

5. GEBIRGSDIVISION

OFFICIAL BRIEFING

INTELLIGENCE BRIEFING FOR THE
5. GEBIRGSDIVISION IN ITALY 1944 TO 1945



FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME



5. Gebirgsdivision in Italy 1944-45



The 5. *Gebirgsdivision* was formed in 1940 from the 100. *Gebirgs Regiment* from the 1. *Gebirgsdivision* and the 85. *Infanterie-Regiment* of the 10. *Infanteriedivision*. The remaining units of the division came from both the 1. *Gebirgsdivision* and 10. *Infanteriedivision*.

The new division underwent its initial training in the Bavarian Alps. Their home base became Salzburg, Austria, however its personnel were mainly recruited from Bavaria.

COMMANDERS

From the division's creation in 1940 until 1944 their commander was Generalleutnant Julius "Papa" Ringel. He was awarded the Knight's Cross on 13 June 1941 for his successful leadership of the division during the invasion of Greece and Crete. On 1 December 1942, while the division was in Russia, he was promoted from Generalmajor to Generalleutnant. On 25 October 1943 he was distinguished for his leadership in the northern section with oak leaves added to his Knight's Cross. On 1 April 1944 he became commander of the *LXIX Armeekorps* and on 1 June 1944 overall commander of all German mountain troops.

Ringel's replacement as commander of the 5. *Gebirgsdivision* from April 1944 was Generalmajor (later Generalleutnant) Max-Gunther Schrank who commanded the division on the Gustav and Gothic lines until January 1945. The final commander of the 5. *Gebirgsdivision* (18 January 1945 - 8 May 1945) was Generalmajor Hans Steets.

EARLY CAMPAIGNS

The 5. *Gebirgsdivision* first saw combat in March 1941 when they were sent to the Balkans to take part in the Greek



campaign. They advanced from Bulgaria into Greece where they first broke through the Metaxas defence lines after much hard fighting. The determined Greek troops fought tenaciously, often forcing the *Gebirgsjäger* to take parts of the line pillbox by pillbox. Even after the final defences had been secured, the Greeks would often launch ferocious counter-attacks to push the *Gebirgsjäger* off. Finally after four days of fighting the Metaxas line was secured. They took part in further fighting at Belaschiza before they finally marched through Solonika to Athens driving the retreating Greek and Commonwealth forces before them.

Their next role was as an airlanding force to reinforce the *Fallschirmjäger* on the island of Crete. Initially the division was to arrive by sea from Greece, but the mixed flotilla of improvised transport vessels was intercepted by the British Navy. The warships wreaked havoc on the small wooden fishing boats transporting the *Gebirgsjäger*. Finally on 22 May 1941 the III. Battalion of the 100. *Gebirgsjäger-Regiment* landed on Maleme airstrip, which had been seized by the paratroopers, in JU-52 transport planes. A combined *Gebirgsjäger-Fallschirmjäger* force secured the remainder of the airfield and surrounding area. A *Gebirgsjäger* force was dispatched to clear the surrounding hills of New Zealand troops. After a day of heavy fighting the *Gebirgsjäger* were able to push the New Zealanders back and take the high ground. Fighting continued until 31 May when the British and Commonwealth troops not evacuated were forced to surrender. The *Gebirgsjäger* played a great role in completing the *Fallschirmjägers'* hard won victory on the island.

RUSSIA

From late Summer 1941 to March 1942 the division retired to Germany to be refitted and rested. They next returned to battle on the Eastern Front with *Heersgruppe Nord*. They fought in the Volkhov region on the Leningrad front. Initially they were deployed around the River Volkhov to prevent the escape of Soviet units from the Volkhov pocket. During this time the division was used as a "fire brigade" for the 18. *Armee*. They fought with the I, XXVI, XXVII, XXX, L, and LIV *Korps* during their twenty months on the front.



Generalleutnant Julius "Papa" Ringel.



ITALY

In December 1943 the division transferred to Italy under the *10. Armee*. They took part in the fighting retreat up the Italian mainland. The fighting withdrawal halted on the Gustav Line where the *5. Gebirgsdivision* fought in defence of the Rapido River line and Monte Cifalco. They were part of the *LI Gebirgs Korps* consisting of *5. Gebirgsdivision*, *1. Fallschirmjägerdivision* and *44. Infanteriedivision*. The Korps stretched in a line across the Apennines to Cassino and the Liri River. During the defence of the Cassino sector they faced various Allied troops including the New Zealanders once again, as well as British, French, Poles, Italians and South Africans.

The *5. Gebirgsdivision* arrived on the Gustav line just as the French Expeditionary Corps attacked their sector as part of the US Fifth Army's offensive in January 1944. After being caught initially on the back foot, they soon steadied their line on the fortifications of the Gustav line proper. Here they faced the French North African troops who were equally at home in the rugged mountain terrain. The fighting was bitter and protracted, often involving small unit actions amongst the rocks and bushes surrounding the German positions. The stubborn defence of the *Gebirgsjäger* held true. The defensive advantage they held soon blunted the reckless bravery of the *Tirailleurs* and the attacks had halted by 17 January. US Fifth Army commander, General Mark Clark, refused to support the French attacks with a further division from his US forces and no further progress was made. The *Gebirgsjäger* and other troops were sorely stretched and *XIV Panzerkorps* commander Generalleutnant Fridolin von Senger was concerned that any further pressure in the sector may break through. However Clark's refusal to reinforce the French brought an end to the immediate threat.

The *5. Gebirgsdivision* was next in action in the defence of Monte Cifalco, once more fighting against the French. The wily French commander General Juin side-stepped the defenders with the 3rd Algerian Division and moved against Monte Belvedere. Bitter fighting ensued and tenacious defence slowed the French before their objective. Once again the French were refused further support by General Clark and the attack ground to a halt.

During the US II Corps attack north of Cassino in late January the left flank positions of the *5. Gebirgsdivision* were

engaged by the US 135th Infantry Regiment, but the *44. Infanteriedivision* bore the brunt of the unsuccessful attack.

During the second and third battles of Cassino the *5. Gebirgsdivision* was not heavily involved in the fighting.

The next major Allied offensive to face the *5. Gebirgsdivision* occurred in May. Operation Diadem started on 11 May. Once again the *5. Gebirgsdivision* was caught re-deploying when the offensive begun as they were taking over sectors of the *44. Infanteriedivision*, which was being withdrawn from the line. The division, now deployed on the left flank of the *1. Fallschirmdivision*, faced the onslaught of the II Polish Corps. The men of the *100. Gebirgsjäger-Regiment* went into action, adding their firepower to the hail of fire put out by the *Fallschirmjäger* against the Poles as they made their way up the rock-strewn hillside. The initial attack by the Poles was halted, but advances by British and French troops threatened to cut off the German defenders. On 16 May the Poles were ready once more to storm the German positions around the Monte Cassino monastery. The Germans continued to defend skilfully, but the pressure from in front and the threat on the flank forced them to withdraw on 18 May.

The breakthrough of the Gustav line and the failure of the Hitler line forced the *Gebirgsjäger* to conduct a fighting withdrawal until new defensive positions were established on the Gothic Line.

After retreating to the Gothic line they took up positions in the hills to the west of Rimini. The division transferred to the Ligurian Army in August 1944.

The *5. Gebirgsdivision* has the distinction of being the last German mountain division to fight in high alpine terrain after being transferred to the Western Alps on the Italian-French border in 1945. On 20 April seven *Gebirgsjäger* climbed up the northeast face of *Roc Belleface*. Their daring raid took the French garrison by surprise and the Germans were able to take the position. After some further fighting the division assembled and withdrew from their positions to march towards Milan and surrender. However fighting continued as Partisans harassed them on their journey.

The division eventually surrendered to the Americans in the town of Ivrea, north of Turin.



