



German Fallschirmjager - '39-'41

GERMAN FALLSCHIRMJAGER AIRBORNE PLATOON

This list represents German airborne forces that engaged in combat operations in from the first ground operations in Poland in 1939 up until the airborne invasion of Crete, May 1941. Forces can depict the glider borne troops of the LuftLande Sturm Regiment, who assaulted both by paratroop and gliders, or the Fallschirmjager regiments reflecting paratroop or airlifted forces.

FALLSCHIRMJAGER OR STURM PLATOON FORCE RATING

Elite: +8

Command Dice: 6

PLATOON HEADQUARTERS

Leutnant and Gefreiter (both *Senior Leaders*), armed with pistol or SMG and two riflemen.

Three Squads per Platoon, each

SQUAD HEADQUARTERS

Oberjager/Gefreiter, armed with an SMG (*Junior Leader*).

Two Teams per Squad, each

MG TEAM	RIFLE TEAM
MG34 LMG 3 crew	8 riflemen or 6 riflemen (Sturm)

- Aggressive
- All soldiers are equipped with hand grenades

FALLSCHIRMJAGER/STURM SUPPORT LIST

LIST ONE

Single Compound Charge
Medic*
Adjutant
Deliberate Assault
Entrenchments for one Team
Pioneer Mine Clearance Team, 3 men
Pioneer Demolition Team, 3 men
Civilian Car, Kublewagon or Motorcycle, no crew
Ketten-Krad to transport a Team or tow a weapon
SMG in place of a Riflemen to each squad***
LMG in place of a Riflemen to one squad***
LMG mounted on Kublewagon or Motorcycle
Roadblock

LIST TWO

Pre-Game Barrage (aka air attack)
5.0cm Mortar Team with 3 crew
PzB39 anti-tank rifle, 2 crew**
Senior Leader**
Sturm Platoon***
Flamethrower to replace a Riflemen in one Sturm Platoon squad*
Truck (captured) to transport entire Squad, Team or tow a weapon
British Bren Carrier or similar (captured) to carry a Team or tow a weapon

LIST THREE

Glider Assault***
PzB41 2.8cm anti-tank rifle, 2 crew**
Pioneer Flamethrower Team, 2 men*
Ranking Senior Leader**
Sniper Team
Air Support

LIST FOUR

MG34 MMG on tripod mount, 5 crew
3.7cm PaK36 anti-tank gun, 3 crew, <i>Junior Leader</i> **
GebG36 Mountain Gun, 4 crew and <i>Junior Leader</i> **
IG40 (7.5cm) Infantry Gun, 4 crew and <i>Junior Leader</i> **
Ie18 Infantry Gun, 5 crew and <i>Junior Leader</i> **
LG40 (7.5cm or 10.5cm) Recoilless Rifle, 4 crew and <i>Junior Leader</i> **
8.0cm Mortar with observer
Pioneer Section with <i>Junior Leader</i>

LIST FIVE

Gebirgsjager or Infantry Rifle Squad with <i>Junior Leader</i>
2.0cm Flak38 Anti-Aircraft Gun with 4 crew and <i>Junior Leader</i> **
IG40 (10.5cm) Infantry Gun, 4 crew and <i>Junior Leader</i> **
Recon Squad with <i>Junior Leader</i> on 3 motorcycles
Pak 38 A/T Gun, 5 crew, <i>Junior Leader</i> **
Panzer II with <i>Junior Leader</i> **

*Only one selection.

**One only of selected Gun, RR or A/T rifle type

*** Sturm Platoon only

ARMY SUPPORT LIST NOTES

Most of the support options will be self-explanatory. Transport only vehicles, such as a car are simply vehicles, which come with no crew. Remember, you will need to allocate men to drive these. Vehicles do have radios. Infantry Teams rarely come with a Leader, whereas heavier support weapons do. The lists show all *Junior Leader* assignments where they are present for all troops barring vehicles as discussed above. The following support options need some notes.

AGGRESSIVE

All Fallschirmjager troops are rated Aggressive, who always ignore the first point of shock received.

STURM PLATOON

This choice upgrades a Fallschirmjager platoon to a LuftLande Sturm Platoon. Special rules apply to this elite within an elite.

They always ignore the first point of shock received by enemy action. They have their shock reduced by double the usual amount (i.e. 2 points per initiative spent) if a leader is attached - See Section 4.5.3.

