

PARACHUTE RIFLE COMPANY

FEARLESS

VETERAN

INFANTRY COMPANY

POINTS

1720

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Parachute Rifle Company HQ p.115	2	Cmd Carbine team	30
COMBAT PLATOONS			
Parachute Rifle Platoon p.115	1	Cmd Rifle team	255
	2	Bazooka team	
	6	Rifle team	
	1	M2 60mm mortar	
Parachute Rifle Platoon p.115	1	Cmd Rifle team	255
	2	Bazooka team	
	6	Rifle team	
	1	M2 60mm mortar	
WEAPONS PLATOONS			
Parachute Machine-gun Platoon p.116	1	Cmd Carbine team	170
	8	M1919 LMG team	
Parachute Mortar Platoon p.116	1	Cmd Carbine team	145
	4	M1 81mm mortar	
	1	Bazooka team	
WARRIORS			
Toccoa Sergeants p.113	2	Warrior Command SMG team Toccoa Sergeant	20
SUPPORT PLATOONS			
Tank Platoon (4th Division) p.29 CONFIDENT VETERAN	2	M4 or M4A1 Sherman	455
	1	M4A3 (76mm) Sherman	
	1	M4A3E8 Easy Eight	
Airborne Anti-tank Platoon p.117	1	Cmd Carbine team	165
	4	M1 57mm gun (late)	
	1	Bazooka team	
Airborne Divisional Recon Platoon p.132	4	.50 cal Recon Jeep	110
Glider Field Artillery Battery p.123 CONFIDENT VETERAN	1	Cmd Carbine team	115
	1	Staff team	
	1	Observer Carbine team	
	3	M3 105mm light howitzer	

Battle of the Bulge - USA Late-War - Platoon Count: 8

ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
TANKS					
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>
M4A3 (76mm) Sherman	Standard Tank	7	4	1	Co-ax MG, Hull MG, .50 cal AA MG, Detroit's Finest, Protected ammo, Tank telephone.
<i>M1 76mm gun (late)</i>	<i>32"/80cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	<i>Stabiliser.</i>
M4A3E8 Easy Eight	Standard Tank	7	4	1	Co-ax MG, Hull MG, .50 cal AA MG, Detroit's Finest, Protected ammo, Smooth Ride, Tank telephone, Wide tracks.
<i>M1 76mm gun (late)</i>	<i>32"/80cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	<i>Stabiliser.</i>

RECONNAISSANCE

.50 cal Recon Jeep	Jeep	-	-	-	.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.
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 team	16"/40cm	1	2	6+	Automatic rifles.
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	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

Airborne Divisional Recon Platoon - p.132

DISMOUNT

Before deployment you may choose to dismount the whole platoon. If you do this, all of the Recon Sections and the support Section of an Airborne Divisional Recon Platoon, operate as a single infantry platoon. Designate any one of the teams as the Platoon Command team. The platoon remains a Reconnaissance Platoon.

If you dismount, all of the platoon's vehicles are permanently removed from the game. Dismount the Support Section as normal. Replace all of the vehicles in each Recon Section with any two of the following teams for each Section:

Carbine teams

M2 .50 cal MG team

up to one Bazooka team per Recon Section.

Recon Sections are reconnaissance Platoons. Pioneer Jeeps are Motorcycle Reconnaissance teams (see page 196 to 197 of the rulebook) that dismount as Pioneer Carbine teams.

The Recon Sections and Support Section operate as separate platoons, each with their own Command team.

Parachute Machine-gun Platoon - p.116

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

Parachute Rifle Company HQ - p.115

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

Parachute Rifle Platoon - p.115

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 rules (see page 242 of the rulebook).

Tank Platoon (4th Division) - p.29

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.

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.

If a Tank team with Tank Telephone 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.

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

You can upgrade your M4 or M4A1 Sherman tanks from your Tank Company HQ and Tank Platoon to newer models. For each tank you wish to upgrade, simply add the points that match your division (4th or 7th) from the adjacent table to the cost of your HQ or platoon.

For example, in one of your full-strength Tank Platoons from the 4th Armoured Division (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.

In your next platoon you would like to upgrade all five tanks to M4A3 tanks, making that platoon cost 440 points.

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.

You may not have more than one M4 (105mm) or M4A3 (105mm) tank in your company.

You may only have a total of two of the following in each platoon: M4A1 (76mm), M4A3 (76mm), M4A3E8 Easy Eight

Toccoa Sergeants - p.113

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 114) for +10 points per Toccoa Sergeant. They were Warrior Command SMG teams with Gammon Bombs rated **Fearless Veteran**.