5. Gebirgsdivision Special Rules



SPECIAL RULES

A *Gebirgsjägerkompanie* uses all the German special rules on pages 241 to 245 of the rulebook. In addition many of its platoons use the *Mountaineers* special rule on page 61 of the rulebook and the Pack Mule special rule below.

MOUNTAINEERS

Gebirgsjäger Infantry teams, Man-packed Gun teams, and Gun teams carried by Pack Mule teams, are all Mountaineers.

PACK MULES

Gun teams carried by Pack Mule teams are Mountaineers. Gun team carried by Pack Mule teams move as Man-packed. Pack Mule teams don't have to be modelled.





Gebirgsjägerkompanie

(INFANTRY COMPANY)

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

HEADQUARTERS



HEADQUARTERS
Gebirgsjägerkompanie HQ

COMBAT PLATOONS

INFANTRY



Gebirgsjäger Platoon

COMBAT PLATOONS

INFANTRY



Gebirgsjäger Platoon

COMBAT PLATOONS

INFANTRY



Gebirgsjäger Platoon

WEAPONS PLATOONS

MACHINE-GUNS



Gebirgsjäger Machine-gun Platoon

WEAPONS PLATOONS

MACHINE-GUNS



Gebirgsjäger Machine-gun Platoon

WEAPONS PLATOONS

ARTILLERY



Gebirgsjäger Mortar Platoon

ALLIED PLATOONS



Fallschirmjäger Platoons in your force are Allies and follow the Allies rules on page 70 of the rulebook.

REGIMENTAL SUPPORT PLATOONS

ARTILLERY



Gebirgsjäger Infantry Gun Platoon

REGIMENTAL SUPPORT PLATOONS

ARTILLERY



Gebirgsjäger Heavy Mortar Platoon

REGIMENTAL SUPPORT PLATOONS

ANTI-TANK



Gebirgsjäger Anti-tank Gun Platoon

REGIMENTAL SUPPORT PLATOONS

RECONNAISSANCE



Gebirgsjäger Scout Platoon

REGIMENTAL SUPPORT PLATOONS

ANTI-AIRCRAFT



Gebirgsjäger Anti-aircraft Gun Platoon

REGIMENTAL SUPPORT PLATOONS


INFANTRY



Gebirgspionier Platoon

DIVISIONAL SUPPORT PLATOONS


ARMOUR



Assault Gun Platoon

DIVISIONAL SUPPORT PLATOONS

ARMOUR



Heavy Tank Platoon

DIVISIONAL SUPPORT PLATOONS


ARMOUR



Looted Assault Gun Platoon

DIVISIONAL SUPPORT PLATOONS

ARMOUR



Anti-tank Gun Platoon

DIVISIONAL SUPPORT PLATOONS


INFANTRY



Panzergrenadier Platoon

DIVISIONAL SUPPORT PLATOONS

INFANTRY



Grenadier Platoon

DIVISIONAL SUPPORT PLATOONS

INFANTRY



Fallschirmjäger Platoon

DIVISIONAL SUPPORT PLATOONS

ARTILLERY



Mountain Artillery Battery

DIVISIONAL SUPPORT PLATOONS

ROCKET ARTILLERY



Rocket Launcher Battery

DIVISIONAL SUPPORT PLATOONS

ANTI-AIRCRAFT



Anti-aircraft Gun Platoon

DIVISIONAL SUPPORT PLATOONS

ANTI-AIRCRAFT



Heavy Anti-aircraft Gun Platoon

DIVISIONAL SUPPORT PLATOONS

AIRCRAFT



Air Support



MOTIVATION AND SKILL

The *Gebirgsjäger* is an Elite light infantryman trained in mountain warfare. The *Gebirgsjäger* are confident skilled specialists. A *Gebirgsjägerkompanie* is rated as **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

GEBIRGSJÄGERKOMPANIE HQ

HEADQUARTERS

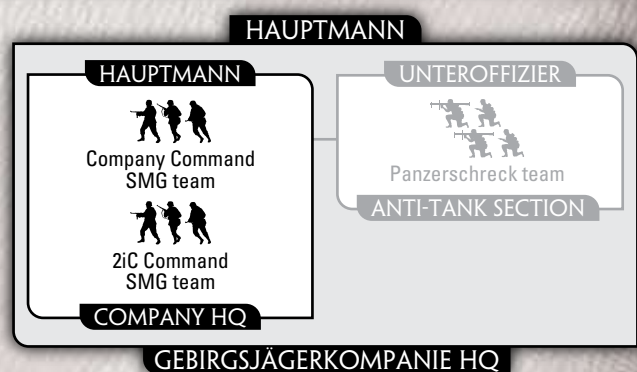
Company HQ 45 points

OPTIONS

- Replace either or both Command SMG teams with Command Panzerknacker SMG teams for +5 points per team or Command Panzerfaust SMG teams for +10 points per team.
- Add an Anti-tank Section for +25 points.
- Replace Panzerschreck team with an 8.8cm RW43 (Püppchen) rocket launcher at no cost.
- Add up to three Sniper teams for +50 points per team.

The German *Heer* has only a short history of fielding mountain troops. The first units were raised in 1915 from Bavarian and Württemberg veterans. However, the greater German *Reich* inherited a long and proud tradition of mountain warfare from the Austrian army after the two nations became one in 1938.

The *5. Gebirgsdivision* is a German based unit formed around the *100. Gebirgsjägerregiment* (formally of the *1. Gebirgsdivision*). These Bavarian veterans are elite troops specially



The teams of a *Gebirgsjägerkompanie* HQ are Mountaineers.

trained in high alpine warfare. They can scale the highest rocky crags and cope with the most extreme weather.

The company's core of elite infantry is supported by the usual array of infantry heavy weapons. They can also call on their own mountain artillery, which is light and manoeuvrable enough to keep pace with the *Gebirgsjäger* even in the roughest terrain. The *5. Gebirgsdivision* has adapted its fighting methods and equipment for the fighting in Italy. Motorised transports are used for heavy weapons and Italian *Sturmgeschütz* have been added to the division's *Panzerjäger Abteilung*.

COMBAT PLATOONS

GEBIRGSJÄGER PLATOON

PLATOON

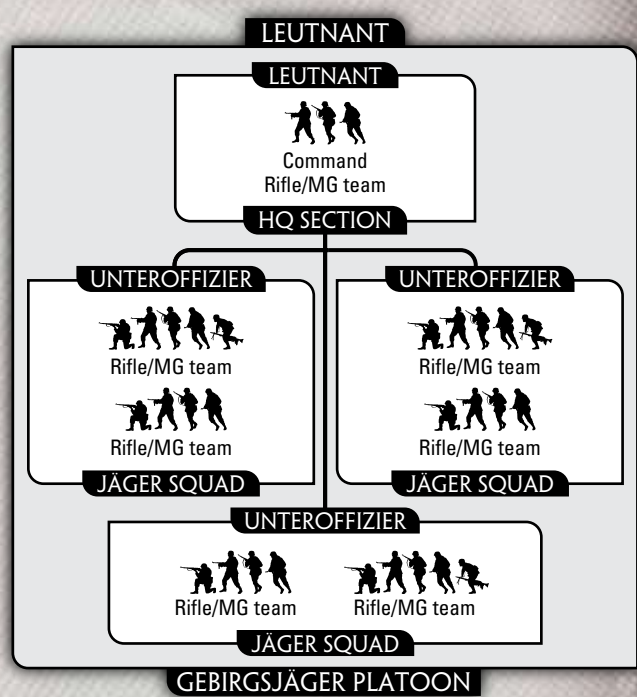
HQ Section with:
 3 Jäger Squads 155 points
 2 Jäger Squads 110 points

OPTION

- Replace Command Rifle/MG team with a Command Panzerknacker SMG team for +5 points or Command Panzerfaust SMG team for +10 points.

The *Gebirgsjäger* (mountain hunter) is an Elite light infantryman trained in mountain warfare. Due to the terrain they fight in they can't always rely on the support of heavy weapons and panzers, so they have become effective assault infantry.

