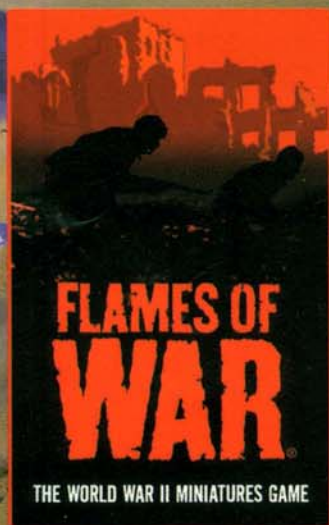


Diving Eagles

INTELLIGENCE HANDBOOK ON
GERMAN AIRBORNE FORCES







FLAMES OF WAR®

Diving Eagles



INTELLIGENCE HANDBOOK ON GERMAN AIRBORNE FORCES

Written By: Phil Yates
Editing: Peter Simunovich, Matt Stevens
Project Management: Rex Hurley
Book Cover Art: Tim Fisher
Photography: Leigh Mitchell-Anyon
Photographs: Alexander Turnbull Library,
Australian War Museum.
Stories: David Billingham

Graphic Design: Dion Holswich
Internal Art: Michael Tavan
Miniatures Design: Evan Allen, Carl Cederman
Terrain Modelling: David Brasting
Miniatures Painting: Evan Allen, Richard Carlisle,
Colin Craigie, Kelly Gay, Rex Hurley, Nick Ho,
Andrew Karl, Simon Paton, Wayne Turner
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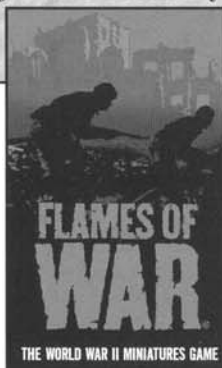
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This is a supplement for *Flames Of War*, the World War II miniatures game.
A copy of the rulebook for *Flames Of War* is necessary to fully use the contents of this book.

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Battlefront Miniatures Ltd
Unit 6, 77 Porana Road
Glenfield
Auckland
New Zealand

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Diving Eagles in Battle

"Our formation is young. We have not yet any traditions. We must create tradition by our action in the future. It depends upon us whether or not the sign of the Diving Eagle—the badge which unites us—will go down in history as a symbol of military honour and valour."

—Hauptmann Friedrich August Freiherr Von der Heydte, April 1941

Willkommen Herr Leutnant. The Diving Eagle is the symbol of every German paratrooper, every *Fallschirmjäger*. Like all paratroopers, you have volunteered for this dangerous role where only the bravest and the best survive. This Intelligence Handbook will tell you all that you need to know before you can command the Diving Eagles in battle. Before we begin your training, first you must know our history.

BLITZKRIEG—A NEW KIND OF WAR

German parachute troops first saw action in the 1939 campaign in Poland where we stormed several fortresses on the Vistula river after an overland march. The first air assault came six months later when we spearheaded the invasions of Denmark and Norway. The world was still reeling when the *Fallschirmjäger* opened the attack on France in May 1940. In a surprise attack we captured the supposedly impregnable Belgian fortress of Eben Emael and the bridges on the Albert Canal and Maas River from the air, opening the way for the Panzers to destroy the French and British armies.

With France defeated, only Britain remained defiant. As the Battle of Britain raged in the skies above London, the German army prepared to cross the channel and invade Britain. Once again the paratroops would be in the forefront as they landed in southern England to secure the invasion beaches. It was not to be. The Royal Air Force's tenacious defence ended plans for an invasion and Hitler looked elsewhere.

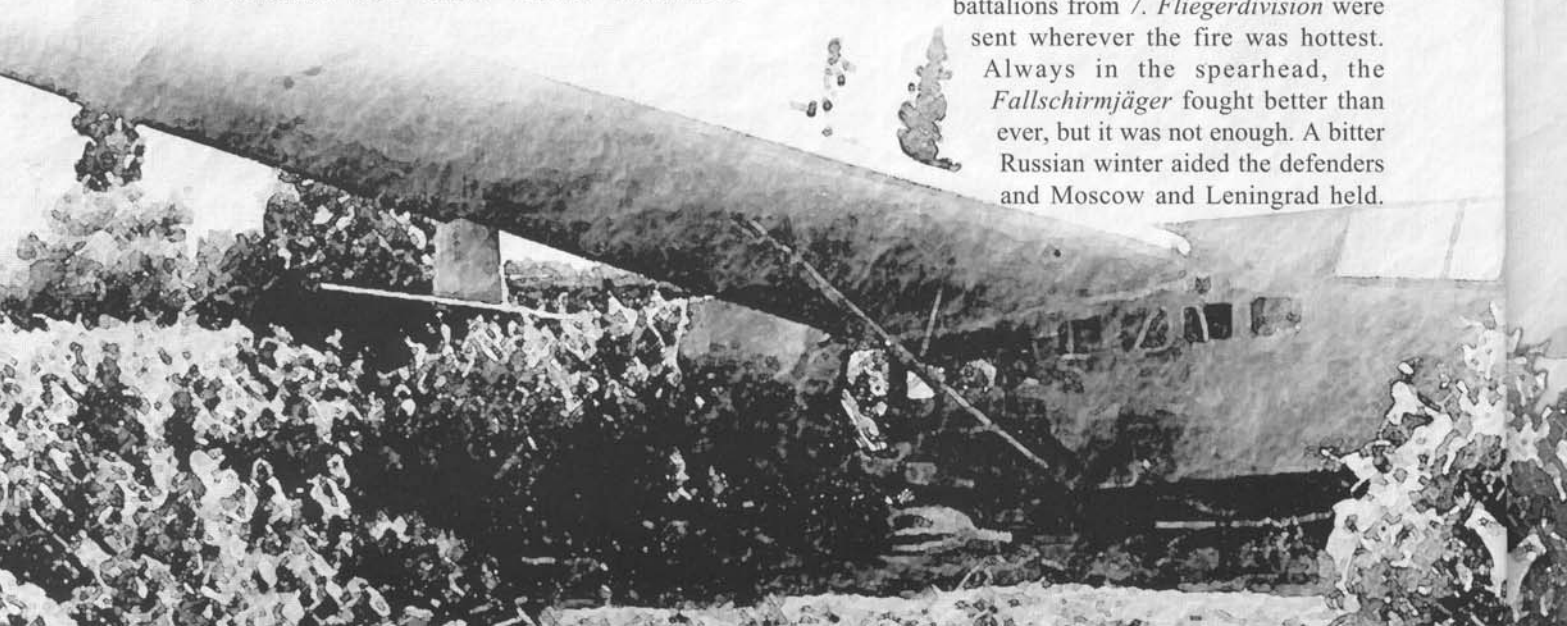
THE GREATEST AIRBORNE OPERATION THE WORLD HAS KNOWN

In 1941, a year after the invasion of France, Hitler was ready to carry out his master plan to invade the Soviet Union. Before this could be done, there was the minor matter of Greece and Yugoslavia to tidy up. The Panzers struck south, destroying all opposition with alarming speed. If 'W' Force, the British defenders, could be trapped away from their evacuation ports, they would be destroyed. In a daring operation, paratroops captured the bridge over the Corinth canal, only to have it blow up in their faces. 'W' Force escaped to the island of Crete.

The power of the British Royal Navy made a seaborne assault on Crete impossible. It would have to be taken from the air. This was to be the biggest airborne operation yet. The entire 7. *Fliegerdivision* dropped on the British, Australian and New Zealand defenders. After a bloody week-long battle, the island was ours!

FIRE AND ICE

Although the war in the Mediterranean was going well, the armies invading the Soviet Union were being swallowed up by the vastness of Russia. As 1941 came to an end, more troops were desperately needed for the final drives on Moscow and Leningrad. Barely recovered from their ordeal on Crete, battalions from 7. *Fliegerdivision* were sent wherever the fire was hottest. Always in the spearhead, the *Fallschirmjäger* fought better than ever, but it was not enough. A bitter Russian winter aided the defenders and Moscow and Leningrad held.



As the Soviet Army threw new reserves from Siberia into the battle, we paratroops were forced to fight desperately just to hold the line throughout the winter. By the Spring of 1942 the *Fallschirmjäger* had taken so many casualties that we were withdrawn and rebuilt again in France as two new divisions, 1. and 2. *Fallschirmjägerdivisionen*.

SAND AND FLIES

The next engagement for the Diving Eagles was supposed to be Malta. In a repeat of the invasion of Crete, German and Italian paratroops would capture the island bastion of Malta, freeing the British stranglehold on Rommel's supply lines in the desert. Instead, with Rommel seeming unbeatable in Africa, *Fallschirmbrigade Ramcke* was hastily formed and sent to Egypt for the decisive Battle of El Alamein.

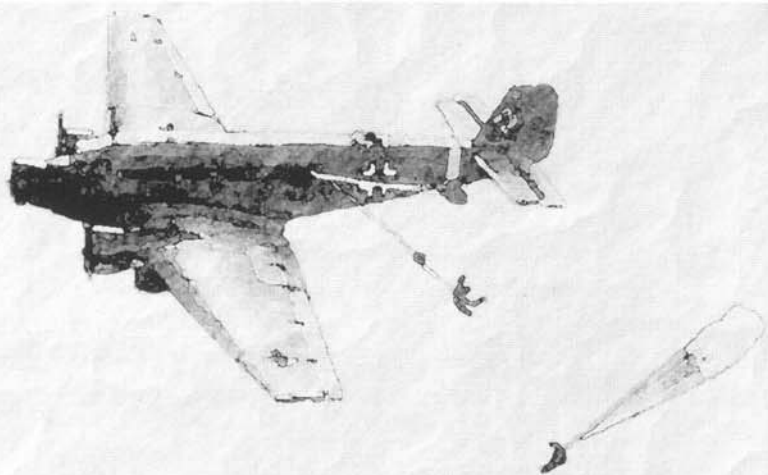
When Montgomery's Eighth Army finally smashed Rommel's *Deutsches Afrika Korps*, the Ramcke Brigade marched a thousand miles across the desert to Tunisia. There, reinforced, they fought in vain to hold the last Axis bastion in Africa against the combined might of America, Britain, and the Free French. The last survivors were evacuated in May 1943.

AIRBORNE ONCE MORE

With Tunisia in their hands, the next step for the Allies was the invasion of Italy, starting with the island of Sicily. Once more the Diving Eagles were called to the rescue, with 1. *Fallschirmjägerdivision* parachuting in to hold the vital Primasole bridge hours ahead of the British parachuting in to capture it! Despite our gallant defence, the fall of Sicily was inevitable and we withdrew to Italy with the army.

STUBBORN COURAGE

The twin battles of Monte Cassino and Anzio were the most bitter of the Italian campaign and were marked by the strength of the Diving Eagles defence. 1. *Fallschirmjägerdivision* held Monte Cassino against the armies of over a dozen countries for the first five months of 1944, before finally being outflanked. At the same time the newly raised 4. *Fallschirmjägerdivision* held the Allied invasion force trapped on the beaches of Anzio, only withdrawing when the front broke at Monte Cassino.



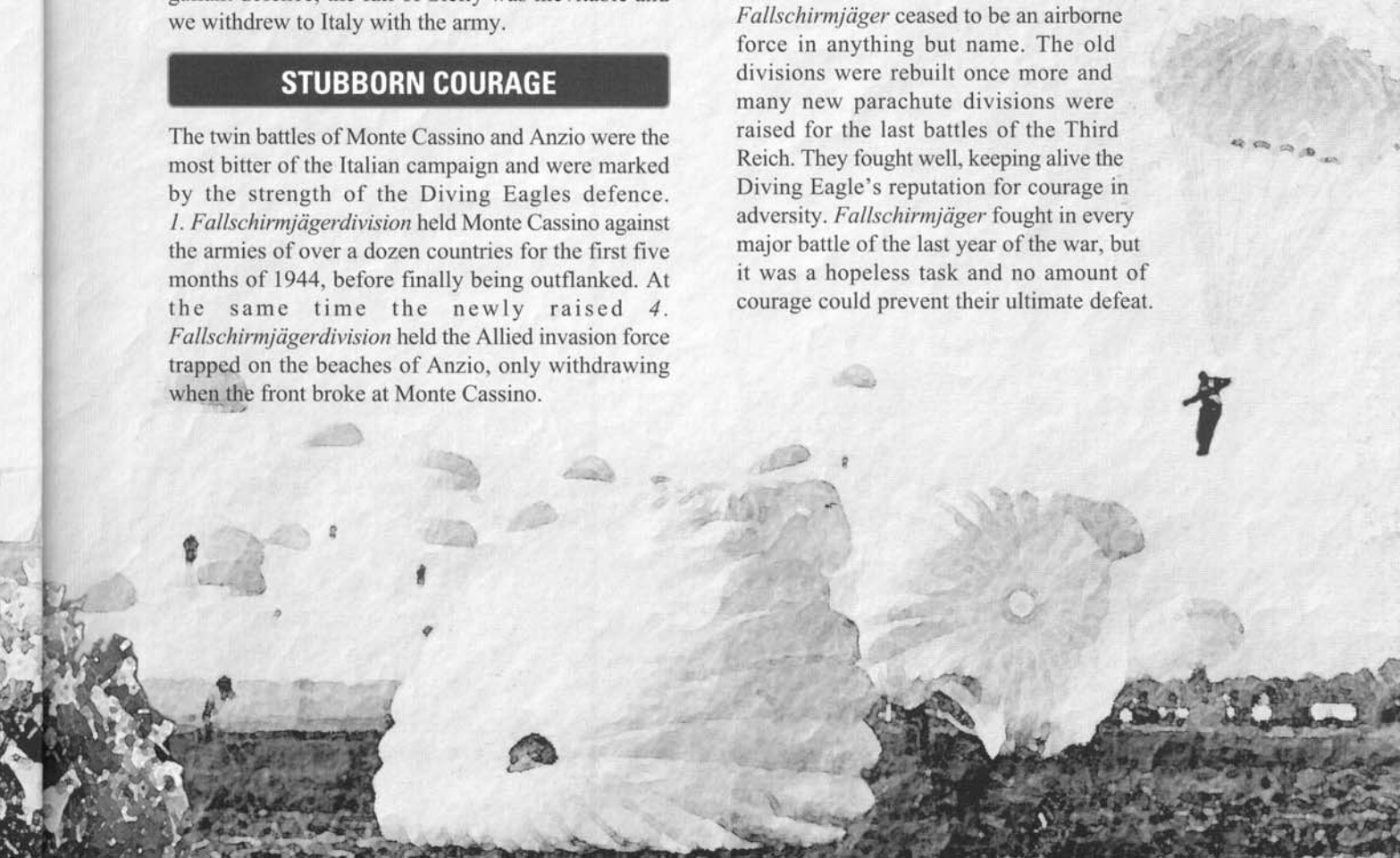
BITTER DEFEAT

While comrades fought in Italy, 2. *Fallschirmjägerdivision* returned to the Eastern Front. There they were slowly ground up in the bitter defensive battles around Zitomir and Kirovgrad, but not before taking an enormous toll on their Soviet adversaries.

Sent to France to recover, they joined 3. and 5. *Fallschirmjägerdivisionen* defending *Festung Europa*, Hitler's Fortress Europe, they did not have long to wait before the D-Day landings in June 1944 brought Allied troops back to France. 3. *Fallschirmjägerdivision* fought the US Army in the bitter battles around St. Lô but was unable to stem the tide. When Patton's Third Army broke out in August, 3. *Fallschirmjägerdivision* and the new 5. *Fallschirmjägerdivision* were destroyed. 2. *Fallschirmjägerdivision* was bottled up in the port of Brest where it too eventually fell.

LOYAL TO THE END

With all of our experienced parachute divisions all but wiped out, we *Fallschirmjäger* ceased to be an airborne force in anything but name. The old divisions were rebuilt once more and many new parachute divisions were raised for the last battles of the Third Reich. They fought well, keeping alive the Diving Eagle's reputation for courage in adversity. *Fallschirmjäger* fought in every major battle of the last year of the war, but it was a hopeless task and no amount of courage could prevent their ultimate defeat.



"From the door I had my first view of Kreta, moments before I leapt. The sky was full of parachutes of all colours, but my eyes were on the ground close below. Bare seconds later I hit the ground face down on hands and knees. Friends lay all around unmoving, shot before they touched the ground. Unclipping my parachute, I crouched, running for the weapons container. Bullets ploughed the dirt around me as I dived into a ditch alongside others from my company. We had to get to the containers if we were to fight back. With unspoken agreement we leapt up again and sprinted the last few metres to the container. We quickly had the machine-gun firing. By then we could hear others firing too. We would overcome the defenders and the island would soon be ours, taken from the air in the world's first airborne invasion."
—Oberjäger Walter Horstmann

Why Collect a Diving Eagles Force

Not only are the Diving Eagles the best of the best, their ability to make airborne assaults adds a whole new dimension to your games.

The Fallschirmjäger (pronounced fall-shirm-yai-gerr) are elite light infantry. Fearless in battle and amongst the most skilled soldiers of the war, the German parachute troops can and will defeat any infantry in the world. Lacking in tanks of their own, the paratroopers can look after themselves when faced with enemy armour. Their anti-tank guns and artillery pieces can all be delivered by parachute or glider and the recoilless guns are light, but they still pack the punch of a full-sized anti-tank gun.

When operating as conventional infantry, the Fallschirmjäger are even more formidable, having their own self-propelled guns and often being supported by Panzers from the army.

Parachute assault landings are a totally different gaming experience. Rather than lining up face to face with your opponent and slugging it out, you can drop on them unawares. Once your troops land, the battle heats up as your paratroopers race to gather their containers and weapons before the enemy gather their wits. To



spice things up further, your gliders can launch pre-emptive assaults to capture vital features before the battle even begins.

If you don't feel like taking the risk of an airborne assault, you can still use your Diving Eagles force as conventional infantry. The Fallschirmjäger fought everywhere that the German army fought. From the frozen hell of Leningrad's winter in northern to the burning sands of El Alamein in the North African desert, the Fallschirmjäger were there. No matter what Allied force your opponent has, your Diving Eagles force is a great historical opponent (they even fought the Italians in Rome).

The last (and maybe the best) reason for collecting a Diving Eagles force is their camouflage uniforms. Although there are heaps of easy to paint uniforms available for German paratroopers, you can really go to town painting their baggy smocks in some great camouflage patterns!

German Airborne Formations

Formation	Formed	Service
7. Fliegerdivision (later 1. & 2. Fallschirmjägerdivisionen)	July 1938	Poland, Denmark, Norway, Belgium, Holland, Greece, Crete, and Russia
Fallschirmbrigade Ramcke	July 1942	Western Desert and Tunisia
1. Fallschirmjägerdivision	May 1943	Sicily and Italy
2. Fallschirmjägerdivision	February 1943	Rome, Ukraine, Normandy, Brest, and Ruhr
3. Fallschirmjägerdivision	October 1943	Normandy, Ardennes, and Ruhr
4. Fallschirmjägerdivision	November 1943	Italy
5. Fallschirmjägerdivision	February 1944	Normandy, Ardennes, and Ruhr
6. Fallschirmjägerdivision	June 1944	Holland
7. Fallschirmjägerdivision	September 1944	Holland and Saxony
8. Fallschirmjägerdivision	April 1945	Germany
9. Fallschirmjägerdivision	April 1945	Prussia
10. Fallschirmjägerdivision	April 1945	Austria and Sudetenland

Note: This book is dedicated to the German parachute divisions, the Fallschirmjägerdivisionen. It does not cover Fallschirmpanzerdivision "Hermann Göring" in any of its incarnations, nor any of the Luftwaffe Felddivisionen.



ORGANISATION AND EQUIPMENT



This section describes the organisation and equipment of a Fallschirmjägerkompanie, a German parachute infantry company in the mid-war period. It gives you all the information you need to field the Diving Eagles in your *Flames Of War* battles.



Organising A Fallschirmjägerkompanie

Every company has four parts: a Headquarters Platoon, Combat Platoons, Weapons Platoons, and Support Platoons.

- Your company must have a **Headquarters Platoon**.
- It must also have at least two **Combat Platoons**.
- You can assign any or all of the available **Weapons Platoons** to your company.
- Your company may also have up to two **Support Platoons** assigned from divisional assets for each Combat Platoon that you have.

Making An Airborne Force

The Diving Eagles are famous for their daring air assaults, such as capturing the vital fortress of Eben-Emael and the island of Crete from the air.

Any force selected from the main organisation charts is capable of airborne assaults like these.

Making A Force For Ground Operations

After the losses of the Battle of Crete, Hitler forbade large-scale airborne operations, although the Fallschirmjäger continued to expand, fighting as elite infantry on every front.

If you add troops and equipment from the additional organisation charts for ground operations, your force is no longer capable of airborne operations. However, you have much greater striking power with the heavier equipment available for ground operations.

Platoon Descriptions

The organisation charts describe each platoon in the following parts:

Unit Name: The title of the platoon and the number of platoons of that type that you can have in a company.

Organisation Diagram: Showing the composition and internal organisation of the platoon.

Platoon: A list of the basic platoon options available and their points cost.

Options: Some platoons are shown with part of the diagram in grey to represent optional sections. These are not part of the base points cost for the platoon, but must be paid for separately if you wish to include them in your platoon. Other options allow you to purchase extra equipment or upgraded weapons for your troops.

Restrictions: In some cases there are additional restrictions on the availability of weapons and how many platoons of one type your force may contain.

