

PARACHUTE RIFLE COMPANY

FEARLESS

VETERAN

INFANTRY COMPANY

POINTS

1725

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Parachute Rifle Company HQ p.17	2	Cmd Carbine team	80
	1	Sniper team	
COMBAT PLATOONS			
Parachute Rifle Platoon p.17	1	Cmd SMG team	215
	2	Rifle team	
	4	Bazooka team	
	1	M2 60mm mortar	
Parachute Rifle Platoon p.17	1	Cmd SMG team	215
	2	Rifle team	
	4	Bazooka team	
	1	M2 60mm mortar	
Parachute Rifle Platoon p.17	1	Cmd SMG team	215
	2	Rifle team	
	4	Bazooka team	
	1	M2 60mm mortar	
WEAPONS PLATOONS			
Parachute Machine-gun Platoon p.18	1	Cmd Carbine team	100
	4	M1919 LMG team	
WARRIORS			
Toccoa Sergeants p.15	3	Warrior Command SMG team Toccoa Sergeant	30
SUPPORT PLATOONS			
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	
Airborne Divisional Recon Platoon p.28	4	.50 cal Recon Jeep	110
Air Support p.31	5	Limited Air Support P-47 Thunderbolt w/ 5.5in HVAR	180

Nuts - USA Late-War - Platoon Count: 7

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

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
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.
Sniper team	16"/40cm	1	0	4+	

ADDITIONAL TRAINING AND EQUIPMENT

Gammon Bombs are rated as Tank Assault 3.

AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
P47 Thunderbolt with 5.5in HVAR rockets	MG	2	6	5+	
	Bombs	4	5	1+	
	Rockets	3	6	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

Air Support - p.31

CLOSE SIR SUPPORT

Patton's Third Army enjoyed an unusually close relationship with the XIX (19th) Tactical Air Command.

If you establish Close Air Support, you roll two dice on the How many Aircraft Table and take the best result.

Airborne Divisional Recon Platoon - p.28

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.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 Destroyer Platoon (Veteran) - p.27

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

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**.