They are proud of their traditions and have a very high *esprit de corps* and maintain good morale even when fighting away from their beloved mountains. The individual *Gebirgsjäger* is a fit strong man due to their excellent training and the requirement to carry much of their equipment with them when campaigning in mountainous terrain.



Gebirgsjäger Platoons are Mountaineers.



WEAPONS PLATOONS

GEBIRGSJÄGER MACHINE-GUN PLATOON

PLATOON

HQ Section with:

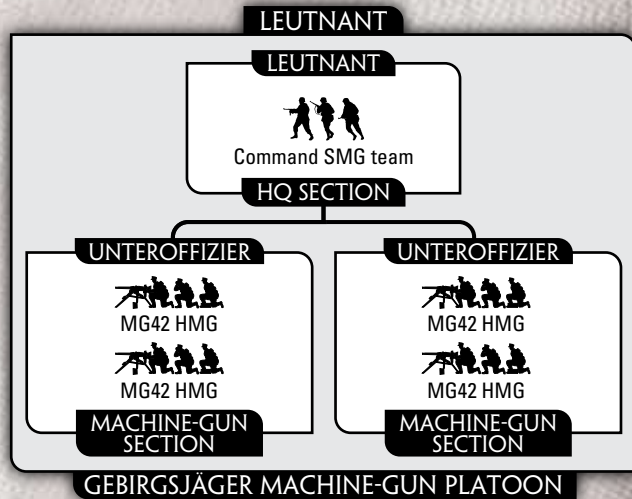
- 2 Machine-gun Sections 135 points
- 1 Machine-gun Section 70 points

OPTION

- Replace Command SMG team with a Command Panzerknacker SMG team for +5 points.

The machine-gun platoons are essential in both attack and defence. When attacking they use their speed and initiative to find covered positions from which they can engage the defences and pin them for the *Gebirgsjäger* attack. In defence they form the front line using their range and firepower to keep the enemy at bay.

Gebirgsjäger Machine-gun Platoons are Mountaineers.



Gebirgsjäger Machine-gun Platoons may make Combat Attachments to Combat Platoons.

GEBIRGSJÄGER MORTAR PLATOON

PLATOON

HQ Section with:

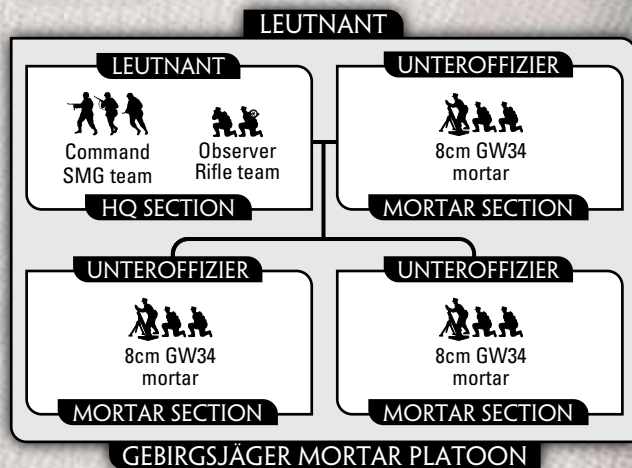
- 3 Mortar Sections 90 points
- 2 Mortar Sections 65 points

OPTION

- Replace Command SMG team with a Command Panzerknacker SMG team for +5 points.

Mortar platoons provide instant artillery support for breaking up enemy concentrations and pinning down their supporting weapons.

Gebirgsjäger Mortar Platoons are Mountaineers.



Oberstleutnant Richard Ernst, commander of the 100. Gebirgsjäger Regiment, hands out medals to his troops in Italy.



REGIMENTAL SUPPORT PLATOONS

GEBIRGSJÄGER INFANTRY GUN PLATOON

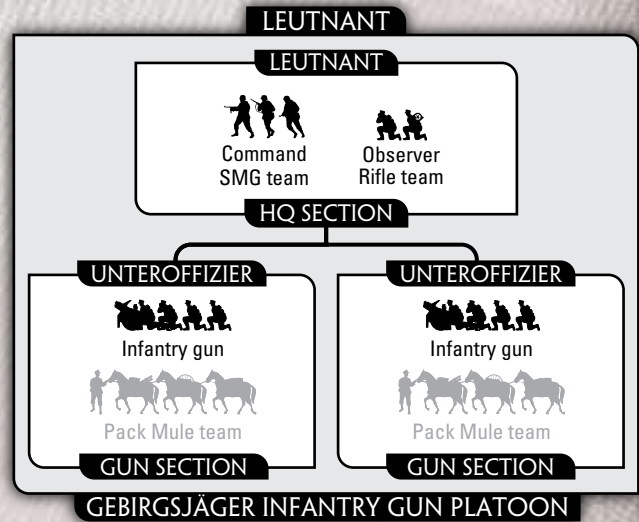
PLATOON

HQ Section with:	
2 7.5cm leIG18	65 points
2 15cm sIG33	145 points

OPTIONS

- Replace Command SMG team with a Command Panzerknacker SMG team for +5 points.
- Add pack mule teams to a 7.5cm leIG18 gun equipped platoon for +5 points for the platoon.
- Replace pack mule teams with 3-ton trucks or RSO tractors at no cost.
- Add 3-ton trucks or RSO tractors to a 15cm sIG33 gun equipped platoon for +5 points for the platoon.

Infantry gun platoons provide the *Gebirgsjägerkompanie* with close-support artillery, taking out targets such as gun positions and bunkers with direct fire. The light 7.5cm guns are useful in the forward areas firing over open sights at enemy machine gun nests. The heavy 15cm guns are more suited to sitting back and firing as heavy artillery.



See the Pack Mule team rules on page 3.

GEBIRGSJÄGER HEAVY MORTAR PLATOON

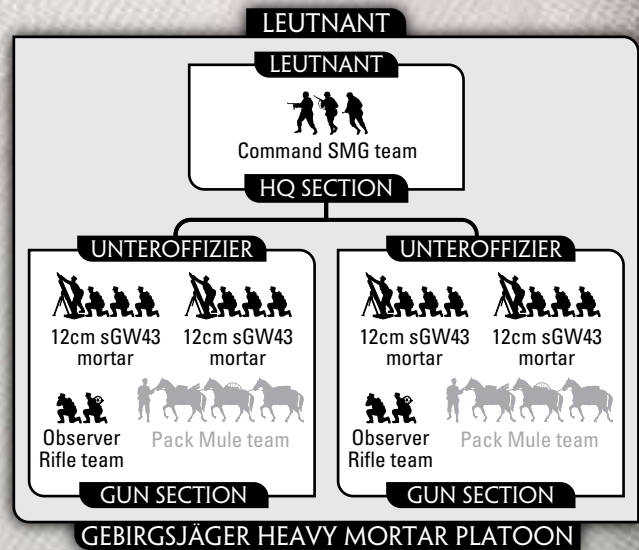
PLATOON

HQ Section with:	
2 Mortar Sections	165 points
1 Mortar Section	85 points

OPTIONS

- Replace Command SMG team with a Command Panzerknacker SMG team for +5 points.
- Add pack mule teams for +5 points for the platoon.

The heavy mortars of the *Gebirgsjäger* Regiment's weapons company provide excellent heavy support ideal for mountain warfare. 12cm sGW43 mortars can be easily packed up and loaded on a mule for transport on dusty mountain trails.



See the Pack Mule team rules on page 3.



GEBIRGSJÄGER ANTI-TANK GUN PLATOON

PLATOON

HQ Section with:

3 3.7cm PaK36	80 points
2 3.7cm PaK36	55 points

- All 3.7cm PaK36 guns are equipped with Stielgranate ammunition at no cost.