DIVING EAGLES SPECIAL RULES

The Diving Eagles have some unique equipment and their own way of doing things. The special rules in this section give your force the full capabilities of a Fallschirmjägerkompanie.



TRAINING



Mission Tactics

Paratroopers must be particularly self-reliant, and this trait reinforces the standard German training that teaches every soldier to think for himself. Even the lowliest Jäger knows his platoon and company's mission. If an officer becomes a casualty, another soldier is always ready to take over.

If the command team of a Diving Eagles platoon is destroyed, another team can take over as a command team immediately.

If the command team is a vehicle, nominate another vehicle in the platoon as the new command team.

If the command team is an infantry team, remove a surviving infantry or gun team from the platoon and bring the command team back into play to replace it.

Kampfgruppe

The Fallschirmjäger are trained to cope with any circumstance, improvising solutions with what they have available. Often this takes the form of a Kampfgruppe or improvised battlegroup made up of whatever troops are required for the task at hand.

At the start of the game, take up to half the teams from any combat or weapons platoons in the company and attach them to the company HQ platoon. Teams attached in this way cannot then be detached to other platoons in the company.

The attached teams count as part of the HQ platoon for all purposes including platoon and company morale.

Any casualties sustained by the new composite platoon do not affect the original platoons that the teams belonged to.

Stormtroopers

In the tradition of the elite stormtroopers of the Great War, the Fallschirmjäger values speed and shock as ways of overcoming his enemy. Every paratrooper is a stormtrooper, and this is reflected in the speed and decisiveness of their movement.

Any Diving Eagles platoon with a command team may attempt a Stormtrooper move in its Assault step instead of launching an assault.

Roll a Skill test for each platoon.

- If the test is passed, the platoon may move another 4"/10cm.
- If the test is failed, the platoon cannot move further this turn.

All of the normal rules apply for this movement.

Platoons cannot make Stormtrooper moves if they moved at the double or are pinned down. Bugged down or bailed out vehicles cannot make Stormtrooper moves. Gun teams that shot earlier in the turn cannot make a Stormtrooper move.



VEHICLES



Motorcycle and Kettenkrad Tractors

Fallschirmjäger use motorcycle and sidecar combinations and Kettenkrad half-tracked motorcycles to tow guns since they are the only vehicles light and small enough to fit into Ju52 tri-motor transport aircraft. Although easily powerful enough to tow the gun and carry its ammunition, the motorcycles have no room for the crew, who must walk alongside.

Motorcycle combinations and Kettenkrad half-tracked motorcycles cannot move more than 6"/15cm while towing guns.

...Crete, 1941...

"We were dug in overlooking Maleme Airfield. We got a pasting from Stukas and Ju88's and then the Ju52's came into view. We thought they were Heinkels at first. But then the paratroopers began to drop."

"They looked like thistledown, drifting on the wind. Then we realized there were men under those canopies. We hosed 'em with everything we had. Some we shot, some fell into the sea. And still they came on."

"And could those blighters fight! They'd land with a pistol and a couple of grenades. Then, they'd have to fight their way to their weapons canisters. A puff of wind could put 'em hundreds of yards from their mates, or from their weapons, but still they fought. We really didn't know what we were facing."

"We drove them out of Galatas three times. At bayonet

point. By then, we were too tired, and too few, to hold the town. We fell back. They followed and attacked. We held 'em. Even counterattacked. But they worked their way around our positions. We were trapped, caught in a crossfire. We held on until nightfall, then fell back again."

"We had little food and no water. The paratroopers didn't have it any easier. One I talked to later said they'd nothing to eat for five days."

"At one stage we were sharing a stream with a group of paratroopers. Our water party would go down and fill our water bottles, and then theirs would do the same for them. This worked well until someone with more ammunition than sense decided to take a shot. Nobody got any water after that."

ATL F11989



WEAPONS

Glider Assault Teams

The glider assault teams of *Sturmabteilung Koch* are heavily-armed commandos. Those not manning machine-guns or armed with flame-throwers have MP40 submachine-guns.

Glider Assault teams can fire at their full ROF at ranges up to 4"/10cm even while moving.

Handcarts

Heavy mortars and light recoilless guns and their ammunition are parachuted in containers. While most containers are unpacked immediately, ammunition containers are fitted with small wheels and handles and used as handcarts to give the weapons greater mobility.

10.5cm NbW35 heavy mortar teams and 7.5cm LG40 teams use their containers as handcarts to move their weapons and ammunition, so they can move at up to 4"/10cm on road and cross-country terrain. The containers are less help in rough terrain and give no benefit.

If you wish to show the handcarts, you can model one or two extra crew pulling the cart. This makes no difference in the game, but adds a unique touch to your paratroops.

Panzerknacker

German soldiers have found that their antitank rifles are all but useless against heavier enemy tanks. The soldiers have had to think up other ways to knock them out. Now the troops form Panzerknacker teams who use heavy anti-tank mines and petrol bombs to destroy tanks at close quarters.

A Panzerknacker team has an anti-tank rating of 5 in assaults against tanks, but otherwise operates as a normal Infantry team.

Pioneers

If pioneers have anything in abundance it's explosives. Although they aren't trained tank hunters, this alone makes them deadly against tanks.

Pioneer teams have an Anti-tank rating of 4 in assaults against tanks.

Pistols

Fallschirmjäger do not land with their weapons and must rely on pistols and a few grenades stuffed in pockets to sustain them until they recover their weapons containers. Until they recover their containers all parachute infantry and gun teams fight as Pistol teams.

Pistol teams cannot launch an assault, but fight as normal in an assault if attacked.

Recoilless Guns

The Fallschirmjäger need artillery light enough to be capable of being dropped by parachute, yet heavy enough to destroy entrenched infantry and marauding tanks. They have found the solution in recoilless guns. These weapons vent propellant gasses from the rear of the gun to counteract the recoil of the shell being fired. Although this creates a huge cloud of dust and flying debris behind the gun, it does allow it to do away with the heavy recoil-absorbing carriage of most artillery.

Recoilless guns do not count as concealed if they fired in their last Shooting step as the dust cloud gives away their position.

Because of the danger from flying debris, you cannot fire a recoilless gun when any part of a friendly team is directly behind the gun and within 2"/5cm.

Steilgranate

The little 3.7cm PaK36 anti-tank gun was very useful in the opening phases of the war, but tanks with heavier armour soon made it obsolete. The development of a giant rifle grenade, called a Steilgranate, to fit over the barrel of the gun has provided a partial solution to the problem. It is short-ranged, but at least it can penetrate any known tank. Although not available for the battles on Crete, Steilgranate ammunition is proving itself very useful in Russia and the west.

A 3.7cm anti-tank gun with Steilgranate ammunition can fire with Range 8"/20cm, ROF 1, Anti-tank 12, and Firepower 5+.

Stummelwerfer

The Stummelwerfer ('stump mortar') is a shortened and lightened version of the army's 8cm GW34 medium mortar developed specifically for the Fallschirmjäger. It is ideal for parachute operations because of its light weight and handiness in action, although at the cost of decreased range.

A Stummelwerfer team is a light mortar team with Firepower 3+. As well as firing as a light mortar, Stummelwerfer mortars can fire as close-support artillery.



Fallschirmjägerkompanie (INFANTRY COMPANY)



"The Diving Eagle badge says everything that one needs to know about the Fallschirmjäger, the parachute troops. The eagle symbolises the German soldier, brave, strong, and alert. It flies like the eagle of the Luftwaffe, the air force of which they are part. Diving towards the earth, it represents the swift and ferocious descent of the parachutist on his land-bound foe. The wreath speaks of valour and deeds of courage. Only a veteran of six parachute jumps may wear that badge on their breast. Only the bravest and the best."

—Hauptmann Hugo Sydow



A force based around a Fallschirmjägerkompanie must contain:

- a Company HQ, and
- at least two Fallschirmjäger Platoons.

Weapons Platoons available to a Fallschirmjägerkompanie are:

- two MG Platoons,
- a Mortar Platoon, and
- a Light Gun Platoon.

Support Platoons for a Fallschirmjägerkompanie can be:

- a Heavy Mortar Platoon,
- an Anti-tank Gun Platoon,
- an Anti-aircraft Gun Platoon,
- a Light Artillery Battery,
- a Pioneer Platoon, or
- a Glider Assault Platoon.

You may have up to **two** Support Platoons attached to your company for each Fallschirmjäger Platoon you are fielding.

Air Support

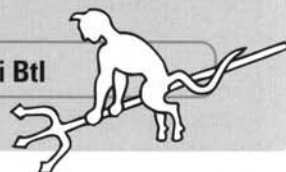
You may request Limited air support at a cost of 100 points. Limited air support will provide supporting ground attack aircraft and fighters on a roll of a 5+.

You may request Priority air support at a cost of 200 points. Priority air support will provide supporting ground attack aircraft and fighters on a roll of a 4+.

Motivation And Experience

All Fallschirmjäger are volunteers. They are put through rigorous selection examinations and hard training before they win their wings. A Fallschirmjägerkompanie is rated as **Fearless Veteran**.

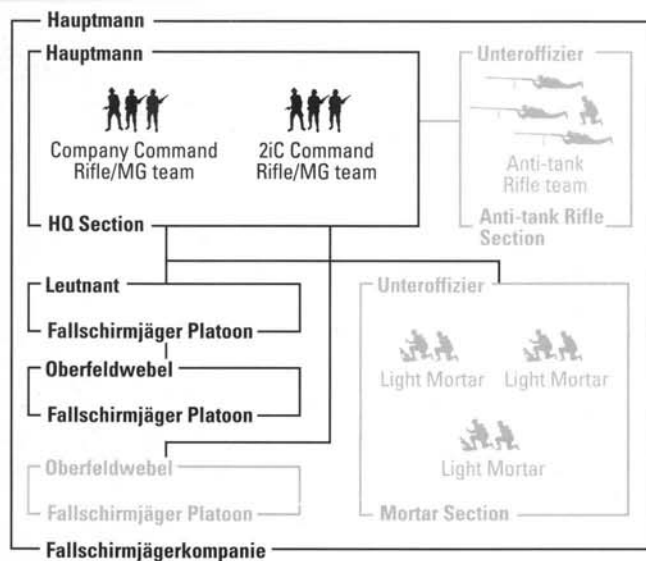
3./Fallschirm Pi Btl



HEADQUARTERS PLATOON



1 Company HQ



Platoon

Company HQ

55 points

Options

- Add a Mortar Section of up to three Light Mortar teams for +20 points per team, or up to three Stummelwerfer teams for +40 points per team.
- Add an Anti-tank Rifle Section of one of: an Anti-tank Rifle team for +30 points, a 2cm Anti-tank Rifle team for +40 points, a 2.8cm Anti-tank Rifle team for +45 points, or up to three Panzerknacker SMG teams for +35 points each.

lighter PzB39 anti-tank rifles for the battle of Crete. Later they replaced their light mortars with the more effective Stummelwerfer and adopted the heavy 2.8cm sPzB41 anti-tank rifle.



COMBAT PLATOONS

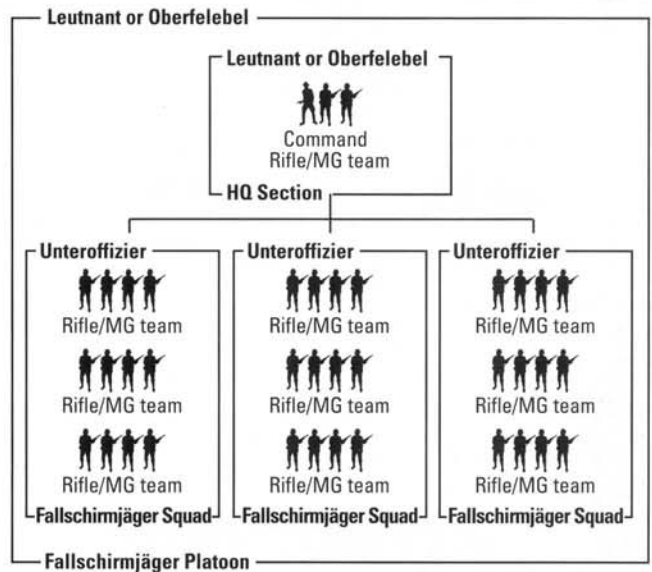
2 or 3 Fallschirmjäger Platoons

Platoon

HQ Section with

3 Fallschirmjäger Squads **280 points**2 Fallschirmjäger Squads **195 points**

The versatility of the Fallschirmjäger Platoon makes it the core of the Fallschirmjägerkompanie. Six MG34 machine-guns make them deadly in a firefight, but determination and hard training make them even more dangerous in an assault.



WEAPONS Platoons

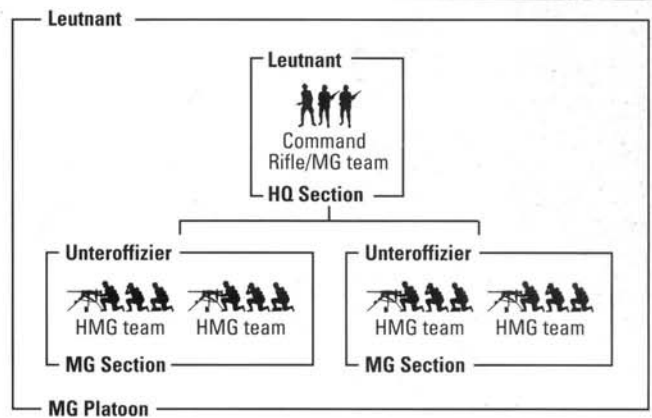
0 to 2 MG Platoons

Platoon

HQ Section with

4 HMG teams **175 points**3 HMG teams **140 points**2 HMG teams **105 points**

The massed long-range firepower of MG Platoons is invaluable in both attack and defence. In an attack they move forward with the Fallschirmjäger Platoons to pin down the enemy before any assault. In defence, they will stop any infantry attack in its tracks.



0 to 1 Mortar Platoon

Platoon

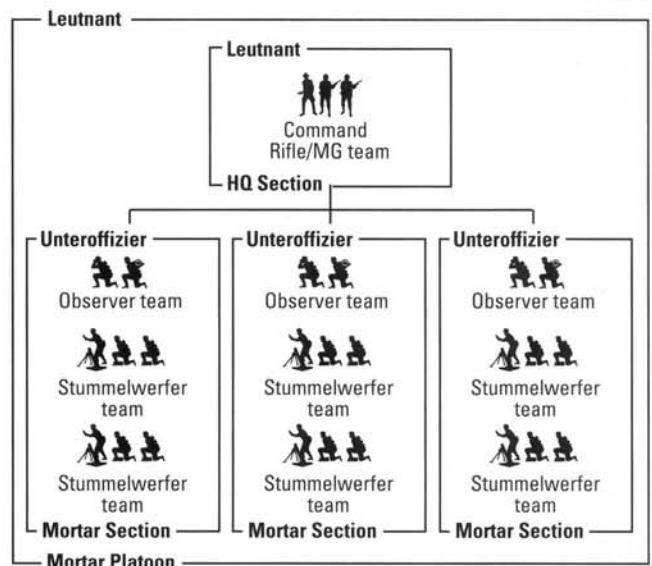
HQ Section with

3 Mortar Sections **310 points**2 Mortar Sections **215 points**1 Mortar Section **120 points**

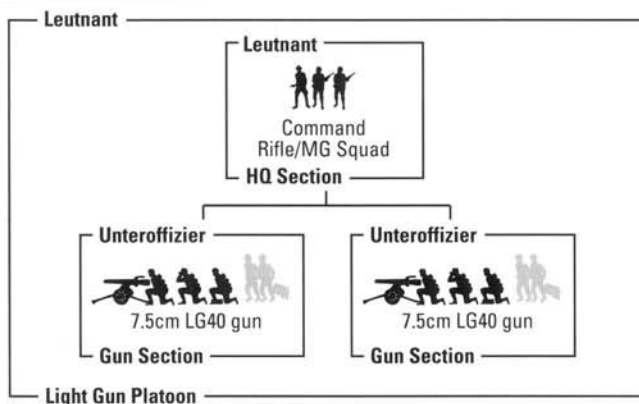
Your force may not contain more than one Mortar Platoon, even if it has more than one Fallschirmjägerkompanie.

Mortars give the Fallschirmjägerkompanie its own artillery, able to deliver concentrated firepower anywhere along the company front.

After Crete, the number of mortars in the platoon dropped to four making the platoon handier and more manageable.



0 to 1 Light Gun Platoon



The recoilless 7.5cm LG40 light gun entered service just in time for four of them to be used in the battles on Crete. Since then, they have been issued throughout the airborne forces along with the heavier 10.5cm LG40 recoilless guns.

Platoon

HQ Section with

2 Light Gun Sections	90 points
1 Light Gun Section	60 points

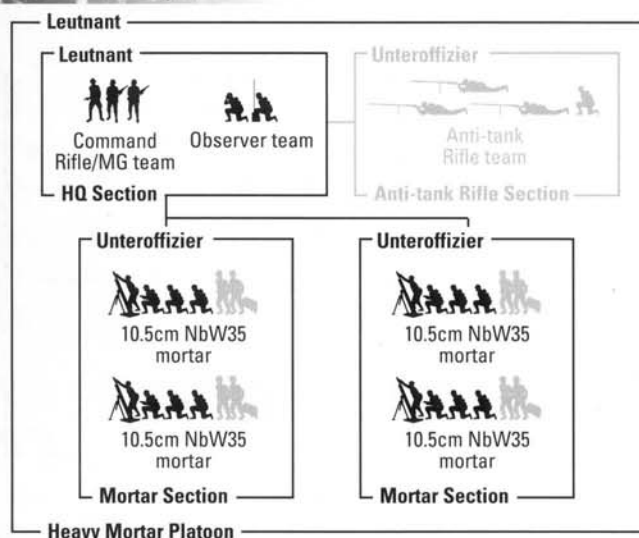
Options

- Replace all 7.5cm LG40 recoilless guns with 10.5cm LG40 recoilless guns for +5 points per gun.

You may only have one Light Gun Platoon per Fallschirmjägerkompanie that you field. If you have more than one Fallschirmjägerkompanie, only one Light Gun Platoon can be equipped with 7.5cm LG40 recoilless guns, any further Light Gun Platoons must be equipped with 10.5cm LG40 recoilless guns.

SUPPORT PLATOONS

0 to 1 Heavy Mortar Platoon



Platoon

HQ Section with

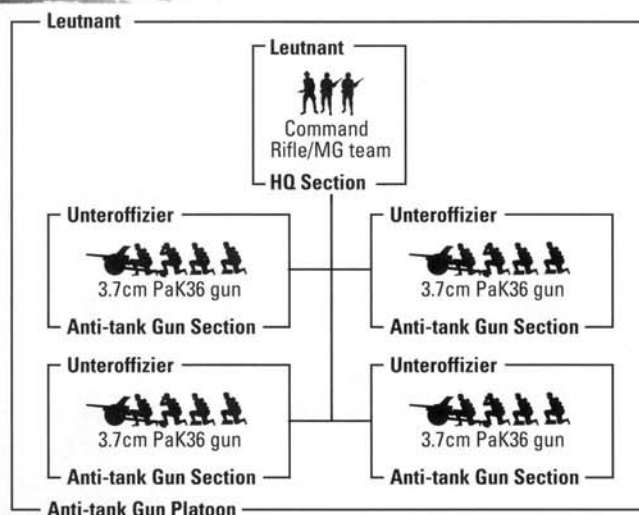
2 Mortar Sections	265 points
1 Mortar Section	145 points

Options

- Add an Anti-tank Rifle section for +30 points.

Heavy mortars give the Fallschirmjägerkompanie the ability to blast enemy infantry out of buildings and trenches, as well as using their range to break up enemy counterattacks at a distance. The mortarmen are helpful when enemy tanks appear too, as they can protect themselves with their own anti-tank rifles.

0 to 1 Anti-tank Gun Platoon



Platoon

HQ Section with

4 Anti-tank Gun Sections	180 points
3 Anti-tank Gun Sections	140 points
2 Anti-tank Gun Sections	100 points

Lightly equipped paratroops will always be vulnerable to armoured counterattacks. Plenty of air-droppable light 3.7cm PaK36 anti-tank guns help to protect against this threat.

In the early campaigns the anti-tank guns could only be airlifted in after an airfield was captured, but by the time of Crete, a new quadruple parachute allowed the guns to be dropped with the assault troops.



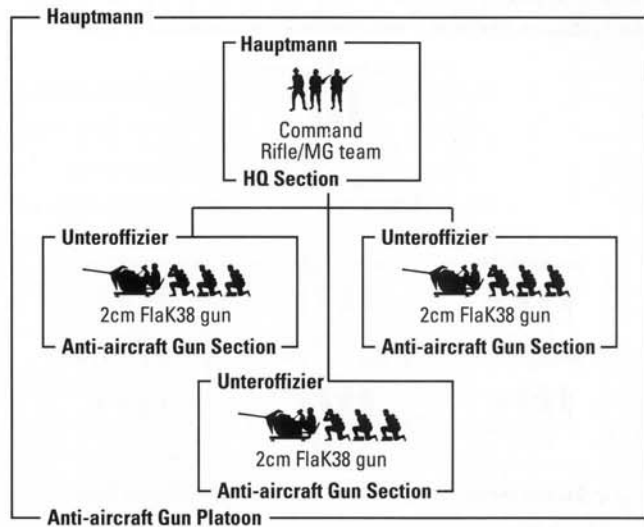
0 to 1 Anti-aircraft Gun Platoon

Platoon

HQ Section with

3 Anti-aircraft Sections	145 points
2 Anti-aircraft Sections	105 points

Tanks are not the only problem for lightly equipped airborne troops. Although the Luftwaffe always provides maximum air support for airborne landings, they can't be everywhere all the time. That's where the Anti-aircraft Gun Platoon comes in, keeping any enemy aircraft that break through the Luftwaffe fighters at bay, and in the absence of enemy aircraft, the anti-aircraft guns are deadly against infantry.