Sturm Platoon troops are never 'Broken' (14.6 P.63), but instead 'Retire' 6"+2D6" and become 'pinned' or they may halt and become 'pinned' on reaching any cover along that route. They are rallied as normal, with any attached Leaders able to make use of attached rule above.

COMPOUND CHARGE

The compound charge is shown on Table Seven, Hand-Held Anti-Tank Weapons. The charge may be used once by any Squad on the table when commanded by a Senior Leader who is, we assume, carrying it with him up to that point. How the charge works is detailed in Section 9.3.4, Tank Hunters. A maximum of two compound charges may be selected.

50MM MORTAR

The 50mm mortar has only H.E. rounds; no smoke being provided. It has a minimum range of 12", but closer than that the crew may use their rifles.

RECOILLESS RIFLE GUN

The 10.5cm weapon often had limited ammunition due to weight limitations. Therefore after the first turn the weapon is considered out of ammo whenever it fires and rolls 2 or 3 when firing – this does not apply to the 75mm gun.

IE18 INFANTRY GUN

This weapon is only available to land support infantry.

PzB41 A/T RIFLE & PAK38 A/T GUN

Both these weapons were initially used (in limited amounts) in Crete, becoming more prevalent afterwards.

MOTORCYCLE

This represents either a single motorcycle or motorcycles with sidecar combination. The sidecar may be mounted with a (dismountable) LMG and used in a ground fire role.

RANKING SENIOR LEADER

A Ranking Senior Leader would reflect the presence of a Battalion or Regimental commander on the field.

GLIDER ASSAULT

This option is only available to a Sturm Platoon. Roll 1d3+1 before the Patrol Phase begins, gaining that many free Patrol Phase moves with any of your markers. This is in addition to any scenario specific rules regards bonus patrol moves, however, a force may never have more than six free patrol phase moves. In addition, no vehicles may be taken as other support list choices.

MOTORCYCLE RECON SQUAD

A Recon squad is made up of one *Junior Leader* and five scouts with rifles and grenades. If starting the game dismounted roll 1d3 before the Patrol Phase begins, gaining that many free Patrol Phase moves with any of your markers. This is in addition to any scenario specific rules regards bonus patrol moves, however, a force may never have more than six free patrol phase moves. When deployed dismounted troops are placed on-table without their motorcycles.

A dismounted scout squad may move with 1D6 or 2D6 and then assume a Tactical stance when activated by a Leader using two Command Initiatives.

GEBIRGSJAGER OR INFANTRY SQUADS

The follow on land support infantry were organised the same way as Fallschirmjager squads. They are considered Regular.

PANZER II

Historically only two PzII landed on Crete during combat operations, 27 May, 1941. They were used to relieve the encircled remnant forces of Fsch.Jg.Rgt. 2.

AIR SUPPORT

Often lacking heavy weapon assets in many assaults the Fallschirmjager forces relied on the Luftwaffe to provide their 'flying artillery' until their support assets could be airlifted. Therefore, if an end of *Turn* occurs,

at the beginning of the next phase, before it starts, the player nominates a target point and rolls a dice.

On a score of 1 the airstrike hits the wrong target and your opponent may redirect the attack onto any of your units within 12" of the target point and conduct the attack as if it was his own. On a 2 the air attack is delayed until the next Turn.

On a 3-4 a strafing attack occurs. From the target point each target along any line of a 12"x4" beaten zone are strafed with 2D6 'Regular-Effective Range' firepower attacks each. On a 5-6 a bombing attack occurs. A burst radius of 8" applies and any units is bombed with 3D6 'Regular-Close Range' firepower attacks each, reducing cover by one level.

Roll on Table 5 'to hit' and Table 6 'for effect'. Allocation of Shock and Loss effect is the same as all normal rules.

Fallschirmjager Operations (1939-41)

Poland (Sep '39): elements of Fsch.Jg.Rgt.1. engage in ground operations against Polish forces.

Denmark (Apr '40): elements of Fsch.Jg.Rgt.1. conduct bridge seizure and airfield assault operations.

Narvik (Apr '40): Airfield assault made in conjunction with Gebirgsjager troops.

Holland (May '40): elements of Fsch.Jg.Rgt.1 and 2. conduct Dordrecht and Moerdijk bridge seizure and multiple airfield assaults.

Eban Emael (May '40): Sturmabteilung 'Koch' seize the bridge at Kanne and capture the Eban Emael fortress.

