

PARACHUTE RIFLE COMPANY

MAKOTTE MID-1^a FASE

FEARLESS

VETERAN

INFANTRY COMPANY

POINTS

1500

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Parachute Rifle Company HQ p.253	2	Cmd Carbine team	30
COMBAT PLATOONS			
Parachute Rifle Platoon p.253	2	Cmd Rifle/MG team	255
	1	Bazooka team	
	6	Rifle/MG team	
	1	M2 60mm mortar	
Parachute Rifle Platoon p.253	2	Cmd Rifle/MG team	255
	1	Bazooka team	
	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			
Tank Platoon p.237 CONFIDENT TRAINED	4	M4 or M4A1 Sherman	460
Parachute Field Artillery Battery p.255	1	Cmd Carbine team	110
	1	Staff team	
	1	Observer Carbine team	
	3	M1A1 75mm Pack howitzer	
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	3	Sporadic Air Support P-40 Warhawk	95

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>	

TANKS

M4 or M4A1 Sherman	Standard Tank	6	4	1	Co-ax MG, Hull MG, .50 cal AA MG.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Smoke, Stabiliser.</i>

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.
M1A1 75mm Pack howitzer	Light	16"/40cm	2	6	3+	Smoke.
Firing bombardments		64"/160cm	-	3	6+	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/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	
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.

Tank Platoon - p.237

Don't forget that your M3 Lee tanks can fire both their 75mm main gun and the 37mm turret gun at the same time using the Multiple Weapons rule on page 85 of the rulebook.