3 5cm PaK38	90 points
2 5cm PaK38	60 points

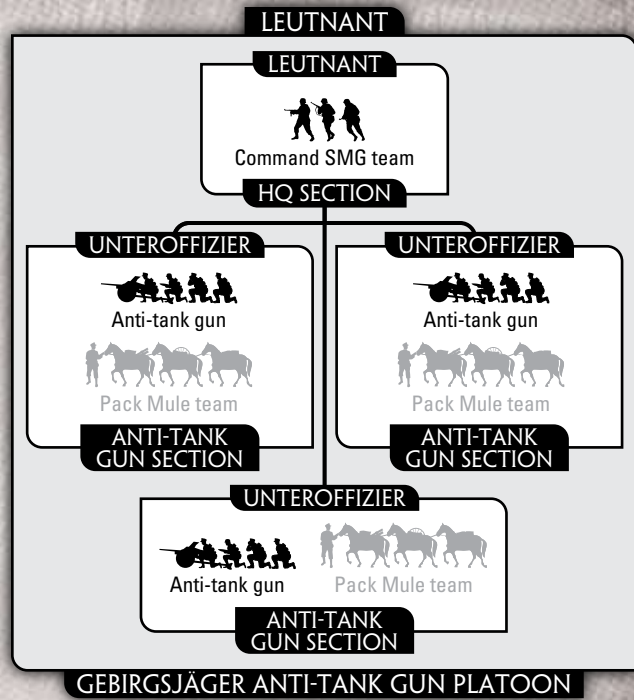
3 7.5cm PaK40	155 points
2 7.5cm PaK40	105 points

OPTION

- Add pack mule teams to a 3.7cm PaK36 gun or 5cm PaK38 gun equipped platoon, or Kfz 70 trucks to a 7.5cm PaK40 gun equipped platoon, for +5 points for the platoon.

The *Panzerjägerkompanie* of the *Gebirgsjäger* Regiment was armed with both 3.7cm PaK36 and 5cm PaK38 guns by 1944. The reconnaissance company had a platoon of 7.5cm PaK40 guns.

Despite the rugged Italian terrain, the *5. Gebirgsdivision* fights in, Allied tanks still proved a great threat.



See the Pack Mule team rules on page 3.

GEBIRGSJÄGER SCOUT PLATOON

PLATOON

HQ Section with:

2 Scout Squads	115 points
1 Scout Squad	70 points

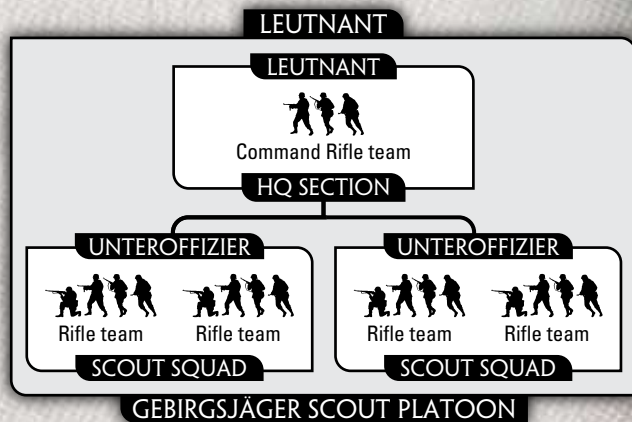
OPTIONS

- Replace Command Rifle team with a Command Panzerknacker SMG team for +15 points.
- Replace all Rifle teams with Assault Rifle teams for +15 points per team.
- Replace Command Assault Rifle team with Command Panzerknacker Assault Rifle team for +5 points.

Gebirgsjäger Scout Platoons are Reconnaissance Platoons and Mountaineers.

Even in the mountains good reconnaissance is vital and these specialist *Gebirgsjäger* scouts' job is to locate the enemy and discover their intentions.

Often the Scouts would acquire the excellent StG44 assault rifle, this weapon allowed them ample covering fire when required to break from enemy contact.



GEBIRGSJÄGER ANTI-AIRCRAFT GUN PLATOON

PLATOON

HQ Section with:
3 Anti-aircraft Sections 75 points

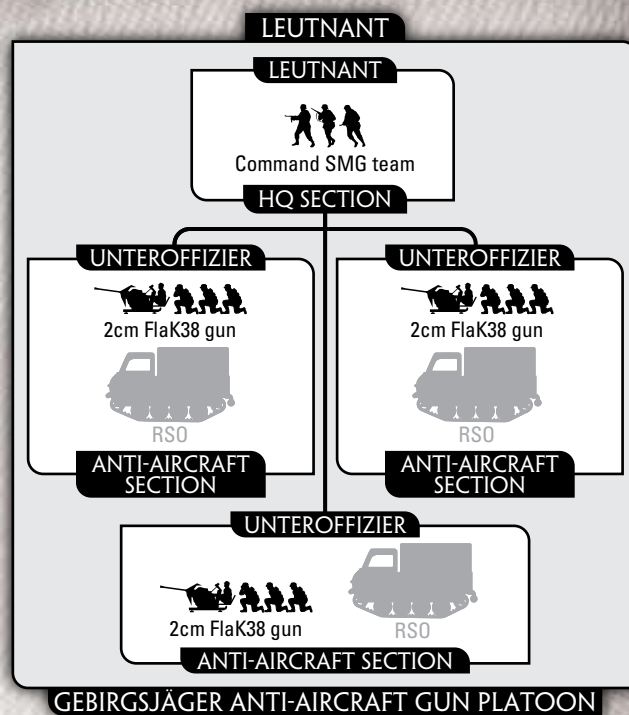
OPTIONS

- Add RSO tractors for +5 points for the platoon.
- Replace RSO tractors with pack mule teams at no cost.

The Allies rule the skies over Italy and to fend off the fighter-bombers is the job of the 2cm FlaK38 anti-aircraft gun. The Standard Tank RSO is used by the 5. *Gebirgsdivision* in its FlaK units to tow their small anti-aircraft guns.

They sport just one company within the anti-tank battalion. However, these light anti-aircraft guns can move and hide from marauding aircraft along with the infantry they are supporting, much better than the tanks and half-tracks of the armoured divisions.

See the Pack Mule team rules on page 3.



GEBIRGSPIONIER PLATOON

PLATOON

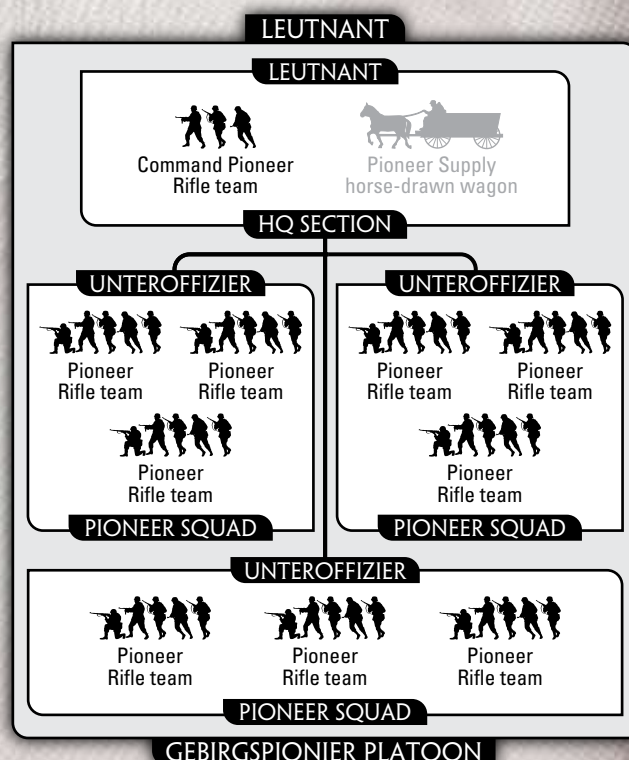
HQ Section with:
3 Pioneer Squads 235 points
2 Pioneer Squads 165 points
1 Pioneer Squad 95 points

OPTIONS

- Replace Command Rifle team with a Command Panzerknacker SMG team for +5 points or Command Panzerfaust SMG team for +10 points.
- Equip one Pioneer Rifle team with a Goliath demolition carrier in addition to its normal weapons for +30 points.
- Replace all Rifle teams with Rifle/MG teams for +20 points per Squad.
- Add Pioneer Supply horse-drawn wagon for +20 points, or Pioneer Supply RSO tractor for +25 points.

