

TO&E



LUFTWAFFE FJ RECOVERY PLATOON

Kurt Fischer's exploits on the battlefield only grew following the action he saw during Operation Kondor. It was during this operation that the Axis forces saw the true might of the Luftwaffe at large. Able to strike swiftly and nearly anywhere they can plant their feet, the Fallschirmjager continue to redefine what it means to be mobile infantry with each successive mission deployment.

Looking to the future, the Luftwaffe doubles down on their airborne troops as led by heroes like Kurt.

PLATOON ADVANTAGE: HEAVEN'S HAMMER

Using specially-equipped Horten HO-367s, deployed troops are able to rapidly redeploy to face changing battlefield conditions and situations.

Once per game, Kurt and the unit he is joined to can use a free action to call for a rapid recovery. Remove Kurt and his unit from the table at the end of the turn. At the beginning of the next turn, redeploy Kurt and his unit using the Airborne skill.

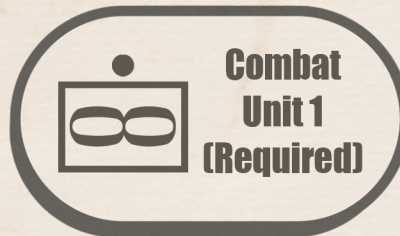
SUPPORT UNITS

While the strength of the Fallschirmjager lies in their ability to deploy nearly right on their enemies, it is still a double-edged sword and the risk may outweigh the reward if facing a prepared enemy. For the FJ Recovery Platoon, this is doubly so. Look to soften up enemies prior to redeployment with a combination of Fallschirmjager Mortar Squads and Fallschirmjager Observer Squads or the armored E-15 Panzer variants.



**Command
Unit
(Required)**

Kurt
Sergeant 1st Class Kurt Fischer

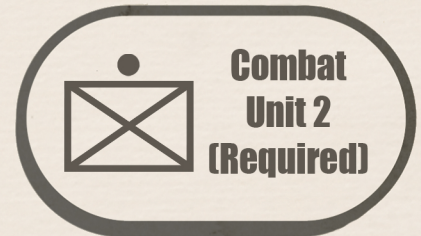


**Combat
Unit 1
(Required)**

Geist
Horten HO-367 Fledermaus X
(Air Superiority)

OR

Hexe
Horten HO-367 Fledermaus IX
(Night Bomber)



**Combat
Unit 2
(Required)**

Fallschirmjager Anti-Aircraft
Squad

OR

Fallschirmjager Anti-Tank
Squad

OR

Fallschirmjager Battle
Squad



**Support
Units 3+
(Optional)**

