FINAL ASSAULT

NORMANDY ATTACK

Scenario Book

Classified: Late war

FINAL ASSAULT

TOP SECRET FILES:

NORMANDY ATTACK

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NORMANDY ATTACK

The legendary deeds of the Paratroopers, their combat methods and their tenacity have contributed to the fame and popularity of these brave units all over the world. The scenarios in this book recreate the main airborne operations undertaken by allied troops that aimed to support the Normandy Landings between the 6th and the 10th June 1944.
This Supplement doesn't include scenarios for Operation Deadstick, the taking of the bridges over the Orne river and Caen canal, near Bènouville and Ranville, since these will be included in the *Pegasus Bridge* Supplement.
The first part of this Supplement includes some special rules for night-fighting and other rules that will make your games even more varied and enjoyable. Each scenario has a specific map and a suggested list of units: in some cases, in order to balance the scenarios while keeping the objectives and key actions, we have reduced the size of the forces that were present historically. You are free to change up to 50 points of the armies listed by using the variants in the official Army Lists: this will let you adapt their equipment to better suit your needs (standard-issue weapons, etc.).
Of course, you can even play the scenarios with armies that you build yourself using the normal rules.

SPECIAL RULES FOR THE SCENARIOS IN NORMANDY ATTACK

Victory Conditions: control of specific objectives (buildings, positions, bunkers)
The Victory Conditions for some scenarios in this Supplement require that the troops have control of a certain objective at the end of the last turn.
In order to control an objective (e.g. a building) you must have more than twice the number of enemy models inside the objective. Ignore *Shaken* models for this calculation.
With vehicles you can count the crew (if *non-shaken*) and the vehicle must be within 2" (5cm) of the objective. Tank crew count double.

Night-fighting
In order to protect the men and vehicles when approaching the enemy, some operations were carried out at night. Of course, visibility was reduced, and in game terms the following rules apply:

✪ *Line of sight* goes a maximum of 12" (30cm) to which you add 3d10cm (if using inches, work out the centimetres and round up). This *maximum night-time visibility roll* must be performed at the start of each turn, before the *Initiative Phase* (players can take turns to roll). Models beyond this distance cannot be seen. If a unit has some men that are visible and others that are not visible then apply normal rules for *line of sight*: you can only hit visible models.

At the start of the turn Massimo rolls 3d10 to check the maximum night-time visibility. He rolls 17 so the maximum visibility this turn is 19" (47cm). Models beyond this distance are not visible.

✪ All models fire with a -1 penalty to TV. If the firing model or the target is inside an illuminated area (also due to searchlights or flares) the penalty does not apply.

✪ The maximum distance you can move is that allowed for *Assault / Move & Fire* Orders. Infantry can ignore this limitation if inside illuminated structures.

✪ Models can *Hide* in the shadows. Treat them as *hidden* even if they're not in cover. Apply normal rules (including -1 penalty to fire at hidden models, which is cumulative to the -1 penalty for night-fighting). You can also use the bonus for the *local knowledge* characteristic.

✪ Models that are *melee experts* don't lose their *Hidden* marker if they *assault* without firing. They must already have the marker at the start of the turn.

✪ Vehicles MUST expose their *commander* if they move further than *Careful Movement*.

An M8 can move up to 16" (40cm) even if it is using a Move Fast Order. If it moves over 12" (30cm) then it must expose its commander.

Searchlights and flares
In night-time scenarios you can use searchlights and flares. The procedure is as follows:

✪ **Searchlights.** During the declaration of intents phase an infantry model adjacent to a searchlight, with any Order, can place the "M" template on any model in *line of sight* and within 40" (100cm), without taking into account any limitations to visibility applicable to night-fighting. If the target unit isn't in line of sight you can receive a communication.
Roll 1d10; if you roll less than or equal to the model's TV then you've activated the searchlight on the target; if you roll over then the template deviates. Apply normal rules for deviation, doubling the range. Treat the target unit and all models in the template as in daylight conditions. The unit that activated the searchlight is in normal *line of sight* (no night-time penalties) and loses any *Hidden* marker it may have.
If the enemy fires at a unit that activated the searchlight then it can sacrifice two unblocked Hits to knock out the searchlight.

An American squad fires at a German position that has a searchlight, hitting the unit twice. They decide to eliminate the searchlight and sacrifice the two Hits, thus ignoring the men.

✪ **Flares**. Mortars and pistols can be fitted in order to fire flares. A model with a flare can fire at a model in line of sight with the "L" template. If the target isn't in *line of sight* you can be given a communication. Pistols have a maximum range of 16" (40cm) and minimum 8" (20cm), while for mortars just use their normal range.
Roll 1d10; if you roll less than or equal to the model's TV then you've hit the target; if you roll over, the flare deviates. Apply normal rules for deviation, doubling the applied range if using a mortar. Treat the target unit and all models in the template as in daylight conditions. The other models in the unit that fired the flare can fire at the target with the same Order. At the end of the turn remove the template: the flare has burnt out.

Thompson M1

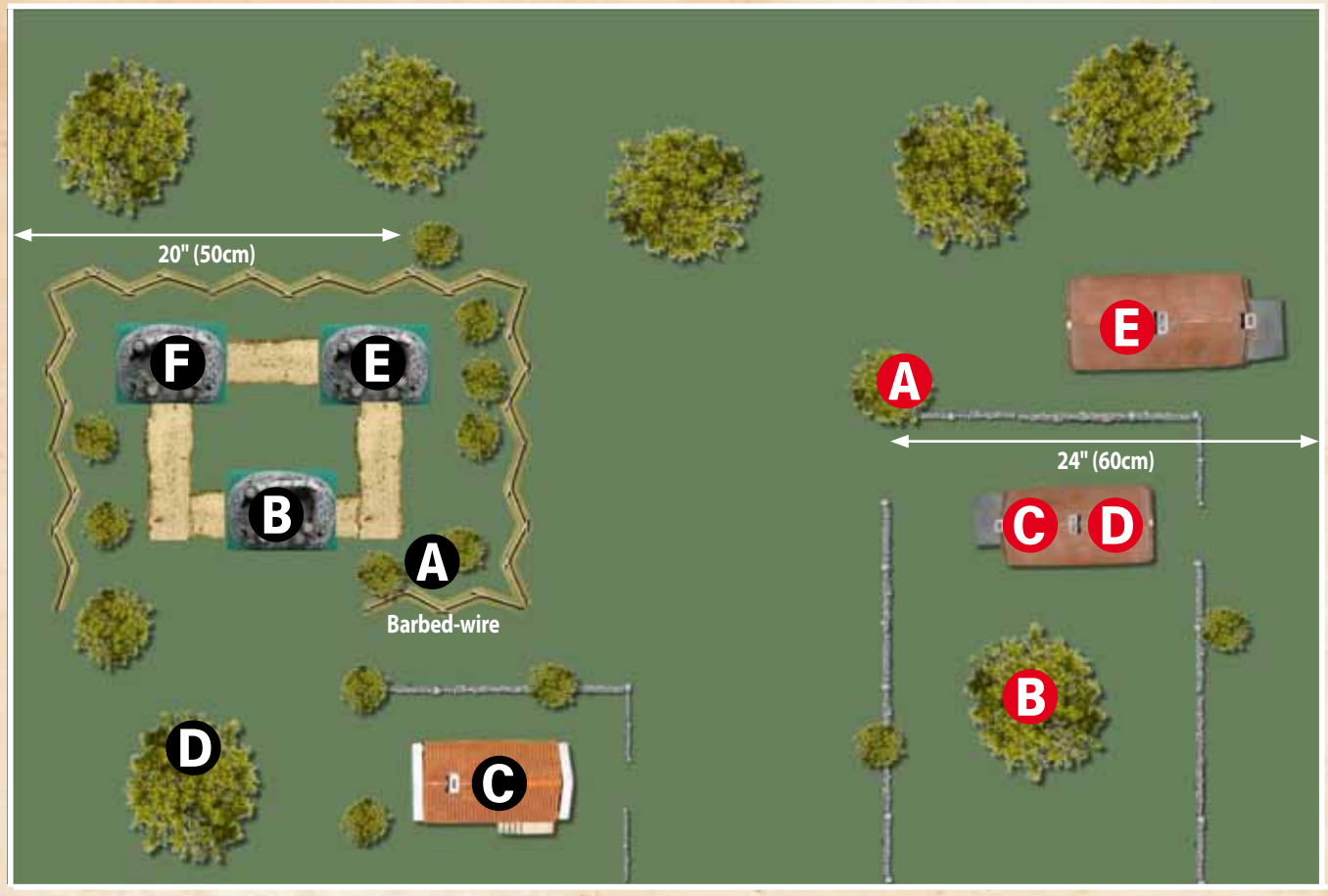
SCENARIO 1: POUPPEVILLE BATTERIES

The Paratroopers' main objective was to neutralise the gun batteries before the landings. The 3rd Battalion, 501st Regiment were assigned a target north of Utah Beach. The garrison, just outside town, was the 1058th Regiment comprising troops recruited from invaded countries. Historically Russian and Polish troops only put up a token defence, often killing their German officers and then surrendering.

Date: 6th June 1944
Location: Pouppeville (France)
Table size: 6'x4' (180x120cm)
Duration: 10 turns
Deployment: see map

German Victory conditions after 10 turns: keep at least three assistants alive in each Artillery unit. Any other condition is a draw(unless it is an American victory).
American Victory conditions after 10 turns: kill at least five assistants in each Artillery unit. Any other condition is a draw(unless it is a German victory).

Optional rules: Night-fighting. The players can choose to split the units (if allowed on the Roster).
Special rules: the guns can't be used. The assistants are free to use standard-issue weapons.



