

# PARACHUTE RIFLE COMPANY

FEARLESS

VETERAN

INFANTRY COMPANY

POINTS

1495

| PLATOON  | QTY | UNIT                                     | POINTS |
|--|-----|--|--------|
| <b>HEADQUARTERS</b>  |     |  |        |
| Parachute Rifle Company HQ p.17                                  | 2   | Cmd Carbine team                         | 30     |
| <b>COMBAT PLATOONS</b>   |     |  |        |
| Parachute Rifle Platoon p.17                                     | 1   | Cmd Rifle/MG team                        | 285    |
|  | 6   | Rifle/MG team                            |        |
|  | 1   | M2 60mm mortar                           |        |
|  | 2   | Bazooka team                             |        |
| Parachute Rifle Platoon p.17                                     | 1   | Cmd Rifle/MG team                        | 285    |
|  | 6   | Rifle/MG team                            |        |
|  | 1   | M2 60mm mortar                           |        |
|  | 2   | Bazooka team                             |        |
| <b>WEAPONS PLATOONS</b>  |     |  |        |
| Parachute Machine-gun Platoon p.18                               | 1   | Cmd Carbine team                         | 120    |
|  | 4   | M1919 LMG team                           |        |
|  | 1   | Bazooka team                             |        |
| Parachute Mortar Platoon p.18                                    | 1   | Cmd Carbine team                         | 125    |
|  | 4   | M1 81mm mortar                           |        |
| <b>WARRIORS</b>  |     |  |        |
| Toccoa Sergeants p.15  | 2   | Warrior Command SMG team Toccoa Sergeant | 20     |
| <b>SUPPORT PLATOONS</b>  |     |  |        |
| Tank Platoon (Veteran) p.26<br><b>CONFIDENT VETERAN</b>          | 4   | M4 or M4A1 Sherman                       | 335    |
| Airborne Anti-tank Platoon p.19                                  | 1   | Cmd Carbine team                         | 110    |
|  | 3   | M1 57mm gun (late)                       |        |
| Cavalry Recon Platoon (Trained) p.28<br><b>CONFIDENT TRAINED</b> | 1   | M8 armored car                           | 70     |
|  | 1   | Mortar Jeep                              |        |
|  | 1   | Recon Jeep                               |        |
| Glider Field Artillery Battery p.25<br><b>CONFIDENT VETERAN</b>  | 1   | Cmd Carbine team                         | 115    |
|  | 1   | Staff team                               |        |
|  | 1   | Observer Carbine team                    |        |
|  | 3   | M3 105mm light howitzer                  |        |

Nuts - USA Late-War - Platoon Count: 8

# 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> |   |
| <b>TANKS</b>               |                 |            |                  |                  |   |
| M4 or M4A1 Sherman         | Standard Tank   | 6          | 4                | 1                | Co-ax MG, Hull MG, .50 cal AA MG, Tank telephone.                             |
| <i>M3 75mm gun</i>         | <i>32"/80cm</i> | <i>2</i>   | <i>10</i>        | <i>3+</i>        | <i>Smoke, Stabiliser.</i>   |
| <b>ARMoured CARS</b>       |                 |            |                  |                  |   |
| M8 armored car             | Wheeled         | 1          | 0                | 0                | Coax MG, .50 cal AA MG, Recce.  |
| <i>M6 37mm gun</i>         | <i>24"/60cm</i> | <i>2</i>   | <i>7</i>         | <i>4+</i>        |   |
| <b>RECONNAISSANCE</b>      |                 |            |                  |                  |   |
| Mortar Jeep                | Jeep            | -          | -                | -                | Recce.  |
| <i>M2 60mm mortar</i>      | <i>24"/60cm</i> | <i>2</i>   | <i>1</i>         | <i>3+</i>        | <i>Hull mounted, Portee, Can fire over friendly troops, 8" minimum range.</i> |
| <i>Firing bombardments</i> | <i>32"/80cm</i> | <i>-</i>   | <i>1</i>         | <i>6+</i>        |   |
| Recon Jeep                 | Jeep            | -          | -                | -                | AA MG, Recce.   |

## GUN TEAMS

| Weapon                  | Mobility   | Range     | ROF | Anti-tank | Firepower | Notes   |
|-------------------------|------------|-----------|-----|-----------|-----------|---|
| M3 105mm light howitzer | Heavy      | 16"/40cm  | 1   | 7         | 2+        | Breakthrough gun, Smoke.                              |
| Firing bombardments     |            | 56"/140cm | -   | 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.                                    |
| M1919 LMG team          | Man-packed | 16"/40cm  | 5   | 2         | 6+        | ROF 2 when pinned down or moving.                     |
| M2 .50 cal MG team      | Man-packed | 16"/40cm  | 3   | 4         | 5+        |   |
| 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+        |   |
| M1 57mm gun (late)      | Medium     | 24"/60cm  | 3   | 10        | 4+        | Gun shield.   |

## 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+        |  |
| SMG team      | 4"/10cm  | 3   | 1         | 6+        | Full ROF when moving.                        |
| Staff team    | 16"/40cm | 1   | 2         | 6+        | Automatic rifles, Moves as a Heavy Gun team. |

## ADDITIONAL TRAINING AND EQUIPMENT

Gammon Bombs are rated as Tank Assault 3.

