



THE LUFTWAFFE JAGER PLATOON (NORMANDY 1944)

Although not the best-trained troops Germany had, these units could be effective when well dug in and supported. Short of manpower and equipment, and lacking training, these units struggled against better equipped opponents. In November 1943 they were incorporated into the Wehrmacht and reorganising into Jäger Divisions.

PLATOON FORCE RATING:

Regular: -2

Green: -6

Command Dice: 5

PLATOON HEADQUARTERS

Leutnant, Senior Leader, with MP40

SECTIONS ONE TO THREE

Obergeführer, Junior Leader, with MP40

One Panzerfaust 60

MG TEAM

LMG, 2 crew

1 Riflemen

RIFLE TEAM

5 Riflemen

1 man with MP40 or

StG44

Units should be rated as Green under normal circumstances.

SUPPORT LIST

LIST ONE

Single Compound Charge or similar

Medical Orderly

Pioneer Mine Clearance Team, 3 men

Pioneer Wire Cutting Team, 3 men

Pioneer Demolition Team, 3 men

Adjutant

Minefield

Barbed Wire

Schwimmwagen or Kubelwagen, no crew

Entrenchments for one Team

LIST TWO

Roadblock

Panzerschreck Team, 2 men

Panzerknacker Team, 4 men

Senior Leader

Pre-Game Barrage

LIST THREE

Pioneer Flamethrower Team, 3 men

Sniper Team

Green Infantry Squad with Junior Leader (may be bicycle mounted)

Green MG 42 on tripod mount, 5 crew

LIST FOUR

Pioneer Squad with Junior Leader

Regular Infantry Squad with Junior Leader (may be bicycle mounted)

Forward Observer and 8cm mortar battery

20mm Flakvierling 38, 5 crew with Junior Leader

Regular MG 42 on tripod mount, 5 crew

76.2mm FK288 (r) with 5 crew and Junior Leader

LIST FIVE

Pak 38 anti-tank gun, 5 crew and Junior Leader

LIST SEVEN

Pak 40 with 5 crew and a Junior Leader

Flak 36/37 88mm gun, 9 crew and JL.

StuG III G with Junior Leader

GERMAN NATIONAL CHARACTERISTICS

MASCHINENGEWEHR

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.

LUFTWAFFE FIELD DIVISION ARSENAL TABLE					
ARMoured VEHICLES					
VEHICLE	ARMOR	AP	HE	SPEED	NOTES
Stug III G	7	9	5	Average	Top MG
GUNS					
WEAPON	TYPE		AP	HE	NOTES
20mm Flakvierling 38,	AA		4	12	quad 20mm autocannon
50mm Pak 38	AT		7	4	
76.2mm FK288 (r) 76.2mm	Art/AT		7	5	
75mm Pak 40	AT		9	5	
88mm FlaK 18/36/37/41	AA/AT		12	7	

76.2mm FK288 (r) are captured Russian 76 mm M1942 (ZiS-3) divisional guns