

PLATOON #1

Parachute Platoon

Lista torneo nacional 2023 Roble V4

OFFICER

First Lieutenant (Armies of the United States page 22)	Regular	85
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Qty	Weapons	Range	Shots	Pen	Special
1	First Lieutenant with Pistol				Assault
	with Submachine gun				Assault
	with M1 carbine (rifle)				
1	Infantry (equipped as modeled)		-	-	

INFANTRY SQUADS

Veteran Paratrooper squad (Late) (Battle of the Bulge page 0)	Veteran	137
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Qty	Weapons	Range	Shots	Pen	Special
6	Infantry with Rifle Stubborn	24"	1	n/a	Stubborn
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	

Veteran Paratrooper squad (Late) (Battle of the Bulge page 0)	Veteran	137
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Qty	Weapons	Range	Shots	Pen	Special
6	Infantry with Rifle Stubborn	24"	1	n/a	Stubborn
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	

FORWARD OBSERVER

Free British Artillery Observer (Armies of Great Britain page 20)	Regular	10
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Qty	Weapons	Range	Shots	Pen	Special
1	Artillery Forward Observer with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault
1	Infantry (equipped as modeled)		-	-	

INFANTRY

Veteran Paratrooper squad (Late) (Battle of the Bulge page 0)	Veteran	137
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Qty	Weapons	Range	Shots	Pen	Special
6	Infantry with Rifle Stubborn	24"	1	n/a	Stubborn
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	

Veteran Paratrooper squad (Late) (Battle of the Bulge page 0)	Veteran	137
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Qty	Weapons	Range	Shots	Pen	Special
6	Infantry with Rifle Stubborn	24"	1	n/a	Stubborn
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	

MACHINE GUN

Medium Machine Gun team (Armies of the United States page 26)	Regular	50
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Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun team	36"	5	n/a	Team (3 men), Fixed

Medium Machine Gun team (Armies of the United States page 26)	Regular	50
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Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun team	36"	5	n/a	Team (3 men), Fixed

Medium Machine Gun team (Armies of the United States page 26)	Regular	50
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Qty	Weapons	Range	Shots	Pen	Special
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1	Medium Machine gun team	36"	5	n/a	Team (3 men), Fixed		
MORTAR							
Light Mortar team (Armies of the United States page 28)						Veteran	52
Qty	Weapons	Range	Shots	Pen	Special		
1	Light Mortar team	12"-24"	1	HE	Team (3 men), Indirect fire, HE (1")		
Light Mortar team (Armies of the United States page 28)						Veteran	52
Qty	Weapons	Range	Shots	Pen	Special		
1	Light Mortar team	12"-24"	1	HE	Team (3 men), Indirect fire, HE (1")		
ANTI-TANK							
Bazooka team (Armies of the United States page 28)						Veteran	78
Qty	Weapons	Range	Shots	Pen	Special		
1	Bazooka team	24"	1	+5	Team (2 men), Shaped Charge		
ARTILLERY							
57mm Anti-tank Gun M1 (Armies of the United States page 34)						Regular	75
Qty	Weapons	Range	Shots	Pen	Special		
1	57mm Anti-tank Gun M1	60"	1	+5	Team (3 men), Gun shield, Fixed, HE (1")		
Light Artillery (M1A1) (Armies of the United States page 32)						Regular	50
Qty	Weapons	Range	Shots	Pen	Special		
1	Light howitzer Gun shield	48"(24-60)	1	HE	Team (3 men), Fixed, Howitzer, HE (2") Gun shield		

SPECIAL RULES

Assault

(p66) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as tough fighters (page 91). When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

Fixed

(p66) When given Advance order, fixed weapons can rotate on the spot suffering a -1 to-hit penalty. Non-artillery Fixed can move normal 12" when given Run order.

Gun shield

(p95) The die roll an enemy requires to score damage from the front arc of the gun is increased by +1. The die roll is modified by the penetration value of the weapon in the usual way. Hits from HE (both direct and indirect), flame throwers, and close quarters attacks ignore the gun shield rule.

HE (1")

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken

HE (2")

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken

Howitzer

(p71) Can either shoot directly at a target drawing its line of fire 'over open sights' in the normal way, or it can shoot indirect fire. When using indirect fire, a howitzer has a minimum range; when firing over open sights it has no minimum range.

Indirect fire

(p71)

Shaped Charge

(p73) Never suffer the -1 penetration modifier for firing at long range.

Stubborn

(p91) If forced to take a morale check, they ignore negative morale modifiers from pin markers. Remember that order tests are not morale checks.

Team (2 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Team (3 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Pick List	
British Artillery Forward Observer	1
British Infantry (equipped as modeled)	1
United States 57mm Anti-tank Gun M1	1
United States Bazooka team	1

United States First Lieutenant	1
United States Infantry (equipped as modeled)	1
United States Infantry with BAR M1918A2 Automatic rifle	4
United States Infantry with Rifle	24
United States Infantry with Submachine gun	4
United States Light howitzer	1
United States Light Mortar team	2
United States Medium Machine gun team	3
United States NCO with Submachine gun	4