THE FORCES
GERMAN GARRISON

GRENADIER PLATOON

Comprising: 1 Grenadier Command Squad, 3 Grenadier Squads

GRENADIER COMMAND SQUAD (A)

Infantry Unit
Breakpoint: 2
TV: 6

No	Model	Weapons	Characteristics
1	Lieutenant	MP40 sub-machine gun, Luger pistol, Stg39 grenades	commander, leader
1	Second lieutenant	MP40 sub-machine gun, Walther P38 pistol, Stg39 grenades	leader
1	Grenadier Anti-tank specialist	Panzerfaust 60 anti-tank grenade-launcher, Kar98k rifle, Stg39 grenades	
2	Grenadier	Kar98k rifle, Stg39 grenades	

GRENADIER SQUAD (B)

Infantry Unit
Breakpoint: 5
TV: 6

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader
1	Grenadier Machine-gunner	Mg34 light machine-gun, Walther P38 pistol, Stg39 grenades	
6	Grenadier	Kar98k rifle, Stg39 grenades	

SPLITTING THE GRENADIER SQUAD
Each Grenadier Squad can be split into two Sections: the first comprises the Sergeant and 4 Grenadier (BR3) and the second comprises the Corporal, the Machine-gunner and 2 Grenadier (BR2).

GRENADIER SQUAD (C)

Infantry Unit
Breakpoint: 5
TV: 6

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader
1	Grenadier Machine-gunner	Mg34 light machine-gun, Walther P38 pistol, Stg39 grenades	
6	Grenadier	Kar98k rifle, Stg39 grenades	

SPLITTING THE GRENADIER SQUAD
Each Grenadier Squad can be split into two Sections: the first comprises the Sergeant and 4 Grenadier (BR3) and the second comprises the Corporal, the Machine-gunner and 2 Grenadier (BR2).

GRENADIER SQUAD (D)

Infantry Unit
Breakpoint: 5
TV: 6

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader
1	Grenadier Machine-gunner	Mg34 light machine-gun, Walther P38 pistol, Stg39 grenades	
6	Grenadier	Kar98k rifle, Stg39 grenades	

SPLITTING THE GRENADIER SQUAD
Each Grenadier Squad can be split into two Sections: the first comprises the Sergeant and 4 Grenadier (BR3) and the second comprises the Corporal, the Machine-gunner and 2 Grenadier (BR2).

ARTILLERY BATTERY

Comprising: 2 leFH18 Howitzers
Note: the howitzer statistics are not shown, since they cannot be fired in the game.

leFH18 HOWITZER (E)

Infantry Unit
Breakpoint: 4
TV: 6

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	binoculars, leader
1	Gunner	Walther P38 pistol, Stg39 grenades	gunner
4	Infantrymen	Kar98k rifle, Stg39 grenades	
1	Radio Operator	Kar98k rifle, Stg39 grenades	radio

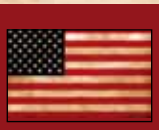
leFH18 HOWITZER (F)

Infantry Unit
Breakpoint: 4
TV: 6

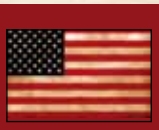
No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	binoculars, leader
1	Gunner	Walther P38 pistol, Stg39 grenades	gunner
4	Infantrymen	Kar98k rifle, Stg39 grenades	
1	Radio Operator	Kar98k rifle, Stg39 grenades	radio

GERMAN GARRISON

- ✪ Total 6 units (up to 9, if split into Sections).
- ✪ Total 46 models.
- ✪ Total 1,765 points (ABR 16).
- ✪ The units are deployed as shown on the map.
- ✪ The two Artillery units can't use the guns. The assistants are free to use standard-issue weapons.



THE FORCES
AMERICAN PARATROOPERS



PARATROOPER PLATOON

Comprising: 1 Paratrooper Command Squad, 3 Paratrooper Squads, 1 Paratrooper Mortar Squad

PARATROOPER COMMAND SQUAD (A)

Infantry Unit
Breakpoint: 4
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Lieutenant	M1 semi-automatic carbine, 1911 Colt pistol, MkII Pineapple grenades	commander, leader, melee expert
1	Paratrooper Second lieutenant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Corporal	Garand M1 semi-automatic rifle, MkII Pineapple grenades	leader, melee expert
4	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

SPLITTING THE PARATROOPER COMMAND SQUAD
The Paratrooper Command Squad can be split into two Sections: the first comprises the Lieutenant, the Sergeant and two Paratroopers (BR2) and the second comprises the Second lieutenant, the Corporal and two Paratroopers (BR 2).

PARATROOPER SQUAD (B)

Infantry Unit
Breakpoint: 6
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Corporal	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Machine-gunner	M1919A6 light machine-gun, 1911 Colt pistol, MkII Pineapple grenades	melee expert
9	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

SPLITTING THE PARATROOPER SQUAD
Each Paratrooper Squad can be split into two Sections: the first comprises the Sergeant and seven Paratroopers (BR4) and the second comprises the Corporal, the Machine-gunner and two Paratroopers (BR2).

PARATROOPER SQUAD (C)

Infantry Unit
Breakpoint: 6
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Corporal	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Machine-gunner	M1918A2 BAR automatic rifle, 1911 Colt pistol, MkII Pineapple grenades	melee expert
9	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

SPLITTING THE PARATROOPER SQUAD
Each Paratrooper Squad can be split into two Sections: the first comprises the Sergeant and seven Paratroopers (BR4) and the second comprises the Corporal, the Machine-gunner and two Paratroopers (BR2).

PARATROOPER SQUAD (D)

Infantry Unit
Breakpoint: 6
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Corporal	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Machine-gunner	M1918A2 BAR automatic rifle, 1911 Colt pistol, MkII Pineapple grenades	melee expert
9	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

SPLITTING THE PARATROOPER SQUAD
Each Paratrooper Squad can be split into two Sections: the first comprises the Sergeant and seven Paratroopers (BR4) and the second comprises the Corporal, the Machine-gunner and two Paratroopers (BR2).

PARATROOPER MORTAR SQUAD (E)

Infantry Unit
Breakpoint: 3
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Mortarman	M2 60mm light mortar, M1 semi-automatic carbine, MkII Pineapple grenades	gunner, melee expert
4	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

SPLITTING THE PARATROOPER MORTAR SQUAD
Each Paratrooper Mortar Squad can be split into two Sections: the first comprises the Sergeant, the Mortarman and two Paratroopers (BR2) and the second comprises two Paratroopers (BR1).

AMERICAN PARATROOPERS

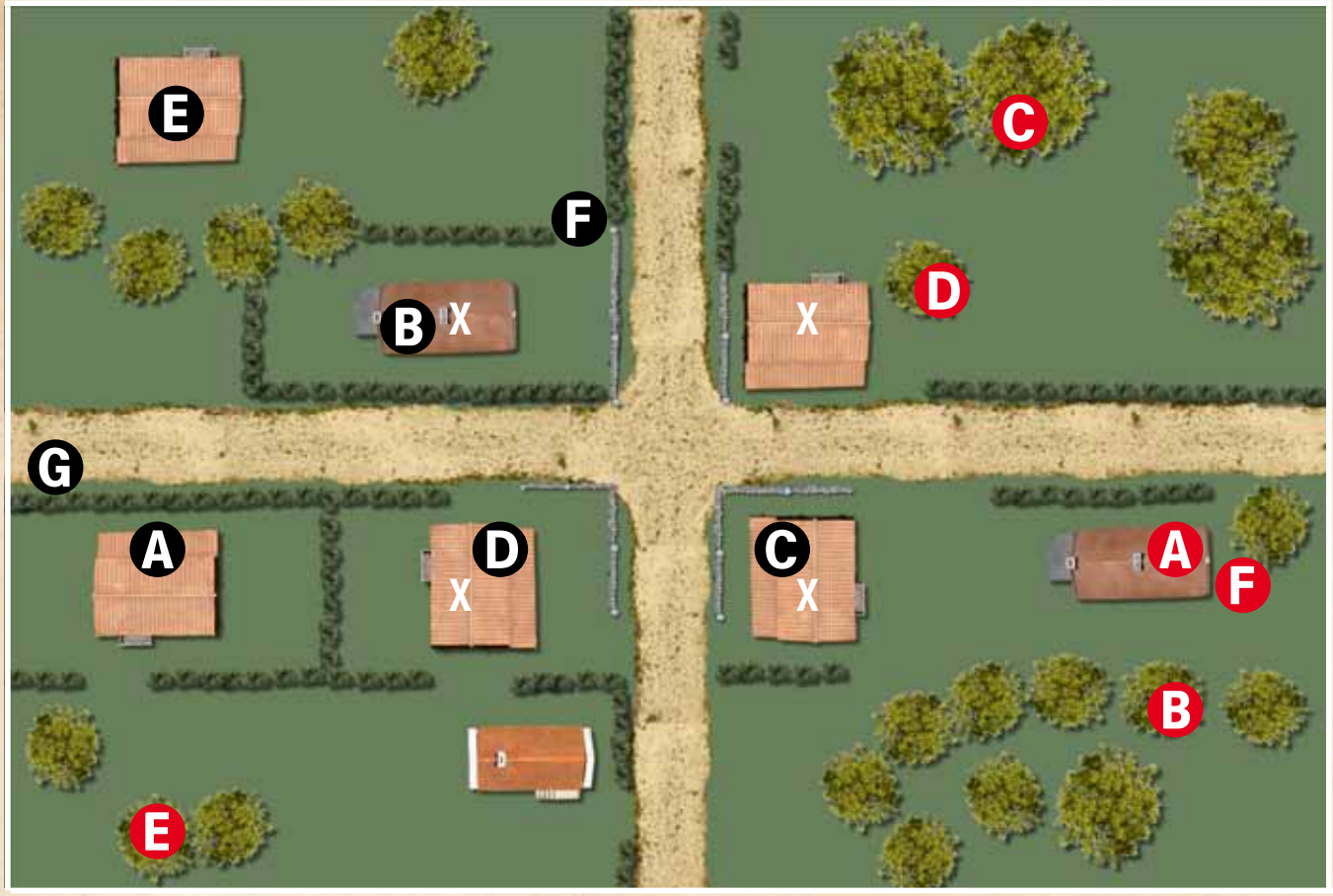
- ✪ Total 5 units (up to 10, if split into Sections).
- ✪ Total 50 models.
- ✪ Total 2,705 points (ABR 16)
- ✪ The units are deployed as shown on the map.