0 to 1 Light Artillery Battery

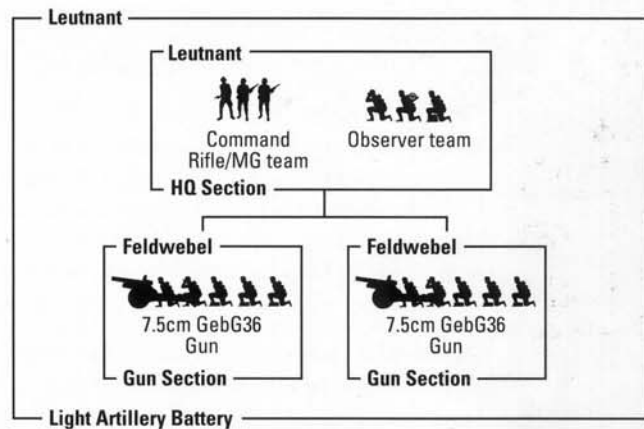
Platoon

HQ Section with

2 Gun Sections	155 points
1 Gun Section	100 points

Your force may not contain more than one Light Artillery Battery, even if it has more than one Fallschirmjägerkompanie.

While the 7.5cm GebG36 mountain gun is light as far as artillery goes, it is still too heavy to deliver by parachute. The only way to get them into battle quickly is to squeeze them into gliders. These guns are by far the heaviest equipment available in an air assault, but their punch more than makes up for the difficulty of bringing them into battle.



0 to 1 Pioneer Platoon

Platoon

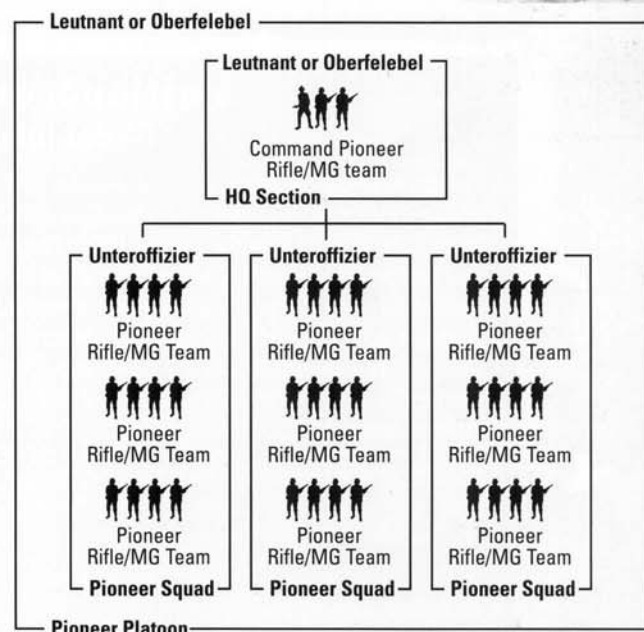
HQ Section with

3 Pioneer Squads	360 points
2 Pioneer Squads	250 points
1 Pioneer Squad	140 points

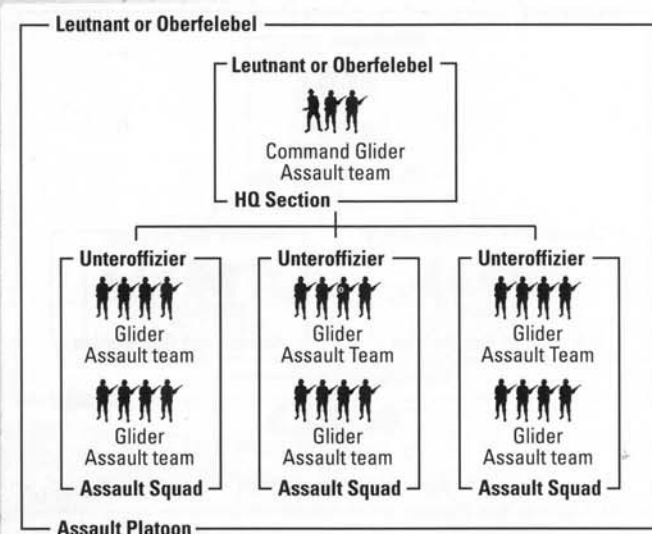
Options

- Up to one team per Pioneer squad may be equipped with a flame-thrower as well as its normal weapons for +10 points.

The Pioneer Platoons were true assault engineers. As well as performing normal engineering tasks, the Fallschirmpionier or parachute pioneer was expected to be in the forefront of attacks on fortified positions where their flame-throwers and demolition charges give them an edge.



0 to 1 Glider Assault Platoon



Platoon

HQ Section with

3 Assault Squads **450 points**

2 Assault Squads **350 points**

Options

- Up to one team per Assault squad may be equipped with a flame-thrower as well as its normal weapons at no cost.
- Up to one Glider Assault team may be replaced with an HMG team at no cost.

Assault troops land by glider to capture critical defences before the enemy is even aware that the attack has begun. They are perfect for a surprise assault to destroy enemy guns or seize an objective before the battle begins.

...Belgium 1940...

"Brace yourselves," the pilot orders, as the great gray mass of the Eben Emael forts flash past. With a bone-rattling jolt, the DFS 230 assault glider lands, bumping and bouncing as the skid ploughs up the dirt. From the hatch above, the hammering of Gericke's machine-gun shudders through the glider as it lurches to a stop.

"Raus! Raus! Schnell!" Grefreiter Trabes shouts. Rybka flings the side door open. As Schmidt leaps from the glider, he hears the whoosh and roar of Kohl's flame-thrower. Gouts of flame wash over gun slits. Schmidt slams a hollow-charge against the smouldering casemate door. He ducks back against the fortress wall. The demolition charge detonates. Deafened, Kohl lumbers through the dust cloud, hosing flame into the gaping hole.

Rybka dodges through the ragged breach. He takes up a position beside the inner door. In the reeking half-light, Schmidt and Gericke set more charges on the casemate's heavy guns. Suddenly, Rybka fires a burst down the passage leading deeper into the fortress. "Hurry up!" he shouts. "We have company."

Kohl pushes past him. His flame-thrower roars. He shuts it off with a snap. Gefreiter Trabes peers over Kohl's shoulder. "That should do it," he says. He glances back at the rest of the Gruppe. "Come on, next objective. Kohl, you lead."

Shifting the heavy tank on his back, Kohl strides down the passage, deeper into the fortress.

Luftlandesturmkompanie (Glider Infantry Company)

Generalleutnant Student, the commander of 7. Fliegerdivision formed *Sturmabteilung Koch* to capture the Belgian fortress of Eben-Emael and the bridges over the Albert Canal. In this operation, the glider assault troops operated without any support, taking their objectives quickly, but facing the task of holding them unaided until the Panzer spearheads arrived to relieve them.

Similar glider assaults intended to destroy anti-aircraft guns and capture vital bridges spearheaded the invasion of Crete.

To recreate their exploits, you can form a Luftlandesturmkompanie.

A force from a Luftlandesturmkompanie contains:

- a Company HQ, and
- two to four Glider Assault Platoons.

The Company HQ is organised like that of a Fallschirmjägerkompanie, but without a Mortar Section or an Anti-tank Rifle Section. Adding the glider needed to carry the Company HQ and making them Pioneers costs 20 points.

Your force cannot contain more than one Luftlandesturmkompanie.





GROUND OPERATIONS



Although the Diving Eagles are specialists in airborne assaults, they often fight in ground operations. Even after a successful airborne assault there are always counterattacks to fight off and pockets of resistance that must be reduced. For these operations the initial parachute force is reinforced with heavy weapons and transport vehicles airlifted into captured airfields.

As elite infantry, the Fallschirmjäger fight other battles entirely on the ground, playing a significant part in Germany's battles on every front including operations in Russia, the Desert, Tunisia, and Italy.

Regular army troops frequently support the Fallschirmjäger in both types of operation. In France a specially-trained airlanding infantry division flew in to assist, while in Crete and Norway the mountain troops flew in once airfields were cleared. In normal infantry operations the infantry, armour, and artillery of the army units they are supporting work closely with the paratroopers. Since they are the best, it is not unusual to see heavy Tiger tanks fighting alongside the paratroops.

As usual, you may have up to two Support Platoons attached to your company for each Fallschirmjäger Platoon you field.

Support Platoons for a Fallschirmjägerkompanie fighting a ground operation can be:

- a Heavy Mortar Platoon,
- up to two Anti-tank Gun Platoons,
- a Tank-hunter Platoon,
- an Anti-aircraft Gun Platoon,
- a Light Artillery Battery, or
- a Pioneer Platoon.

As these are the normal Fallschirmjägerkompanie support platoons equipped for ground operations with heavier weapons and more vehicles, they remain rated as **Fearless Veteran**.

You may also take any combat or support platoons from the appropriate *Intelligence Briefing On The German Army* as support platoons. These retain their normal motivation and experience ratings when working with a Fallschirmjägerkompanie.

A Fallschirmjägerkompanie supported by any of these support platoons cannot take part in an airborne assault.

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SUPPORT PLATOONS

0 to 1 Heavy Mortar Platoon

Platoon

HQ Section with

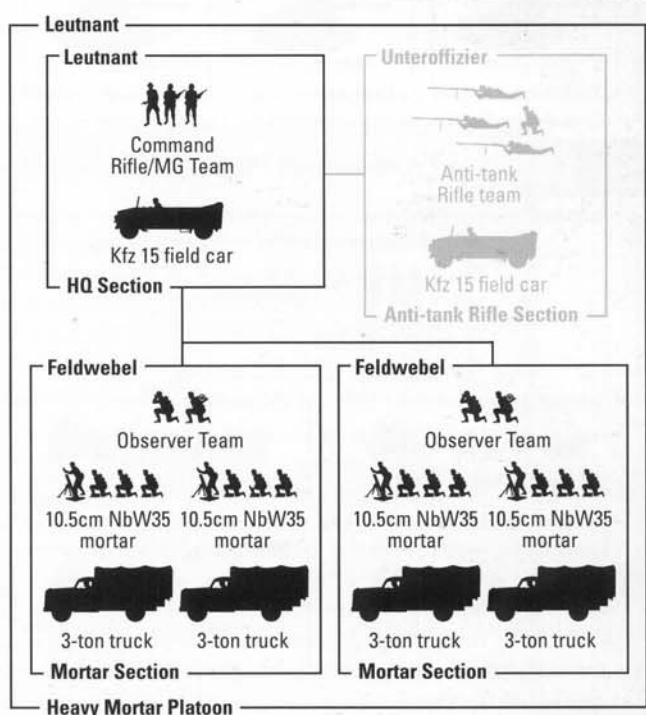
2 Mortar Sections **295 points**

1 Mortar Section **165 points**

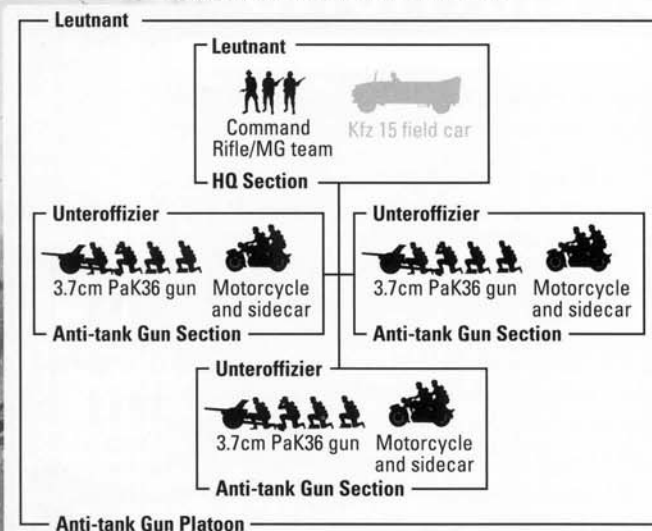
Options

- Add an Anti-tank Rifle section for +35 points.

For ground operations Heavy Mortar Platoons are often equipped with trucks to carry their weapons and equipment. The extra mobility makes them much handier in attacks since they can move rapidly to wherever their support is most needed.



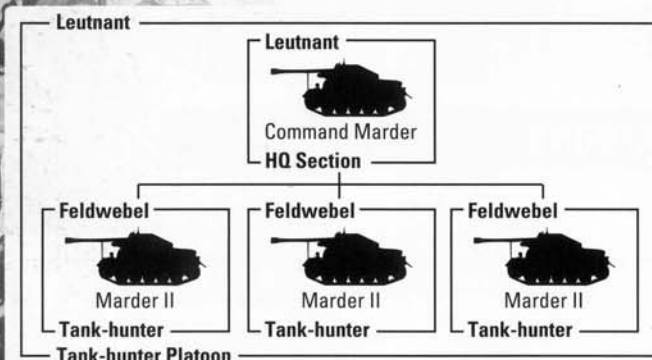
0 to 2 Anti-tank Gun Platoons



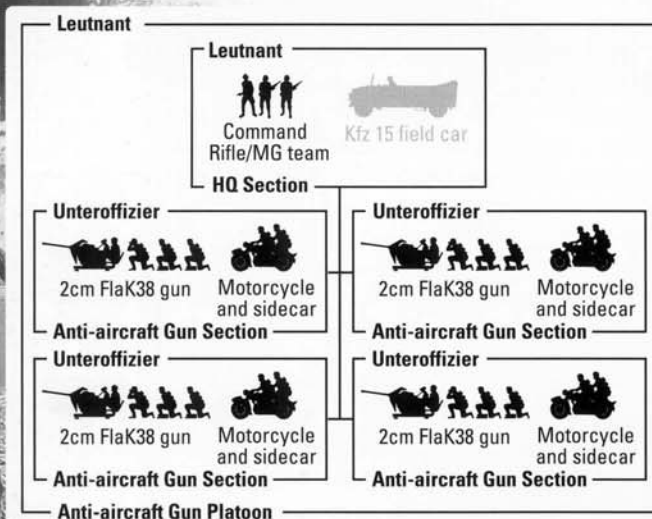
Once they have taken an airfield, the Diving Eagles quickly fly in more anti-tank guns complete with motorcycle or Kettenkrad tractors. These are replaced with Kfz 15 cars for ground operations, making them a truly mobile force.

As air assault operations began to take a back seat to normal infantry operations, the necessity for weapons to be air-transportable lessened and the paratroops gained small numbers of heavier anti-tank guns like the 4.2cm PJK41, 5cm PaK38 and the 7.62cm PaK36(r).

0 To 1 Tank-hunter Platoon



0 to 1 Anti-aircraft Platoon



Platoon

HQ Section with

3 Anti-tank Gun Sections	155 points
2 Anti-tank Gun Sections	110 points

Options

- Replace all motorcycles & sidecars with Kettenkrad tractors at no cost or Kfz 15 field cars for +5 points for the platoon.
- Equip all 3.7cm PaK36 guns with Steilgranate ammunition for +5 points per gun.
- Replace all 3.7cm PaK36 guns and motorcycles with 4.2cm PJK41 guns and Kfz 15 field cars for +10 points per section.
- Replace all 3.7cm PaK36 guns and motorcycles with 5cm PaK38 guns and Kfz 15 field cars for +20 points per section.
- Replace all 3.7cm PaK36 guns and motorcycles with 7.62cm PaK36(r) guns and 3-ton trucks for +40 points per section.
- You must add a Kfz 15 field car to the HQ section of any platoon equipped with Kfz 15 field cars or 3-ton trucks for +5 points.

You may only have one Anti-tank Gun Platoon equipped with 4.2cm PJK41, 5cm PaK38, or 7.62cm PaK36(r) anti-tank guns.

Platoon

4 Marder II tank-hunters	495 points
3 Marder II tank-hunters	370 points
2 Marder II tank-hunters	245 points

The heavy guns of the Marder tank-hunters can destroy any tank the enemy cares to send against them, although their light armour and lack of overhead protection make them very vulnerable to enemy fire.

Platoon

HQ Section with

4 Anti-aircraft Sections	215 points
3 Anti-aircraft Sections	170 points
2 Anti-aircraft Sections	125 points

Options

- Replace all motorcycles and sidecars with Kettenkrad tractors at no cost or Kfz 15 field cars for +5 points for the platoon.
- You must add a Kfz 15 field car to the HQ section of any platoon equipped with Kfz 15 field cars for +5 points.

Once the surprise of an air assault is gone, anti-aircraft guns are vital to protect ground forces.

0 to 1 Light Artillery Battery

Platoon

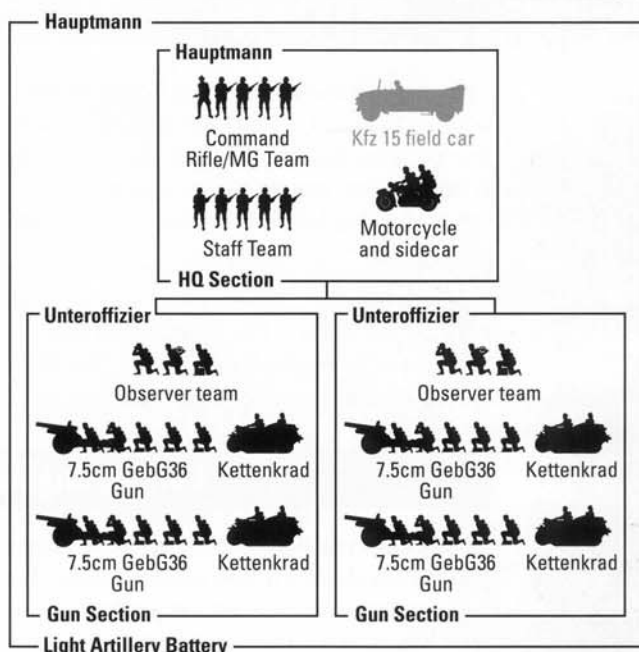
HQ Section with

2 Gun Sections **315 points**1 Gun Section **180 points**

Options

- Replace motorcycle and sidecar with a Kfz 68 radio truck and add a Kfz 15 field car to HQ section for +5 points.
- Replace all Kettenkrad tractors with Kfz 15 field cars for +5 points per section.

Although they are difficult to land in the opening phases of an airborne assault, Light Artillery Batteries are essential for the ground operations that follow. Artillery bombardments break up enemy counterattacks at long range and prepare the way for your own attacks.



0 to 1 Pioneer Platoon

After the initial assault, the Pioneer Platoon eagerly awaits the 'Tante Ju' transport aircraft carrying replacement demolition charges and other stores, readying themselves for ground operations.

See page 11 for the organisation of a Pioneer Platoon.

GERMAN ARMY TROOPS

Support

A Fallschirmjägerkompanie may select combat or support platoons from the appropriate *Intelligence Briefing On The German Army* as support platoons.

Although air assault missions are the sole preserve of the Luftwaffe, ground operations are under the control of the army, who see the Diving Eagles as an elite infantry unit to be used to plug holes in the line or counterattack

enemy breakthroughs. As such they make sure the Fallschirmjäger are well supported with all of the weapons they need.

A Fallschirmjägerkompanie always uses the Motivation rating of the company command team for company morale checks, even when it has troops selected from the *Intelligence Briefing On The German Army* as support platoons. If the Diving Eagles hold on they will inspire regular army troops to keep fighting too. However, each platoon uses its own Motivation rating for platoon morale checks as usual.

...Russia, 1941...

The big guns pounding the distant suburbs of Leningrad light up the sky as Unteroffizier Maue leads his Gruppe through the freezing pre-dawn darkness. The frozen marsh makes footing treacherous as the paratroopers slog through knee-deep snow.

Suddenly, bullets rip through the scrub. The paratroopers dive into the snow. Heavy machine-guns lash what little cover there is, shredding snow banks and blasting small trees.

Maue crawls forward. He spots two Russian bunkers, concealed by snowdrifts. He gestures for Oberjäger Schroter to join him. As Schroter wriggles forward, Maue signs for the rest of the Gruppe to cover them.

Slithering through the snow, Maue circles to

the rear of the left-hand bunker. Crouching by a fallen log, he watches as a white-clad figure clambers out. The Russian knocks snow from an ammunition box. Lifting it, his eyes meet Maue's. He freezes. Maue's submachine gun flicks up. A spray of bullets hurls the Russian back into the bunker. Maue's grenade follows.

Movement catches his eye. As he drops behind the log, Maue glimpses the other bunker's machine-gun swinging towards him, Schroter crouching beneath the firing slit. As he falls Maue watches the muzzle flash of the machine gun reaching out for him, Schroter's arm flicking up and a grenade vanishing through the slit. Feeling the cold snow against his cheek as he hits the ground, he hears the grenades detonate.



AIRBORNE ASSAULTS



The planning is over, the drop zones selected, timings finalised, parachutes packed, and the transports loaded. Everything is ready. The drop is on. In a few minutes your company will be spearheading a new airborne assault!

Playing airborne assault missions are totally different from any other mission you've tried. Plan as you might, the fickle wind and the vagaries of a parachute drop means that there will always be plenty of chaos and confusion

for both sides. Your troops will be scattered across the table. Unarmed, they must gather their weapons and regroup before the defenders muster the strength to destroy the enemy in their midst.

