

PLATOON #1

Parachute Platoon
Lista torneo nacional 2023 Roble V4

OFFICER

First Lieutenant (Armies of the United States page 22) **Regular** **85**

| 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**

| 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**

| 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**

| 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**

| 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**

| 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**

| 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**

| 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**

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|---------|-------|-------|-----|---------|
|-----|---------|-------|-------|-----|---------|

| | | | | | | | |
|---|------------------------------|--------------|--------------|------------|--|----------------|-----------|
| 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 |