SCENARIO 2: TAKE POUPPEVILLE

General Taylor, Brigadier General McAuliffe and Colonel Ewell took a crucial decision at 6am on D-Day: they would move East and help the 4th Infantry Division that was about to land. Lieutenant Brierre led 70 men to assault and take the town that was held by the German 91st Division. The tough fighting cost the life of 18 Americans and 25 Germans. After more than three hours of combat the Americans took the town.

Date: 6th June 1944
Location: Pouppeville (France)
Table size: 6'x4' (180x120cm)
Duration: 10 turns
Deployment: see map

German Victory conditions after 10 turns: control at least two of the buildings on the crossroads (marked with an X), as shown in the General Rules on Page 4. Any other condition is a draw (unless it is a victory American).
American Victory conditions after 10 turns: control at least three of the buildings on the crossroads (marked with an X), as shown in the General Rules on Page 4. Any other condition is a draw (unless it is a German victory).
Optional rules: Night-fighting. The players can choose to split the units (if allowed on the Roster)
Special rules: none.



THE FORCES
GERMAN GARRISON

GRENADIER PLATOON (BASIC)

Comprising: 1 Grenadier Command Squad, 3 Grenadier Squads

GRENADIER COMMAND SQUAD (A)

Infantry Unit
Breakpoint: 2
TV: 6

No	Model	Weapons	Characteristics
1	Lieutenant	MP40 sub-machine gun, Luger pistol, Stg39 grenades	commander, leader
1	Second lieutenant	MP40 sub-machine gun, Walther P38 pistol, Stg39 grenades	leader
1	Grenadier Anti-tank specialist	Panzerfaust 60 anti-tank grenade-launcher, Kar98k rifle, Stg39 grenades	
2	Grenadier	Kar98k rifle, Stg39 grenades	

GRENADIER SQUAD (B)

Infantry Unit
Breakpoint: 5
TV: 6

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader
1	Grenadier Machine-gunner	Mg34 light machine-gun, Walther P38 pistol, Stg39 grenades	
6	Grenadier	Kar98k rifle, Stg39 grenades	

SPLITTING THE GRENADIER SQUAD
Each Grenadier Squad can be split into two Sections: the first comprises the Sergeant and 4 Grenadier (BR3) and the second comprises the Corporal, the Machine-gunner and 2 Grenadier (BR2).

GRENADIER SQUAD (C)

Infantry Unit
Breakpoint: 5
TV: 6

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader
1	Grenadier Machine-gunner	Mg34 light machine-gun, Walther P38 pistol, Stg39 grenades	
6	Grenadier	Kar98k rifle, Stg39 grenades	

SPLITTING THE GRENADIER SQUAD
Each Grenadier Squad can be split into two Sections: the first comprises the Sergeant and 4 Grenadier (BR3) and the second comprises the Corporal, the Machine-gunner and 2 Grenadier (BR2).

GRENADIER SQUAD (D)

Infantry Unit
Breakpoint: 5
TV: 6

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader
1	Grenadier Machine-gunner	Mg34 light machine-gun, Walther P38 pistol, Stg39 grenades	
6	Grenadier	Kar98k rifle, Stg39 grenades	

SPLITTING THE GRENADIER SQUAD
Each Grenadier Squad can be split into two Sections: the first comprises the Sergeant and 4 Grenadier (BR3) and the second comprises the Corporal, the Machine-gunner and 2 Grenadier (BR2).

MACHINE GUN PLATOON

Comprising: 2 Machine Gun Squads

MACHINE GUN SQUAD (E)

Infantry Unit
Breakpoint: 2
TV: 6

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader
1	Machine-gunner	Mg42 light machine-gun, Walther P38 pistol, Stg39 grenades	gunner, tripod
2	Infantrymen	Kar98k rifle, Stg39 grenades	

MACHINE GUN SQUAD (F)

Infantry Unit
Breakpoint: 2
TV: 6

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader
1	Machine-gunner	Mg42 light machine-gun, Walther P38 pistol, Stg39 grenades	gunner, tripod
2	Infantrymen	Kar98k rifle, Stg39 grenades	

MORTAR PLATOON

Comprising: 1 Mortar Squad

MORTAR SQUAD (G)

Infantry Unit
Breakpoint: 2
TV: 6

No	Model	Weapons	Characteristics
1	Corporal	MP40 sub-machine gun, Stg39 grenades	binoculars, leader
1	Mortarman	GrW34 81 mm medium mortar, Pistola Walther P38, Stg39 grenades	gunner
1	Infantryman	Kar98k rifle, Stg39 grenades	
1	Radio Operator	Kar98k rifle, Stg39 grenades	radio

GERMAN GARRISON

✪ Total 7 units (up to 10, if split into Sections).
✪ Total 44 models.
✪ Total 2,130 points (ABR 14).
✪ The units are deployed as shown on the map.

THE FORCES
AMERICAN PARATROOPERS

PARATROOPER PLATOON 1

Comprising: 1 Paratrooper Command Squad, 2 Paratrooper Squads

PARATROOPER COMMAND SQUAD (A)

Infantry Unit
Breakpoint: 4
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Lieutenant	M1 semi-automatic carbine, 1911 Colt pistol, MkII Pineapple grenades	commander, leader, melee expert
1	Paratrooper Second lieutenant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Corporal	Garand M1 semi-automatic rifle, MkII Pineapple grenades	leader, melee expert
4	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

SPLITTING THE PARATROOPER COMMAND SQUAD
The Paratrooper Command Squad can be split into two Sections: the first comprises the Lieutenant, the Sergeant and two Paratroopers (BR2) and the second comprises the Second lieutenant, the Corporal and two Paratroopers (BR 2).

PARATROOPER SQUAD (B)

Infantry Unit
Breakpoint: 6
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Corporal	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Machine-gunner	M1918A2 BAR automatic rifle, 1911 Colt pistol, MkII Pineapple grenades	melee expert
9	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

SPLITTING THE PARATROOPER SQUAD
Each Paratrooper Squad can be split into two Sections: the first comprises the Sergeant and seven Paratroopers (BR4) and the second comprises the Corporal, the Machine-gunner and two Paratroopers (BR2).

PARATROOPER SQUAD (C)

Infantry Unit
Breakpoint: 6
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Corporal	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Machine-gunner	M1918A2 BAR automatic rifle, 1911 Colt pistol, MkII Pineapple grenades	melee expert
9	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

SPLITTING THE PARATROOPER SQUAD
Each Paratrooper Squad can be split into two Sections: the first comprises the Sergeant and seven Paratroopers (BR4) and the second comprises the Corporal, the Machine-gunner and two Paratroopers (BR2).

PARATROOPER PLATOON 2

Comprising: 2 Paratrooper Squads, 1 Paratrooper Mortar Squad

PARATROOPER SQUAD (D)

Infantry Unit
Breakpoint: 6
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Corporal	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Machine-gunner	M1918A2 BAR automatic rifle, 1911 Colt pistol, MkII Pineapple grenades	melee expert
9	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

SPLITTING THE PARATROOPER SQUAD
Each Paratrooper Squad can be split into two Sections: the first comprises the Sergeant and seven Paratroopers (BR4) and the second comprises the Corporal, the Machine-gunner and two Paratroopers (BR2).

PARATROOPER SQUAD (E)

Infantry Unit
Breakpoint: 6
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Corporal	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Machine-gunner	M1918A2 BAR automatic rifle, 1911 Colt pistol, MkII Pineapple grenades	melee expert
9	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

SPLITTING THE PARATROOPER SQUAD
Each Paratrooper Squad can be split into two Sections: the first comprises the Sergeant and seven Paratroopers (BR4) and the second comprises the Corporal, the Machine-gunner and two Paratroopers (BR2).

PARATROOPER MORTAR SQUAD (F)

Infantry Unit
Breakpoint: 3
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Mortarman	M2 60mm light mortar, M1 semi-automatic carbine, MkII Pineapple grenades	gunner, melee expert
4	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

SPLITTING THE PARATROOPER MORTAR SQUAD
Each Paratrooper Mortar Squad can be split into two Sections: the first comprises the Sergeant, the Mortarman and two Paratroopers (BR2) and the second comprises two Paratroopers (BR1).

AMERICAN PARATROOPERS

- ✪ Total 6 units (up to 12, if split into Sections).
- ✪ Total 62 models.
- ✪ Total 3,340 points (ABR 20)
- ✪ The units are deployed as shown on the map.