The special rules for Airborne Assaults presented here cover Parachute Landings and Glider Assaults allowing you to bring your paratroops into battle from the air as a unique option in addition to the ground based attacks.

Conducting An Airborne Assault

Airborne assaults require a little more preparation and work than a normal battle, but you wouldn't have passed jump school if you were afraid of hard work! The steps to follow are:

1. Select your flight line
2. Determine the wind direction
3. Select your glider landing points
4. Select your parachute drop points
5. Deploy parachute platoons
6. Roll for casualties on landing
7. Roll for glider landings
8. Shoot with glider machine-guns
9. Assault with glider passengers

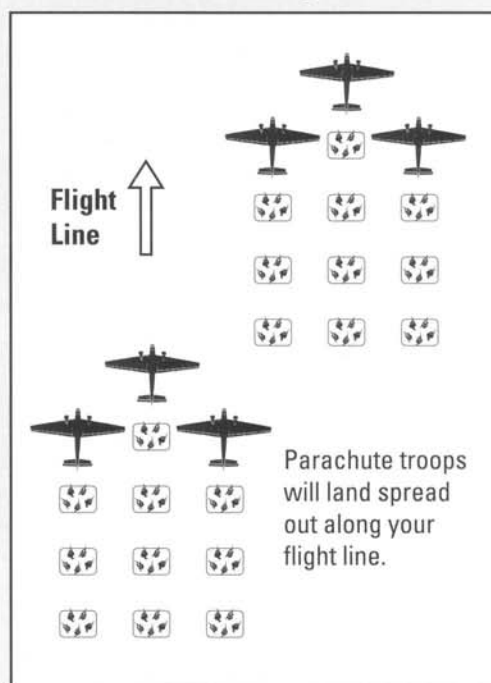
After that, its on to the first turn of the game!

Select Your Flight Line

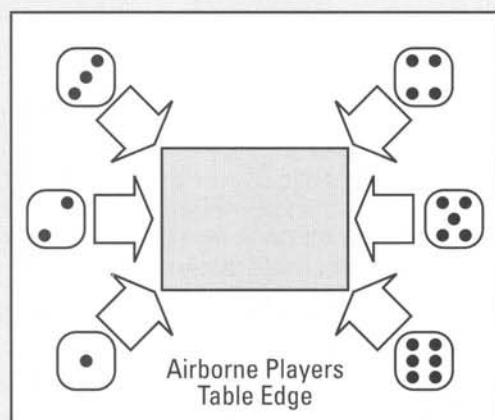
With so many aircraft trying to drop troops in the same area, they must all follow the same route to avoid collisions.

You must choose a line running across the table as your flight line. All of your aircraft will fly parallel to the flight line. Place an arrow or a pencil on the table to mark the flight line.

Choose Your Flight Line



Wind Direction



Wind Direction

Although you can plan your flight line before takeoff, you can't control the wind. The strength and direction of the wind is one of the least predictable aspects of an airborne assault. However, since your parachutists will drift down wind while descending, the way the wind is blowing has a major impact on your airdrop.

To determine the wind direction, the airborne player chooses either long table edge as their own, then rolls a die and checks the Wind Direction diagram to determine where the wind is blowing from.



Parachute Landings

While assault gliders are great for pinpoint attacks on important targets, they are too expensive for the bulk of your force. Instead, most airborne troops land by parachute.

Three Junkers Ju52 tri-motor transports (nicknamed Tante Ju or 'Aunty Ju') are assigned to carry each platoon. Flown by experienced pilots, they fly in a tight 'V' formation low over the drop zone to ensure that the paratroops land close together. Paratroopers jump from their aircraft in rapid succession as it flies along the flight path. When they land, they will be spread out along the aircraft's flight line.

Since they are only over the battlefield very briefly, you don't need to model your transport aircraft.

Select Parachute Drop Points

The first step in a parachute drop is deciding where you want each platoon to land. Despite the skill of your transport pilots, this isn't a precise art. The strength of the wind and the effects of enemy anti-aircraft fire or poor navigation can easily result in your platoon landing well off target.

Place the command team of each platoon on the table to mark the platoon's drop point. A platoon drop point may not be within 8"/20cm of another platoon's drop point (otherwise the transport aircraft will collide in mid air!)

Weapons Containers

German paratroopers drop from very low altitudes to ensure a tight drop with little scatter. To do this they use fast-opening parachutes. The downside is that they cannot carry their weapons with them when they jump because the shock of the parachute opening will rip them from their grasp. Instead, the paratroops drop their weapons in containers and collect them when they land.

Each parachute platoon has one container marker dropped with it. This container should be marked with coloured stripes to identify which platoon it belongs to. Red, blue, yellow, and green are common colours.

Until the platoon recovers its own container, they only have their pistols for armament. Consequently they shoot as Pistol teams, regardless of their usual type. The platoon cannot observe for artillery bombardments or launch assaults until it recovers its equipment. The only exception to this is the platoon can assault an enemy platoon that has their container if it is captured before they recover it.



Tactical Tip

When placing your platoon drop points, think about where the wind is likely to carry them and how far they will be spread along the flight line as they land. Try to place them in large open spaces well up wind of rough terrain and far enough from the enemy for them to gather their containers and arm themselves before the fighting begins.

Deploy Parachute Platoons

As the aircraft reach the drop point, the Absetzer or dispatcher releases the containers, then the command team and the rest of the paratroopers jump in rapid succession.

Place Container

Roll a die and multiply the result by 4"/10cm and place the platoon's container that far down wind of the drop point. This represents the container drifting down wind before coming to earth.

Drift Down Wind

To find out how far the paratroops drifted before landing, roll another die and multiply the result by 4"/10 cm and move the command team that far down wind.

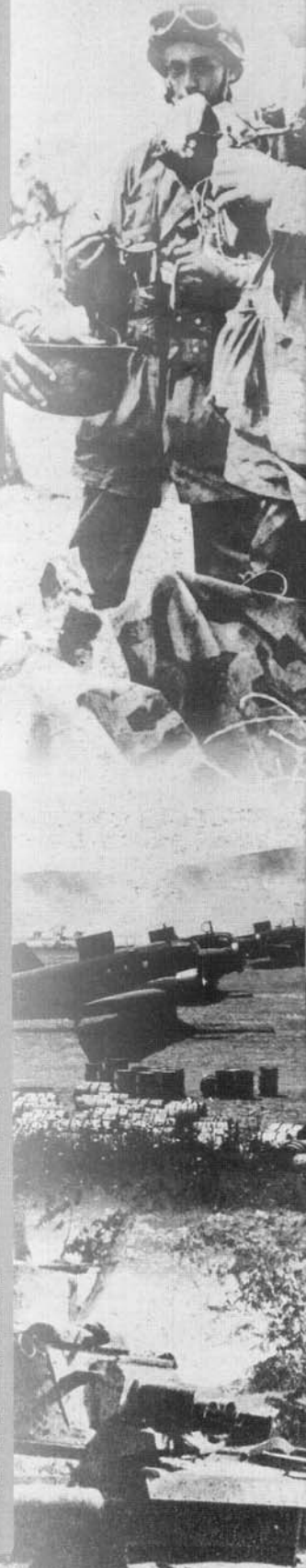
Recovering Containers

To recover the platoon's container, a team from the platoon must start a turn in command and adjacent to the container. At that point the team adjacent to the container and all other teams in the platoon that are in command are armed and immediately revert to their normal type of team. Remove the container once it has been recovered.

Occasionally, some teams will be out of command when the container is recovered, in which case, they remain as Pistol teams until they start a turn in command.

Moving Containers

Any infantry team starting adjacent to a container may drag it up to 4"/10cm in the Movement step. The container cannot be moved in the Shooting or Assault steps (no, you cannot move a container in Stormtrooper movement!) This allows a team that has recovered its own weapons to drag another platoon's containers back to it. It also allows enemy platoons to steal your containers and make off with them!





DA 12633

Place Parachute Platoon

A parachute platoon deploys in three columns along the flight paths of its transport aircraft.

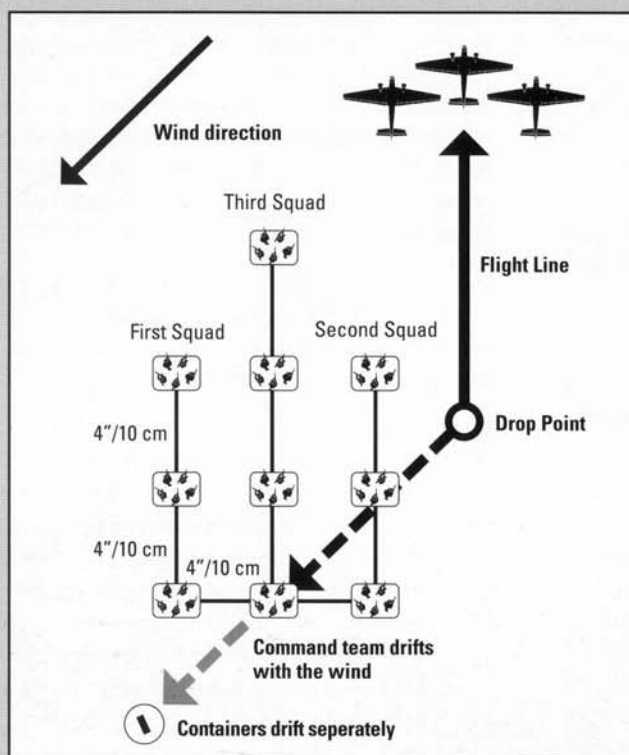
First Squad

The first squad or section flies in the left-hand aircraft. Place the first team of the squad 4"/10cm to the left of the command team. Place any remaining teams in the squad 4"/10cm apart in a column parallel to the flight line.

Second Squad

The second squad or section flies in the right-hand transport aircraft. Place the first team from the second section or squad 4"/10cm to the right of the command team and place the rest of the teams in a column at 4"/10cm intervals parallel to the flight line.

Deploying a Parachute Platoon



Third Squad

If the platoon has a third or fourth squad or section, these land in the centre after the command team. Place these teams in a column 4"/10cm apart parallel to the flight path with the command team forming the head of the column.

Landing On The Enemy

Any teams landing within 2"/5cm of an enemy team must move further away from the enemy team at the first possible opportunity. A team that lands directly on top of an enemy team is immediately destroyed.

Landing Off The Table

Sometimes, either through misjudgement or particularly strong winds some or all of a platoon's teams or its container will land off the table. In this case, the airborne player has two options. Either count the teams landing off table as lost (but not destroyed) and out of the game, or remove the whole platoon (but not its container) as they search for the missing teams.

If you remove the platoon (which you must if its container lands off table), it will return to the game using the Reserves mission special rules from page 157 of *Flames Of War* rule book. The platoon will return from the table edge that they straddled on landing. If they landed in a corner, they will return from the table edge over which they lost the most teams. If the container landed off the table, the platoon

has recovered it when they return, otherwise, they still must do so.

Roll For Casualties

They say its not jumping out of the aircraft that hurts you, it's stopping at the bottom! Unfortunately, landing injuries of up to 25% are not out of the ordinary in airborne landings.

Roll a die for each team landing by parachute requiring a score of 2+ to land safely in open terrain or 4+ to land safely in rough terrain. Any teams that land off the table need to roll 3+ for Infantry and Gun teams to survive their landing.

Any roll less than these results in the loss of the team and its removal from the game. Teams lost this way do not count as destroyed for platoon morale, so keep them separate from later casualties.

Being seriously tough, Company Command teams and containers are never casualties on landing, so you do not need to roll for them.



Glider Assaults

The DFS 230 assault glider allows small assault parties to land and assault vital positions before the enemy is even aware that they are under attack. Gliders approach the target in a very steep dive at speeds of up to 125 mph (200 km/h) before pulling up for a short landing run slowed by a braking parachute. The resulting attack was swift and deadly.

Only Assault Platoons and Light Artillery Batteries may land by glider. Each platoon or battery is assigned three DFS 230 gliders. Each glider carries two Infantry teams or one gun team, with the lead glider having the platoon command team as well.

You will find instructions for making gliders on page 46.

Select Glider Landing Points

The first step in a glider-borne assault is to place your gliders at the start of their landing runs facing into the wind. Pick a landing point with plenty of clear space ahead of the glider so it doesn't crash before it stops its landing run.

Roll For Glider Landings

Once down, each glider pilot attempts to brake his glider as soon as possible, as a long landing run increases the risk of a crash.

To find the length of a glider's landing run, roll a die. Move the glider forward 2"/5cm for each point on the die roll.

On a landing run roll of 1, the glider crash-lands due to pilot error or enemy fire.

If the glider's body runs into rough terrain, an enemy gun or vehicle, or the body of another glider, the glider crashes and stops immediately. However, if a glider's wings hit an obstacle, they just snap off and the wingless fuselage carries on unharmed. The glider only crashes if the fuselage itself hits an obstacle.

If a glider crashes, the passengers may be killed or injured. Roll a die for each team carried in a crashed glider. On a roll of 5+, they survive, but on a lesser roll, they are destroyed. Due to the grisly nature of glider crashes, any teams destroyed in a crash count as casualties for Platoon Morale Checks.

If the glider's body passes through or ends its run on the position of an enemy infantry

team, the defending player moves the team aside just far enough to avoid the body of the glider as they dive out of its path.

Shooting From Gliders

Each DFS 230 glider has a machine-gun mount above the wing allowing an infantry team carried as passengers to fire their machine-gun.

As long as the glider hasn't crashed, one infantry team in each glider can fire their machine-gun as a vehicle-mounted AA MG immediately on landing, even though the game hasn't properly begun yet.

Gliders carrying guns from a Light Artillery Battery are too full of guns and ammunition to spare any space for a machine-gun and cannot shoot.

Glider Passengers Assault

The biggest advantage of landing by glider, aside from landing fully armed in a tight group, is the surprise element. Glider troops can launch an assault before the defenders are even aware that an attack is under way.

After landing, a Glider Assault Platoon can either launch an assault or attempt to move using the Stormtrooper special rule. Even though the game hasn't started, the assault is fought like a normal Assault step. Treat the entire platoon as being in command at the start of the Assault Step. The troops dismount from the doors of the glider just beneath the wings, so measure their movement from that point.

Light Artillery Batteries carried in gliders remain as passengers until their normal Movement step.

Shooting At Teams In Gliders

The gliders are only markers showing where the troops land and cannot be shot. Teams inside gliders do not benefit from concealment as the troops are so tightly packed in. However, teams behind a glider body are concealed.



DA 11008



Die Zeitung

31 May 1941

CRETE INVADED!

Our gallant Diving Eagles have done it again! Last week the paratroopers of 7. Fliegerdivision landed on the British-held island of Crete.

Balkan Blitzkrieg

The southern campaign started on October 28, 1940 when our Italian allies invaded Greece. British forces from Egypt rushed to Crete, freeing up Greek troops to fight in the north. In an arduous winter campaign, the Greeks pushed the Italians back into Albania. The unbeatable German army had little choice but to come to the rescue, and on April 6, 1941, the army invaded Yugoslavia and Greece in Operation *Marita*.

'W' Force, a mixed force of Australian, British and New Zealand troops under General 'Jumbo' Wilson had been sent to help the Greeks in March, but proved unable to halt the German army thrusting southward. On April 24 the Greeks surrendered. The battle was all but over. 'W' Force was in retreat.

The Eagle Pounces

As the German army approached Athens, the British evacuation was forced westward, across the Corinth

canal. The opportunity to cut off the British retreat was irresistible. On April 26, I and II battalions of 2. Fallschirmjägerregiment captured the bridge over the canal, blocking the retreat. Only the heroic efforts of the British Royal Navy rescued 40,000 soldiers from Greece, without their arms or equipment. By April 30 the last tired survivors were in Egypt and Crete.

Operation Merkur

Although Greece was in German hands, the victory was not yet complete. The island of Crete threatened the vital Romanian oil fields and the convoy routes to North Africa. General Freyberg was placed in command of a motely collection of evacuees from Greece. A seaborne invasion was impossible, the Royal Navy was too strong. Even though the paratroopers would be desperately outnumbered, the only option was an airborne assault!

Code-named Operation *Merkur*, the assault would use the entire 7. Fliegerdivision for the assault, and fly a mountain division, 5. Gebirgsdivision in as reinforcements. *Merkur* was scheduled for May 20, 1941.

Maleme

The Luftlandesturmregiment landed first at 7:10 am when the gliders of Sturmabteilung Koch captured the bridge over the dry bed of the Tavronitis River and the anti-aircraft guns protecting the Maleme airfield beside it. Within minutes they were followed by the rest of the regiment parachuting on both sides of the river—right on top of the New Zealand defenders.

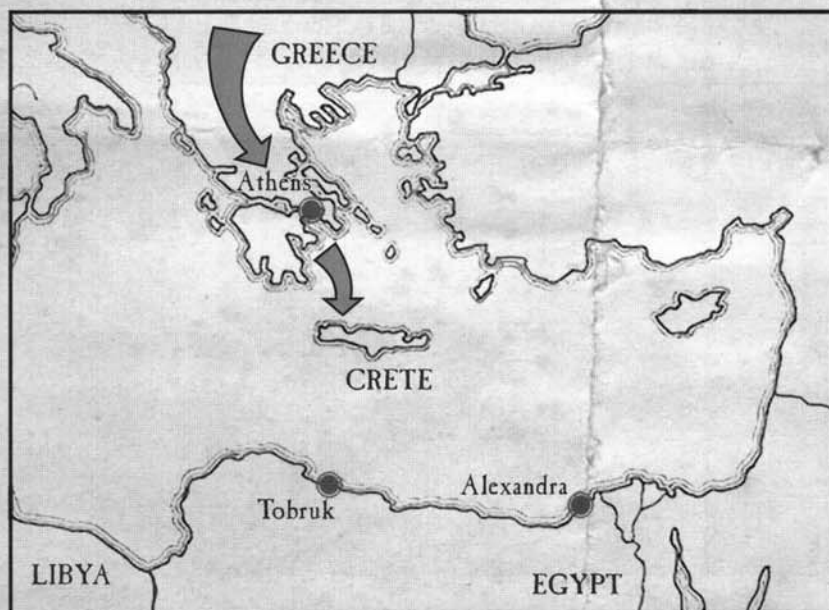
Sturmabteilung Scherber was almost wiped out as it landed to the east of the riverbed, while the Sturmabteilung Gericke to the east of the river took heavy casualties. Only Sturmabteilung Stentzler landing further south escaped relatively unscathed. The situation was desperate. The paratroopers only held half of the airfield. Any counterattack at all would have spelled the end. Fortunately poor communications led the defenders to withdraw instead.

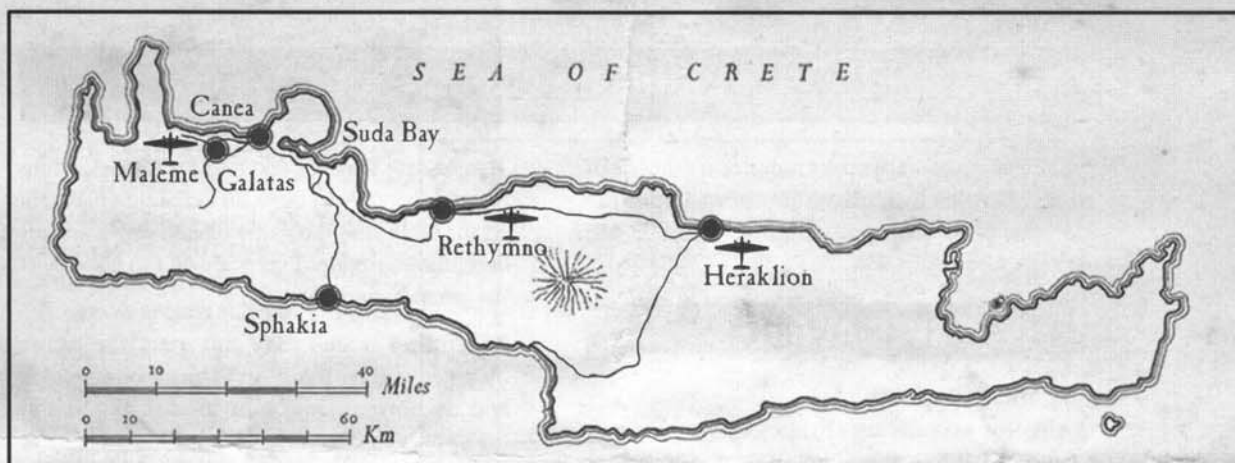
Galatas

More gliders of Sturmabteilung Koch attacked the anti-aircraft guns protecting Canea and the port of Suda Bay. A determined defence prevented their capture, leaving 3. Fallschirmjägerregiment unprotected as they dropped around the town of Galatas to the south. As at Maleme, casualties from the Greek and New Zealand defenders' fire were heavy, leaving the Diving Eagles in possession of the town's prison, but little else. The morning's operations had been disastrous. Losses had been heavy, yet none of the objectives had been taken.

Rethymno and Heraklion

The second wave scheduled for the afternoon was delayed as the surviving Ju52 tri-motor transport aircraft straggled back to the airfields. 2. Fallschirmjägerregiment finally jumped over the town of Rethymno between 3:00 and 4:30 pm, straight into the waiting fire of the Australian





defenders. Once more the result was a slaughter. A similar fate met 1. Fallschirmjägerregiment landing several hours later at Heraklion. The afternoon had proved no more successful than the morning. The Diving Eagles faced disaster.

Canea

As is often the case, dawn brought new hope to the paratroops around Maleme airfield. The British counterattack launched during the night had petered out, and during the day reinforcements arrived in another

assault landing east of Maleme. By nightfall the airfield was secure.

