

GERMANY- 1940-41

GEBIRGSJÄGER PLATOON (CRETE)

Platoon Force Rating:

Regular: +2 Elite: +9

Command Dice: 5 for Regulars, 6 for Elite

PLATOON HEADQUARTERS

Unterfeldwebel, Senior Leader, with SMG

Unteroffizier, Senior Leader, SMG

5CM MORTAR TEAM

Le. GrW35 5cm mortar with three crew

PANZERBÜSCHE 38/39 TEAM

Panzerbüsche 38/39 Team, 2 men

SQUADS ONE TO THREE

Obergefreiter, Junior Leader, machine pistol

Obergeheiter, Junior Leader, machine pistor	
LMG TEAM	RIFLE TEAM
MG34	Six riflemen
Three crew	
One rifleman	

GEBIRGSJÄGER SUPPORT LIST

LIST ONE

Satchel Charge

Medical Orderly

Engineer Mine Clearance Team, 3 men

Engineer Wire Cutting Team, 3 men

Engineer Demolition Team, 3 men

Adjutant

Minefield

Barbed Wire

Kubelwagen, no crew or weapon

Entrenchments for one Team

Roadblock

Motorcycle and side-car, no crew or weapon

Horch Kfz 15 Field Car

LIST TWO

Panzerbüchse 38/39 Team, 2 men

Le.GrW36 5cm mortar Team, 3 men

Pre-Game Barrage

Sdkfz 221 with Junior Leader

Opel Blitz 3-ton Truck

LIST THREE

Sniper Team

Pak36 37mm anti-tank gun,5 crew, Junior Leader

Flamethrower Team, 3 men

LIST FOUR

MG34 on tripod mount, 5 crew

Forward Observer and 81mm mortar battery

Engineer Section with Junior Leader

Pak 38 AT gun with 5 crew and a Junior Leader

Le.IG 18 gun with 5 crew, Junior Leader

LIST FIVE

Regular Gebirgsjager Squad, Junior Leader

Regular Infantry Squad with Junior Leader

Regular Fallschirmjäger Squad, Junior Leader

SdKfz 222 Armoured Car with Junior Leader

SdKfz 231 (6-rad) with Junior Leader

SdKfz 231 (8-rad) with Junior Leader

Panzerjäger I Tank Hunter, Junior Leader

SdKfz 10/5 AA halftrack with Junior Leader

Panzer II C, Junior Leader

Motorcycle Aufklarungs Squad, Junior Leader

LIST SIX

Panzer IV D, Junior Leader

Panzer III F/G, Junior Leader

Panzer III H, Junior Leader

Panzer IV E/F1, Junior Leader

LIST SEVEN

8.8cm Flak36 gun, 5 crew, Junior Leader

LIST EIGHT

sIG33 gun with 5 crew, Junior Leader

Mountaineers: may reroll one movement die when moving to cross obstacles or bad going. Must accept the second roll even if it is worse than the first.