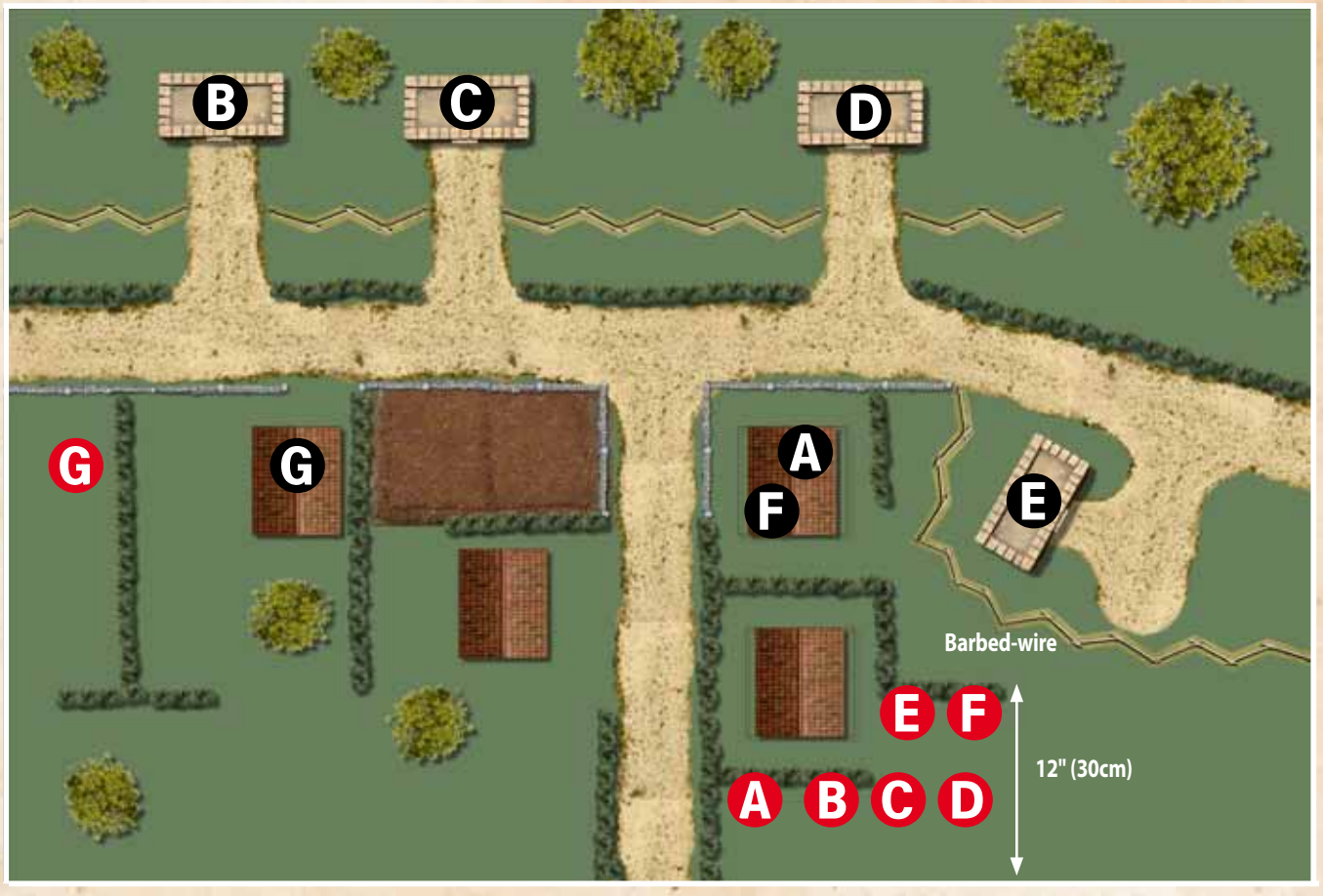
Grease Gun

SCENARIO 3: MERVILLE BATTERY

At the edge of the landing area, next to Sword beach, lay the Merville coastal battery. The British 6th Airborne were given the task of destroying the battery that threatened the landings. The skilled pilots managed to land right behind the enemy, but barbed-wire and mine-fields had been laid in the area. Despite this surprise, only the heroic nerve of the British paratroopers managed to allow them to complete their mission.

Date: 6th June 1944
Location: Merville (France)
Table size: 6'x4' (180x120cm)
Duration: 10 turns
Deployment: see map

German Victory conditions after 10 turns: control at least one bunker, as shown in the General Rules on Page 4.
British Victory conditions after 10 turns: kill all units inside the bunkers.
Optional rules: The players can choose to split the units (if allowed on the Roster). Night-fighting (see historical variant).
Special rules: the howitzers can't be used. The assistants are free to use standard-issue weapons. The bunkers are closed and they can only be accessed by the doors on the road. Models can enter normally through the doors (treat them as open or as if they are automatically blown open with explosives): usual movement penalties apply.



ARTILLERY BATTERY

Comprising: 1 Battery Command Squad, 4 leFH18 howitzers
Note: the howitzers statistics are not shown, since they cannot be fired in the game.

BATTERY COMMAND SQUAD (A)

Infantry Unit
Breakpoint: 2
TV: 6

N.	Modello	Armamento	Caratteristiche
1	Lieutenant	MP40 sub-machine gun, Luger pistol, Stg39 grenades	commander, leader
1	Second lieutenant	MP40 sub-machine gun, Walther P38 pistol, Stg39 grenades	leader
2	Infantrymen	Kar98k rifle, Stg39 grenades	

leFH18 HOWITZER (B)

Infantry Unit
Breakpoint: 4
TV: 6

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	binoculars, leader
1	Gunner	105mm heavy howitzer, Walther P38 pistol, Stg39 grenades	gunner
5	Infantrymen	Kar98k rifle, Stg39 grenades	
1	Radio Operator	Kar98k rifle, Stg39 grenades	radio

leFH18 HOWITZER (C)

Infantry Unit
Breakpoint: 4
TV: 6

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	binoculars, leader
1	Gunner	105mm heavy howitzer, Walther P38 pistol, Stg39 grenades	gunner
5	Infantrymen	Kar98k rifle, Stg39 grenades	
1	Radio Operator	Kar98k rifle, Stg39 grenades	radio

leFH18 HOWITZER (D)

Infantry Unit
Breakpoint: 4
TV: 6

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	binoculars, leader
1	Gunner	105mm heavy howitzer, Walther P38 pistol, Stg39 grenades	gunner
5	Infantrymen	Kar98k rifle, Stg39 grenades	
1	Radio Operator	Kar98k rifle, Stg39 grenades	radio

leFH18 HOWITZER (E)

Infantry Unit
Breakpoint: 4
TV: 6

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	binoculars, leader
1	Gunner	105mm heavy howitzer, Walther P38 pistol, Stg39 grenades	gunner
5	Infantrymen	Kar98k rifle, Stg39 grenades	
1	Radio Operator	Kar98k rifle, Stg39 grenades	radio

MACHINE GUN PLATOON

Comprising: 2 Machine Gun Squads

MACHINE GUN SQUAD (F)

Infantry Unit
Breakpoint: 2
TV: 6

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader
1	Machine-gunner	Mg42 light machine-gun, Walther P38 pistol, Stg39 grenades	gunner, tripod
2	Infantrymen	Kar98k rifle, Stg39 grenades	

MACHINE GUN SQUAD (G)

Infantry Unit
Breakpoint: 2
TV: 6

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader
1	Machine-gunner	Mg42 light machine-gun, Walther P38 pistol, Stg39 grenades	gunner, tripod
2	Infantrymen	Kar98k rifle, Stg39 grenades	

GERMAN GARRISON

- ✪ Total 7 units (cannot be split into Sections).
- ✪ Total 44 models.
- ✪ Total 1,640 points (ABR 14).
- ✪ The units are deployed as shown on the map.

THE FORCES
RED DEVILS

"RED DEVILS" PARATROOPER PLATOON

Comprising: 1 Paratrooper Command Squad, 3 Paratrooper Squads

PARATROOPER COMMAND SQUAD (A)

Infantry Unit
Breakpoint: 2
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Lieutenant	Mk.V sub-machine gun, Webley revolver (pistol), N°36 Mills Bomb grenades	commander, leader, melee expert
1	Paratrooper Sergeant	Mk.V sub-machine gun, N°36 Mills Bomb grenades	leader, melee expert
2	Paratroopers	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	melee expert

PARATROOPER SQUAD (B)

Infantry Unit
Breakpoint: 5
VT: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	Mk.V sub-machine gun, N°36 Mills Bomb grenades	leader, melee expert
1	Paratrooper Corporal	Mk.V sub-machine gun, N°36 Mills Bomb grenades	leader, melee expert
1	Machine-gunner Paracadutisti	Bren light machine gun, 1911 Colt pistol, N°36 Mills Bomb grenades	melee expert
7	Paratroopers	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	melee expert

SPLITTING THE PARATROOPER SQUAD
Each Paratrooper Squad can be split into two Sections: the first comprises the Sergeant and 5 Paratroopers (BR3) and the second comprises a Corporal, the Machine-gunner and 2 Paratroopers (BR 2).

PARATROOPER SQUAD (C)

Infantry Unit
Breakpoint: 5
VT: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	Mk.V sub-machine gun, N°36 Mills Bomb grenades	leader, melee expert
1	Paratrooper Corporal	Mk.V sub-machine gun, N°36 Mills Bomb grenades	leader, melee expert
1	Machine-gunner Paracadutisti	Bren light machine gun, 1911 Colt pistol, N°36 Mills Bomb grenades	melee expert
7	Paratroopers	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	melee expert

SPLITTING THE PARATROOPER SQUAD
Each Paratrooper Squad can be split into two Sections: the first comprises the Sergeant and 5 Paratroopers (BR3) and the second comprises a Corporal, the Machine-gunner and 2 Paratroopers (BR 2).

PARATROOPER SQUAD (D)

Infantry Unit
Breakpoint: 5
VT: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	Mk.V sub-machine gun, N°36 Mills Bomb grenades	leader, melee expert
1	Paratrooper Corporal	Mk.V sub-machine gun, N°36 Mills Bomb grenades	leader, melee expert
1	Machine-gunner Paracadutisti	Bren light machine gun, 1911 Colt pistol, N°36 Mills Bomb grenades	melee expert
7	Paratroopers	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	melee expert

SPLITTING THE PARATROOPER SQUAD
Each Paratrooper Squad can be split into two Sections: the first comprises the Sergeant and 5 Paratroopers (BR3) and the second comprises a Corporal, the Machine-gunner and 2 Paratroopers (BR 2).

