

AIRLANDING COMPANY

FEARLESS

VETERAN

INFANTRY COMPANY

POINTS

1610

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Airlanding Company HQ p.39	1	Cmd SMG team	4.3% 70
Player note: Company point level is 1510 due to discounts. 4.6%	1	Cmd SMG Bagpiper team	
COMBAT PLATOONS			
Airlanding Platoon p.39	1	Cmd Rifle/MG team	13.7%
Player note: 14.5%	1	PIAT team	220
	1	Light Mortar team	
	5	Rifle/MG team	
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	5	Rifle/MG team	
WEAPONS PLATOONS			
Airlanding Mortar Platoon p.40	1	Cmd Rifle team	8.7% 140
Player note: -30 points due to redundant 3 teams 7.2%	2	Observer Rifle team	
	4	ML 3" MK II Mortar	
Airlanding Anti-tank Platoon p.41	1	Cmd Rifle team	9.9% 160
Player note: -10 points for redundant team 9.9%	4	OQF 6 pdr gun (late)	
SUPPORT PLATOONS			
Airlanding Anti-tank Platoon p.41	1	Cmd Rifle team	9.9% 160
Player note: -10 for redun team 9.9%	4	OQF 6 pdr gun (late)	
Airlanding Light Battery, Royal Artillery p.55	3	Cmd Rifle team	15.5%
Player note: -50 points for red. teams x 5 13.2%	1	Staff team	250
	2	Observer Rifle team	
	8	M1A1 75mm pack howitzer	
Air Support p.141	2	Limited Air Support Typhoon	10.6%
Player note: 11.2%			170

ARSENAL

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
M1A1 75mm pack howitzer	Light	16"/40cm	2	6	3+	Smoke.
Firing bombardments		64"/160cm	-	2	4+	Smoke bombardment.
ML 3" Mk II Mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	1	4+	Smoke bombardment.
OQF 6 pdr gun (late)	Medium	24"/60cm	3	11	4+	Gun shield.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.
PIAT team	8"/20cm	1	10	5+	Tank assault 4.
Rifle team	16"/40cm	1	2	6+	
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+	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Gammon Bombs are rated as Tank Assault 3.

AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
Typhoon	Cannon	3	8	5+	
	Rockets	3	3	3+	

SPECIAL RULES

Airlanding Anti-tank Platoon - p.41

Combat Attachments

An Airlanding Anti-tank platoon may make Combat Attachments to Parachute or Airlanding Platoons with up to half of its OQF 6 pdr (late) guns.

Airlanding Company HQ - p.39

Gammon Bombs

All Infantry Teams in a Parachute Company HQ, Parachute Platoons, Airlanding Company HQ, and Airlanding Platoon carry Gammon Bombs giving them Tank Assault 3. Antitank rating of 3, FP 1+, verses Top Armour in Assaults.

Scots Rifle Companies (and Airlanding Companies) may have a Bagpiper. Nominate one Infantry Team in your Company HQ, other than your Commander, to be a Bagpiper. Any Unit within 6"/15cm of the Bagpiper requires one extra hit in the Shooting Step and in Defensive Fire to become Pinned Down.

Airlanding Light Battery, Royal Artillery - p.55

Each Gun Troop operates as a separate Artillery Unit.

Airlanding Platoon - p.39

Gammon Bombs

All Infantry Teams in a Parachute Company HQ, Parachute Platoons, Airlanding Company HQ, and Airlanding Platoon carry Gammon Bombs giving them Tank Assault 3. Antitank rating of 3, FP 1+, verses Top Armour in Assaults.