

**916th Grenadierregiment**  
**(Festungskompanie)**  
**{James Maffei}**  
**(HTB 1000 point List)**

**Company HQ (75 Points) [CV]**  
 2 Command Panzerknacker SMG Teams  
 1 Panzerschreck Team

**Grenadier Platoon (205 Points) [CV]**  
 1 Command SMG Panzerknacker Team  
 6 MG Teams

**Grenadier Platoon (205 Points) [CV]**  
 1 Command SMG Panzerknacker Team  
 6 MG Teams

**Grenadier Platoon (145 Points) [CV]**  
 1 Command SMG Panzerknacker Team  
 4 MG Teams

**Machine-Gun Platoon (115 Points) [CV]**  
 1 Command SMG Panzerknacker Team  
 3 MG 42 HMG Sections

**Mortar Platoon (135 Points) [CV]**  
 1 Command SMG Team + 1 Observer Team  
 4 8cm GW34 Mortar Teams

**Grenadier Platoon (120 Points) [CT]**  
 1 Command R/MG Team  
 6 R/MG Teams

**Fortifications:**

2 7.5cm PaK97/38 Open Bunker (6)  
 2 5cm PaK38 Open Bunkers (6)  
 2 HMG Open Bunkers (6)  
 1 2cmFlaK38 (2)  
 2 Trench Lines (4)  
 1 Mine Field (6)  
 5 Wire (10)

Team	Mobility	Range	ROF	AT	FP	Notes
Rifle Team	Infantry	16"	1	2	6	
PK SMG Team	Infantry	4"	3	1	6	Tank Assault 5
Rifle / MG Team	Infantry	16"	2	2	6	
Machine-Gun Team	Infantry	16"	3	2	6	
Panzerschreck Team	Infantry	8"	2	11	5+	Tank assault 5
8cm GW34 Mortar	Man-Packed	40"	-	2	6	Smoke Bombardment
MG42 HMG	Man-Packed	24"	6	2	6	ROF 2 when pinned
7.5cm PaK97/38	Open Bunker	24"	2	10	3+	
5cm Pak38	Open Bunker	24"	3	9	4+	
HMG	Open Bunker	24"	6	2	6	ROF of 2 when Pinned.
2cm FlaK38	Open Bunker	16"	4	5	5+	

**Special Rules:**

**Fortified Defense:** Always defends against Infantry in Defensive Battles Missions.

**All Fire on the Beach:** Reserves on a 6.

**Open Bunkers:** Normal Bunker Rules except , upon a Pin result, roll a second FP test. A successful test destroys it.