 Recce Column Troop at 65 points**  
    **1 to 3 Recce Groups at 50 points each.**

#### Recce Column Troop

Only the *Fallschirmpanzerdivision Hermann Göring* contained a motorised *Aufklärungskompanie* (reconnaissance company). The normal Fallschirmjäger divisions had to rely on their foot-sloggers.

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

**Troop:** The Recce Column Troop consists of 1 Leutnant or Feldwebel, 1 Unteroffizier and 1 Fallschirmpanzergrenadier.

**Weapons:** Kar 98k rifles and fragmentation grenades. The Leutnant or Feldwebel is armed with a Walther pistol or MP 40 submachine-gun. The Unteroffizier is armed with an MP 40 submachine-gun.

**Options:** The Fallschirmpanzergrenadier may be armed with a FG 42 paratroops rifle for +13 points or a MG 42 light machine-gun for +16 points. The Fallschirmpanzergrenadier may be armed with a Panzerfaust anti-tank launcher as well as a rifle or submachine-gun for +5 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.

**Vehicles:** A Recce Column Troop includes a Schwimmwagen field cars at no cost or a Sdkfz 250 half-tracks for +20 points.

#### Special Rules

**Leadership:** Any Recce Group within 12" of a Recce Column Troop may use the Leadership characteristic for all Leadership tests.

#### Recce Group

German soldiers displayed a powerful mixture of discipline, obedience and initiative. They were trained to move forward without regard to their flanks or rear, relying on surprise and speed to protect them.

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

**Group:** A Recce Group consists of an Obergefreiter and 5 Fallschirmpanzergrenadier.

**Weapons:** Kar 98k rifles and fragmentation grenades. The Obergefreiter is armed with an MP 40 submachine-gun.

**Options:** 1 to 3 Fallschirmpanzergrenadier must be armed with MG 42 light machine-guns for +16 points per model or the entire group must be armed with FG 42 paratroops rifles for +25 points. Up to one Fallschirmpanzergrenadier may be armed with a grenade launcher as well as a rifle for +2 points. Up to two Fallschirmpanzergrenadier may be armed with anti-tank grenades for +1 point per model. Up to one Fallschirmpanzergrenadier may be armed with a Panzerfaust anti-tank launcher as well as a rifle for +5 points.

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

**Vehicles:** A Recce Group includes 2 Schwimmwagen field cars at no cost or 2 Sdkfz 250 half-tracks for +40 points.

## Scout Car Column (HG)

<b>Armour:</b>	<b>Points/Model</b>	<b>Front</b>	<b>Side</b>	<b>Rear</b>	<b>BS</b>
<b>Sdkfz 250/9 light half-track scout car</b>	<b>30</b>	<b>9</b>	<b>8</b>	<b>8</b>	<b>2</b>
<b>Spähpanzer II L Lüchs scout tank</b>	<b>40</b>	<b>10</b>	<b>9</b>	<b>9</b>	<b>2</b>
<b>Sdkfz 233 8-wheeled self-propelled gun</b>	<b>110</b>	<b>9</b>	<b>8</b>	<b>6</b>	<b>3</b>

Similarly, only *Fallschirmpanzerdivision Hermann Göring* contained a *Spähkompanie* (scout company) in its recon battalion.

**Column:** A Scout Car Column consists of 1 to 3 patrols and up to 1 gun group. Each patrol consists of up to two scout tanks and up to three light scout cars. The gun group consists of up to two self-propelled guns. Each patrol or group is a separate unit, but the vehicles of each patrol or group must remain together.

**Type:** Sdkfz 250/9 half-tracks are light tanks. Spähpanzer II L Lüchs scout tanks are medium tanks. Sdkfz 233 8-wheeled self-propelled guns are fast, open-topped, light tanks

**Armament:** All except the Sdkfz 233, Sdkfz 234/2 Puma and Sdkfz 234/3 are armed with a 2 cm KwK 30 gun and a MG 34 tank machine-gun. Sdkfz 234/2 Puma heavy scout cars are armed with a 5 cm KwK 38 anti-tank gun, a MG 34 tank machine-gun, and smoke launchers. The Sdkfz 233 and 234/3 self-propelled guns are armed with a 7.5 cm KwK 36 gun and a MG 42 machine-gun, but may only fire one or the other each turn.

