Order Dice: 8

Total Points: 1080

PLATOON #1

Parachute Platoon Market Garden

	OFFI						
First	Lieutenant (Armies of the United States page 22)	CLIC				Veteran	116
Qty	Weapons	Range	Shots	Pen	Special		
1	First Lieutenant	8			•		
	with Pistol				Assault		
	with Submachine gun				Assault		
	with M1 carbine (rifle)						
2	Infantry (equipped as modeled)		-	-			
	INFANTRY	Y SQUADS					
Veter	ran Paratrooper squad (Late) (Battle of the Bulge page 0) full strength					Veteran	202
Qty	Weapons	Range	Shots	Pen	Special		
7	Infantry with Rifle	24"	1	n/a			
	Stubborn				Stubborn		
1	NCO with Submachine gun	12"	2	n/a	Assault		
2	Infantry with Submachine gun	12"	2	n/a	Assault		
1	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a			
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a			
Veter	ran Paratrooper squad (Late) (Battle of the Bulge page 0) full strength					Veteran	202
Qty	Weapons	Range	Shots	Pen	Special		
7	Infantry with Rifle	24"	1	n/a			
	Stubborn				Stubborn		
1	NCO with Submachine gun	12"	2	n/a	Assault		
2	Infantry with Submachine gun	12"	2	n/a	Assault		
1	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a			
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a			
	FORWARD	OBSERVER					
	British Artillery Observer (Armies of Great Britain page 20)			_	~	Regular	0
Qty	Weapons	Range	Shots	Pen	Special		
1	Artillery Forward Observer						
	with Rifle						
	with Pistol				Assault		
	with Submachine gun	NTDX/			Assault		
Votor	INFA! can Paratrooper squad (Late) (Battle of the Bulge page 0) full strength	NIKY				Veteran	199
Qty	Weapons	Range	Shots	Don	Special	veteran	199
Qiy 1	NCO with Rifle	24"	1	n/a	Special		
7	Infantry with Rifle	24"	1	n/a			
,	Stubborn	24	1	11/a	Stubborn		
2	Infantry with Submachine gun	12"	2	n/a	Assault		
1	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	Assault		
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a			
	ran Paratrooper squad (Late) (Battle of the Bulge page 0) full strength	30	'	II a		Veteran	199
Qty	Weapons	Range	Shots	Pen	Special	, cocrum	-//
1	NCO with Rifle	24"	1	n/a	~ P		
7	Infantry with Rifle	24"	1	n/a			
	Stubborn				Stubborn		
2	Infantry with Submachine gun	12"	2	n/a	Assault		
1	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a			
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a			
Veteran Paratrooper squad (Late) (Battle of the Bulge page 0)						Veteran	84
Qty	Weapons	Range	Shots	Pen	Special		
1	NCO with Rifle	24"	1	n/a			
5	Infantry with Rifle	24"	1	n/a			
	Stubborn				Stubborn		
	ANTI-	TANK					

Bazooka team (Armies of the United States page 28)	Veteran	78	
Qty Weapons	Range Shots Pen Special		

24"

+5 Team (2 men), Shaped Charge

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.

Shaped Charge

Bazooka team

(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.

Pick List					
British Artillery Forward Observer	1				
United States Bazooka team	1				
United States First Lieutenant	1				
United States Infantry (equipped as modeled)	2				
United States Infantry with BAR M1918A2 Automatic rifle	4				
United States Infantry with Light Machine gun (requires loader) 4					
United States Infantry with Rifle	33				
United States Infantry with Submachine gun	8				
United States NCO with Rifle	3				
United States NCO with Submachine gun	2				