

# GEBIRGSJÄGERKOMPANIE

GEBIRG 1600

CONFIDENT

VETERAN

INFANTRY COMPANY

POINTS

1600

PLATOON	QTY	UNIT	POINTS
<b>HEADQUARTERS</b>			
Gebirgsjägerkompanie HQ p.95	2	Cmd Panzerfaust SMG team	5.6% 90
	1	Panzerschreck team	
<b>COMBAT PLATOONS</b>			
Gebirgsjäger Platoon p.95	1	Cmd Panzerfaust SMG team	10.3% 165
	6	Rifle/MG team	
Gebirgsjäger Platoon p.95	1	Cmd Panzerfaust SMG team	10.3% 165
	6	Rifle/MG team	
<b>WEAPONS PLATOONS</b>			
Gebirgsjäger Machine-gun Platoon p.96	1	Cmd SMG team	8.4% 135
	4	MG42 HMG	
<b>REGIMENTAL SUPPORT</b>			
Gebirgsjäger Anti-tank Gun Platoon p.98	1	Cmd SMG team	10% 160
	3	7.5cm PaK40 gun	
	3	Kfz 70 truck	
<b>SUPPORT PLATOONS</b>			
Schwere Panzer Platoon p.63	2	Tiger IE	26.9% 430
Gebirgs Assault Gun Platoon p.100	4	StuG M42 75/34	15% 240
Gebirgs Artillery Battery p.101	1	Cmd SMG team	13.4% 215
	1	Staff team	
	2	Observer Rifle team	
	4	10.5cm GebH40 howitzer	
	5	Pack Mules	

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# ARSENAL

## TANK TEAMS

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
<b>TANKS</b>					
Tiger IE	Slow Tank	9	8	2	Co-ax MG, Hull MG, Protected ammo, Wide tracks.
<i>8.8cm KwK36 gun</i>	<i>40"/100cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	<i>Slow traverse.</i>
<b>ASSAULT-GUNS</b>					
StuG M42 75/34 (Semovente)	Standard Tank	4	2	1	AA MG.
<i>75/34 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Hull Mounted.</i>

## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
10.5cm GebH40 howitzer	Heavy	24"/60cm	1	10	2+	Breakthrough gun, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
MG42 HMG	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6. Cannot shoot in the Shooting Step if moved in the Movement Step.
Panzerschreck team	8"/20cm	2	11	5+	Tank Assault 5
Rifle team	16"/40cm	1	2	6+	
Rifle/MG team	16"/40cm	2	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.
Staff team	16"/40cm	1	2	6+	Moves as a Heavy Gun team.

## TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
<b>TRUCKS</b>					
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	

## VEHICLE MACHINE-GUNS

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

## SPECIAL RULES

### **Gebirgs Artillery Battery - p.101**

Pack Mules use the Pack Mules rules on page 93.

### **Gebirgsjäger Anti-tank Gun Platoon - p.98**

Pack Mules use the Pack Mules rules on page 93.

### **Gebirgsjäger Machine-gun Platoon - p.96**

Gebirgsjäger Machine-gun Platoons are Mountaineers,

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

### **Gebirgsjäger Platoon - p.95**

Gebirgsjäger Platoons are Mountaineers.

### **Gebirgsjägerkompanie HQ - p.95**

Gebirgsjäger Infantry teams and Man-packed Gun teams are all Mountaineers, see page 61 of the rulebook.

Gun teams carried by Pack Mule teams are Mountaineers, see page 61 of the rulebook. Pack Mules teams are Transport teams. Pack Mule teams carry Gun teams as Passengers and the Gun team is removed from the table while it is carried by the Pack Mule team.

The teams of a Gebirgsjägerkompanie HQ are Mountaineers.

### **Schwere Panzer Platoon - p.63**

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