Operation Sealion (hypothetical) (Sep'40): though never undertaken, the 7th Fleiger Korps was planned to play an integral part in Operation Seelöwe, the German invasion of Great Britain. They would have been tasked with numerous seize and hold operations until relieved by ground forces.

Greece (Apr '41): elements of Fsch.Jg.Rgt.2. capture the bridge at the Corinthian Canal, cutting off British troops retreating to the Peloponnese.

Crete (May '41): Operation Mercury, the last and biggest German airborne invasion of the war. The XI Fliegerkorps, utilising over 600 Ju52's and 600 gliders, at great cost, seize and hold all the major airfield and sea port location on the island. Subsequent support by the 5th Gebirgsjager Division, air and sea landed, secure the island. The price in manpower is so great that no further significant German airborne operations are conducted for the rest of the war.



FALLSCHIRMJAGER CHARACTERISTICS MASCHINENGWEHR

The Germans placed much emphasis on the Squad machine gun as the weapon of firepower, with the squad leader instructed that in any fight his place was with the LMG directing its fire.

When a Leader is attached to a machine gun team and uses two or more Command Initiatives to direct their fire, he may add that many D6 to the Team's Firepower dice.

HANDGRANATEN!

The German soldier is intensely aware of the stormtrooper tactics of his father's war. The signal to attack with a volley of grenades and then get stuck in with the rifle butt, entrenching tool or bayonet was the cry "Handgranaten!" from the squad leader.

To reflect this, when a Leader attached to a Team or Squad uses two Command Initiatives, he may lead a charge against any enemy within 12" preceded by a hail of grenades. Roll 1D6, subtracting 1 if the enemy is in light cover, 2 if in hard cover. On a roll of 1 or 2, one hand grenade has hit the target unit; on 3 or 4, two grenades hit; on 5 or 6, three grenades hit the target. Roll for the effect of these and the Team or Squad may then move with up to 3D6 to try to initiate Close Combat.

AIRDROP

Fallschirmjager forces were hampered by recovering equipment containers and reorganising once landed. Therefore, all Fallschirmjager troops must roll to deploy on table as per rule 4.6 (p15), even if a Senior Leader is present. This does not apply if the Glider or Deliberate Assault support list option is taken.

MASTER ARSENAL EQUIPMENT LIST

TANKS					
VEHICLE	ARMOUR	A.P.	H.E.	SPEED	NOTES
Panzer II	3	4	6	Fast	No Hull MG
ANTI TANK GUNS & INFANTRY GUNS					
GUN		A.P.	H.E.		NOTES
2cm Flak 38 AA gun		4	6		Auto-Cannon, No Gun Shield
3.7cm Pak 36 A/T gun		3	3		Gun Shield
PzB39 A/T rifle		3	1		No Gun Shield
PzB41 A/T rifle		5	3		Gun Shield
GebG36 Infantry Gun (7.5cm)		4	6		Gun Shield
IG40 Infantry Gun (7.5cm)		4	6		Gun Shield
LG40 Recoilless Rifle (7.5cm)		4	6		No Gun Shield
LG40 Recoilless Rifle (10.5cm)		5	9		No Gun Shield
IG40 Infantry Gun (10.5cm)		5	9		Gun Shield
INFANTRY WEAPONS					
WEAPON	FIREPOWER	CLOSE	EFFECTIVE		NOTES
Bolt Action Rifle	1	0-18"	18"+		
SMG	4/2	0-6"	6-12"		Firepower is range dependent
LMG (belt fed)	8	0-24"	24"+		Lose 3 Firepower if crew of 1
Tripod Mount MMG	10	0-24"	24"+		Lose 3 Firepower if crew of 1
Pistol	1	0-9"	-		
Sniper	1	unlimited	-		See sniper rules section 9.5
Grenade	2 open, 3 closed	4-11"	-		Roll for hits as if target in the open
Infantry Flamethrower	12	0-12"	-		All cover ignored. Shock x2
5.0cm mortar	2	with LOS	no LOS		Reduce cover by one level unless target has overhead cover
8.1cm mortar	4	-	unlimited		Dice for hits on all Teams within the barrage area. All units Pinned.
VEHICLE WEAPONS					
WEAPON	FIREPOWER	CLOSE	EFFECTIVE		NOTES
Internal Vehicle MG	6	0-18"	18"+		
Top Mounted MMG	10	0-24"	24"+		Reduce cover by one level
20mm Cannon	6	0-24"	24"+		Reduce cover by one level