### Special Rules

**Scouts:** The role of the *Spähruppen* was to scout ahead of the main body, seeking out enemy positions and relaying the information back. Their mission as the General's eyes was far more important than any incidental damage they might cause.

To represent this, any Scout Car Patrols in the army may be deployed at the start of the battle, even in scenarios where they could not normally be deployed. For example, if you were the defender in a Take and Hold mission, then your Scout Car Patrol would set up at the start of the battle instead of being placed in reserve with the rest of the Elite units. If you're playing a scenario where you can only deploy a limited number of units then any Scout Car Patrols you deploy are not counted against the limit for the scenario.

In addition to this rule, after both sides have deployed, any Scout Car Patrols may make a 'free move'. The move happens before the first turn takes place. All of the normal movement rules apply.

## Fallschirmpioneer Column (FJ/HG)

**Fallschirmpioneer Column: 0 to 1 Fallschirmpioneer Column Troop at 55 points  
1 to 3 Fallschirmpioneer Groups at 70 points each.**

### Fallschirmpioneer Column Troop

**Fallschirmpioneer were the airborne assault engineers. Not only did they perform all the tasks normally asked of engineers, but they also led the assault against particularly tough opposition.**

	<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 or Feldwebel	4	4	3	3	1	3	1	9	6+
Unteroffizier	3	3	3	3	1	3	1	8	6+
Fallschirmpioneer	3	3	3	3	1	3	1	8	6+
Veteran Unteroffizier	4	4	3	3	1	4	2	9	6+

**Troop:** The Fallschirmpioneer Column Troop consists of 1 Leutnant or Feldwebel, 1 Unteroffizier and 4 Fallschirmpioneer.

**Weapons:** Kar 98k rifles and fragmentation grenades. The Leutnant or Feldwebel is armed with a Walther pistol or MP 40 submachine-gun. The Unteroffizier is armed with an MP 40 submachine-gun.

**Options:** Up to one Fallschirmpioneer may be armed with a MG 42 light machine-gun for +16 points or all may be armed with FG 42 paratroops rifles for +13 points. Up to one Fallschirmpioneer may be armed with a Panzerfaust anti-tank launcher as well as a rifle for +5 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.

**Fallschirmpanzerpioneer:** A Fallschirmpioneer Column Troop may include a light truck for +15 points, or a Sdkfz 251/7 half-track for +35 points.

### Special Rules

**Leadership:** Any Fallschirmpioneer Group within 12" of a Fallschirmpioneer Column Troop may use the Leadership characteristic for all Leadership tests.

**Engineers:** Fallschirmpioneer 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.



### Fallschirmpioneer Group

German soldiers displayed a powerful mixture of discipline, obedience and initiative. They were trained to move forward without regard to their flanks or rear, relying on surprise and speed to protect them.

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

**Group:** A Fallschirmpioneer Group consists of an Obergefreiter and 8 Fallschirmpioneer.

**Weapons:** Kar 98k rifles and fragmentation grenades. The Obergefreiter is armed with an MP 40 submachine-gun.

**Options:** 1 or 2 Fallschirmpioneer must be armed with MG 42 light machine-guns for +16 points per model or the entire group must be armed with FG 42 paratroops rifles for +25 points. Up to two Fallschirmpioneer may be armed with flame-throwers for +6 points per model. Up to one Fallschirmpioneer may be armed with a

grenade launcher as well as a rifle for +2 points. Up to three Fallschirmpioneer may be armed with anti-tank grenades for +1 point per model or HEAT charges for +2 points per model. Up to one Fallschirmpioneer may be armed with a Panzerfaust anti-tank launcher as well as a rifle for +5 points.

