

PARACHUTE RIFLE COMPANY

FEARLESS

VETERAN

INFANTRY COMPANY

POINTS

1490

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Parachute Rifle Company HQ p.253	2	Cmd Carbine team	120
	3	Bazooka team	
COMBAT PLATOONS			
Parachute Rifle Platoon p.253	1	Cmd Rifle/MG team	125
	3	Rifle/MG team	
	1	M2 60mm mortar	
Parachute Rifle Platoon p.253	2	Cmd Rifle/MG team	225
	6	Rifle/MG team	
	1	M2 60mm mortar	
WEAPONS PLATOONS			
Parachute Mortar Platoon p.254	2	Cmd Carbine team	130
	4	M1 81mm mortar	
DIVISIONAL SUPPORT			
Self-Propelled Anti-Tank Platoon p.256 CONFIDENT TRAINED	1	.50 cal Recon Jeep	445
	2	Recon Jeep	
	4	M-10 3in GMC	
Rifle Platoon p.245 CONFIDENT TRAINED	1	Cmd Rifle team	150
	1	Bazooka team	
	9	Rifle team	
Field Artillery Battery p.257 CONFIDENT TRAINED	1	Cmd Carbine team	165
	1	Staff team	
	1	Observer Carbine team	
	1	Jeep	
	4	M2A1 105mm howitzer	
Air Support p.256	5	Limited Air Support P-40 Warhawk	130

North Africa - USA Mid-War - Platoon Count: 6

ARSENAL

TANK TEAMS

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	

TANK DESTROYERS

M10 3in GMC	Standard Tank	4	2	0	.50 cal AA MG.
<i>M7 3in gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>12</i>	<i>3+</i>	<i>Slow traverse.</i>

RECONNAISSANCE

.50 cal Recon Jeep	Jeep	-	-	-	.50 cal AA MG, Recce.
Recon Jeep	Jeep	-	-	-	AA MG, Recce.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
M2A1 105mm howitzer	Immobile	24"/60cm	1	9	2+	Breakthrough gun, Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke Bombardment.
M1 81mm mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6+	Smoke bombardment.
M2 60mm mortar	Man-packed	24"/60cm	2	1	3+	Minimum range 8"/20cm, Can fire over friendly troops.
Firing bombardments		32"/80cm	-	1	6+	

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Bazooka team	8"/20cm	1	10	5+	Tank assault 4.
Carbine team	8"/20cm	1	1	6+	Automatic rifles.
Rifle team	16"/40cm	1	2	6+	Automatic rifles.
Rifle/MG team	16"/40cm	2	2	6+	
Staff team	16"/40cm	1	2	6+	Automatic rifles, Moves as a Heavy Gun team.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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TRUCKS

Jeep	Jeep	-	-	-	Optional Passenger-fired AA MG or .50 cal AA MG.
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AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
P40 Warhawk	MG	2	6	5+	
	Bombs	4	5	2+	

VEHICLE MACHINE-GUNS

Weapon	Range	ROF	Anti-tank	Firepower	Notes
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if other weapons fire.

SPECIAL RULES

Parachute Rifle Company HQ - p.253

Parachute platoons operate with both a first and second lieutenant because they are split across two aircraft when they jump. That way both aircraft have an officer aboard.

To reflect this, parachute platoons have two Command teams. Only the first of these teams acts as the Platoon Command team while it survives. The other counts as a normal Rifle/MG team until the first Command team is Destroyed. When the first Command team is Destroyed, the second Command team immediately takes over as the Platoon Command team.

Self-Propelled Anti-Tank Platoon - p.256

At the start of the game before deployment you may choose to either:

- deploy your Tank Destroyer Section as normal at the start of the game, leaving the Security Section off table for the whole game, or
- deploy only the Security Section, holding the Tank Destroyer Section off the table ready to be placed later using the Tank Destroyer Section rule.

If the Platoon Command team of the Security Section is Destroyed, immediately select another team of the Security Section that is within Command Distance of it as the new Platoon Command team. If there are no other teams within Command Distance, the Command team is Destroyed and not replaced.

If all of the Recon Jeep teams of the Security Section are Destroyed, mark the location of the Platoon Command team when it was Destroyed. The Tank Destroyer Section must be placed in the player's next turn as if the Platoon Command team were still where it was when it was Destroyed.

Place the Tank Destroyer Section on the table at the start of any of your turns when Ambushes are revealed so that every team in the Tank Destroyer Section is:

- within Command Distance of a team from the Security Section, and
- In Command when the Security Section is removed.

In addition, each team must not be

- within 16"/40cm of any enemy team within Line of Sight, unless Concealed by Terrain from it, or
- within 4"/10cm of any enemy team, or
- within 8"/20cm of any enemy Recce team that is in Line of Sight (apart from Recce teams that are Bugged Down, Bailed Out, or moved at the Double).

Once the Tank Destroyer Section is placed, the Security Section is permanently removed from the table. The Tank Destroyer Section can move and fight as normal during the turn it appears. However, if, when the Tank Destroyer Section is placed, any teams in the Security Section Moved At the Double in their previous turn or are Reorganising, all teams from Tank Destroyer Section are Reorganising when they are placed, unless they are within Command Distance of a Security Section team that is not Reorganising, did not Move At the Double, and is from the same platoon. In addition, if the Security Section has no Command team when the Tank Destroyer Section is placed, the entire Tank Destroyer Section must Reorganise when they are placed.

When it takes Platoon Morale Checks, the Tank Destroyer Section ignores any teams from the Security Section that were Destroyed.

Teams from a Self-propelled Anti-tank Platoon, Tank Destroyer Platoon, or Towed Tank Destroyer Platoon use the Cautious Movement and Disengage rules, and have the 3+ save for unarmoured Jeep teams, as if they were Recce teams.