

# PARACHUTE RIFLE COMPANY

ANTONIO SONCINI 1515 POINTS

FEARLESS

VETERAN

INFANTRY COMPANY

POINTS

1565

PLATOON	QTY	UNIT	POINTS
<b>HEADQUARTERS</b>			
Parachute Rifle Company HQ p.115	2	Cmd Carbine team	1.9% 30
<b>COMBAT PLATOONS</b>			
Parachute Rifle Platoon p.115	1	Cmd Rifle team	13.1% 205
	2	Bazooka team	
	4	Rifle team	
	1	M2 60mm mortar	
Parachute Rifle Platoon p.115	1	Cmd Rifle team	13.1% 205
	2	Bazooka team	
	4	Rifle team	
	1	M2 60mm mortar	
<b>WEAPONS PLATOONS</b>			
Parachute Machine-gun Platoon p.116	1	Cmd Carbine team	6.4% 100
	4	M1919 LMG team	
Player note: 90 points no cmd			
Parachute Mortar Platoon p.116	1	Cmd Carbine team	8% 125
	4	M1 81mm mortar	
Player note: 115 points no cmd			
<b>SUPPORT PLATOONS</b>			
Tank Platoon (7th Division) p.29 <b>CONFIDENT TRAINED</b>	1	M4A3E2 Jumbo	21.1% 330
	2	M4A3 (76mm) Sherman	
Airborne Anti-tank Platoon p.117	1	Cmd Carbine team	9.3% 145
	4	M1 57mm gun (late)	
Player note: 135 points no hq section			
Airborne Divisional Recon Platoon p.132	4	.50 cal Recon Jeep	7% 110
Parachute Field Artillery Battery p.117	1	Cmd Carbine team	8.6% 135
	1	Staff team	
	1	Observer Carbine team	
	4	M1A1 75mm Pack howitzer	
Player note: 115 point no cmd, no staff			
Air Support p.139	2	Limited Air Support P-47 Thunderbolt w/ 5.5in HVAR	11.5% 180

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# 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>					
M4A3E2 Jumbo	Slow Tank	12	8	2	Co-ax MG, Hull MG, .50 cal AA MG, Jumbos Lead the Way, 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>
<b>RECONNAISSANCE</b>					
.50 cal Recon Jeep	Jeep	-	-	-	.50 cal AA MG, Recce.

## 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.
M1 81mm mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	1	4+	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	-	0	4+	
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.
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.

## AIRCRAFT

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

### **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 68 of the rulebook) that dismount as Pioneer Carbine teams.

The Recon Sections and Support Section operate as separate Units.

### **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 Rifle, Rifle/MG, and SMG Teams in a Parachute Company HQ carry Gammon Bombs giving them Tank Assault 3. Anti-tank rating of 3, FP 1+, verses Top Armour in Assaults.

### **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. Anti-tank rating of 3, FP 1+, verses Top Armour in Assaults.

### **Tank Platoon (7th Division) - p.29**

At the Start of the game a player may elect to fit all of their Sherman tanks (of all variants) with Duckbills. Tanks fitted with Duckbills change to Cross on 2+, but their Mobility rating becomes Slow Tank.

Tank Teams with Smooth Ride have a Cross of 2+.

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 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