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

**Fallschirmpanzerpioneer:** A Fallschirmpioneer Group may include a light truck for +12 points, a Sdkfz 251/7 half-track for +35 points, or a Sdkfz 251/1 Stuka zu Fuss half-track for +60 points. Stuka zu Fuss half-tracks are armed with a MG 42 machine-gun and one-shot 32 cm NW 41 rocket launchers.

#### Special Rules

**Demolitions and Obstacles:** A player with an Fallschirmpioneer Group in their detachment may place D3 minefields, booby traps, razor wire obstacles, or craters in their deployment area for each Fallschirmpioneer Group before deploying any of their troops.

**Assault Bridge:** Sdkfz 251/7 half-tracks carry an assault bridge. The pioneers may lay the assault bridge when they dismount. The bridge can carry wheeled vehicles and light tanks.

## Heavy Armour Column (HG)

Armour:	Points/Model	Front	Side	Rear	BS
Tiger I heavy tank	250	13	12	12	3

*Panzerdivision Hermann Göring* was assigned 15 Tiger tanks for the defence of Sicily. Unfortunately, inexperience with these monsters led to high losses.

**Column:** A Tiger Heavy Armour Column consists of 1 to 3 heavy tanks. Being radio equipped, the tanks may operate independently and do not need to remain together as a unit.

**Type:** Tiger tanks are heavy tanks.

**Armament:** Tiger I heavy tanks are armed with an 8.8 cm KwK 36 anti-tank gun, two MG 34 tank machine-guns and smoke launchers. Tiger heavy tanks cannot fire barrages. They are strictly direct fire weapons.

## Assault Gun Troop (FJ)

Armour:	Points/Model	Front	Side	Rear	BS
StuG III assault gun	120	11	10	10	3
StuH III assault howitzer	125	11	10	10	3

Each *Fallschirmkorps* (parachute corps) nominally had a *Sturmgeschütz Abteilung* (assault gun battalion) in place of tanks.

**Troop:** An Assault Gun Troop consists of 1 to 3 assault guns. Being radio equipped, the guns may operate independently and do not need to remain together as a unit.

**Type:** Assault guns are turretless medium tanks fitted with extra armour.

**Armament:** StuG III assault guns are armed with a 7.5 cm KwK 40 anti-tank gun and a MG 42 machine-gun. StuH III assault howitzers

are armed with a 10.5 cm KwK light howitzer and a MG 42 machine-gun. A StuG III or IV assault gun may only fire one or the other of its weapons in each turn.

StuH III assault howitzers assault guns cannot fire barrages. They are strictly direct-fire weapons.

**Options:** Assault guns may be uparmoured to a frontal armour of 12 for +5 points and fitted with extra armour for +5 points.

## Tank-hunter Troop (FJ/HG)

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

The *Luftwaffe* was not well equipped with anti-tank guns, using a motley collection of largely obsolete light 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 with *Steilgranate* HEAT ammunition. May be replaced with 4.2 cm lePak anti-tank guns or 8 cm PAW anti-tank launchers at no cost, 5 cm Pak 38 anti-tank guns for +5 points, or 7.5 cm Pak 40 anti-tank guns for +12 points.

Each Kanonier is armed with a Kar 98k rifle. The Unteroffizier is armed with an MP 40 submachine-gun.

**Options:** Up to one Kanonier may be armed with a MG 42 light machine-gun for +16 points.

**Vehicles:** Each 3.7 cm Pak 36, 8 cm PAW, 5 cm Pak 38 or 7.5 cm Pak 40 has a medium truck at no extra cost or a half-track for +5 points as a towing vehicle.

## Light Anti-aircraft Troop (FJ/HG)

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

**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. May be replaced with a quadruple 2 cm Flakvierling 38 for +12 points, or a 3.7 cm Flak 38 for +7 points. Each Kanonier is armed with a Kar 98k rifle. The Unteroffizier is armed with an MP 40 submachine-gun.

**Vehicles:** Light anti-aircraft groups include a truck or half-track to tow each gun. The gun may be mounted on the rear of the truck or half-track as a self-propelled mount for +5 points.