You may replace up to one Pioneer Rifle team or Pioneer Rifle/MG team per Pioneer Squad with a Flame-thrower team at the start of the game before deployment.

Gebirgspionier Platoons are Mountaineers.



The *Gebirgspionier* troops provide combat engineering support for the *Gebirgsjäger*. Even in the mountains, minefields, obstacles and fortifications are found and must be dealt with by specialists.





Divisional Support

MOTIVATION AND SKILL

The Gebirgsjäger are skilled specialists. They also gain support from other German fighting forces. Divisional Support platoons are rated **Confident Veteran** unless noted otherwise.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

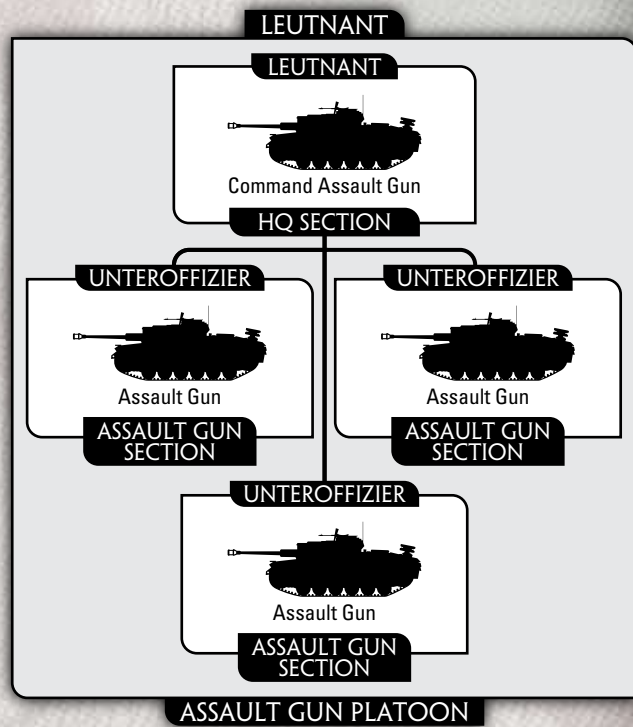
ASSAULT GUN PLATOON

PLATOON

4 StuG G or StuG IV	380 points
3 StuG G or StuG IV	285 points
2 StuG G or StuG IV	190 points

- Replace one or all StuG assault guns with StuH42 assault guns at no cost.

The 5. Gebirgsdivision was supported at various times by the StuG assault guns of the 26. Panzerdivision, 15. Panzergrenadierdivision and 3. Panzergrenadierdivision in Italy.



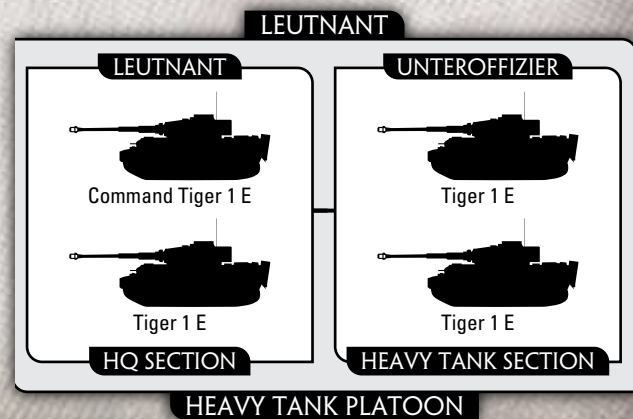
HEAVY TANK PLATOON

PLATOON

4 Tiger I E	860 points
3 Tiger I E	645 points
2 Tiger I E	430 points
1 Tiger I E	215 points

Remember to roll for your Tiger Ace Skills before each game.

Both the 508. Schwere Panzerabteilung and 504. Schwere Panzerabteilung supported German troops on the Gothic Line with their Tiger I E heavy tanks.



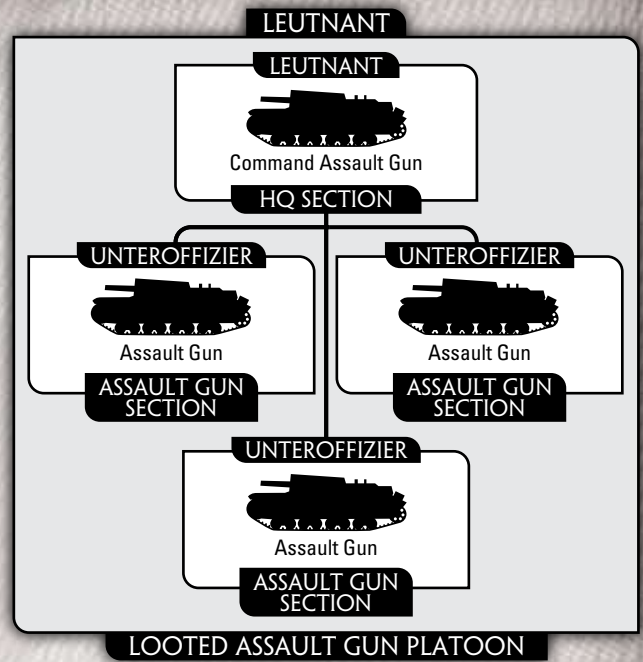
LOOTED ASSAULT GUN PLATOON

PLATOON

4 StuG M42 75/18	200 points
3 StuG M42 75/18	150 points
2 StuG M42 75/18	100 points
4 StuG M42 75/34	260 points
3 StuG M42 75/34	195 points
2 StuG M42 75/34	130 points

With Italian industry in the hands of the Germans, large numbers of Italian *Sturmgeschütze* became available to support the German units in Italy. The 5. *Gebirgsjäger* has a company of these Italian vehicles attached to its *Panzerjäger Abteilung*.

The *Sturmgeschütz M42 mit 75/18 850(i)* is the Italian Semovente 75/18. The Germans confiscated 123 in 1943 and another 55 were manufactured in 1943 and 1944. The *Sturmgeschütz M42 mit 75/34 851(i)* is the Italians' new Semovente 75/34. It was an improved vehicle armed with a 75/34 gun and based on the M15/42 tank hull with a more powerful petrol engine.



ANTI-TANK GUN PLATOON

PLATOON

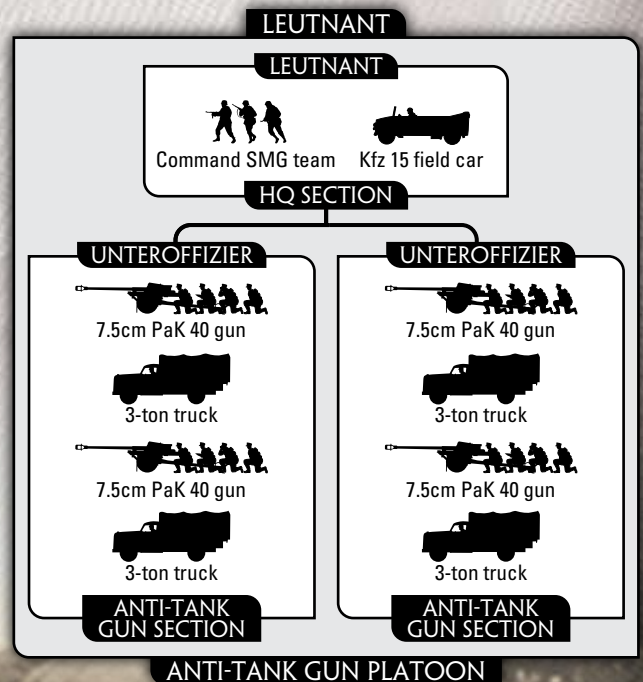
HQ Section with:

4 7.5cm PaK40	205 points
3 7.5cm PaK40	155 points
2 7.5cm PaK40	105 points

OPTION

- Replace all 3-ton trucks with RSO tractors at no cost or Sd Kfz 7 or 11 half-tracks for +5 points for the platoon.

