

PARACHUTE RIFLE COMPANY

1500 PTS LATE MAKOTTE GTS 2016

FEARLESS

VETERAN

INFANTRY COMPANY

POINTS

1500

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Parachute Rifle Company HQ p.17	2	Cmd Carbine team	30
COMBAT PLATOONS			
Parachute Rifle Platoon p.17	1	Cmd Rifle/MG team	235
	2	Rifle/MG team	
	4	Bazooka team	
	1	M2 60mm mortar	
Parachute Rifle Platoon p.17	1	Cmd Rifle/MG team	225
	4	Rifle/MG team	
	1	M2 60mm mortar	
	2	Bazooka team	
WARRIORS			
Toccoa Sergeants p.15	2	Warrior Command SMG team Toccoa Sergeant	20
SUPPORT PLATOONS			
Tank Platoon (Trained) p.26 CONFIDENT TRAINED	5	M5A1 Stuart	200
Tank Destroyer Platoon (Veteran) p.27 CONFIDENT VETERAN	1	.50 cal Recon Jeep	410
	2	M20 Scout Car	
	4	M18 Hellcat GMC	
Airborne Anti-tank Platoon p.19	1	Cmd Carbine team	170
	3	M1 57mm gun (late)	
	3	Bazooka team	
Glider Field Artillery Battery p.25 CONFIDENT VETERAN	1	Cmd Carbine team	210
	1	Staff team	
	1	Observer Carbine team	
	6	M3 105mm light howitzer	

Nuts - USA Late-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>	

LIGHT TANKS

M5A1 Stuart	Light Tank	4	2	1	Co-ax MG, Hull MG, AA MG.
<i>M6 37mm gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	<i>Stabiliser.</i>

TANK DESTROYERS

M18 Hellcat GMC	Light Tank	2	0	0	.50 cal AA MG.
<i>M1 76mm gun (late)</i>	<i>32"/80cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	

RECONNAISSANCE

.50 cal Recon Jeep	Jeep	-	-	-	.50 cal AA MG, Recce.
M20 Scout Car	Jeep	1	0	0	.50 cal 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.
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

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 Destroyer Platoon (Veteran) - p.27

A Tank Destroyer Platoon uses the US Tank Destroyers special rules on page 238 of the rulebook.

Tank Platoon (Trained) - 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 Trained Tank Platoons (320 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 +50 points for the Jumbo upgrade and +45 for each of the 76mm upgrades, for a total cost of 460 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**.