## 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

### **Cavalry Recon Platoon (Trained) - p.28**

#### **DISMOUNT**

Before deployment you may choose to dismount your Cavalry Recon Platoon. If you do this, all of the Cavalry Recon Patrols from the same platoon operate as a single platoon.

If you dismount, all of the platoon's vehicles are permanently removed from the game. Replace all of the vehicles in each Patrol with any two of the following teams for each Patrol:

Carbine teams

M1919 LMG teams

up to one M2 .50 cal MG team per Cavalry Recon Patrol

up to one Bazooka team per Cavalry Recon Patrol

up to one M2 60mm mortar team per Cavalry Recon patrol.

Designate any one of the teams as the Platoon Command team. The platoon remains a Reconnaissance Platoon.

Cavalry Recon Patrols from Cavalry Recon Platoons operate as separate platoons, each with their own Command team.

Recon Platoons are Reconnaissance Platoons.

### **Parachute Machine-gun Platoon - p.18**

A Parachute Machine-gun Platoon may make Combat Attachments to Parachute Rifle Platoons.

### **Parachute Rifle Company HQ - p.17**

All Carbine or SMG teams in the Company HQ carry Gammon Bombs giving them Tank Assault 3.

### **Parachute Rifle Platoon - p.17**

All Rifle, Rifle/MG, and SMG teams in a Parachute Rifle Platoon carry Gammon Bombs giving them Tank Assault 3.

Parachute Rifle, Airborne Divisional Recon, and Airborne Engineer Combat Platoons use the German Mission Tactics special rule (see page 242 of the rulebook).

### **Tank Platoon (Veteran) - p.26**

#### **DETROIT'S FINEST**

Tanks that use the Detroit's Finest special rule have a Movement Distance of 14"/35cm on Roads and Cross-country Terrain.

#### **DUCKBILLS**

At the start of the game a player may elect to fit all of their Sherman tanks (of all variants) with Duckbills. This gives them Wide Tracks (see page 61 of the rulebook), but makes their mobility rating Slow Tank.

M4A3E2 Jumbo and M4A3E8 Easy Eight tanks cannot be fitted with Duckbills and ignore the Duckbills special rule.

#### **JUMBO LEADS THE WAY**

You may allocate hits to an M4A3E2 Jumbo tank as if it had the lowest armour rating, assigning it a hit before the lesser armoured tanks.

This rule does not apply to hits from Artillery Bombardments or hits from Aircraft.

#### **SMOOTH RIDE**

An M4A3E8 Easy Eight tank does not suffer +1 penalty to its score To Hit when using the Stabilizers special rule, provided that it did not move more than 6"/15cm during the Movement Step and it did not move in, enter, or more out of Rough Terrain.

#### **TANK TELEPHONE**

If a Tank team with Tank Telephones and an adjacent Infantry team did not move in the Movement Step, and the Infantry team is not Pinned Down, the Infantry team can use the Eyes and Ears rule (see page 195 of the rulebook) to Reveal one Gone to Ground enemy team to that Tank team as if the Infantry team was a Recon team. If other tanks in the platoon fire, they must either have their own Infantry team pointing out the targets or continue to treat the target as Gone to Ground.

You can upgrade your M4 or M4A1 Sherman tanks from the Tank Platoons to newer models. For each tank you wish to upgrade, simply add the points (found to the right) that match the skill rating of the Tank Platoon you have chosen to the cost of the platoon.

For example, in one of your full-strength Veteran Tank Platoons (415 points), you would like to upgrade one tank to an

M4A3E2 Jumbo, two tanks to M4A3 (76mm), and leave the rest as normal. This adds +60 points for the Jumbo upgrade and +55 for each of the 76mm upgrades, for a total cost of 585 points for the platoon.

**Toccoa Sergeants - p.15**

Combat and Weapons Platoons led by Toccoa Sergeants may re-roll failed Motivation Tests to rally from being Pinned Down.

Toccoa Sergeants replace any or all Platoon Command teams from Combat and Weapons platoons of a Parachute Rifle Company (see page 16) for +10 points per Toccoa Sergeant. They were Warrior Command SMG teams with Gammon Bombs rated **Fearless Veteran**.