The *Panzerjäger Abteilung* also contains the *Gebirgsjäger* heavy anti-tank capability. The 7.5cm PaK40 gun is a powerful weapon that can destroy any Allied armoured vehicle available in Italy.



PANZERGRENADIER PLATOON

PLATOON

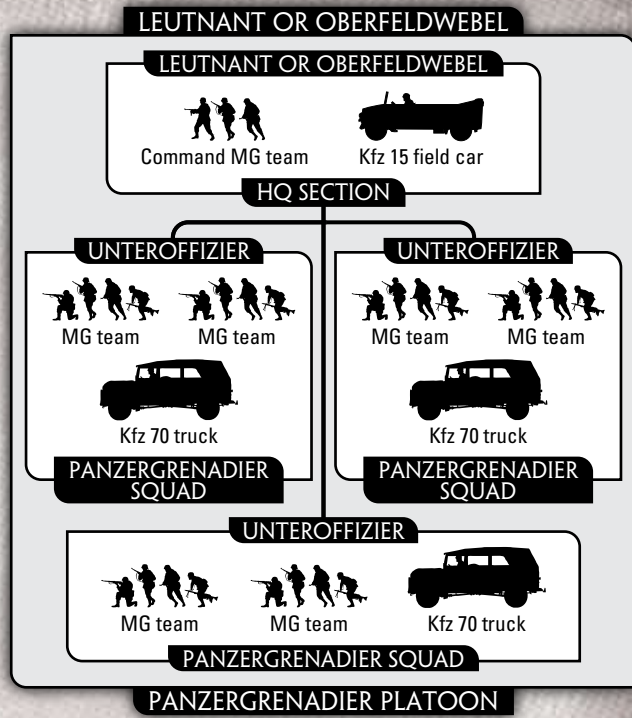
HQ Section with	
3 Panzergrenadier Squads	185 points
2 Panzergrenadier Squads	135 points

OPTIONS

- Replace the Command MG team with a Command Panzerknacker SMG team for +5 points or a Command Panzerfaust SMG team for +10 points.
- Remove Kfz 15 field car and replace all Kfz 70 trucks with 3-ton trucks at no cost.

The 5. Gebirgsdivision was supported at various times by the panzergrenadiers of the 26. Panzerdivision, 15. Panzergrenadierdivision and 3. Panzergrenadierdivision in Italy.

While the Panzer divisions have individual trucks for each Panzergrenadier section and a car for the platoon leader, Panzergrenadier divisions have fewer bigger trucks with the leader riding with the troops.



GRENADIER PLATOON

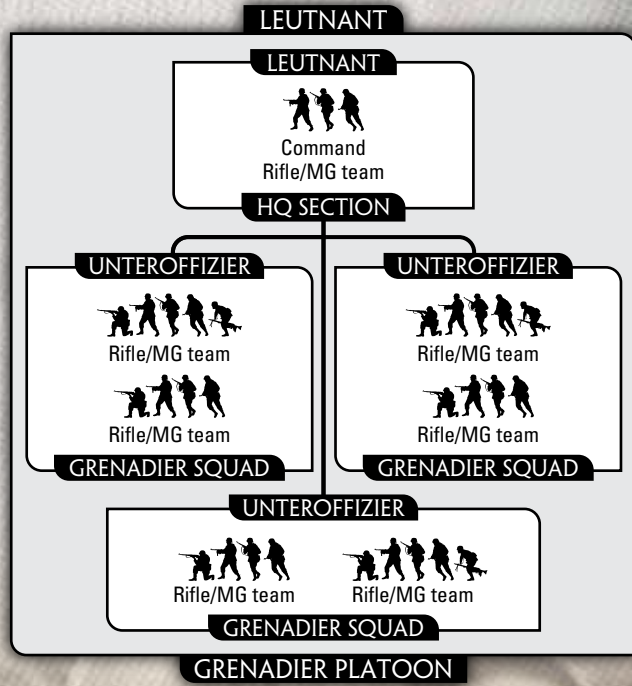
PLATOON

HQ Section with:	
3 Grenadier Squads	155 points
2 Grenadier Squads	110 points

OPTION

- Replace Command Rifle/MG team with a Command Panzerknacker SMG team for +5 points or a Command Panzerfaust SMG team for +10 points.

The Gebirgsjäger of the 5. Gebirgsdivision fought alongside many different infantry divisions during their fighting on the Gustav and Gothic lines in Italy.



FALLSCHIRMJÄGER PLATOON

PLATOON

HQ Section with:

- | | |
|--------------------------|------------|
| 3 Fallschirmjäger Squads | 265 points |
| 2 Fallschirmjäger Squads | 185 points |



OPTION

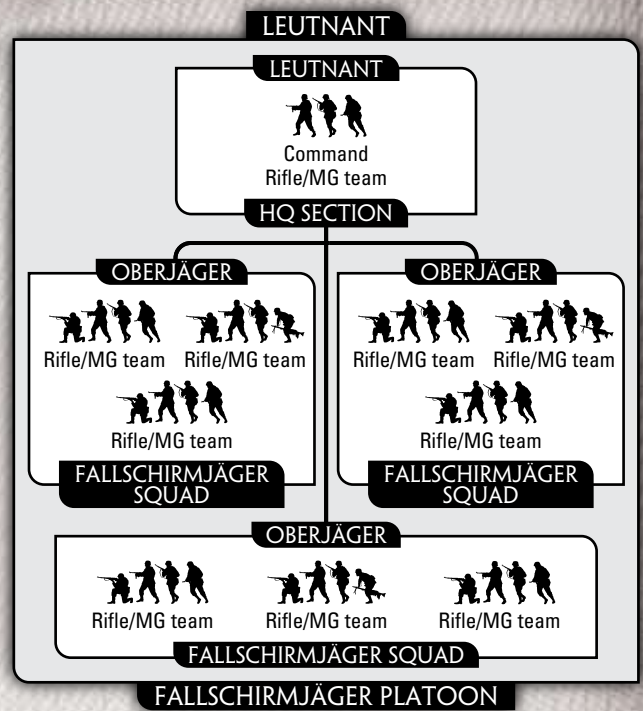
- Replace Command Rifle/MG team with a Command Panzerknacker SMG team for +5 points or a Command Panzerfaust SMG team for +10 points.

The *Fallschirmjäger* platoon provides the manpower to hold off the staunchest assaults. These platoons were made larger than normal rifle platoons to allow for expected parachuting casualties on landing. This added manpower gives them greater resilience in prolonged ground operations.

*The esprit de corps of the Fallschirmjäger makes them the toughest German infantry. They are rated **Fearless Veteran**.*



Fallschirmjäger Platoons are Luftwaffe troops and follow the Allies rule on page 70 of the rulebook.



MOUNTAIN ARTILLERY BATTERY

PLATOON

HQ Section with:

- | | |
|---------------------|------------|
| 4 7.5cm GebG36 guns | 145 points |
| 2 7.5cm GebG36 guns | 80 points |

- Add pack mule teams to 7.5cm GebG36 gun equipped battery at no cost.
- Replace all pack mule teams with 3-ton trucks or RSO tractors for +5 points for the battery.
- Add Gun Shields to 7.5cm GebG36 guns for +5 points for the battery.

