

# PARACHUTE COMPANY (BRITISH)

FEARLESS

VETERAN

INFANTRY COMPANY

POINTS

1600

| PLATOON   | QTY | UNIT                     | POINTS    |
|---|-----|--------------------------|-----------|
| <b>HEADQUARTERS</b>   |     |                          |           |
| Parachute Company HQ (British) p.3                              | 2   | Cmd SMG team             | 7.5% 120  |
|   | 3   | PIAT team                |           |
| <b>COMBAT PLATOONS</b>  |     |                          |           |
| Parachute Platoon (British) p.3                                 | 1   | Cmd Panzerfaust SMG team | 15% 240   |
|   | 1   | PIAT team                |           |
|   | 6   | Rifle/MG team            |           |
| Parachute Platoon (British) p.3                                 | 1   | Cmd Panzerfaust SMG team | 15% 240   |
|   | 1   | PIAT team                |           |
|   | 6   | Rifle/MG team            |           |
| <b>SUPPORT PLATOONS</b>   |     |                          |           |
| Guards Tank Platoon p.10<br><b>CONFIDENT VETERAN</b>            | 2   | Churchill VI             | 19.1% 305 |
|   | 1   | Churchill IV (late)      |           |
| Guards Tank Platoon p.10<br><b>CONFIDENT VETERAN</b>            | 2   | Churchill VI             | 19.1% 305 |
|   | 1   | Churchill IV (late)      |           |
| Recce Platoon p.11<br><b>CONFIDENT VETERAN</b>                  | 3   | Humber IV                | 12.5% 200 |
|   | 2   | Daimler I                |           |
| Field Battery, Royal Artillery p.12<br><b>CONFIDENT VETERAN</b> | 2   | Cmd Rifle team           | 11.9% 190 |
|   | 1   | Jeep                     |           |
|   | 1   | Staff team               |           |
|   | 2   | 15 cwt truck             |           |
|   | 1   | Observer Rifle team      |           |
|   | 1   | OP Carrier               |           |
|   | 4   | OQF 25 pdr gun           |           |
|   | 4   | Quad tractor             |           |

Nachtjäger (Digital Exclusive) - British Late-War - v3 - 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> |                     |

### INFANTRY TANKS

|                             |                 |          |           |           |  |
|-----------------------------|-----------------|----------|-----------|-----------|--|
| Churchill VI                | Slow Tank       | 8        | 7         | 2         | Co-ax MG, Hull MG, Protected ammo, Tow hook, Wide tracks.  |
| <i>OQF 75mm gun</i>         | <i>32"/80cm</i> | <i>2</i> | <i>10</i> | <i>3+</i> | <i>Semi-indirect fire, Smoke.</i>                          |
| Churchill IV (late)         | Slow Tank       | 8        | 7         | 2         | Co-ax MG, Hull MG, Protected ammo, Tow hooks, Wide tracks. |
| <i>OQF 6 pdr gun (late)</i> | <i>24"/60cm</i> | <i>3</i> | <i>11</i> | <i>4+</i> |  |

### ARMoured CARS

|                      |                 |          |          |           |                  |
|----------------------|-----------------|----------|----------|-----------|------------------|
| Daimler I            | Wheeled         | 1        | 0        | 0         | Co-ax MG, Recce. |
| <i>OQF 2 pdr gun</i> | <i>24"/60cm</i> | <i>2</i> | <i>7</i> | <i>4+</i> |                  |
| Humber IV            | Wheeled         | 1        | 0        | 0         | Co-ax MG, Recce. |
| <i>M5 37mm gun</i>   | <i>24"/60cm</i> | <i>2</i> | <i>7</i> | <i>4+</i> |                  |

## GUN TEAMS

| Weapon              | Mobility | Range     | ROF | Anti-tank | Firepower | Notes                         |
|---------------------|----------|-----------|-----|-----------|-----------|-------------------------------|
| OQF 25 pdr gun      | Heavy    | 24"/60cm  | 2   | 9         | 3+        | Gun shield, Smoke, Turntable. |
| Firing bombardments |          | 80"/200cm | -   | 4         | 5+        | Smoke bombardment.            |

## INFANTRY TEAMS

| Team                 | Range    | ROF | Anti-tank | Firepower | Notes  |
|----------------------|----------|-----|-----------|-----------|--|
| Panzerfaust          | 4"/10cm  | 1   | 12        | 5+        | Tank Assault 6. Cannot shoot in the Shooting Step if moved in the Movement Step. |
| PIAT team            | 8"/20cm  | 1   | 10        | 5+        | Tank assault 4.  |
| Rifle team (British) | 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 (British) | 16"/40cm | 1   | 2         | 6+        | Moves as a Heavy Gun team.   |

### ADDITIONAL TRAINING AND EQUIPMENT

Gammon Bombs are rated as Tank Assault 3.

## TRANSPORT TEAMS

| Vehicle  | Mobility     | Front | Side | Top | Equipment and Notes |
|--|--------------|-------|------|-----|---------------------|
| Troop, OP, Mortar, or Loyd Carrier             | Half-tracked | 0     | 0    | 0   |                     |
| Jeep / Jeep and Trailer                        | Jeep         | -     | -    | -   |                     |
| CMP, Bedford, or Cut-down 15cwt or 3-ton truck | Wheeled      | -     | -    | -   |                     |

### TRUCKS

|              |         |   |   |   |  |
|--------------|---------|---|---|---|--|
| Quad tractor | Wheeled | - | - | - |  |
|--------------|---------|---|---|---|--|

## VEHICLE MACHINE-GUNS

| Weapon     | Range    | ROF | Anti-tank | Firepower |                              |
|------------|----------|-----|-----------|-----------|------------------------------|
| Vehicle MG | 16"/40cm | 3   | 2         | 6         | ROF 1 if other weapons fire. |

## SPECIAL RULES

### **Field Battery, Royal Artillery - p.12**

Each Gun Troop operates as a separate platoon with its own Command team.

The Command team and Staff team of the HQ Troop must be attached to a Gun Troop from its battery at the start of the game before deployment (see page 248 of the rulebook).

### **Guards Tank Platoon - p.10**

Guards Tank Platoons may re-roll any failed Platoon Morale Checks.

Infantry teams have a 3+ Save while Mounted on a Churchill tank team as Passengers instead of the normal 5+ Save (see page 101 of the rulebook).

### **Parachute Platoon (British) - p.3**

All Rifle, Rifle/MG, and SMG teams in a Parachute Platoon and Parachute Company HQ carry Gammon Bombs giving them Tank Assault 3.

Each turn one of the Parachute Platoon's Rifle/MG teams may fire as a Light Mortar team firing Smoke.

### **Recce Platoon - p.11**

Recce and Scout Patrols are Reconnaissance Platoons.

Recce and Scout Patrols operate as separate platoons, each with their own command team.