**Quadruple-mounted Cannon:** 2 cm Flakvierling 38 anti-aircraft guns mount four linked cannon. The sheer volume of fire of these weapons increases the Ballistic Skill (BS) of the gunner by +1.

## Heavy Anti-aircraft Troop (FJ/HG)

	Points/gun	WS	BS	S	T	W	I	A	Ld	Save
<b>Unteroffizier</b>	70	3	3	3	3	1	3	1	8	6+
<b>Kanonier</b>	-	2	3	3	3	1	2	1	8	6+

**Each Fallschirmjäger division was supposed to have a battalion of 88 mm anti-aircraft guns.**

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

**Weapons:** An 8.8 cm Flak 36 anti-aircraft gun. Each Kanonier is armed with a Kar 98k rifle. The Unteroffizier is armed with an MP 40 submachine-gun.

**Options:** 8.8 cm Flak 36 anti-aircraft guns may have a gun shield for +5 points. Up to one Kanonier may be armed with a MG 42 light machine-gun for +16 points.

**Vehicles:** Anti-aircraft groups include a truck or half-track to tow the gun.

## German Army and Waffen-SS (FJ/HG)

You may use any choice from the German Army list or Waffen-SS list as an Elites choice.

## Troops

### Fallschirmjäger Column (FJ/HG)

**Fallschirmjäger Column:** 1 Column Troop at 45 points  
2 to 3 Fallschirmjäger groups at 55 points each.

#### Column Troop

The *Fallschirmjäger Zug* (parachute column or platoon) was the smallest distinct formation in a German Parachute 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. The Unteroffizier is armed with an MP 40 submachine-gun.

**Options:** Both Fallschirmjäger may be armed with FG 42 paratroops rifles for +5 points. Up to one Fallschirmjäger may be armed with a Panzerfaust anti-tank launcher as well as a rifle for +5 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.

#### Fallschirmjäger Group

Fallschirmjäger were elite volunteers trained for parachute operations even at this late stage of the war.

	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. The Obergefreiter is armed with an MP 40 submachine-gun.

**Options:** One or two Fallschirmjäger must be armed with MG 42 light machine-guns for +16 points per model or the entire group must be armed with FG 42 paratroops rifles for +35 points. Up to one Fallschirmjäger may be armed with a grenade launcher as well as a rifle for +2 points. Up to one Fallschirmjäger may be armed with a Panzerfaust anti-tank launcher as well as a rifle for +5 points. 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.

### German Army (FJ/HG)

You may use any choice from the Troops section of the German Army list as a Troops choice.

## Fast Attack

Most Fallschirmjäger Divisions had no troops that could be called 'Fast Attack'. Use Troops choices instead. *Fallschirmpanzerkorps Hermann Göring* may use the following fast attack choices.

### Armour Column (HG)

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Panzer III tank	105	11	10	10	3
Panzer IV tank	150	11	10	10	3
StuG III assault gun	120	11	10	10	3
StuH III assault howitzer	125	11	10	10	3
Jagdpanzer IV tank destroyer	125	12	10	10	3
Panther tank	225	13	11	11	3

The strangely named *Fallschirmpanzerdivision Hermann Goring* (Hermann Göring Parachute Armoured Division) had three *Panzer Abteilung* (armoured battalions). Initially the first and second were equipped with Panzer III and Panzer IV tanks and the third with StuG III assault guns. Later, when the Division went to the Eastern Front, the first battalion was withdrawn and re-equipped with Panther tanks. The second received a new batch of Panzer IV tanks and the third battalion received Jagdpanzer tank destroyers to replace their StuG assault guns before becoming the armoured battalion for the new Panzergrenadier division.

**Column:** An Armour Column consists of 1 to 5 tanks, assault guns or tank destroyers. Being radio equipped, the tanks and assault guns may operate independently and do not need to remain together as a unit.