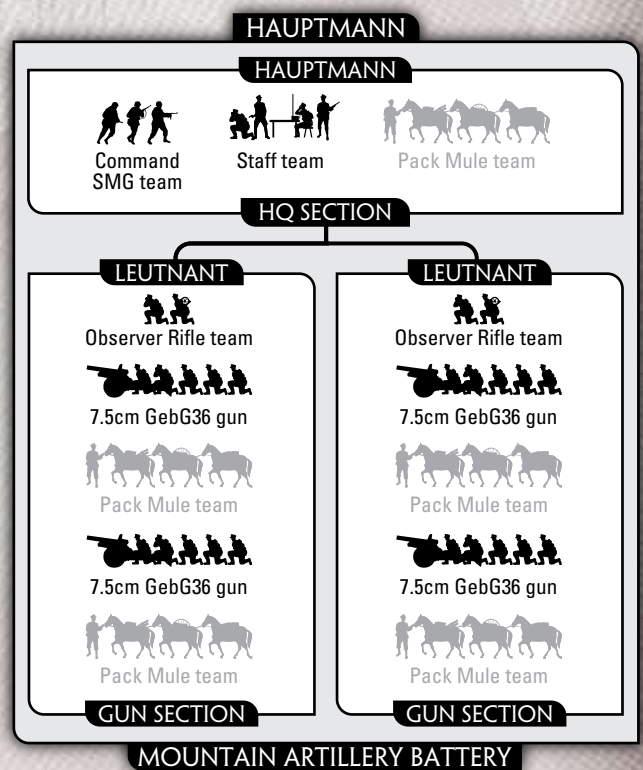
- | | |
|---------------------------|------------|
| 4 10.5cm GebH40 howitzers | 210 points |
| 2 10.5cm GebH40 howitzers | 110 points |

- Add pack mule teams to 10.5cm GebH40 howitzer equipped battery at no cost.
- Replace all pack mule teams with 3-ton trucks or RSO tractors for +5 points for the battery.

- | | |
|------------------------|------------|
| 4 15cm sFH18 howitzers | 310 points |
| 2 15cm sFH18 howitzers | 160 points |

- Add to a 15cm sFH18 howitzer equipped battery a Kfz 15 field car and Sd Kfz 7 half-tracks for +5 points for the battery.

See Pack Mule team rules on page 3.



The pack mountain artillery is designed to be light and easily transported through the mountains. The 7.5cm GebG36 gun is ideal for this role as it can be broken down into several pack animal loads. For heavier support the 10.5cm GebH40 gun is available. It can also be broken up into several loads, but in Italy is more often towed by 3-ton trucks or RSO tractors.



ROCKET LAUNCHER BATTERY

PLATOON

HQ Section with:

6 15cm NW41 Launchers	200 points
4 15cm NW41 Launchers	145 points
3 15cm NW41 Launchers	105 points
2 15cm NW41 Launchers	75 points

HQ Section with:

6 21cm NW42 Launchers	240 points
4 21cm NW42 Launchers	175 points
3 21cm NW42 Launchers	125 points
2 21cm NW42 Launchers	90 points

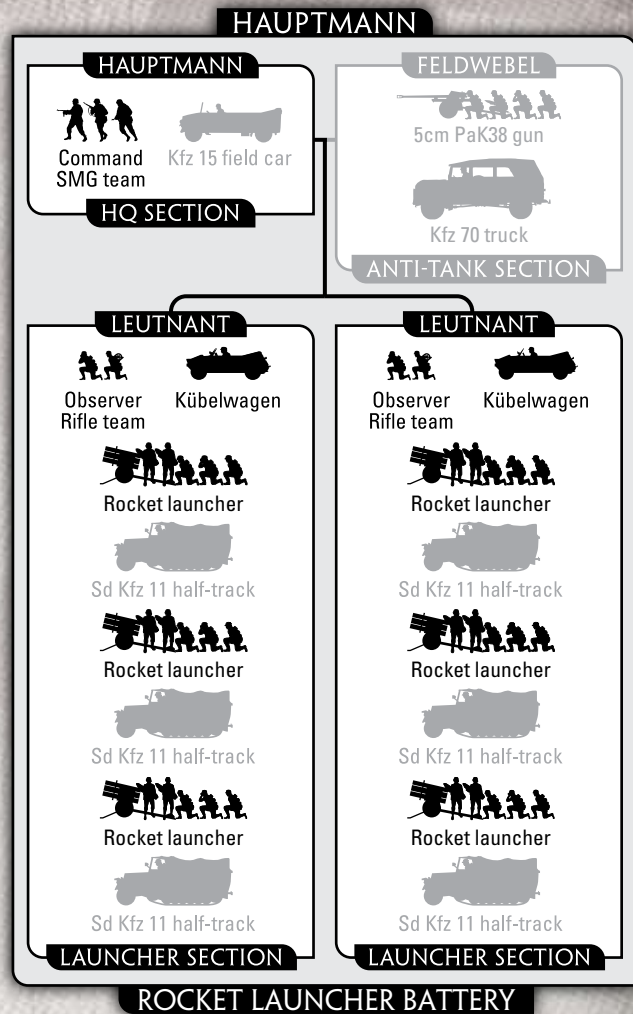
OPTIONS

- Add an Anti-tank Section for +30 points.
- Replace 5cm PaK38 gun and Kfz 70 truck with 7.5cm PaK40 gun and Sd Kfz 11 half-track for +25 points.
- Add Kfz 15 field car and Sd Kfz 11 half-tracks for +5 points for the platoon.

You must purchase all of the rocket launchers from one Launcher Section before adding any teams from the second Launcher Section.

An economical way to deliver massive support in either offensive or defensive operations, the NW41 rocket launcher batteries deliver crushing firepower at a moment's notice. Their ability to bring a constant rain of fire upon advancing enemy infantry can break their assault in one volley.

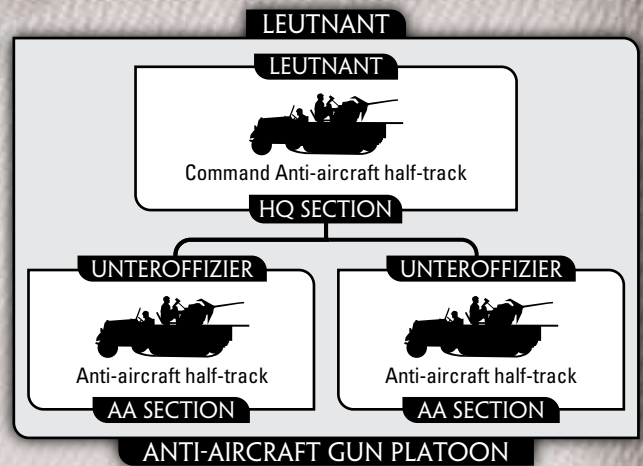
Though vulnerable to tank attack and easily identified for counterbattery fire by the smoke trails, their greater numbers provide you the firepower needed to successfully support your army with a potentially battle winning option.



