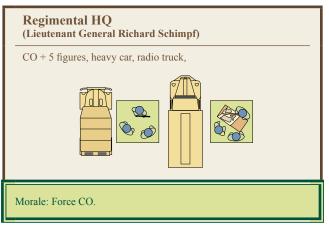
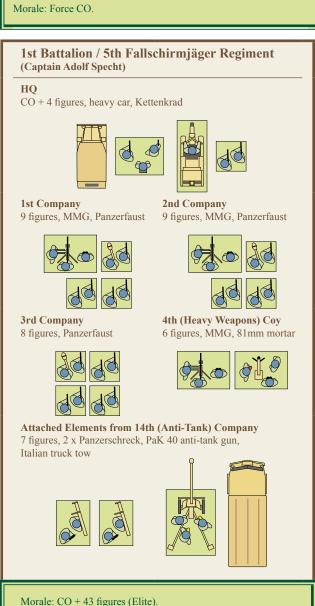
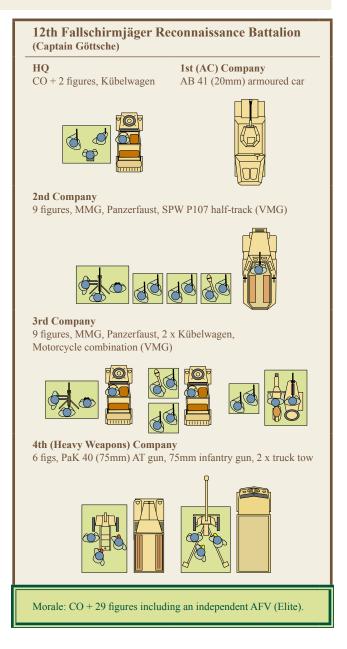


# 3<sup>RD</sup> FALLSCHIRMJÄGER DIVISION - 200 PTS

The division was formed during 1943-44 around a cadre consisting of the veteran 3rd Battalion, 1st Parachute Regiment. It was at full strengh and well equipped with 930 MG42s. It arrived in Normandy on 10 June, by truck after a night drive from Brittany. Nominally, the unit was to be motorised, but by June it still had no more than 40% of its authorised motor transport. Several units were attached from II Fallschirmjäger Korps including 12th Fallschirmjäger Reconnaissance Battalion and 12th Fallschirmjäger Assault Gun Battalion.







### +50 POINT OPTION A

2nd Battalion / 5th Fallschirmjäger Regiment (Captain Walter Münter)

HQ CO + 2 figures

8th (Heavy Weapons) Coy 6 figures, MMG, 81mm mortar







5th Company 8 figures, Panzerfaust







Morale: CO + 24 figures (Elite).

### +50 POINT OPTION C

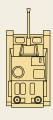
15th (Pioneer) Coy / 5th Fallschirmjäger Regt

10 figures, Panzerfaust, flamethrower, medium truck



Attached Assault Gun Platoon Attached Elements from StuG III (75mm)

14th (Anti-Tank) Company 2 figures, Panzerschreck



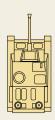


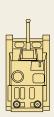
12 figures (to attached to another unit) and independent AFV

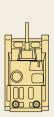
## +50 POINT OPTION E

12th Fallschirmjäger Assault Gun Battalion (Captain Gersteuer)

2 x StuG III assault gun (75mm), StuH 42 (105mm)







If chosen remove a MMG from one of the other units and reduce the morale strength of that unit by 3 figures.

Morale: 3 independent AFVs (Regular).

### +50 POINT OPTION B

3rd Battalion / 5th Fallschirmjäger Regiment (Captain Eberhard Boerger)

CO + 2 figures, Kübelwagen



9th Company 9 figures, MMG, Panzerfaust







12th (Heavy Weapons) Coy

3 figures, 120mm mortar









Morale: CO + 20 figures (Elite).

#### +50 POINT OPTION D

3rd Fallschirmjäger Artillery Battalion (Captain Hans-Eberhard von Bauer)

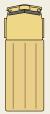
10 figures, 2 x 105mm howitzer, 2 x Italian truck tow, 2 figure OP team, 2 x Kübelwagen



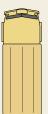














If chosen add a MMG and 2 figures to one of the other units and increase the morale strength of that unit by 5 figures.

Morale: Artillery unit.