Over the next few days a continuous stream of Junkers tri-motor transports landed the paratroops' heavy weapons and transport and the mountain division on Maleme airfield, often under heavy fire. While the paratroopers around Rethymno and Heraklion pinned the Australians in place, the reinforcements pushed eastward to Galatas.

Sphakia

A detachment of tired and hungry

survivors of 3. Fallschirmjäger-regiment led by Hauptmann Von der Heydte finally took Canea on May 27. The same day General Freyberg ordered the remaining defenders to retreat to Sphakia where the Royal Navy would evacuate them once again.

The last British troops to leave the island went on May 30, leaving thousands behind. The victorious German paratroopers had achieved the impossible, they took the island of Crete from the air!

Crete Opposition

Creforce

At the start of the battle the garrison on Crete consisted of the battered remains of 2nd New Zealand Division and 6th Australian Division from 'W' Force, 14th Infantry Brigade, a few tanks, a handful of Royal Marines, several poorly-armed Greek regiments, and numerous hastily formed units of drivers and other service troops. This motley

collection was labelled 'Creforce' and placed under the command of, General Freyberg.

Creforce was short of everything from spades to trucks, telephones to gun sights. The only thing they weren't lacking was determination to beat the Diving Eagles.

To recreate the defenders of Crete, create a British Rifle Company force

with very limited support. The company should have no more than a weak Machine-gun Platoon and a weak Mortar Platoon as its weapons platoons. Support is limited to either an Armoured Platoon equipped with Light Mk VIB and A10 tanks, or an Infantry Tank Platoon with one or two Matilda II tanks, a weak Anti-aircraft Platoon, and an Artillery Battery with a couple of guns.

Creforce Tanks

Creforce includes tanks considered obsolete by the middle of the war. Their characteristics are given below.

Name	Points	Mobility	Armour			Equipment And Notes
			Front	Side	Top	
Light Mk VIB	20	Half-tracked	1	1	1	0.5" HMG, co-ax MG, Light tank.
A10 Cruiser Mk II	40	Fully-tracked	2	2	1	2 pdr tank gun, co-ax MG, hull MG, Unreliable.
Matilda II	75	Fully-tracked	7	6	2	2 pdr tank gun, co-ax MG, Slow tank, Unreliable.

Light tank: Light tanks may move 16"/40cm per turn on Road or Cross-country.

Slow tank: Slow tanks may only move 8"/20cm per turn.

Unreliable: If the tank attempts to move at the Double, roll a die. On a roll of 1 it becomes permanently Bugged Down as the tank breaks down. A broken down vehicle cannot be repaired during the game.

Weapon	Range	ROF	Anti-tank	Firepower	Notes
MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
0.5" HMG	16"/40cm	3	3	6	
2 pdr tank gun	24"/60cm	3	7	5+	Ho HE.

No HE: 2 pdr guns have no HE ammunition reducing their Firepower against unarmoured targets to 6.

AIRBORNE ASSAULT MISSION

The nature of air assaults requires a number of special rules to recreate the most important elements of this style of battle in the Death From Above mission.

SPECIAL RULES

Against The Odds

Airborne assaults are always gambles. Even in a good landing the attacking force will lose many of their men and lots of essential equipment.

To allow for the inevitable losses suffered on landing, the airborne attacking force has 25% more points than the defender. In a 1500 point game, the airborne force would be 1875 points, while in a 2000 point game, the airborne force would be 2500 points.

Total Air Superiority

There is no doubt in the minds of the air force as to where the main effort will be once an airborne assault is under way. The air force makes every effort to protect their transport aircraft and support the paratroops on the ground.

The attacking player reduces the score needed to get air support by -1, so if they have Priority air support, they will get air support on a roll of 3+ rather than 4+ as normal.

Surprise

Although they may be expecting an airborne assault, the speed with which the attack begins always catches the defenders by surprise. Many of the troops will be away from their positions, eating, sleeping, or otherwise unprepared.

To simulate the time taken to get the defending force fully ready to fight, all defending platoons on the table start the game pinned down and all defending armoured vehicles on the table start the game bailed out.

Defending teams may not start the game mounted in their transport vehicles or on tanks, and as normal, may not mount bailed out transport vehicles or tanks until the crew have remounted.

Scattered Reserves

One of the biggest problems with defending against an airborne assault is that the assault could happen almost anywhere, or worse still everywhere at once! In order to cover all of the likely landing zones, the defending reserves are scattered across the countryside.

The Scattered Reserves special rule operate in the same way as Reserves special rule on page 157 of the *Flames Of War* rule book, with the following exceptions.

To reflect way the reserves are scattered and the chaotic nature of airborne operations, the defenders reserves could arrive from almost anywhere. When each platoon arrives from the reserves, the defender rolls a die to decide from which table edge or corner it will arrive (the mission map shows the edge or corner for each roll). If the reserves arrive from a corner, they must enter the table within 16"/40cm of the corner.

Units containing armoured vehicles will always arrive from reserve after units without armoured vehicles. Units containing tanks will always be the last platoons to arrive from reserve.

Death From Above Missions In Tournaments

As it is only possible for certain armies, the Death From Above mission won't normally appear as one of the assigned missions in a tournament. However, it makes for such an interesting game that it would be a shame not to play it at tournaments. To make this possible, a player commanding a Fallschirmjägerkompanie or a Luftlandesturmkompanie force may submit an alternative force for Death From Above missions, as well as their normal force. If they do this, they may use this force to play the Death From Above mission on page 23 any time they would normally play the Free-For-All mission.

The alternative force must include the same Headquarters, Combat, and Weapons platoons as the player's main force, but may add extra options or squads to them, and may have different Support platoons. Remember the Against The Odds special rule applies, so this alternative force will have 25% more points than the main force.

The Diving Eagles player must have a copy of this Intelligence Handbook with them, and before the game begins, the Diving Eagles player must allow their opponent to read the Airborne Assault rules, the Death From Above mission, and the mission special rules.



DEATH FROM ABOVE

Death From Above missions use the **Airborne Assaults** rules on pages 16 to 19, and the **Against The Odds, Surprise, Total Air Superiority**, and **Scattered Reserves** special rules on page 22.

The Death From Above mission reflects the daring airborne assaults conducted by the Diving Eagles, particularly their assault on Crete.

SITUATION REPORT

Attacker

Once again your army is on the move. To ensure a speedy victory for the ground forces, your parachute force must first capture vital positions deep in the enemy rear.

Defender

The enemy has launched a major offensive and your task is to protect key facilities in the rear areas. While you are far from enemy ground troops, attack from the air is always possible.

YOUR ORDERS

Attacker

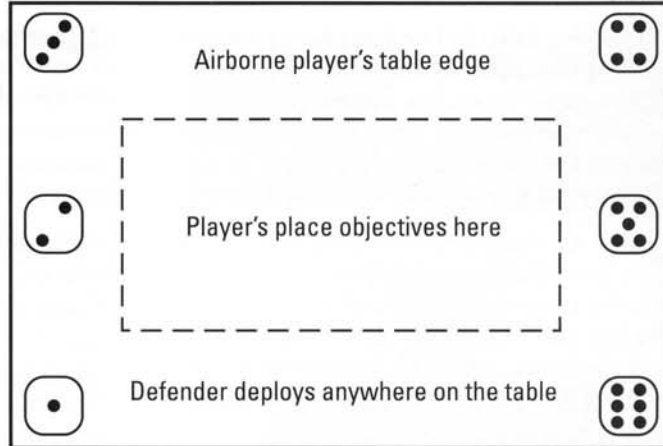
Your goal is to take an objective point and hold it against the expected enemy counterattack.

Defender

Your mission is to hold both objectives by driving the attacking force back to a safe distance.

PREPARING FOR BATTLE

1. The player with the airborne force is always the attacker. If both players have airborne forces, both players roll a die. The highest scoring player is the attacker.
2. The defender places one objective anywhere on the table at least 16"/40cm from the table edges.
3. The attacking player places two objectives anywhere on the table at least 16"/40cm from the table edges.
4. The defender must hold at least half of their platoons in reserve at the start of the game. The remaining platoons deploy anywhere on the table.
5. The attacking player now removes one of the objective markers that they placed (not the objective that the defender placed).
6. The attacker selects their table edge and flight line, and rolls for wind direction.



7. The attacking player deploys their troops using the Airborne Assaults rules.

Beginning The Battle

1. The defending player has the first turn.
2. The defending forces suffer the effects of the Surprise mission special rule at the start of the game.
3. All teams are moving at the start of the battle, so infantry in the open are not concealed and have not gone to ground.

ENDING THE BATTLE

The battle ends when:

- the attacker starts any turn from turn 6 holding either of the objectives, or
- the defender starts any turn after turn 6 with no attacking teams within 16"/40cm of either objective.

DECIDING WHO WON

The airborne player wins if they hold either of the objectives. The attack has gained a foothold and reinforcements are on the way.

The defender wins if they have control of both objectives at the end of the game. The airborne assault has failed.

Use the Victory Points table below to look up your victory points based on the number of platoons that the winner lost during the battle.

Victory Points			
Winner's Losses	Result	Winner's Points	Loser's Points
0 platoons	Stunning victory	6	1
1 platoon	Major victory	5	2
2 or more platoons	Minor victory	4	3





WARRIORS IN FLAMES OF WAR



Outstanding individual soldiers often performed amazing feats. Whether their actions were heroic fights against the odds or inspiring leadership in desperate situations, these warriors changed the outcome of battles by their strength of will and personal courage.

Flames Of War recognises these heroes and their contribution by representing them as Warrior teams with their own special rules. A Warrior team can be included as part of an appropriate force. Of course, Warriors are unique and your force can only have one of any Warrior.

They do not count as a platoon and must usually be attached to a platoon at the start of the game and remain with it for the game's duration.

A Warrior team that is a Company Command team must be assigned to a company at the start of the game, replacing the normal Company Command team. Warrior teams that are Company Command or 2iC Command teams can move between platoons and use the Take Over Command rules on page 44 of the main *Flames Of War* rules.

Higher Command Teams

Some Warrior teams are described as Higher Command teams. These represent senior commanders, such as battalion or regimental commanders, taking personal control of a critical part of the battle.

A Higher Command team can move about and take over command of any platoon like a Company Command team, except that they can take over any platoon in the entire force, not just from their own company. If a company in the force has to take a Company Morale Check and a Higher Command team is present in the force, the Motivation test is taken by the Higher Command team, not the Company Command team.

Higher Command teams deploy at the same time as Company Command teams, and like them, can deploy with any platoon already deployed.

...Crete, 1941...

The courtyard is crowded with exhausted and wounded paratroopers. Muller gently lowers Knoll onto a filthy blanket. Knoll's face is pale, and there is fresh blood on the field dressing. Wearily, Muller sits down beside him. Everything seems to be falling apart. The Tommies are too well dug in, they fight too hard, and there are too many of them. Most of Muller's platoon are dead now, trying to take the Galatas ridge. That was where Knoll was hit. Muller pulled him out under fire and then carried him the two miles to the aid station.

An orderly, face gray with fatigue, shuffles past. "The doctor will see you shortly," he says automatically. Muller grabs the orderly's arm. "Please," he asks desperately, "some water for my friend. We've been up on the ridge. We've had nothing to drink for two days."

"There is no water," the orderly says tiredly. "No water, no food." He turns away. "The Doctor does his best," he adds. "I suggest, though, if you are a religious man, that you pray for your friend." The orderly shuffles away through the crowd.

Muller turns to Knoll. "Could be a bit of a wait," he says, trying to sound cheerful.

A thin, aristocratic looking officer strides into the courtyard. He scans the tired faces of the

men. "Hauptmann von der Heydte," the orderly says, snapping to attention. "Something to drink, Herr Hauptmann?" He offers him a cup of water. The Hauptmann takes the cup, his eyes on the thirsty men around him. Deliberately, he hands the cup to Muller. "Looks like your friend needs this," he says.

There is a collective gasp of astonishment from the paratroopers and then a ragged cheer. "Gentlemen", von der Heydte continues, "I have a little problem. I need to take a ridge. I need a few men to help me."

The paratroopers glance at each other. Men begin to shuffle to their feet. As von der Heydte smiles, they snap to attention. Muller finds himself standing amongst them. Thoughts of thirst and exhaustion are pushed to the back of his mind. Von der Heydte looks at Muller. "You brought your friend down off that ridge, didn't you?" he asks gently. Startled, Muller nods. "Do you think you can show us the way back up?"

Muller is conscious of the men watching him. He feels von der Heydte's confidence filling him. He salutes. "Yes, Hauptmann," he says. "How far do you want me to lead you?"

Von der Heydte smiles again. "Only to the top," he says.



Oberstleutnant Friedrich August Freiherr Von der Heydte



Von der Heydte volunteered for the Fallschirmtruppen after winning the Iron Cross First Class in the Battle Of France in 1940. As a Hauptmann in Crete, he commanded 1. Battalion of 3. Fallschirmjägerregiment in the fighting for Prison Valley, Galatas, and Canea for which he was presented the Knight's Cross by Hitler.

Promoted to Major, he led his battalion in heavy fighting around Leningrad where he was wounded late in 1941. The battalion was withdrawn from Russia at the end of the year, rebuilt and renamed the Lehr (demonstration) battalion, before joining the Ramcke Brigade in the Battle of El Alamein.

After taking part in the fighting around Rome to disarm the Italian Army, Von der Heydte was given command of 6. Fallschirmjägerregiment in Normandy. After heavy fighting against US Airborne and Army forces in Carentan and around St. Lô, the regiment was back in action in September fighting the US paratroopers again as part of Operation Market Garden in Holland for which he was awarded the Oakleaves to his Knight's Cross.

Von der Heydte's war ended with the last German airborne assault during the Battle of the Bulge. He parachuted with one arm in a sling and injured the other on landing. With the failure of this operation, Von der Heydte was captured by the US Army.



Knight's Cross with Oakleaves

*Ritterkreuz des Eisenkreuz mit Eichenlaub (rit-err-kroits dess ize-en-kroits mit i-shen-lowp):
Knight's Cross of the Iron Cross with Oakleaves.*

CHARACTERISTICS

Von der Heydte is a Warrior and a Higher Command team rated as Fearless Veteran. He is armed with a pistol with the following ratings:

Range: 2"/5cm, ROF: 1, Anti-tank: 1, Firepower: 6.

Von der Heydte can command any Fallschirmjägerkompanie for +50 points.

SPECIAL RULES

Never Surrender: Von der Heydte, and any platoon of which he is the command team, always passes Motivation tests on a roll of 2+.

Rally Once More: When a team from a Fallschirmjäger Platoon is destroyed, remove it from the table, but keep it aside. If at the start of any turn Von der Heydte has joined a Fallschirmjäger Platoon, roll a dice for each destroyed team from that platoon kept aside.

- On a roll of 5 or 6, the team is returned to play adjacent to Von der Heydte. It no longer counts as having been destroyed.
- On a roll of 1 to 4, the team is permanently destroyed and removed from play.





EARLY AND LATE WAR



Although this *Intelligence Handbook* focuses on the mid war period, little changed in the basic organisation and equipment of Fallschirmjäger throughout the war. This section allows you to customise your force for the Blitzkrieg battles at the start of the war and the desperate battles on the borders of Germany at the end.

Making An Early War Force

If you wish to use your Fallschirmjägerkompanie in the early war period, there are several extra restrictions on your force composition.

- Your force cannot upgrade Light Gun Platoons to 10.5cm LG40 recoilless guns,
- Your force cannot upgrade Anti-tank Gun Platoons from 3.7cm PaK36 anti-tank guns to bigger guns or equip them with Steilgranate ammunition,
- Your force cannot field Tank-hunter Platoons, and
- Your force cannot contain more than one Light Artillery Battery.

Additionally, to reflect the greater effectiveness of light weapons in the early period, 2cm FlaK38 anti-aircraft guns and 3.7cm PaK36 anti-tank guns cost an extra +10 points each, and 7.5cm LG40 recoilless guns cost an extra +25 points each. Finally, the Anti-tank rating of the 7.5cm GebG36 mountain gun drops to 6 in the early war period.

In all other aspects an early war Fallschirmjägerkompanie is the same as a mid war one.

Making A Late War Force

Growing Allied air power may have made daring airborne assaults a memory of the past, but the grim situation facing Germany makes elite troops like the Diving Eagles even more valuable.

The rest of this section describes the extra options to convert your Fallschirmjägerkompanie for late war battles.

A force based around a Late War Fallschirmjägerkompanie must contain:

- a Company HQ, and
- at least two Fallschirmjäger Platoons.

Weapons Platoons available to a Late War Fallschirmjägerkompanie are:

- an MG Platoon,
- a Mortar Platoon, and
- a Light Gun Platoon.

Support Platoons for a Late War Fallschirmjägerkompanie can be:

- a Heavy Mortar Platoon,
- an Anti-tank Gun Platoon,
- a Tank-hunter Platoon,
- an Anti-aircraft Gun Platoon,
- a Heavy Anti-aircraft Platoon,
- an Artillery Battery,
- a Pioneer Platoon, or
- a combat or support platoon from the late war *Intelligence Briefing On The German Army*.

You may have up to **two** Support Platoons attached to your company for each Fallschirmjäger Platoon you are fielding.

A late war Fallschirmjägerkompanie cannot take part in an airborne assault.

Air Support

You may request Sporadic air support at a cost of 50 points. Sporadic air support will provide supporting ground attack aircraft and fighters on a roll of a 6.

You may request Limited air support at a cost of 100 points. Limited air support will provide supporting ground attack aircraft and fighters on a roll of a 5+.

Motivation And Experience

Many Fallschirmjäger are veterans of years of hard fighting, and are able to quickly weld new conscripts into an efficient fighting force. Far from discouraging them, desperate situations make the elite Diving Eagles even more determined to fight on. A Late War Fallschirmjägerkompanie is rated as **Fearless Veteran**.

Troops selected from the late war *Intelligence Briefing On The German Army* retain their normal motivation and experience ratings when working with a Fallschirmjägerkompanie.

SPECIAL RULES

Assault Rifles

Fallschirmjäger defending the borders of Germany were often equipped with the army's standard assault rifle, the StG44. When issued with assault rifles, up to two of a company's Fallschirmjäger Platoons each arm two of their squads entirely with StG44 assault rifles. The remaining squad retains their rifles and machine-guns to provide long-range firepower.

Assault Rifle teams have Range 8"/20cm, ROF 3, Firepower 6, and Anti-tank 1. The team fires at its full ROF when moving.

FG42 Parachute Rifles

The Fallschirmjäger developed the first assault rifle, the FG42. This weapon fired a full-power rifle round either single-shot or fully automatic giving ordinary rifleman an automatic weapon. The squad retains its MG34 light machine-guns for longer-range firepower.

FG42 parachute rifles equipped most Fallschirmjäger units in the first half of 1944, but were superseded by the cheaper StG44 assault rifles when the divisions were rebuilt later in the year.

FG42 teams fire as Rifle/MG teams, but roll an extra dice to hit at ranges up to 8"/20 cm. At this range the team rolls 3 dice to hit when stationary and 2 dice when moving.

Heavy Anti-aircraft Guns

Heavy anti-aircraft guns like the 8.8cm FlaK36 gun have large crews and fast reloading systems to allow them to keep up an extraordinary rate of fire.

The 8.8cm anti-aircraft gun can have ROF 3 for +10 points if it is modelled with 8 or more crew.

Overloaded

The Hetzer tank-hunter packs a remarkable amount into a tiny chassis, but at the cost of making the vehicle very nose-heavy and underpowered.

Hetzer tank-hunters only move 8"/20cm on Road or Cross-country terrain.

When required to make a bogging roll, a Hetzer tank-hunter becomes bogged down on a roll of 1 or 2, rather than the usual 1.

Panzerfaust

A Panzerfaust is a small disposable anti-tank launcher. This cheap device was built in the thousands allowing infantry to protect themselves from tanks attacking their positions.

Teams equipped with Panzerfaust launchers may only fire them in defensive fire. They may be fired when assaulted instead of their normal weapons.

Teams with Panzerfaust launchers have an Anti-tank rating of 4 in assault combats.

Schürzen

Schürzen are thin armoured plates added to the sides of StuG assault guns. Schürzen protects the assault gun from anti-tank rifles and bazooka rockets.

When an assault gun that is protected by Schürzen is hit by an infantry team's shooting and fails its Armour Save, roll a special 4+ save:

- If the save is successful the Schürzen protects the assault gun from damage.
- If the save is not successful the shot penetrated as normal.

Schürzen only stops hits on the side armour.

HQ PLATOON

1 Company HQ**Platoon**

Company HQ

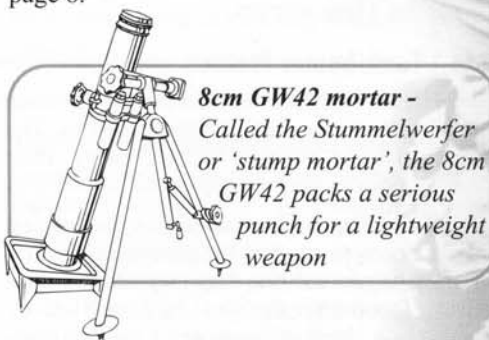
55 points

Options

- Add a Mortar Section of up to three Stummelwerfer teams for +40 points per team.
- Add a Tank-hunter Squad of up to three Panzerschreck teams for +45 points per team.
- Replace all Rifle/MG teams with FG42 or StG44 Assault Rifle teams for +10 points per team.
- Equip all Rifle/MG teams with Panzerfaust anti-tank launchers for +5 points per team.

