

KAMPFGRUPPE CHILL

(INFANTRY COMPANY)

KG Chill represents the forces that fought under the leadership of Huber (Heer), von der Heydte (FJ), and Jungwirth (FJ Training forces). These Kampfgruppen were ordered to cut Hell's Highway as a means to slow or destroy the Allies ability to continue the advance towards Arnhem. Huber's forces launched a major attack on September 22/23 and von der Heydte (6FJR) and Jungwirth (FJ Training) launched successful attacks between September 23 and September 26 that cut the main highway in two locations for almost thirty-six crucial hours.

COMBAT		 Grenadier Platoon	Confident Veteran Rifle/MG teams
		 Fallschirmjäger Platoon	Fearless Veteran Rifle/MG teams
		 Fallschirmjäger Training Platoon	Fearless Trained Rifle/MG teams
WEAPONS		 Light Anti-Aircraft Gun Platoon	Confident Veteran 2cm FlaK38 teams
		 Anti-Tank Gun Platoon	Confident Veteran 7.5cm PaK40 teams
		 Machine-Gun Platoon	Confident Veteran MG42 teams
		 Mortar Platoon	Confident Veteran 8cm GW34 teams
		 Fallschirmjäger Anti-Tank Gun Platoon	Fearless Veteran 7.5cm PaK40 teams
		 Fallschirmjäger Machine-Gun Platoon	Fearless Veteran MG42 teams
		 Fallschirmjäger Training MG Platoon	Fearless Trained MG42 teams
		 Fallschirmjäger Mortar Platoon	Fearless Veteran 8cm GW34 teams
		 Fallschirmjäger Scout Platoon	Fearless Veteran Rifle teams
		 Light Anti-Aircraft Gun Platoon	Reluctant Trained 2cm FlaK38 teams
SUPPORT		 Grenadier Platoon	Confident Veteran Rifle/MG teams
		 Motorised Artillery Battery	Confident Veteran 10.5cm leFH18 teams
		 Motorised Heavy Artillery Battery	Confident Veteran 15cm sFH18 teams
		 Heavy Tank Hunter Platoon	Confident Veteran Jagdpanther teams
		 Fallschirmjäger Platoon	Fearless Veteran Rifle/MG teams
		 Fallschirmjäger Training Platoon	Fearless Trained Rifle/MG teams
		 Heavy Anti-Aircraft Gun Platoon	Reluctant Trained 8.8cm FlaK36 teams

OTHER NOTES

Players wishing to undertake the missions of KG Chill during the first days of the campaign will deploy a Grenadierkompanie, with more artillery but with fewer FJ troops and no Heavy Tank Hunters. Modifiers to the Variable Force Generation are included to reflect these changes.