PARATROOPER ENGINEER PLATOON

Comprising: 1 Paratrooper Engineer Command Squad, 2 Paratrooper Engineer Squads

PARATROOPER ENGINEER COMMAND SQUAD (E)

Infantry Unit
Breakpoint: 2
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Engineer Lieutenant	Mk.V sub-machine gun, N°36 Mills Bomb grenades	binoculars, commander, leader, melee expert
1	Paratrooper Engineer Sergeant	Mk.V sub-machine gun, N°36 Mills Bomb grenades	leader, melee expert
1	Paratrooper Engineer	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	melee expert
1	Paratrooper Engineer Radio Operator	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	melee expert, radio

PARATROOPER ENGINEER SQUAD (F)

Infantry Unit
Breakpoint: 5
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Engineer Sergeant	Mk.V sub-machine gun, N°36 Mills Bomb grenades	leader, melee expert
9	Paratrooper Engineers	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	melee expert

SPLITTING THE PARATROOPER ENGINEER SQUAD
The Paratrooper Engineer Squad can be split into two Sections: the first comprises the Sergeant and 3 Paratroopers (BR3) and the second comprises 4 Paratroopers (BR 2).

PARATROOPER ENGINEER SQUAD (G)

Infantry Unit
Breakpoint: 5
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Engineer Sergeant	Mk.V sub-machine gun, N°36 Mills Bomb grenades	leader, melee expert
9	Paratrooper Engineers	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	melee expert

SPLITTING THE PARATROOPER ENGINEER SQUAD
The Paratrooper Engineer Squad can be split into two Sections: the first comprises the Sergeant and 3 Paratroopers (BR3) and the second comprises 4 Paratroopers (BR 2).

RED DEVILS

✪ Total 7 units (up to 12, if split into Sections).
✪ Total 58 models.
✪ Total 2,825 points (ABR 18)
✪ The units are deployed as shown on the map.

HISTORICAL VARIANT

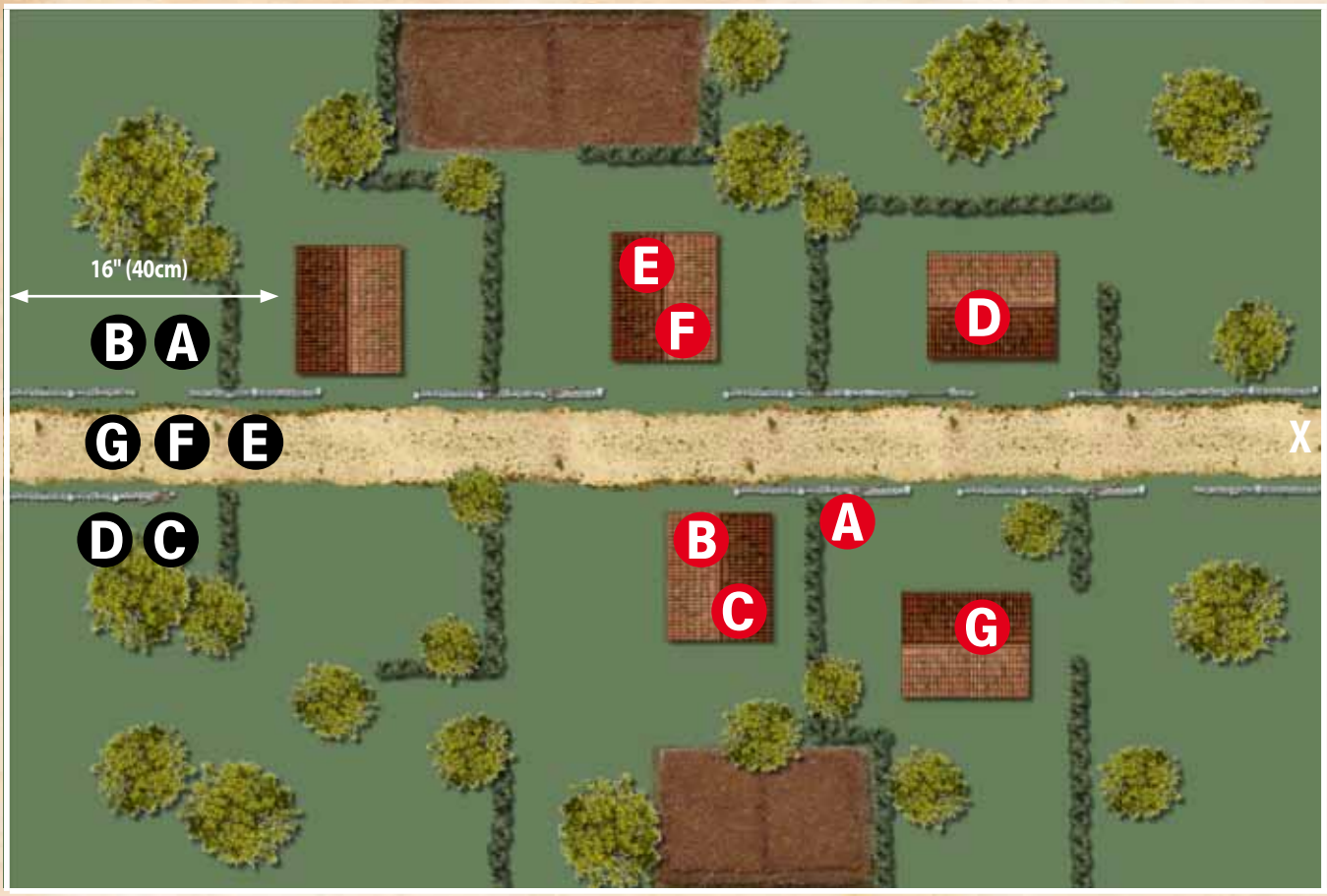
In actual fact Lieutenant-Colonel Otway attacked the outpost at 4:30am with 150 men, but without engineers. He couldn't move around the enemy positions because reinforcements were already flying in above. The fight lasted no more than 20 minutes, during which time he lost more than half of his men, while the German defenders lost 175 men out of 200. Unfortunately after taking the battery the allies discovered that the much-feared "howitzers" were none other than some old French 75mm guns...
You can play this as a night-time scenario, by giving the Lieutenant of the Battery Command Squad and the two Sergeants in the MG Squads flare pistols. We also suggest you replace the Engineer units with another three Paratrooper squads.

SCENARIO 4: TURNING POINT AT NEUVILLE

While Lieutenant-Colonel Ben Vandevoort was advancing towards Sainte-Mère-Eglise from the north, hindered by injuries taken during landing, Colonel Bill Ekman was pushing the 2nd into town to prepare a roadblock on the main road leading south. Lieutenant Turner Turnbull was given a Platoon to watch over Neuville. The German 1058th Regiment, with some tanks, advanced confidently along the main road when they were caught in the American cross-fire. The battle lasted more than eight hours, during which time more than half the platoon lost their lives. The exhausted Americans pulled back, proud of having delayed the German column which could have prevented the allies taking the main objective at Sainte-Mére-Eglise.

Date: 6th June 1944
Location: Neuville (France)
Table size: 6'x4' (180x120cm)
Duration: 10 turns
Deployment: see map

German Victory conditions after 10 turns: eliminate at least 9 BR of American Paratroopers and take at least one of the two tanks off the East road (marked with an X on the map). A tank that leaves on the road to the East cannot come back into play.
American Victory conditions after 10 turns: prevent the German player from reaching his objectives.
Optional rules: The players can choose to split the units (if allowed on the Roster). The American player starts the game with some units already split into Sections.
Special rules: none.



THE FORCES
GERMAN GARRISON

GRENADIER PLATOON (BASIC)

Comprising: 1 Grenadier Command Squad, 3 Grenadier Squads

GRENADIER COMMAND SQUAD (A)

Infantry Unit
Breakpoint: 2
TV: 6

No	Model	Weapons	Characteristics
1	Lieutenant	MP40 sub-machine gun, Luger pistol, Stg39 grenades	commander, leader
1	Second lieutenant	MP40 sub-machine gun, Walther P38 pistol, Stg39 grenades	leader
1	Grenadier Anti-tank specialist	Panzerfaust 60 anti-tank grenade-launcher, Kar98k rifle, Stg39 grenades	
2	Grenadier	Kar98k rifle, Stg39 grenades	

GRENADIER SQUAD (B)

Infantry Unit
Breakpoint: 5
TV: 6

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader
1	Grenadier Machine-gunner	Mg34 light machine-gun, Walther P38 pistol, Stg39 grenades	
6	Grenadier	Kar98k rifle, Stg39 grenades	

SPLITTING THE GRENADIER SQUAD
Each Grenadier Squad can be split into two Sections: the first comprises the Sergeant and 4 Grenadier (BR3) and the second comprises the Corporal, the Machine-gunner and 2 Grenadier (BR2).

GRENADIER SQUAD (C)

Infantry Unit
Breakpoint: 5
TV: 6

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader
1	Grenadier Machine-gunner	Mg34 light machine-gun, Walther P38 pistol, Stg39 grenades	
6	Grenadier	Kar98k rifle, Stg39 grenades	

SPLITTING THE GRENADIER SQUAD
Each Grenadier Squad can be split into two Sections: the first comprises the Sergeant and 4 Grenadier (BR3) and the second comprises the Corporal, the Machine-gunner and 2 Grenadier (BR2).

GRENADIER SQUAD (D)

Infantry Unit
Breakpoint: 5
TV: 6

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader
1	Grenadier Machine-gunner	Mg34 light machine-gun, Walther P38 pistol, Stg39 grenades	
6	Grenadier	Kar98k rifle, Stg39 grenades	

SPLITTING THE GRENADIER SQUAD
Each Grenadier Squad can be split into two Sections: the first comprises the Sergeant and 4 Grenadier (BR3) and the second comprises the Corporal, the Machine-gunner and 2 Grenadier (BR2).