**Type:** Panzer III tanks are medium tanks. Panzer IV tanks are medium tanks. Panther tanks are heavy tanks. Assault guns are turretless medium tanks.

**Armament:** Panzer III tanks are armed with a 5 cm KwK 38 anti-tank gun, two MG 34 tank machine-guns and a smoke launcher.

Panzer IV tanks are armed with a 7.5 cm KwK 39 anti-tank gun, two MG 34 tank machine-guns and a smoke launcher. StuG III assault guns are armed with a 7.5 cm KwK 40 anti-tank gun and a MG 42 machine-gun. StuH III assault howitzers are armed with a 10.5 cm KwK light howitzer and a MG 42 machine-gun. Jagdpanzer IV tank destroyers are armed with a 7.5 cm KwK 40 anti-tank gun and a MG 34 tank machine-gun. Panther tanks are armed with a 7.5 cm KwK 42 anti-tank gun, two MG 34 tank machine-guns and a smoke launcher.

A StuG III or IV assault gun may only fire one or the other of its weapons in each turn. StuH III assault howitzers assault guns cannot fire barrages. They are strictly direct-fire weapons.

**Options:** Panzer III and IV tanks may be fitted with the wider Ostkette tracks for +40 points. This makes them heavy tanks. Panzer III and IV tanks and StuG III and StuH III assault guns may be uparmoured to a frontal armour of 12 for +5 points and fitted with extra armour for +5 points.

## Heavy Support

### Heavy Anti-aircraft Troop (FJ/HG)

Being part of the Luftwaffe, the Fallschirmjäger were often well endowed with heavy anti-aircraft guns. Sometimes these were issued in place of more conventional artillery.

Fallschirmjäger Detachments may use Heavy Anti-aircraft Troop Elites choices as Heavy Support choices instead.

## Field Artillery Troop (FJ/HG)

**Field Artillery Troop:**                   **1 Troop Staff at 70 points**  
   **1 to 3 Field Howitzers, and**  
   **1 to 3 Recoilless Guns**

**Troop Staff**..... **50 points**

**A division's field artillery provided it with the heavy support it needed to destroy all but the heaviest enemy positions or break up enemy attacks.**

	WS	BS	S	T	W	I	A	Ld	Save
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.

**Vehicle:** The Troop Staff rides in a Kubelwagen field car or in the Hermann Göring Division a Sdkfz 253 observation post half-track.

### Special Rules

**Leadership:** Any field howitzer 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.

**Recoilless Gun**..... **35 points per gun**

**A few Fallschirmjäger Divisions were equipped with air-portable recoilless guns as well as their more conventional artillery.**

	WS	BS	S	T	W	I	A	Ld	Save
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:** 10.5 cm LG 42 recoilless guns. Each Fallschirmjäger is armed with a Kar 98k rifle.

**Vehicle:** Recoilless Guns include a light truck at no cost or a half-tracked motorcycle for +15 points to tow the gun.

**Light Field Howitzer** ..... **45 points per gun**

**The versatile 10.5 cm leFH 18 formed the bulk of Germany's artillery. Most divisions had at least two battalions of them.**

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

**Howitzer:** A Light Field Howitzer has a crew of an Obergefreiter and four Kanonier.

**Weapons:** 10.5 cm leFH 18 light field howitzer. Each Kanonier is armed with a Kar 98k rifle.

**Vehicle:** Light Field Howitzers include a medium truck at no cost or a half-track for +10 points to tow the gun.

**Heavy Field Howitzer** ..... **125 points per gun**

**The heavy 15 cm sFH 18 howitzer provided the back up for the light field howitzers against tougher targets. The only Luftwaffe unit to receive these heavy weapons was the well-equipped Fallschirmpanzerdivision Hermann Göring.**