New infantry anti-tank weapons like the Panzerschreck bring the Diving Eagles excellent tools to defeat tanks. Issued in large numbers, these weapons virtually replaced anti-tank guns in the Fallschirmjäger arsenal.

The company HQ is organised as shown on page 8.



8cm GW42 mortar - Called the Stummelwerfer or 'stump mortar', the 8cm GW42 packs a serious punch for a lightweight weapon



COMBAT PLATOONS

2 or 3 Fallschirmjäger Platoons

FG42 parachute rifles give the Fallschirmjäger unbeatable firepower in assaults, while retaining the long-range effectiveness of the squad machine-guns in the defence. Unfortunately they are expensive to produce, making the army's standard StG44 assault rifle more economical in the long run.

Fallschirmjäger Platoons are organised the same as shown on page 9 with the additional options given here.

Options

- Replace all Rifle/MG teams with FG42 teams for +10 points per team.
- Replace six Rifle/MG teams with StG44 Assault Rifle teams for +45 points for the platoon.
- Equip all Rifle/MG teams with Panzerfaust anti-tank launchers for +5 points per team.

WEAPONS PLATOONS

0 to 1 Light Gun Platoon

While many units have been issued their recoilless guns, shortages due to Allied bombing has meant that some newly formed units have substituted old 10.5cm NbW35 heavy mortars for the recoilless guns that they should have.

Light Gun Platoons are organised as shown on page 10, but with the points costs and options given here.

0 to 1 Machine-gun Platoon

The number of Machine-gun Platoons reduced steadily as the war continued. Those that remain are still organised as shown on page 9.

0 to 1 Mortar Platoon

With Stummelwerfer mortars replacing the light mortars at company level, the need for a large mortar platoon reduced. Late war Mortar Platoons have only four mortars, but are otherwise organised the same as shown on page 9.

Platoon

HQ Section with

2 Light Gun Sections	80 points
1 Light Gun Section	55 points

Options

- Replace all 7.5cm LG40 recoilless guns with 10.5cm LG40 recoilless guns for +5 points per gun
- Replace all 7.5cm LG40 recoilless guns with 10.5cm NbW35 mortars for +20 points per mortar.

You may only have one Light Gun Platoon per Fallschirmjägerkompanie that you field. If you have more than one Fallschirmjägerkompanie, only one Light Gun Platoon can be equipped with 7.5cm LG40 recoilless guns, any further Light Gun Platoons must be equipped with 10.5cm LG40 recoilless guns or 10.5cm NbW35 mortars.

SUPPORT PLATOONS

0 to 2 Heavy Mortar Platoons

Heavy Mortar Platoons provide the Fallschirmjäger with cheap artillery support. The new 12cm sGW42 heavy mortars have the range and hitting power of artillery, but are much simpler and cheaper to produce.

Heavy Mortar Platoons are organised as shown on page 13, but with the additional late war option for 12cm mortars.

0 to 1 Tank-hunter Platoon

The Hetzer replaced the Marder as the main tank-hunter in the final defensive battles. The thick armour of the Hetzer more than compensates for its reduced mobility.

The Diving Eagles also gained their own assault gun platoons to support the paratroops in their attacks. Organised like Tank-hunter Platoons, but equipped with the StuG III G or StuG IV assault gun, these platoons are a good balance between armour and mobility.

Option

- Replace all 10.5cm NbW35 mortars with 12cm sGW42 mortars for +25 points per mortar.

Platoon

4 Tank-hunters	360 points
3 Tank-hunters	270 points
2 Tank-hunter	180 points

Option

- Replace all Marder tank-hunters with Hetzer tank-hunters for +20 points each.
- Replace all Marder tank-hunters with StuG III or IV assault guns for +40 points each.



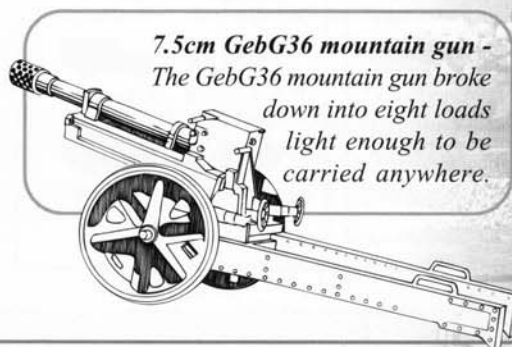
0 to 1 Anti-tank Gun Platoon

Options

- Replace all motorcycles and sidecars with Kfz 15 field cars at no cost.
- Equip all 3.7cm PaK36 guns with Steilgranate ammunition for +5 point per gun.
- Replace all 3.7cm PaK36 guns with 4.2cm PJK41 guns for +5 points per gun.
- Replace all 3.7cm PaK36 guns with 5cm PaK38 guns for +15 points per gun.
- Replace all 3.7cm PaK36 guns and Kfz 15 field cars with 7.62cm PaK36(r) guns and 3-ton trucks for +30 points per section.
- Replace all 3.7cm PaK36 guns and Kfz 15 field cars with 7.5cm PaK40 guns and 3-ton trucks for +35 points per section.
- Add Kübelwagen jeep or Kfz 15 field car to any platoon at no cost.

The powerful new 7.5cm PaK40 can destroy any known tank and should be the mainstay of the Diving Eagle's anti-tank defence. Unfortunately, there just aren't enough of them. Still, the older designs continue to give good service against all but the heaviest Allied tanks.

Late war Anti-tank Gun Platoons are organised as shown on page 14, but with the options given here.



0 to 1 Anti-aircraft Platoon

Option

- Replace all 2cm FlaK38 guns and motorcycles with Sd Kfz 10/5 (2cm) self-propelled anti-aircraft guns for +5 points per section.
- Add Kübelwagen jeep or Kfz 15 field car to any platoon at no cost.

The Anti-aircraft Platoon is even more important as the fortunes of the Luftwaffe decline. Many platoons are now equipped with self-propelled anti-aircraft guns to enable them to move quickly between firing positions.

Anti-aircraft Gun Platoons are organised as shown on page 14, but with the additional late war options given here.

0 to 1 Heavy Anti-Aircraft Platoon

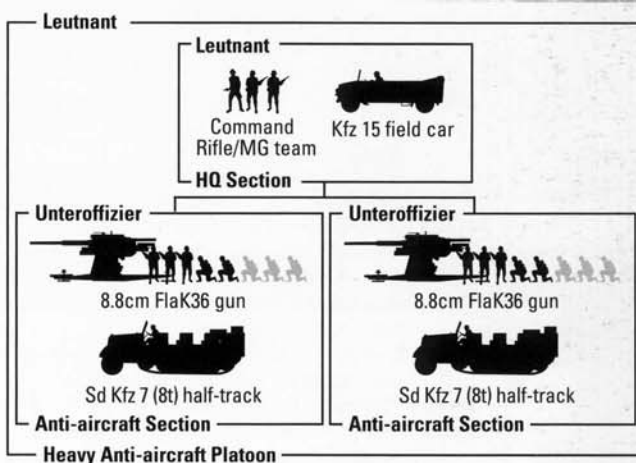
Platoon

HQ Section with

- | | |
|--------------------------|-------------------|
| 2 Anti-aircraft Sections | 230 points |
| 1 Anti-aircraft Section | 130 points |

Option

- Model 8.8cm FlaK36 guns with eight or more crew and increase their ROF to 3 for +10 points per gun.
- Replace all 8.8cm FlaK36 guns and Sd Kfz 7 half-tracks with Sd Kfz 7/2 (3.7cm) self-propelled anti-aircraft guns for -30 points per section.



The new Fallschirmjäger divisions are well equipped with the deadly 'acht acht', the 8.8cm FlaK36 anti-aircraft gun.

The self-propelled 3.7cm anti-aircraft guns are more than capable of knocking down any fighter bomber.

0 to 1 Pioneer Platoon

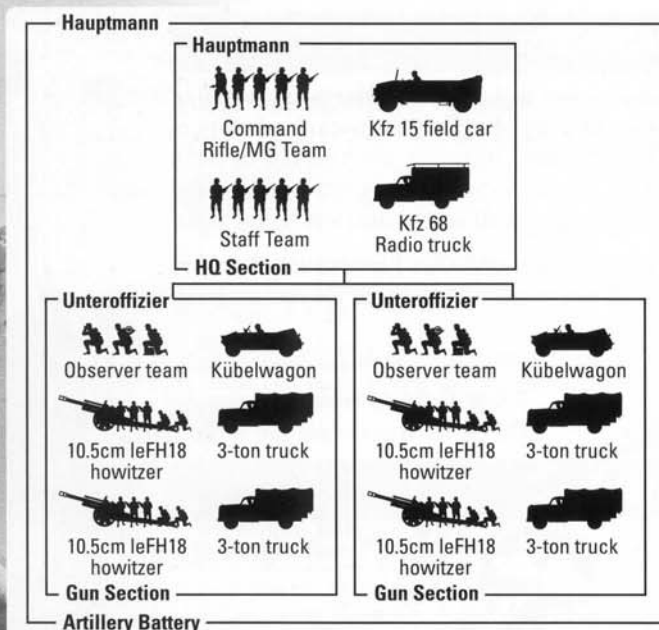
Options

- Replace all Rifle/MG teams with FG42 teams for +10 points per team.
- Replace six Rifle/MG teams with StG44 Assault Rifle teams for +45 points for the platoon.
- Equip all teams with Panzerfaust anti-tank launchers for +5 points per team.

Although the Fallschirmjäger platoon hasn't received any new engineer equipment, the new infantry weapons available increase their combat power considerably.

Pioneer Platoons are organised the same as shown on page 11 with the additional options given here.





0 to 1 Artillery Battery

Platoon

HQ Section with

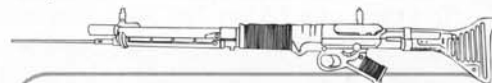
2 Gun Sections

465 points

1 Gun Section

255 points

As the Diving Eagles became earth-bound, they lost their light artillery, replacing it with field artillery batteries equipped with bigger 10.5cm howitzers. The advantage of this is much heavier firepower!



FG42 parachute rifle -

The FG42 was developed

as an assault rifle for the Fallschirmjäger.

Fallschirmjäger Terminology

B-kraft (beh-kraht), Beiwagenkraft (by-vah-gen kraft-raht): Motorcycle and sidecar.
 Fallschirmbrigade (fal-shirm bri-gah-der): Parachute brigade.
 Fallschirmjäger (fal-shirm-yai-gerr): Parachute rifleman.
 Fallschirmjägerbataillon (fal-shirm-yai-gerr ba-tal-yohn): Parachute rifle battalion.
 Fallschirmjägerdivision (fal-shirm-yai-gerr di-vis-yon): Parachute rifle division.
 Fallschirmjägerkompanie (fal-shirm-yai-gerr kompan-ee): Parachute rifle company.
 Fallschirmjägerregiment (fal-shirm-yai-gerr ray-gi-ment): Parachute rifle regiment.
 Fallschirmpanzerdivision (fal-shirm-yai-gerr pant-serr di-vis-yon): Air force armoured division.
 Fallschirmpionier (fal-shirm pi-o-neerr): Parachute combat engineer.
 Felddivision (felt-di-vis-yon): Air force infantry division.
 Festung Europa (fest-oong oi-roh-pa): Fortress Europe.
 FG42, Fallschirmgewehr (fal-shirm ger-vair): Paratroop rifle, special airborne assault rifle for paratroops.
 FlaK (flak), Flugabwehrkanone (flook ap-vair ka-noh-ner): Anti-aircraft gun.
 Fliegerdivision (flee-gerr di-vis-yon): Flying division, early name for parachute rifle division.
 Freiherr (fri-hairr): Baron.
 GebG, Gebirgsgeschütz (ger-beerrg ger-shyoots): Mountain gun.
 Gruppe (groo-per): Rifle squad.
 GW, Granatwerfer (gra-nah-ter verr-ferr): Grenade-launcher, mortar.
 Hauptmann (howpt-man): Captain.
 Heer (hairr): Army.
 Hetzer (het-serr): Chaser, harasser, name of self-propelled anti-tank gun.
 Jäger (yai-gerr): Rifleman, private.
 Kampfgruppe (kampf-groop-er): Improvised battle group.
 Kettenkrad (ketn-kraht), Kettenkraft (ketn-kraft-raht): Tracked motorcycle.
 Kfz, Kraftfahrzeug (kraft-fah-tsoik): Car or truck.
 Kübelwagen (kyoo-bel vah-gen): Bucket-seat car, jeep.
 leFH, leichte Feldhaubitze (lish-ter felt how-bit-ser): Light field howitzer.
 Leutnant (loit-nant): Lieutenant.

LG, leichte Geschütz (lish-ter ger-shyoots): Light gun, recoilless gun.
 Luftlandesturmregiment (looft lan-der shtoom ray-gi-ment): Airlanding assault regiment.
 Luftlandesturmkompanie (looft lan-der shtoom kompan-ee): Airlanding assault company.
 Luftwaffe (looft-vaf-er): Air force.
 Major (ma-yore): Major.
 Marder (marr-derr): Marten, name of self-propelled anti-tank gun.
 Marita (ma-ree-tah): Code name for attack on Greece.
 Merkur (merr-koorr): Mercury, code name for attack on Crete.
 NbW, NW, Nebelwerfer (nay-bel verr-ferr): Gas launcher, chemical mortar, rocket launcher.
 Oberjäger (oh-berr-yai-gerr): Senior rifleman, private first class.
 Oberstleutnant (oh-berrst-loit-nant): Lieutenant colonel.
 PaK, Panzerabwehrkanone (pant-serr ap-vair ka-noh-ner): Anti-tank gun.
 Panzer (pant-serr): Tank.
 Panzerfaust: (pant-serr-fowst): Mailed fist, disposable recoilless infantry anti-tank weapon.
 Panzerjäger (pant-serr yai-gerr): Tank-hunter, self-propelled anti-tank gun.
 Panzerknacker (pant-serr-k-na-ker): Tank buster.
 Panzerschreck (pant-serr-shrek): Tank terror, infantry anti-tank rocket launcher.
 PJK, Panzerjägerkanone (pant-serr yai-gerr ka-noh-ner): Tank-hunter gun, anti-tank gun.
 PzB, Panzerbüchse (pant-serr bewx-er): Anti-tank rifle.
 Schürzen (shyoot-sen): Protection, skirting to protect tanks from infantry anti-tank weapons.
 SPzB, schwere Panzerbüchse (schvair-er pant-serr bewx-er): Heavy anti-tank rifle.
 Sd Kfz, Sonderkraftfahrzeug (zon-derr kraft-fah-tsoik): Special-purpose vehicle.
 Steilgranate (shtile gra-nah-ter): muzzle-loading anti-tank grenade for an anti-tank gun.
 StuG, Sturmgeschütz (shtoom ger-shyoots): Assault gun.
 Stummelwerfer (shtoo-mel vairr-ferr): Stump mortar, a cut-down mortar.
 Sturmabteilung Koch (shtoom ap-tile-oong koch): Major Koch's glider assault detachment.
 Sturmgewehr (shtoom ger-vair): Assault rifle.





DIVING EAGLES ARSENAL



Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Weapons and Notes
Pistol team	2"/5cm	1	1	6	P38 pistols.
Rifle/MG team	16"/40cm	2	2	6	Kar98k rifles and MG34 machine-guns.
Panzerknacker SMG team	4"/10cm	3	1	6	MP40 submachine-guns, Panzerknacker.
FG42 team*	16"/40cm	2	2	6	FG42 assault rifles and MG42 machine-guns.
Assault Rifle team*	8"/20cm	3	1	6	StG44 assault rifles.
HMG team	16"/40cm	4	2	6	sMG34 or sMG42 heavy machine-gun.
Light Mortar team**	16"/40cm	1	1	5+	5cm leGW36 light mortar.
Stummelwerfer team	16"/40cm	1	1	3+	8cm GW42 light mortar, Close-support artillery.
Anti-tank Rifle team	16"/40cm	2	4	6	PzB39 anti-tank rifles.
2cm anti-tank rifle team	16"/40cm	2	5	5+	2cm PzB785(s) anti-tank rifle.
2.8cm anti-tank rifle team	16"/40cm	2	7	5+	2.8cm sPzB41 anti-tank rifle, No HE.
Panzerschreck team*	8"/20cm	2	11	5+	RPzB54 Panzerschreck, Panzerknacker.
Glider Assault team**	16"/40cm	2	2	6	MP40 and MG34 or MG42 machine-guns, Glider Assault, Pioneer.

Additional Training And Weapons

Pioneer team	————— as infantry team —————				Pioneer.
Flame-thrower	4"/10cm	2	-	6	Flame-thrower.
Panzerfaust*	2"/5cm	1	14	5+	Panzerfaust.

Close-support artillery: Close-support artillery can fire artillery bombardments at up to twice their normal range.

FG42 assault rifle: Teams with FG42 assault rifles roll an extra die to hit at ranges up to 8"/20cm.

Flame-thrower: Use instead of normal weapons. Remove team after shooting. Flame-throwers roll a Skill test to hit, and pin down any target they hit. The target does not get any saving roll.

Glider Assault: Glider assault teams fire at their full ROF at ranges up to 4"/10cm, even when moving.

No HE: 2.8cm anti-tank rifles do not have HE ammunition, so they fire with Firepower 6 against unarmoured targets.

Panzerfaust: Use instead of normal weapons. Can only be used for defensive fire. Give Anti-tank rating of 4 in assaults.

Panzerknacker: Panzerknacker teams have an Anti-tank rating of 5 in assaults.

Pioneer: Pioneer teams use demolition charges and have an Anti-tank rating of 4 in assaults.

StG44 assault rifle: Teams equipped with assault rifles fire at their full ROF when moving.

*Team is only available to a late-war force. **Team is not available to a late-war force.

Transport

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
BMW & Sidecar or Kübelwagen	Jeep	-	-	-	1 passenger.
Kettenkrad	Half-tracked	-	-	-	1 passenger.
Horch Kfz 15 car	Wheeled	-	-	-	1 passenger.
Opel Blitz 3-ton truck	Wheeled	-	-	-	2 passengers.
Opel Blitz Kfz 68 radio truck	Wheeled	-	-	-	1 passenger.
Sd Kfz 7 (8t)	Half-tracked	-	-	-	1 passenger.

Aircraft

Aircraft	Weapon	Range	ROF	Anti-tank	Firepower
Ju87D Stuka	Bombs	4"/10cm	-	4	1+
Ju87G Stuka	Guns	8"/20cm	3	7	5+

Guns

Weapon	Range	ROF	Anti-tank	Firepower	Notes
2cm FlaK38 gun	24"/60cm	4	5	5+	Gun shield, Turntable, Anti-aircraft.
10.5cm NbW35 mortar	40"/100cm	-	1	2+	Mortar, Smoke.
12cm sGW42 mortar*	56"/140cm	-	2	2+	Mortar, Smoke.
3.7cm PaK36 gun	24"/60cm	3	6	5+	Gun shield.
firing Steilgranate**	8"/20cm	1	12	5+	Steilgranate.
4.2cm PJK41 gun**	24"/60cm	3	9	5+	Gun shield.
5cm PaK38 gun**	24"/60cm	3	9	4+	Gun shield.
7.5cm LG40 gun	16"/40cm	2	9	3+	Turntable, Recoilless.
10.5cm LG40 gun**	24"/60cm	2	10	2+	Turntable, Recoilless.
7.5cm GebG36 gun	24"/60cm	2	9/2	3+	Artillery, Smoke.
7.5cm PaK40 gun*	32"/80cm	2	12	3+	Gun shield.
7.62cm PaK36(r) gun**	32"/80cm	2	11	3+	Gun shield.
8.8cm FlaK36 gun*	40"/100cm	2	13	3+	Gun shield, Turntable, Heavy anti-aircraft, Immobile.
10.5cm leFH18 howitzer*24"/60cm		1	10/3	2+	Gun shield, Artillery, Smoke.

Anti-aircraft: Anti-aircraft weapons can fire at aircraft.

Artillery: Artillery can fire artillery bombardments at up to three times their normal range.

Gun shield: Teams crewing weapons with a gun shield are in bulletproof cover when fired at from the front.

Heavy anti-aircraft: Heavy anti-aircraft guns can fire at aircraft. If modelled with 8 or more crew, may be upgraded to ROF 3.

Immobile: Heavy anti-aircraft guns cannot be manhandled. They can only move if towed.

Mortar: Mortars can only fire artillery bombardments, so they do not have an ROF rating.

Recoilless: Recoilless guns never count as concealed in the turn after they fire.

Smoke: Weapons with smoke ammunition can fire a smoke screen rather than their normal shooting.

Turntable: Weapons mounted on turntables can rotate to fire in any direction without penalty.

Steilgranate: 3.7cm anti-tank guns may fire Steilgranate ammunition.

*Gun only available to a late-war force. **Gun is not available to an early-war force.

Tanks and Other Fighting Vehicles

Name	Mobility	Armour		Equipment And Notes	
		Front	Side	Top	
Tank-hunters					
Marder II	Fully-tracked	1	0	0	7.5cm anti-tank gun, AA MG.
Hetzer*	Fully-tracked	7	1	1	7.5cm tank gun, hull MG, Overloaded.
Assault Gun					
StuG III G or StuG IV*	Fully-tracked	7	3	1	7.5cm tank gun, hull MG, Schürzen.
Self-propelled Anti-aircraft Guns					
Sd Kfz 10/5 (2cm)*	Half-tracked	-	-	-	2cm anti-aircraft gun.
Sd Kfz 7/2 (3.7cm)*	Half-tracked	-	-	-	3.7cm anti-aircraft gun.