RECON PLATOON (BASIC)

Comprising: 1 Kübelwagen

KÜBELWAGEN (E)

Vehicle Type: Car - Unarmoured - Wheeled
Crew: 1 Sergeant (**binoculars,** leader), 2 Crew - All armed with MP40 sub-machine guns
Breakpoint: 3
Move Carefully: 16" (40 cm)
Tactical Value: 6
Armour Value: -
Protection Value:3
Main weapon (anti-aircraft, exposed): Mg34 light machine-gun
Characteristics: exposed models, open-topped, recon vehicle

MEDIUM TANK PLATOON

Comprising: 1 SdKfz 161 Panzer IV Tank

SDKFZ 161 PANZER IV TANK (F)

Vehicle Type: Medium Tank - Armoured - Tracked
Crew: 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with MP40 sub-machine guns
Breakpoint: 5
Move Carefully: 10" (25 cm)
Tactical Value: 6
Armour Value: 5
Protection Value: 6
Impact Value (main weapon): 6/3 M
Main weapon (turret): 75mm medium gun with Mg34 light machine-gun (coaxial)
Secondary weapon (lower hull): Mg34 light machine-gun
Vehicle characteristics: radio. **schürzen**

ASSAULT-GUN PLATOON

Comprising: 1 SdKfz 142/1 Stug III

SDKFZ 142/1 STUG III TANK (G)

Vehicle Type: Medium Tank - Armoured - Tracked
Crew: 1 Sergeant Tank Leader (leader, binoculars), 3 Tank crew - All armed with MP40 sub-machine guns
Breakpoint: 4
Move Carefully: 10" (25 cm)
Tactical Value: 6
Armour Value: 5
Protection Value: 6
Impact Value (main weapon): 6/3 M
Main weapon (limited traverse, lower hull): L48 StuK40 75mm medium gun
Secondary weapon (upper hull): Mg34 light machine-gun
Vehicle characteristics: assault vehicle, radio. **schürzen**
Note: The machine-gun is outside but the Machine-gunner doesn't need to be exposed, but doesn't get the additional +3 to rate of fire.

GERMAN GARRISON

✪ Total 7 units (up to 10, if split into Sections).
✪ Total 45 models (including 12 vehicle crew).
✪ Total 3,800 points (ABR 18).
✪ The units are deployed as shown on the map.

THE FORCES
AMERICAN PARATROOPERS

PARATROOPER PLATOON

Comprising: 1 Paratrooper Command Squad, 2 Paratrooper Squads, 1 Paratrooper Sniper

PARATROOPER COMMAND SQUAD (A)

Infantry Unit
Breakpoint: 4
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Lieutenant	M1 semi-automatic carbine, 1911 Colt pistol, MkII Pineapple grenades	commander, leader, melee expert
1	Paratrooper Second lieutenant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Corporal	Garand M1 semi-automatic rifle, MkII Pineapple grenades	leader, melee expert
4	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

SPLITTING THE PARATROOPER COMMAND SQUAD
The Paratrooper Command Squad can be split into two Sections: the first comprises the Lieutenant, the Sergeant and two Paratroopers (BR2) and the second comprises the Second lieutenant, the Corporal and two Paratroopers (BR 2).

PARATROOPER SQUAD 1 - RIFLE SECTION (B)

Infantry Unit
Breakpoint: 4
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
7	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

PARATROOPER SQUAD - MACHINE-GUN SECTION (C)

Infantry Unit
Breakpoint: 2
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Corporal	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Machine-gunner	M1919A6 light machine-gun, 1911 Colt pistol, MkII Pineapple grenades	melee expert
2	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

PARATROOPER SQUAD - BAZOOKA SECTION (D)

Infantry Unit
Breakpoint: 6
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Anti-tank specialist	Bazooka, 1911 Colt pistol, MkII Pineapple grenades	melee expert
5	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

PARATROOPER SQUAD - BAR SECTION (E)

Infantry Unit
Breakpoint: 2
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Corporal	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Machine-gunner	M1918A2 BAR automatic rifle, 1911 Colt pistol, MkII Pineapple grenades	melee expert
2	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

PARATROOPER SNIPER (F)

Infantry Unit
Breakpoint: 1
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sniper	Springfield M1903 rifle, MkII Pineapple grenades	camouflage, infiltrator, local knowledge, melee expert, sharpshooter, sight, silent weapon, sniper

ANTI-TANK PLATOON

Comprising: 1 Anti-tank gun

57mm ANTI-TANK GUN (G)

Infantry Unit
Breakpoint: 2
TV: 7
Protection Value: 4
Impact Value (57mm medium gun): 4/3 S
Characteristics: shield

No	Model	Weapons	Characteristics
1	Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	binoculars, leader
1	Gunner	Cannone medio cal. 57 mm, M1 semi-automatic carbine, MkII Pineapple grenades	gunner
1	Infantryman	M1 semi-automatic carbine, MkII Pineapple grenades	
1	Radio Operator	M1 semi-automatic carbine, MkII Pineapple grenades	radio

AMERICAN PARATROOPERS

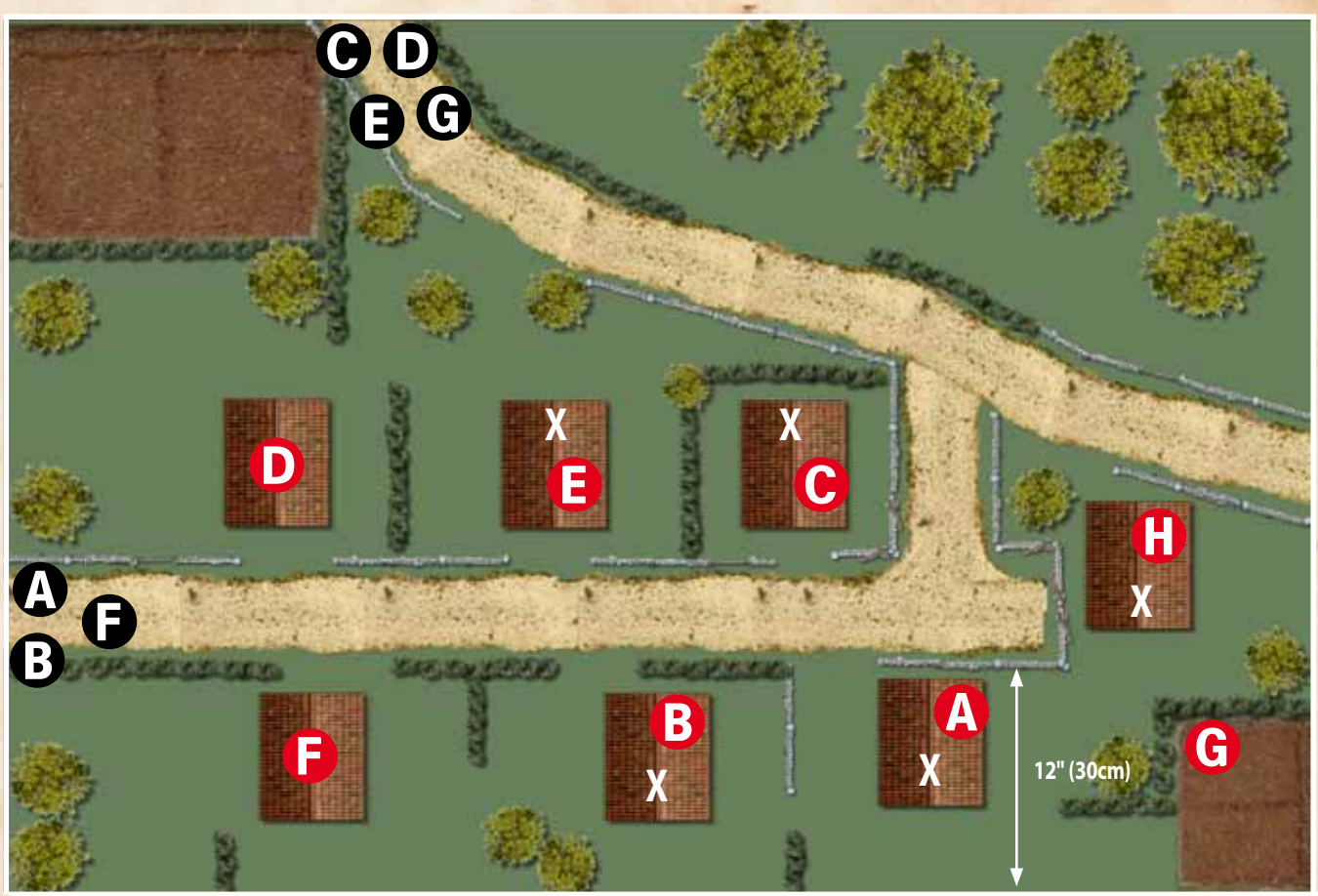
- ✪ Total 7 units (up to 8, if split into Sections
- ✪ Total 36 models.
- ✪ Total 2,390 points (ABR 11)
- ✪ The units are deployed as shown on the map.

SCENARIO 5: SAINTE-MÈRE-EGLISE

One of the most significant strategic victories on D-Day was the taking of Sainte-Mère-Eglise. The 101st had to open a gap in the German lines for the 4th Infantry Division. It was vital to take the objective and hold it until reinforcements came in from the sea. Despite barrages and repeated German attacks, the Paratroopers held their ground.

Date: 6th June 1944
Location: Sainte-Mère-Eglise (France)
Table size: 6'x4' (180x120cm)
Duration: 10 turns
Deployment: see map

German Victory conditions after 10 turns: control at least three of the buildings marked with an X, as shown in the General Rules on Page 4. Any other condition is a draw (unless it is an American victory).
American Victory conditions after 10 turns: control at least three of the buildings marked with an X, as shown in the General Rules on Page 4. Any other condition is a draw (unless it is a German victory).
Optional rules: The players can choose to split the units (if allowed on the Roster)
Special rules: the German units start the game off-table. On the first turn, when they are activated, they come in on the roads shown on the map. Starting from off-table they get a -1 penalty to TV in any Roll to Hit taken that turn, since they weren't in line of sight with any targets before coming on.