ANTI-AIRCRAFT GUN PLATOON

PLATOON

3 Sd Kfz 10/5 (2cm)	90 points
2 Sd Kfz 10/5 (2cm)	60 points
3 Armoured Sd Kfz 10/5 (2cm)	120 points
2 Armoured Sd Kfz 10/5 (2cm)	80 points
3 Sd Kfz 7/1 (Quad 2cm)	120 points
2 Sd Kfz 7/1 (Quad 2cm)	80 points
3 Armoured Sd Kfz 7/1 (Quad 2cm)	150 points
2 Armoured Sd Kfz 7/1 (Quad 2cm)	100 points
3 Sd Kfz 7/2 (3.7cm)	140 points
2 Sd Kfz 7/2 (3.7cm)	95 points
3 Armoured Sd Kfz 7/2 (3.7cm)	165 points
2 Armoured Sd Kfz 7/2 (3.7cm)	110 points



HEAVY ANTI-AIRCRAFT GUN PLATOON

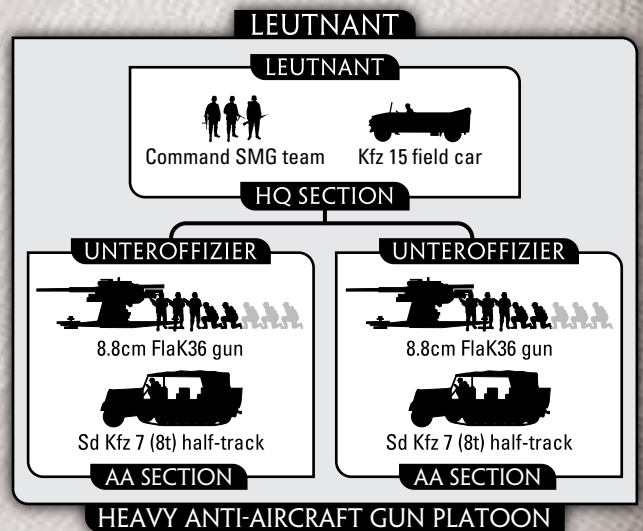
PLATOON

HQ Section with:	
2 Anti-aircraft Sections	165 points
1 Anti-aircraft Section	85 points

OPTION

- Model 8.8cm FlaK36 guns with eight or more crew and increase their ROF to 3 for +10 points per gun.

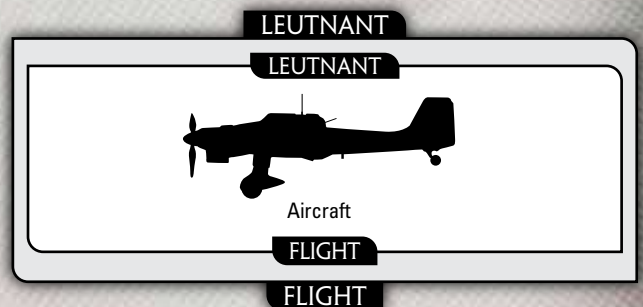
The Allies have learned to respect this weapon and will often go out of their way to avoid it. When well positioned these weapons can halt an attack as it starts.



AIR SUPPORT

SPORADIC AIR SUPPORT

Ju 87D Stuka	100 points
Ju 87G Stuka	100 points
Hs 129B	115 points





German Arsenal

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
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ASSAULT GUNS

StuG M42 75/18 (Semovente) <i>75/18 gun</i>	Standard Tank <i>24"/60cm</i>	4 2	2 9	1 3+	AA MG. <i>Hull mounted.</i>
StuG M42 75/34 (Semovente) <i>75/34 gun</i>	Standard Tank <i>32"/80cm</i>	4 2	2 10	1 3+	AA MG. <i>Hull mounted.</i>
StuG G or StuG IV <i>7.5cm StuK40 gun</i>	Standard Tank <i>32"/80cm</i>	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen. <i>Hull mounted.</i>
StuH42 <i>10.5cm StuH42 gun</i>	Standard Tank <i>32"/80cm</i>	7 2	3 10	1 2+	Hull MG, Protected ammo, Schürzen. <i>Hull mounted, Breakthrough gun, Smoke.</i>

HEAVY TANKS

Tiger I E <i>8.8cm KwK36 gun</i>	Slow Tank <i>40"/100cm</i>	9 2	8 13	2 3+	Co-ax MG, Hull MG, Protected ammo, Wide tracks. <i>Slow traverse.</i>
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ANTI-AIRCRAFT (SP)

Sd Kfz 10/5 (2cm) <i>2cm FlaK38 gun</i>	Half-tracked <i>16"/40cm</i>	- 4	- 5	- 5+	<i>Gun shield, Anti-aircraft.</i>
Armoured Sd Kfz 10/5 (2cm) <i>2cm FlaK38 gun</i>	Half-tracked <i>16"/40cm</i>	0 4	0 5	0 5+	<i>Anti-aircraft.</i>
Sd Kfz 7/1 (Quad 2cm) <i>2cm FlaK38 (V) gun</i>	Half-tracked <i>16"/40cm</i>	- 6	- 5	- 5+	<i>Gun shield, Anti-aircraft.</i>
Armoured Sd Kfz 7/1 (Quad 2cm) <i>2cm FlaK38 (V) gun</i>	Half-tracked <i>16"/40cm</i>	0 6	0 5	0 5+	<i>Anti-aircraft.</i>
Sd Kfz 7/2 (3.7cm) <i>3.7cm FlaK43 gun</i>	Half-tracked <i>24"/60cm</i>	- 4	- 6	- 4+	<i>Gun shield, Anti-aircraft.</i>
Armoured Sd Kfz 7/2 (3.7cm) <i>3.7cm FlaK43 gun</i>	Half-tracked <i>24"/60cm</i>	0 4	0 6	0 4+	<i>Anti-aircraft.</i>

VEHICLE MACHINE-GUNS

<i>Vehicle MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>2</i>	<i>6</i>	<i>ROF 1 if other weapons fire.</i>
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INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	ROF 2 when pinned down
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Assault Rifle team	8"/20cm	3	1	6	Full ROF when moving.
Panzerschreck team	8"/20cm	2	11	5+	Tank Assault 5.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step.
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Panzerknacker teams are rated as Tank Assault 5. Pioneer teams are rated as Tank Assault 4.



GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MG42 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
8.8cm RW43 (Puppchen) launcher	Man-packed	16"/40cm	1	11	5+	
8cm GW34 mortar	Man-packed	24"/60cm	2	2	3+	Minimum range 8"/20cm, Smoke.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
12cm sGW43 mortar	Light	56"/140cm	-	3	3+	
7.5cm leIG18 gun	Light	16"/40cm	2	9	3+	Gun shield, Smoke.
Firing bombardments		48"/120cm	-	3	6	
15cm sIG33 gun	Heavy	16"/40cm	1	13	1+	Bunker buster, Gun shield.
Firing bombardments		56"/140cm	-	4	2+	
2cm FlaK38 gun	Light	16"/40cm	4	5	5+	Anti-aircraft, Gun shield, Turntable.
3.7cm PaK36 gun	Light	24"/60cm	3	6	4+	Gun shield.
Firing Stielgranate		8"/20cm	1	12	5+	
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
8.8cm FlaK36 gun	Immobile	40"/100cm	2	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
7.5cm GebG36 gun	Medium	24"/60cm	2	9	3+	Smoke.
With Gun Shield	Heavy	24"/60cm	2	9	3+	Gun shield, Smoke.
Firing bombardments		72"/180cm	-	3	6	Smoke bombardment.
10.5cm GebH40 howitzer	Heavy	24"/60cm	1	10	2+	Breakthrough gun, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
15cm sFH18 howitzer	Immobile	24"/60cm	1	13	1+	Bunker buster, Smoke.
Firing bombardments		80"/200cm	-	5	2+	Smoke bombardment.
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket launcher, Smoke bombardment.
21cm NW42 rocket launcher	Light	72"/180cm	-	3	3+	Rocket launcher.

TRANSPORT TEAMS

Vehicle Weapon	Mobility Range	Armour			Equipment and Notes
		Front ROF	Side Anti-tank	Top Firepower	
BMW motorcycle & sidecar or Kübelwagen jeep	Jeep	-	-	-	Optional Passenger-fired hull MG.
Horch Kfz 15 car	Jeep	-	-	-	
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	
3-ton truck	Wheeled	-	-	-	
Horse-drawn wagon	Wagon	-	-	-	

TRACTORS

RSO	Slow Tank	-	-	-	
Sd Kfz 10 (1t), Sd Kfz 11 (3t), or Sd Kfz 7 (8t) half-track	Half-tracked	-	-	-	
Horse-drawn limber	Wagon	-	-	-	
Pack Mule team	Man-packed	-	-	-	Mountaineers.

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Ju 87D Stuka	Bombs	4+	5	1+	
Ju 87G Stuka	Cannon	3+	11	4+	
Hs 129B	Cannon	2+	9	4+	Flying Tank.