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

**Howitzer:** A Heavy Field Howitzer has a crew of an Obergefreiter and six Kanonier.

**Weapons:** 15 cm sFH 18 heavy field howitzer. Each Kanonier is armed with a Kar 98k rifle.

**Vehicle:** Heavy Field Howitzers include a medium truck at no cost or a half-track for +40 points to tow each gun.

## Self-propelled Artillery Troop (HG)

<b>Armour:</b>	<b>Points/Model</b>	<b>Front</b>	<b>Side</b>	<b>Rear</b>	<b>BS</b>
<b>Wespe self-propelled light howitzer</b>	<b>80</b>	<b>9</b>	<b>8</b>	<b>7</b>	<b>3</b>
<b>Hummel self-propelled heavy howitzer</b>	<b>300</b>	<b>9</b>	<b>8</b>	<b>8</b>	<b>3</b>
<b>0-1 Panzerbeobachtungswagen observation post tank</b>	<b>100</b>	<b>12</b>	<b>10</b>	<b>10</b>	<b>3</b>
<b>Sdkfz 253 observation post half-track</b>	<b>50</b>	<b>9</b>	<b>8</b>	<b>8</b>	<b>3</b>

**Fallschirmpanzerdivision Hermann Göring had one of its artillery battalions equipped with self-propelled guns. With these, they could provide the Panzers with artillery support no matter how bad the terrain.**

**Troop:** A Self-propelled Artillery Troop consists of 1 to 3 self-propelled howitzers and up to one observation post.

**Type:** Wespe self-propelled howitzers are open-topped, light tanks. Hummel self-propelled howitzers are open-topped medium tanks. Panzerbeobachtungswagen observation post tanks are medium tanks. Sdkfz 253 observation post half-tracks are light tanks.

**Armament:** Wespe self-propelled howitzers are armed with a 10.5 cm leFH 18 light howitzer and a MG 42 machine-gun. It may

only fire one or the other of its weapons in each turn. Hummel self-propelled howitzers are armed with 15 cm sFH 18 heavy howitzers. Panzerbeobachtungswagen observation post tanks are armed with two MG 34 tank machine-guns.

### Special Rules

**Observation Posts:** Panzerbeobachtungswagen observation post tanks and Sdkfz 253 observation post half-tracks can call artillery fire as a character and count as having a signaller who can communicate with any other model within 12" and with any other signaller model, regardless of distance.

## Fallschirmjäger Appendices

## Force Structure

### Infantry

Fallschirmjäger are very flexible. They are keen and advance quickly, but hold stubbornly. The speed with which your troops respond to the situation allows you to move rapidly into the best firing positions, or equally, to launch an assault or counter-attack swiftly. Tie the enemy down with small forces and machine-gun fire then manoeuvre quickly around the flanks and destroy them.

Choose a Staff Troop with its Funker to command the infantry. Keep the Staff Troop close to the Column Troops and supporting mortar and infantry gun groups. That way its signaller can relay calls for support to the mortars, infantry guns and any artillery.

### Tanks

Unless you are fielding the *Fallschirmpanzerdivision Hermann Göring*, you won't have many problems here! Fallschirmjäger Panzers are generally fast, well armed and tough. Move rapidly into a good firing position and halt. If threatened, move again. You can better afford a turn spent moving out of trouble, than you can the loss of a precious tank. You are generally better to fire from the halt and then move next turn, rather than trying to shoot on the move.

### Artillery

There are two ways to use artillery. One is cheap, the other flexible. In the cheap option, the Troop Staff remains with the guns of its Troop to provide a signals link so that other characters with signallers can observe for them. For the flexible option, the Troop Staff moves forward to observe for the guns (in addition to other characters). In this case, choose an ArKo to command your artillery. The ArKo remains near the batteries providing signals support.

## Fallschirmjäger Divisions

When making a normal Fallschirmjäger Division, use only the choices marked (FJ) after the title.

### ***Panzerkorps Hermann Göring***

Many of the choices in this list are only available to the elite

1. *Fallschirmpanzerdivision Hermann Göring* (Hermann Göring Parachute Panzer Division) and the later
2. *Fallschirmpanzergrenadierdivision Hermann Göring* (Hermann Göring Parachute Panzergrenadier Division). For Hermann Göring divisions use only the choices marked (HG) after the title.

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