PANZERGRENADIER PLATOON (BASIC)

Comprising: 1 Panzergrenadier Command Squad, 3 Panzergrenadier Squads

PANZERGRENADIER COMMAND SQUAD (A)

Infantry Unit
Breakpoint: 2
TV: 7
Characteristics: loaded on SdKfz 251/1 Halftrack*

No	Model	Weapons	Characteristics
1	Lieutenant	MP40 sub-machine gun, Luger pistol, Stg39 grenades	commander, leader
1	Second lieutenant	MP40 sub-machine gun, Walther P38 pistol, Stg39 grenades	leader
1	Panzergrenadier Anti-tank specialist	Panzerschreck rocket-launcher (IV 6), Walther P38 pistol, Stg39 grenades	
1	Panzergrenadier	Kar98k rifle, Stg39 grenades	
1*	**SdKfz 251/1 Halftrack = See Vehicle datasheet (already included in cost)**		

PANZERGRENADIER SQUAD (B)

Infantry Unit
Breakpoint: 5
TV: 7
Characteristics: loaded on SdKfz 251/1 Halftrack*

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader
2	Panzergrenadier Machine-gunners	Mg34 light machine-gun, Walther P38 pistol, Stg39 grenades	
1	Panzergrenadier Anti-tank specialist	Panzerfaust 60 anti-tank grenade-launcher, Kar98k rifle, Stg39 grenades	
4	Panzergrenadier	Kar98k rifle, Stg39 grenades	
1*	**SdKfz 251/1 Halftrack = See Vehicle datasheet (already included in cost)**		

SPLITTING THE PANZERGRENADIER SQUAD
Each Panzergrenadier Squad can be split into two Sections: the first comprises the Sergeant, a Machine-gunner and 3 Panzergrenadier (BR3) and the second comprises the Corporal, a Machine-gunner and 2 Panzergrenadier (BR2).

PANZERGRENADIER SQUAD (C)

Infantry Unit
Breakpoint: 5
TV: 7
Characteristics: loaded on SdKfz 251/1 Halftrack*

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader
2	Panzergrenadier Machine-gunners	Mg34 light machine-gun, Walther P38 pistol, Stg39 grenades	
1	Panzergrenadier Anti-tank specialist	Panzerfaust 60 anti-tank grenade-launcher, Kar98k rifle, Stg39 grenades	
4	Panzergrenadier	Kar98k rifle, Stg39 grenades	
1*	**SdKfz 251/1 Halftrack = See Vehicle datasheet (already included in cost)**		

SPLITTING THE PANZERGRENADIER SQUAD
Each Panzergrenadier Squad can be split into two Sections: the first comprises the Sergeant, a Machine-gunner and 3 Panzergrenadier (BR3) and the second comprises the Corporal, a Machine-gunner and 2 Panzergrenadier (BR2).

PANZERGRENADIER SQUAD (D)

Infantry Unit
Breakpoint: 5
TV: 7
Characteristics: loaded on SdKfz 251/1 Halftrack*

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader
2	Panzergrenadier Machine-gunners	Mg34 light machine-gun, Walther P38 pistol, Stg39 grenades	
1	Panzergrenadier Anti-tank specialist	Panzerfaust 60 anti-tank grenade-launcher, Kar98k rifle, Stg39 grenades	
4	Panzergrenadier	Kar98k rifle, Stg39 grenades	
1*	**SdKfz 251/1 Halftrack = See Vehicle datasheet (already included in cost)**		

SPLITTING THE PANZERGRENADIER SQUAD
Each Panzergrenadier Squad can be split into two Sections: the first comprises the Sergeant, a Machine-gunner and 3 Panzergrenadier (BR3) and the second comprises the Corporal, a Machine-gunner and 2 Panzergrenadier (BR2).

SDKFZ 251/1 HALFTRACK (A-B-C-D)

Vehicle Type: Halftrack - Open-topped Armoured - Tracked
Crew: 1 Corporal (binoculars, leader), 1 Crew - All armed with MP40 sub-machine guns
Breakpoint: 2
Move Carefully: 12" (30 cm)
Tactical Value: 7
Armour Value: 1
Protection Value: 5
Main weapon (exposed, upper hatch): Mg34 light machine-gun
Vehicle characteristics: open-topped, radio troop transporter (10)

RECON PLATOON

Comprising: 1 SdKfz 232 Armoured Car

SDKFZ 232 ARMOURED CAR (E)

Vehicle Type: Armoured car - Armoured - Wheeled
Crew: 1 Sergeant Tank Leader (leader, binoculars), 3 Crew - All armed with MP40 sub-machine guns
Breakpoint: 4
Move Carefully: 14" (35 cm)
Tactical Value: 6
Armour Value: 2
Protection Value: 5
Impact Value (main weapon, rapid fire): 2/0 S
Main weapon (turret): 20mm light gun with Mg34 light machine-gun (coaxial)
Vehicle characteristics: eight-wheeled vehicle, highly-manoeuvrable, radio, recon vehicle

MEDIUM TANK PLATOON (BASIC)

Comprising: 2 SdKfz 161 Panzer IV Tanks

SDKFZ 161 PANZER IV TANK (F)

Vehicle Type: Medium Tank - Armoured - Tracked
Crew: 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with MP40 sub-machine guns
Breakpoint: 5
Move Carefully: 10" (25 cm)
Tactical Value: 6
Armour Value: 5
Protection Value: 6
Impact Value (main weapon): 6/3 M
Main weapon (turret): 75mm medium gun with Mg34 light machine-gun (coaxial)
Secondary weapon (lower hull): Mg34 light machine-gun
Vehicle characteristics: radio. **schürzen**

SDKFZ 161 PANZER IV TANK (G)

Vehicle Type: Medium Tank - Armoured - Tracked
Crew: 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with MP40 sub-machine guns
Breakpoint: 5
Move Carefully: 10" (25 cm)
Tactical Value: 6
Armour Value: 5
Protection Value: 6
Impact Value (main weapon): 6/3 M
Main weapon (turret): 75mm medium gun with Mg34 light machine-gun (coaxial)
Secondary weapon (lower hull): Mg34 light machine-gun
Vehicle characteristics: radio. **schürzen**

GERMAN UNITS

✪ Total 10 units (up to 11, if split into Sections).
✪ Total 53 models (including 22 vehicle crew).
✪ Total 6,250 points (ABR 24).
✪ The units are deployed as shown in the special rules and on the map.

THE FORCES
AMERICAN PARATROOPERS

PARATROOPER PLATOON 1

Comprising: 1 Paratrooper Command Squad, 2 Paratrooper Squads

PARATROOPER COMMAND SQUAD (A)

Infantry Unit
Breakpoint: 4
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Lieutenant	M1 semi-automatic carbine, 1911 Colt pistol, MkII Pineapple grenades	commander, leader, melee expert
1	Paratrooper Second lieutenant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Corporal	Garand M1 semi-automatic rifle, MkII Pineapple grenades	leader, melee expert
4	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

SPLITTING THE PARATROOPER COMMAND SQUAD
The Paratrooper Command Squad can be split into two Sections: the first comprises the Lieutenant, the Sergeant and two Paratroopers (BR2) and the second comprises the Second lieutenant, the Corporal and two Paratroopers (BR 2).

PARATROOPER SQUAD 1 - BAZOOKA SECTION (B)

Infantry Unit
Breakpoint: 4
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Anti-tank specialist	Bazooka, 1911 Colt pistol, MkII Pineapple grenades	melee expert
6	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

PARATROOPER SQUAD 1 - BAR SECTION (C)

Infantry Unit
Breakpoint: 2
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Corporal	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Machine-gunner	M1918A2 BAR automatic rifle, 1911 Colt pistol, MkII Pineapple grenades	melee expert
2	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

PARATROOPER SQUAD (D)

Infantry Unit
Breakpoint: 6
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Corporal	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Machine-gunner	M1919A6 light machine-gun, 1911 Colt pistol, MkII Pineapple grenades	melee expert
1	Paratrooper	N°82 Gammon Grenades, Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert
8	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

SPLITTING THE PARATROOPER SQUAD
Each Paratrooper Squad can be split into two Sections: the first comprises the Sergeant and seven Paratroopers (BR4) and the second comprises the Corporal, the Machine-gunner and two Paratroopers (BR2).

PARATROOPER PLATOON 2

Comprising: 2 Paratrooper Squads, 1 Paratrooper Mortar Squad

PARATROOPER SQUAD (E)

Infantry Unit
Breakpoint: 6
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Corporal	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Machine-gunner	M1918A2 BAR automatic rifle, 1911 Colt pistol, MkII Pineapple grenades	melee expert
1	Paratrooper	N°82 Gammon Grenades, Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert
8	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

SPLITTING THE PARATROOPER SQUAD
Each Paratrooper Squad can be split into two Sections: the first comprises the Sergeant and seven Paratroopers (BR4) and the second comprises the Corporal, the Machine-gunner and two Paratroopers (BR2).

PARATROOPER SQUAD (F)

Infantry Unit
Breakpoint: 6
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Corporal	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Machine-gunner	M1918A2 BAR automatic rifle, 1911 Colt pistol, MkII Pineapple grenades	melee expert
1	Paratrooper	N°82 Gammon Grenades, Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert
8	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

SPLITTING THE PARATROOPER SQUAD
Each Paratrooper Squad can be split into two Sections: the first comprises the Sergeant and seven Paratroopers (BR4) and the second comprises the Corporal, the Machine-gunner and two Paratroopers (BR2).

PARATROOPER MORTAR SQUAD (G)

Infantry Unit
Breakpoint: 3
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Mortarman	M2 60mm light mortar, M1 semi-automatic carbine, MkII Pineapple grenades	gunner, melee expert
4	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

SPLITTING THE PARATROOPER MORTAR SQUAD
Each Paratrooper Mortar Squad can be split into two Sections: the first comprises the Sergeant, the Mortarman and two Paratroopers (BR2) and the second comprises two Paratroopers (BR1).

ANTI-TANK PLATOON

Comprising: 1 Anti-tank gun

57mm ANTI-TANK GUN (H)

Infantry Unit
Breakpoint: 2
TV: 7
Protection Value: 4
Impact Value (57mm medium gun): 4/3 S
Characteristics: shield

No	Model	Weapons	Characteristics
1	Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	binoculars, leader
1	Gunner	Cannone medio cal. 57 mm, M1 semi-automatic carbine, MkII Pineapple grenades	gunner
1	Infantryman	M1 semi-automatic carbine, MkII Pineapple grenades	
1	Radio Operator	M1 semi-automatic carbine, MkII Pineapple grenades	radio

AMERICAN PARATROOPERS

- ✪ Total 8 units (up to 13, if split into Sections).
- ✪ Total 66 models.
- ✪ Total 4,105 points (ABR 20)
- ✪ The units are deployed as shown on the map.