Overloaded: A Hetzer bogs down on a roll of 1 or 2 rather than one, and only moves 8"/20cm on road or cross country.

Schürzen: Schürzen or side skirts allow you to roll a special 4+ last ditch save after failing an Armour Save roll when shot at by an infantry team. Schürzen only protects from hits to the side armour.

*Team is only available to a late-war force.

Vehicle Weapons

Weapon	Range	ROF	Anti-tank	Firepower	Notes
MG or AA MG	16"/40cm	3	2	6	
2cm anti-aircraft gun	24"/60cm	4	5	5+	Anti-aircraft.
3.7cm anti-aircraft gun	32"/80cm	4	6	5+	Anti-aircraft.
7.5cm tank gun	32"/80cm	2	11	3+	
7.5cm anti-tank gun	32"/80cm	2	12	3+	

Anti-aircraft: Anti-aircraft weapons can fire at aircraft. If an AA MG fires, the main gun cannot.



DIVING EAGLES ARMIES



A Diving Eagles army is very flexible. Starting from a small force of elite infantry, your force will grow to include all of the specialist troops it needs for any type of battle.

Where To Begin Collecting Your Army

The Diving Eagles fought in many battles throughout the war. Over time their equipment and role changed dramatically, but the core of the force remained the same. Regardless of where or when they fought, the Fallschirmjägerkompanie was always at the forefront of the battle.

As you collect your Diving Eagles, you can do no better than to start with the key essentials that almost every Diving Eagle's force must have: a Company HQ and two Fallschirmjäger Platoons. Not only does this force allow you to fight small battles and air assaults immediately, it also gives anything that you add later a solid foundation.

As you play games and learn more about leading the Diving Eagles in battle, you can add specialist troops to support your company. The platoons available each have different strengths and weaknesses. As you learn to combine all of the parts together, you will be ready to lead the Diving Eagles on to more glorious victories.





HEADQUARTERS AND COMBAT PLATOONS



The core of your force will always be your company HQ and your Fallschirmjäger platoons.



HQ Section



Anti-tank Rifle Section



Light Mortar Section



Stummelwerfer Section



Panzerknacker Team (converted by Evan)

Your Company HQ leads your force. While the company commander is inspiring the troops to greater exertions, the second in command controls a Kampfgruppe formed to tackle particularly tricky battlefield situations. The anti-tank rifle and light mortar sections can either be held as a central reserve or parcelled out to bolster individual platoons.

The heart of any Diving Eagles force is its Fallschirmjäger platoons. You must have at least two in your force.

These elite paratroopers are some of the toughest infantry available. Well-trained and eager for battle, they are ready for almost any challenge.



Fallschirmjäger Platoon



WEAPONS PLATOONS



Your weapons platoons give your force more firepower without reducing your ability to launch airborne assaults.



HMG Platoon

With their long range and high rate of fire, machine-gun platoons strengthen your force against infantry attacks while providing useful covering fire for your own assaults.

During training paratroopers compete for the highly-prized positions of gunner in this platoon.

Mortar platoons provide unparalleled flexibility. Since they can fire over intervening troops and terrain, the mortars can rapidly switch their fire wherever it is needed, and being very light, they can easily reposition themselves if needed.



Mortar Platoon



Light Gun Platoon



The recoilless guns of the light gun platoons are a highly mobile source of heavy firepower. They are especially invaluable for destroying well-protected enemy troops.

After firing, the back-blast often gives the guns position away to the enemy, making it essential to get close enough for that first shot to count.



SUPPORT PLATOONS



The specialist weapons of your support platoons help your force respond to different tactical challenges.



Heavy Mortar Platoon

Your heavy mortars bombard enemy defensive positions, softening them up for an assault.



Anti-tank Gun Platoon

The guns of your anti-tank platoon will protect your infantry from enemy tanks.



Pioneer Platoon

A pioneer platoon makes a tough assault force in addition to their combat engineering work.



Light Artillery Battery

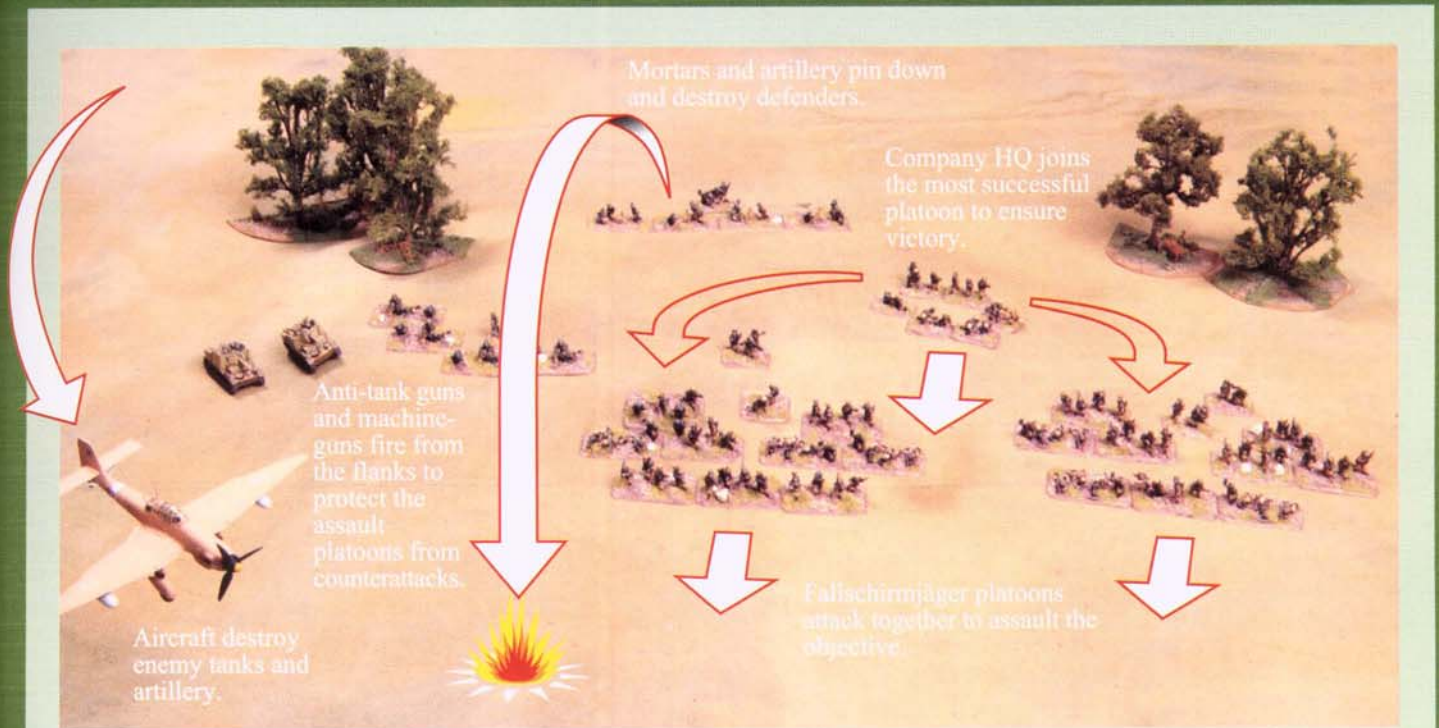
Landing by glider, your light artillery battery gives you long-range firepower.



Glider Assault Platoon

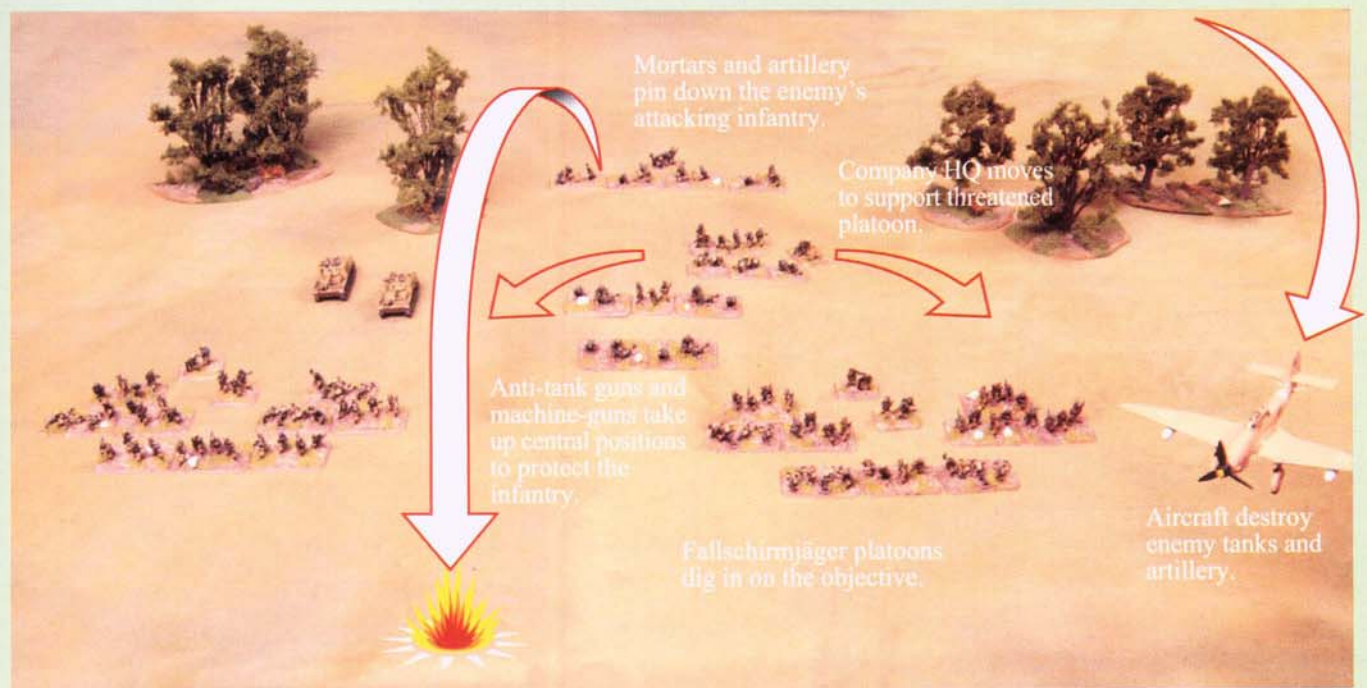
Glider assault platoons land before the main assault. Using their impressive arsenal of weapons they silence enemy guns and secure critical defensive positions before the paratroopers land.

- ATTACKING -



Use your air support and heavy weapons to eliminate or pin your opponent. Then use your excellent troops to assault and capture the objective.

DEFENDING



Diving Eagles are very difficult to move once they have dug themselves in, so put them on the objective and start digging while the rest of your force fires at the enemy.

KRETA

In the world's first airborne invasion the Diving Eagles capture Crete from the British defenders.

—Operation Merkur, 20th May 1941



Fallschirmjäger attack



Ambush!



Matilda tanks counterattack



That container's mine!



Glider assault troops capture the Tavrontis bridge



Downed Ju-52 tri-motor aircraft





MORE OPTIONS



If you aren't planning on airborne assaults, you have many more options available to you.



5cm PaK38 guns

Motorised anti-tank gun platoons can be equipped with bigger, harder-hitting guns.



Marder II Tank-hunters

Self-propelled anti-tank guns hunt down enemy tanks.



Tiger I

You can call on the army for some serious support like this Tiger tank...



Panzer III L

or perhaps something more modest like a Panzer III,



8.8cm FlaK36 gun and Sd Kfz 7 tractor

or the feared '88' heavy anti-aircraft gun...



PAINTING DIVING EAGLES



Now that you've started collecting your Fallshirmjäger army you'll want to prepare it for battle. With a variety of different and unique colour schemes to choose from, painting a Fallshirmjäger army can be extremely rewarding. It can also be quite fast, if you follow some basic techniques.

STEP 1

After preparing your figures for painting (see page 26 in the *Flames Of War* book) undercoat them with a spray can primer or thinned paint.

It can be a good idea to blue tack your figures to a strip of card. This makes it easier to hold them and speeds your painting as you work on more than one figure at a time.



STEP 2

Basecoat your figures with the main colour used in their uniform. In this example we're painting them in the plain green Fallshirmjäger uniform from which they received their nickname 'the Green Devils'.

Paint the smocks with green grey, then paint their trousers in grey green.



STEP 3

Highlight using a mix of the original colour with a touch of white added. A good idea is to use the 'drybrush' technique (see page 27 in the *Flames Of War* book). This creates the effect of shadow and light, making the details on the figures stand out and creating a much more lifelike result.



STEP 4

Pick out the details using a small brush. Paint the face and hands with a suitable flesh colour leaving black lines between the fingers and some of the face detail. Use a dark grey for helmets without covers, and a red brown for the rifle.

This is gaming standard. Only move on if you wish to put a **lot** more effort into your painting.



EXPERT

To finish the details, paint the rifle barrel and bolt mechanism in gunmetal, and the webbing and pistol holster in a chocolate brown.

If you want the detail to stand out more, first highlight it by adding a small amount of white to the original colour and paint the top surfaces, followed by very carefully painting a black line around the detail.



You are now well on your way to painting an Elite Fallshirmjäger army ready for battle. The same techniques can be applied to any of their specialist equipment. Don't forget to base your troops as this really completes the look of your force (see page 27 in the *Flames Of War* book).

Once you are comfortable with painting these troops, why not add a new dimension with some of their unique camouflage schemes?



FALLSCHIRMJÄGER UNIFORMS



AIR FORCE BLUE

Being part of the air force the Diving Eagles wore blue uniforms when they were first formed. The early air force blue uniform was still in use by some Fallschirmjäger units in Poland, Norway, Belgium, Netherlands, and France during the first year of the war.

	Colour	Humbrol Enamel	Model-Master Enamel	Tamiya Acrylic	Vallejo Acrylic	Games Workshop
Helmet	Dark Blue	25	2032	XF8	816	Regal Blue
Jump smock	Grey	196	1733	XF19	989	Codex Grey
Trousers & ammo pouches	Blue	96	1723	XF50	964	Enchanted Blue



PLAIN GREEN

As war approached, a more practical green uniform was devised for the paratroopers. The plain green uniform rapidly replaced the air force blue uniform and was seen in most theatres right throughout the war.

	Colour	Humbrol Enamel	Model-Master Enamel	Tamiya Acrylic	Vallejo Acrylic	Games Workshop
Helmet	Dark Grey	67	2094	XF63	995	Shadow Grey
Jump smock and helmet cover	Green Grey	97	1721	XF20	886	Codex Grey
Trousers & ammo pouches	Grey Green	116	2014	XF65	830	Cammo Green



GREEN SPLINTER CAMOUFLAGE

After gaining experience in the early battles the Diving Eagles adopted a uniform camouflaged in the green 'splinter' pattern. The new uniform started replacing the plain green one just before the battles for Crete in 1941 and continued with widespread use until the end of the war.

	Colour	Humbrol Enamel	Model-Master Enamel	Tamiya Acrylic	Vallejo Acrylic	Games Workshop
Helmet	Dark Grey	67	2094	XF63	995	Shadow Grey
Jump smock and helmet cover	Khaki	72	1706	XF52	821	Bleached Bone
Green Camouflage	Green	117	2091	XF58	823	Snot Green
Brown Camouflage	Dark Brown	29	2054	XF10	984	Dark Flesh
Trousers & ammo pouches	Grey Green	116	2014	XF65	830	Cammo Green

WINTER WHITE

In the winter of 1941, the Fallschirmjäger had a new issue of the army's white winter reversible smock (and some-times matching trousers), white on one side and splinter camouflage on the reverse. Helmets were sometimes painted white or fitted with a white cover.



	Colour	Humbrol Enamel	Model-Master Enamel	Tamiya Acrylic	Vallejo Acrylic	Games Workshop
Jump smock and helmet cover	White	34	1768	XF2	951	Skull White
Gloves	Black	33	1749	XF1	950	Chaos Black

TROPICAL TAN SPLINTER CAMOUFLAGE

When fighting in North Africa and Italy, the paratroopers wore a faded version of the splinter pattern, over the tan air force tropical uniform. Helmets were either covered with camouflage cloth or more commonly painted a sandy colour.



	Colour	Humbrol Enamel	Model-Master Enamel	Tamiya Acrylic	Vallejo Acrylic	Games Workshop
Helmet	Yellow Brown	94	2102	XF59	912	Vomit Brown
Jump smock and helmet cover	Khaki	72	1706	XF52	821	Bleached Bone
Green Camouflage	Green	117	2091	XF58	823	Snot Green
Brown Camouflage	Dark Brown	29	2054	XF10	984	Dark Flesh
Trousers & ammo pouches	Sand	63	2110	XF59	977	Bronzed Flesh

ITALIAN CAMOUFLAGE CLOTH

When Italy capitulated in 1943, the Germans acquired large quantities of Italian camouflage cloth that they used for many items of uniform. Helmet covers, jump smocks, and even trousers made of Italian camouflage cloth were mixed with both splinter patterns or used on their own.



	Colour	Humbrol Enamel	Model-Master Enamel	Tamiya Acrylic	Vallejo Acrylic	Games Workshop
Jump smock and helmet cover	Green	163	2107	XF62	888	Camo Green
Brown Camouflage	Brown	160	2111	XF64	826	Dark Flesh
Yellow Camouflage	Yellow	121	1730	XF55	916	Bleached Bone
Trousers & ammo pouches	Sand	63	2110	XF59	977	Bronzed Flesh

Common Colours

	Colour	Humbrol Enamel	Model-Master Enamel	Tamiya Acrylic	Vallejo Acrylic	Games Workshop
Bread bag	Dark Grey	67	2094	XF63	995	Shadow Grey
Boots and gloves	Black	33	1749	XF1	950	Chaos Black
Webbing, water bottle, holsters, pouches	Chocolate Brown	98	2096	XF64	872	Dark Flesh
Machie-guns and rifle barrels	Gunmetal	53	1795	X10	863	Boltgun Metal
Rifle butts	Red Brown	170	1735	XF10	981	Scorched Brown
Sub-machinegun and assault rifle ammunition pouches	Sand	63	2110	XF59	977	Bronzed Flesh
Faces and hands	Flesh	61	1516	XF15	955	Dwarf Flesh



PAINTING CAMO



A great way to make your Fallschirmjäger army look like double-hard elite troops is to try painting them in one of their unique camouflage schemes. This is easily achieved with a fine brush and a little practice. Lets look at the green splinter pattern worn in Crete during 1941.

STEP 1

Prepare and paint your figures using the steps 1-4 already described in Painting Diving Eagles, but use Khaki for their smocks instead of their original green grey.



STEP 2

Paint small blotches of green randomly across any of the khaki not covered by equipment. You want to cover approximately 1/2 of the area in this manner.

Make sure you thin your paint slightly so that it will come off of your brush more easily.



STEP 3

Next comes the brown. Use a dark brown painted either in blotches or fine lines around and/or overlapping the green. This covers a further 1/3rd of the khaki, so you should end up with approximately 1/3rd Khaki and 2/3rd's green and brown camouflage.



STEP 4

You'll find that your figures might look a bit bright at this stage. You can blend the colours together slightly, so that they look more natural, by dry-brushing the smocks very lightly in the original khaki.



EXPERT

Now you can go to town with your details. Paint the ammo pouches in a sand colour, rifle slings and pistol holsters in a chocolate brown. Rifle woodwork looks good painted a red brown with any metal surfaces in gunmetal. Finish off, as before, with a final highlight of any equipment you want to stand out.



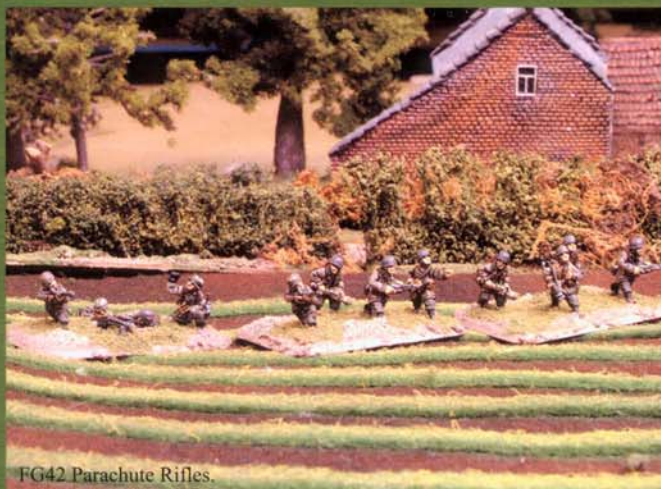
Painting camouflage uniforms is extremely easy and in a short space of time you will have an elite Fallschirmjäger army ready for battle. Try some of the other patterns to make your army unique.



LATE WAR EQUIPMENT

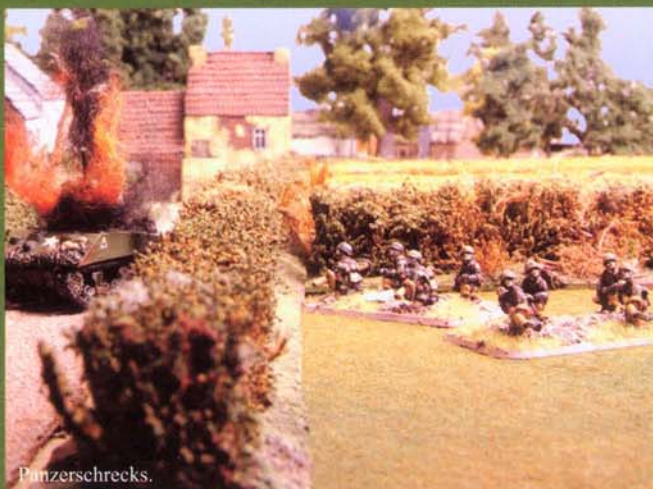


As the war reaches its climax, the Diving Eagles receive lots of new and exciting equipment.



FG42 Parachute Rifles.

The FG42 parachute rifle gives the Diving Eagles an excellent balance between long-range firepower and close-up assault capability.



Panzerschrecks.

Anti-tank guns become more scarce as the war goes on, and their role is increasingly taken on by tank-hunter teams armed with Panzerschreck anti-tank rocket launchers.



StG44 Assault Rifles.

The cheaper StG44 assault rifles lack range, but are extremely deadly in an assault. With Panzerfaust anti-tank launchers as well, a Fallschirmjäger platoon will beat any foe.



StuG Assault Gun.

The Diving Eagles finally get armoured support of their own in the form of StuG assault guns.



8.8cm Flak 36 Anti-aircraft Gun.

The deadly 8.8cm Flak 36 anti-aircraft guns are now crewed by the Diving Eagles themselves.

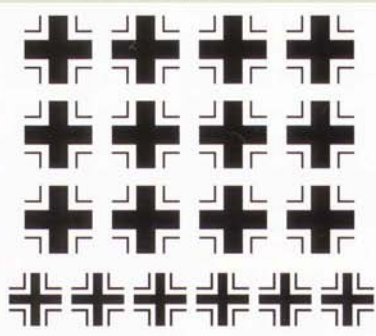
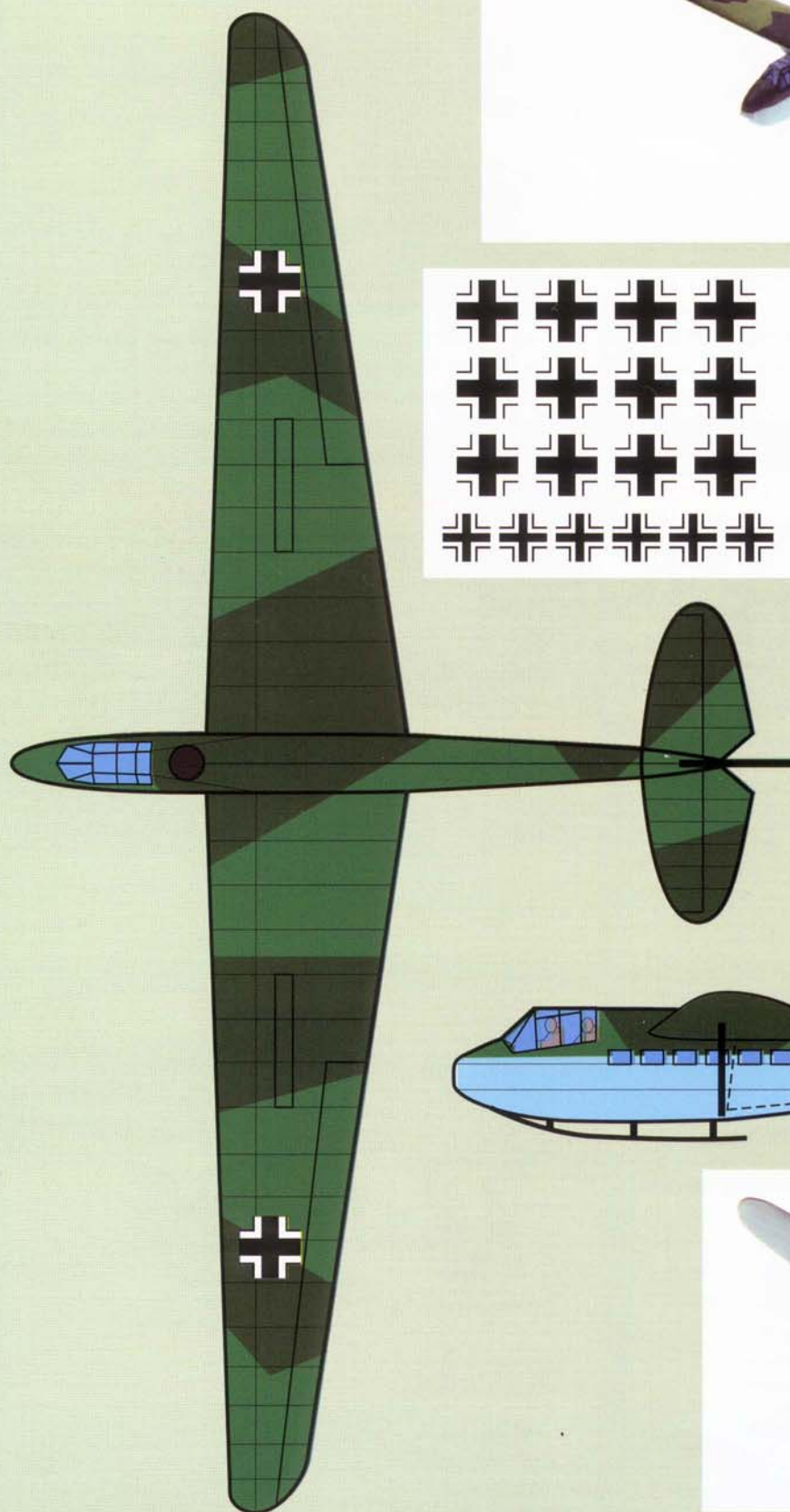


10.5cm leFH18 Howitzer.

As airborne operations become a thing of the past the heavier 10.5cm leFH18 howitzer replaces the lightweight airborne models.



MAKING GLIDERS



Materials

1 sheet 11/32" or 8.5mm balsa wood for body.

1 sheet 9/64" or 3.5mm balsa wood for wings, stabiliser and tail fin.

Wire, heavy staples or plastic card for struts and skid.

Sewing pin.

Pencil.

Sharp knife.

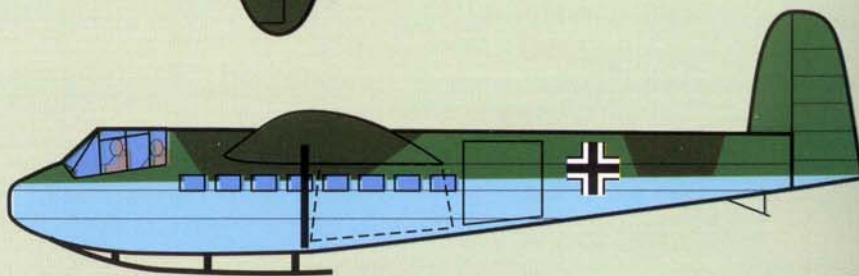
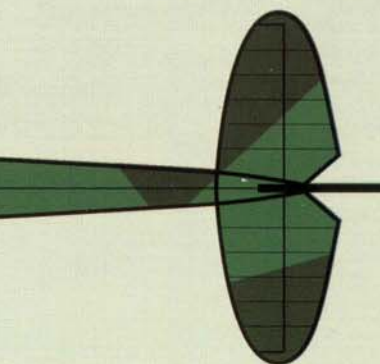
Sand paper.

PVA glue and super glue.

Paint.

Paint brushes.

Scissors.



Photocopy the plan on the previous page and transfer it to the pieces of balsa wood by pricking through it with a pin and connecting the dots with a sharp pencil.



Using a sharp knife, cut out the pieces. Use the knife and sandpaper to shape them. Round the leading edges and taper the trailing edges of the wings, stabiliser and tail fin. Taper the body to match the top profile.



Glue tail fin to rear of fuselage with PVA glue. Glue stabiliser to fuselage. Press short lengths of wire or staples into the ends of the wings and then press into the sides of the body. Separate. Then glue the wings and body together.



Bend a heavy staple or piece of plastic card for the skid. Press three short lengths of wire or staple into the fuselage and glue the skid on with superglue. Press another into the rear of the body as a tail skid.

Cut two more lengths for the wing struts and glue them in position with PVA glue.



Undercoat and seal the model with black paint. When this is dry, sand it lightly with very fine sandpaper to produce a good painting surface.

Paint the model as shown on the previous page.

Cut out the small crosses from the plan and glue them to the finished model.



Colours

	Humbrol Enamel	Model-Master Enamel	Tamiya Acrylic	Vallejo Acrylic	Games Workshop
Camouflage	91	1710	XF27	897	Dark Angels Green
	30	1711	XF62	888	Snot Green
Underside	65	1562	XF23	906	Ice Blue



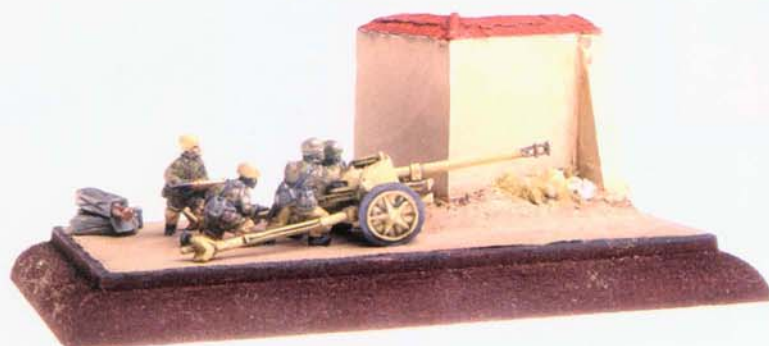
SHOWCASE



Model by: Richard Carlisle.



Model by: Richard Carlisle.



Model by: Richard Carlisle.



TOOLS REQUIRED

- A sharp modellers scalpel.
- A cutting mat or pad.
- A steel ruler.
- PVA glue

TIPS AND TRICKS

- Precision is the key to cutting out the components to make the glider model.
- Score/crease by lightly dragging your blade along the card only deep enough to allow a clean fold.
 - Pre-fold all parts and test fit them before gluing in place.
 - A folded tab should sit naturally at a 90 degree angle.



DFS-230 ASSAULT GLIDER

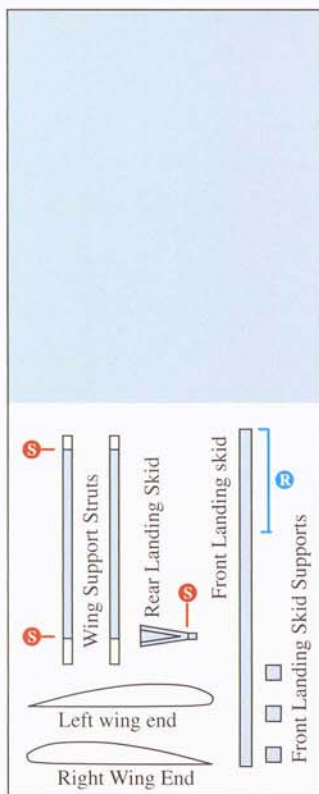


ASSEMBLING YOUR GLIDER

1. Cut out the *Top*, *Left* and *Right Fuselage* sections, *score* and fold all the indicated lines. Cut out the *Small Pieces Section*, glue and fold in half and let dry flat under a weight that won't get damaged.
2. Glue the tabs marked with a '1' to the *Left Fuselage* section. The back end of the *Top Fuselage* section should line up with the back *Tail Slot*.
3. Glue front, top and back edges of the rudder on the *Left Fuselage* section, stick to the *Right Fuselage* rudder and press around the edges. Let the glue dry thoroughly.
4. Glue and attach tabs marked with a '2', '3' and '4' in that order letting the glue dry thoroughly between each step (notice how in step 4 the roll on the nose gives the DFS-230 its distinctive rounded front).
5. Cut out the *Bottom Fuselage* section and glue it into place working from the tail to the front of the glider making sure it is flush with the *Left* and *Right Fuselage* sections. **The basic fuselage is now complete!**
6. Cut out the *Left Wing* and Roll the leading edge, glue only along the trailing edge, pull the two trailing edges together and hold in place until the glue dries (notice how the roll on the front of the wing gives the wing an aerodynamic shape). Cut out the *Left Wing End* from the *Small Pieces Box*, add some glue around the edges and push it into the end of the wing, try and keep it flush by slowly working it into place. This will keep the wing in the right shape and give a good flat area to glue the wing to the fuselage. **Repeat this step for the Right Wing.**
7. Cut out the *Tail Section*, fold in half and glue.
8. Cut out the *Canopy Section* and glue the tab marked '5' to the left side of the canopy.
9. Slide the *Tail Section* into the *Tail Slot* under the rudder and glue.
10. Glue the *Canopy Section* in place, holding the sides to the same width as the Fuselage.
11. Cut out the *Wing Support Struts*, glue the *Left Wing* on to the fuselage where indicated, glue the *Support Strut* in place, attaching one end to the white box on the fuselage, the other to the white box on the underside of the wing. Let the glue dry thoroughly and then repeat for the *Right Wing*.
12. Cut out the *Front Landing Skid Supports* and glue by the edges to the three white boxes indicated on the *Bottom Fuselage*. Let the glue dry thoroughly.
13. Cut out the *Front and Rear Landing Skids*, glue the rolled end of the *Front Landing Skid* to the white box indicated on the *Bottom Fuselage*, then glue to the *Landing Skid Supports*.
14. Finally add the *Rear Landing Skid*. Let the glue dry. **You have now completed your first DFS-230 Assault glider!**

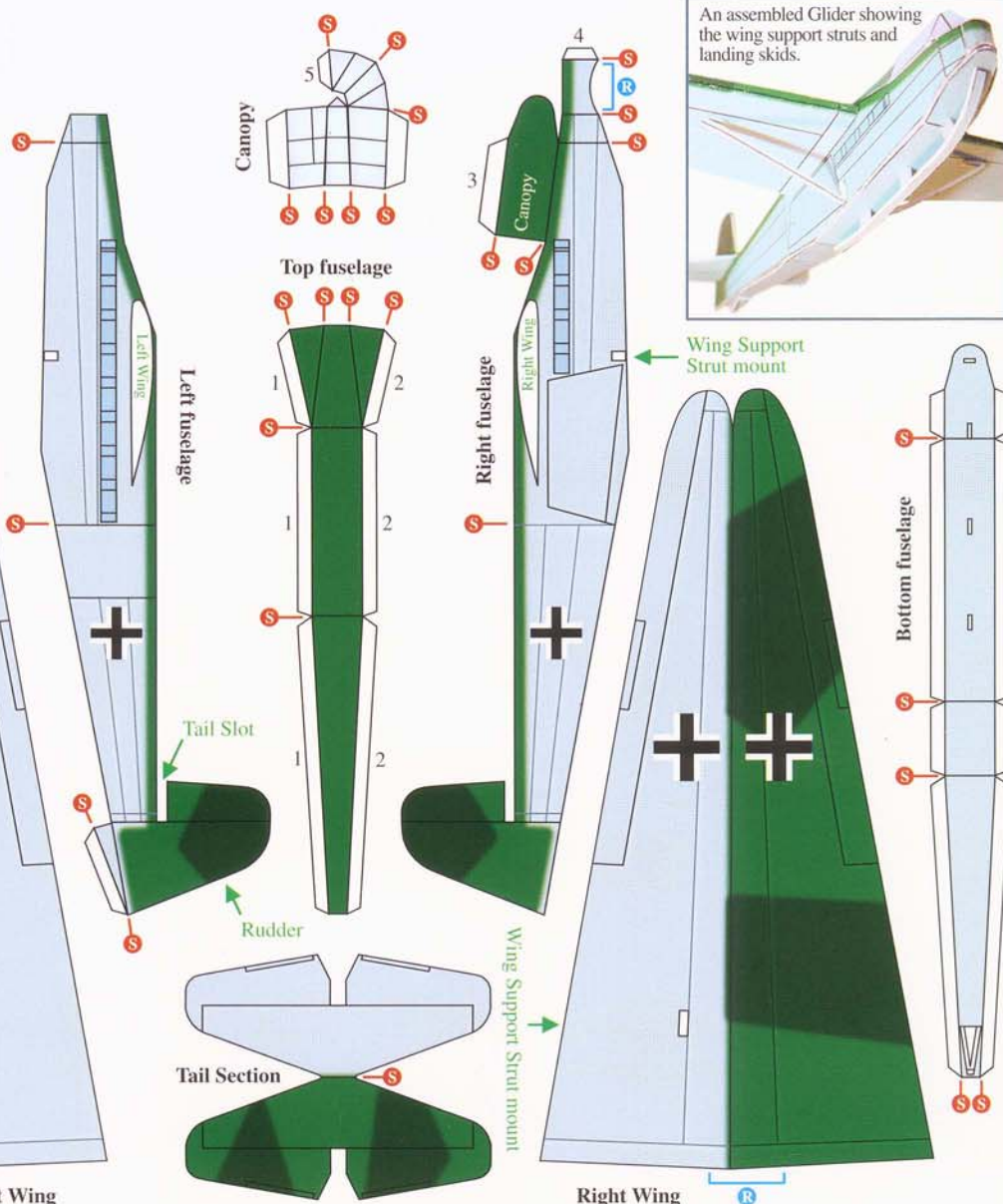
KEY

- R** Roll this area by carefully bending the card evenly along the indicated area making a nice curve.
- S** Carefully score this line only deep enough to allow a clean fold.



Small Pieces Section

(cut out the whole section, fold in half and glue).



An assembled Glider showing the wing support struts and landing skids.

FLAMES OF WAR MINIATURES SHOWCASE



GE103



GE070



GE561



GE764



GE762



GE402

FLAMES OF WAR CATALOGUE

German Airborne

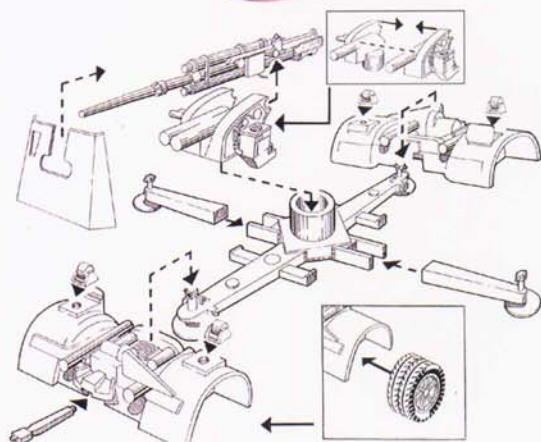
- GE502 3.7cm PaK36 gun (FJ)
- GE543 2cm FlaK38 gun (FJ)
- GE561 7.5cm LG40 recoilless gun (FJ)
- GE562 10.5cm LG40 recoilless gun (FJ)
- GE563 7.5cm GebG36 gun (FJ)
- GE761 Company HQ (FJ)
- GE762 Fallschirmjäger Platoon
- GE763 Fallschirmjäger Platoon (late)
- GE764 MG Platoon (FJ)
- GE765 Mortar Platoon (FJ)
- GE767 Glider Assault Platoon (FJ)
- GE770 Heavy Mortar Platoon (FJ)
- GE772 Gun Crews (FJ)
- GE775 Seated Infantry & Drivers (FJ)
- GE776 Panzerschrecks (FJ)
- GE777 StG44 Assault Rifles (FJ)
- GE778 FG42 Parachute Rifles (FJ)

German Army

- GE034 Panzer III L, N
- GE042 Panzer IV F1, F2
- GE061 Panther A
- GE070 Tiger I E
- GE083 Königstiger
- GE101 Hetzer
- GE103 Marder II
- GE123 StuG III G
- GE126 StuG IV
- GE160 Sd Kfz 10/5 (2cm)
- GE270 Sd Kfz 7 (8t) tractor
- GE400 BMW & Sidecar (x4)
- GE402 Kettenkrad (x3)
- GE410 Kübelwagen (x2)
- GE412 Horch Kfz 15 car
- GE430 Opel Blitz 3-ton truck
- GE490 Opel Blitz Kfz 68 radio truck
- GE510 5cm PaK38 gun
- GE520 7.5cm PaK40 gun
- GE525 7.62cm PaK36(r) gun
- GE550 8.8cm FlaK36 gun
- GE571 10.5cm leFH18 howitzer



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GE550

This is a supplement for *Flames Of War* the World War II Miniatures game.

A copy of the rule book for *Flames Of War* is necessary to fully use the contents of this book.



Whether they throw themselves from planes at 250 feet or crash land their gliders, Germany's *Fallschirmjäger*, the Diving Eagles are in action immediately. They always expect to be out-numbered, out-gunned, and surrounded.

They also expect to win.

Fallschirmjäger—the very name makes enemies glance skyward.

As **Fearless Veteran** elite infantry, they fight hard and fast, usually against the odds.

Most of Germany's Blitzkrieg campaigns featured parachute landings and glider assaults by the Diving Eagles, capturing key objectives ahead of the army's advance. In a remarkable battle, they captured the strategic island of Crete, the key to the mediterranean, by air-dropping 5000 men on it!

In one defender's words, they are 'Death From Above'.



INSIDE YOU WILL FIND:

- Complete organisation and equipment for the Diving Eagles
- Variants for early and late war battles
- History of German airborne forces
- Guide to Diving Eagles units
- Inspiring colour photos
- Tactics guide
- Comprehensive painting guide
- Advice on painting camouflage smocks
- Death From Above air assault mission
- Special rules and exploits of the Diving Eagles' hero Oberstleutnant Von der Heydte who led *Fallschirmjäger* in battle throughout the war.

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