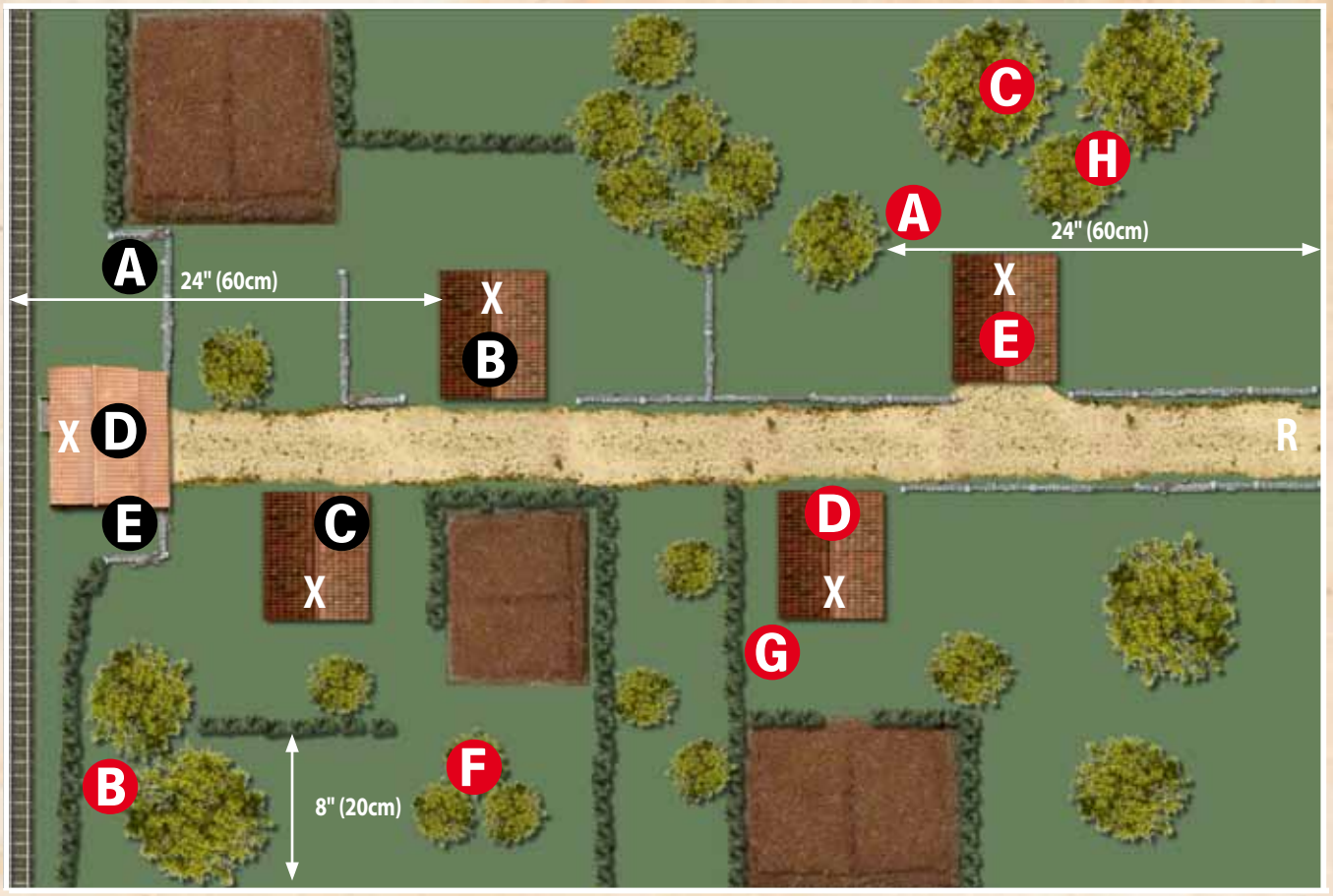
Garand M1

SCENARIO 6: NEXT STOP CARENTAN

After days of fighting the 101st were near the station in Carentan. They moved carefully towards the suburbs, where the 6th Regiment of Fallschirmjäger were waiting in defensive positions. Just when the hardy American paratroopers were about to overcome the defenders, a platoon of reinforcements moved to help the Germans and upset the balance of power. The Americans were forced into a defensive position but once again proved their worth.

Date: 10th June 1944
Location: Carentan (France)
Table size: 6'x4' (180x120cm)
Duration: 10 turns
Deployment: see map

German Victory conditions after 10 turns: control at least three of the buildings marked with an X, as shown in the General Rules on Page 4. Any other condition is a draw (unless it is an American victory).
American Victory conditions after 10 turns: control at least three of the buildings marked with an X, as shown in the General Rules on Page 4. Any other condition is a draw (unless it is a German victory).
Optional rules: The players can choose to split the units (if allowed on the Roster).
Special rules: the German reinforcements come into play from the East road (R) at the start of the fifth turn (see notes). Starting from off-table they get a -1 penalty to TV in any *Roll to Hit* taken that turn, since they weren't in *line of sight* with any targets before coming on.



THE FORCES
FALLSCHIRMJÄGERS

FALLSCHIRMJÄGER PLATOON

Comprising: 0-1 Fallschirmjäger Command Squad, 2 Fallschirmjäger Squads

FALLSCHIRMJÄGER COMMAND SQUAD (A)

Infantry Unit
Breakpoint: 4
TV: 7

No	Model	Weapons	Characteristics
1	Lieutenant	MP40 sub-machine gun, Walther P38 pistol, Stg39 grenades	commander, leader, melee expert
1	Second lieutenant	MP40 sub-machine gun, Stg39 grenades	leader, melee expert
1	Fallschirmjäger Anti-tank specialist	Panzerfaust 60 anti-tank grenade-launcher, Kar98k rifle, Stg39 grenades	melee expert
4	Fallschirmjäger	Kar98k rifle, Stg39 grenades	melee expert

FALLSCHIRMJÄGER SQUAD (B)

Infantry Unit
Breakpoint: 6
TV: 7

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader, melee expert
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader, melee expert
2	Fallschirmjäger Machine-gunners	Mg34 light machine-gun, Walther P38 pistol, Stg39 grenades	melee expert
7	Fallschirmjäger	Kar98k rifle, Stg39 grenades	melee expert

SPLITTING THE FALLSCHIRMJÄGER SQUAD
Each Fallschirmjäger Squad can be split into two Sections: the first comprises the Sergeant, a Machine-gunner and 5 Fallschirmjäger (BR4) and the second comprises the Corporal, a Machine-gunner and 2 Fallschirmjäger (BR2).

FALLSCHIRMJÄGER SQUAD (C)

Infantry Unit
Breakpoint: 6
TV: 7

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader, melee expert
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader, melee expert
2	Fallschirmjäger Machine-gunners	Mg34 light machine-gun, Walther P38 pistol, Stg39 grenades	melee expert
7	Fallschirmjäger	Kar98k rifle, Stg39 grenades	melee expert

SPLITTING THE FALLSCHIRMJÄGER SQUAD
Each Fallschirmjäger Squad can be split into two Sections: the first comprises the Sergeant, a Machine-gunner and 5 Fallschirmjäger (BR4) and the second comprises the Corporal, a Machine-gunner and 2 Fallschirmjäger (BR2).

Mg42

FALLSCHIRMJÄGER MACHINE GUN PLATOON

Comprising: 2 Fallschirmjäger Machine Gun Squads

FALLSCHIRMJÄGER MACHINE GUN SQUAD (D)

Infantry Unit
Breakpoint: 2
TV: 7

No	Model	Weapons	Characteristics
1	Fallschirmjäger Sergeant	MP40 sub-machine gun, Stg39 grenades	leader, melee expert
1	Fallschirmjäger Machine-gunner	Mg42 light machine-gun, Walther P38 pistol, Stg39 grenades	gunner, melee expert, tripod
2	Fallschirmjäger	Kar98k rifle, Stg39 grenades	melee expert

FALLSCHIRMJÄGER MACHINE GUN SQUAD (E)

Infantry Unit
Breakpoint: 2
TV: 7

No	Model	Weapons	Characteristics
1	Fallschirmjäger Sergeant	MP40 sub-machine gun, Stg39 grenades	leader, melee expert
1	Fallschirmjäger Machine-gunner	Mg42 light machine-gun, Walther P38 pistol, Stg39 grenades	gunner, melee expert, tripod
2	Fallschirmjäger	Kar98k rifle, Stg39 grenades	melee expert

REINFORCEMENTS

FALLSCHIRMJÄGER PLATOON

Comprising: 0-1 Fallschirmjäger Command Squad, 2 Fallschirmjäger Squads

FALLSCHIRMJÄGER COMMAND SQUAD (F)

Infantry Unit
Breakpoint: 4
TV: 7
Characteristics: loaded on Opel Blitz truck*

No	Model	Weapons	Characteristics
1	Lieutenant	MP40 sub-machine gun, Walther P38 pistol, Stg39 grenades	commander, leader, melee expert
1	Second lieutenant	MP40 sub-machine gun, Stg39 grenades	leader, melee expert
1	Fallschirmjäger Anti-tank specialist	Panzerfaust 60 anti-tank grenade-launcher, Kar98k rifle, Stg39 grenades	melee expert
4	Fallschirmjäger	Kar98k rifle, Stg39 grenades	melee expert
1*	**Opel Blitz Truck = See Vehicle datasheet (already included in cost)**		

FALLSCHIRMJÄGER SQUAD (G)

Infantry Unit
Breakpoint: 6
TV: 7
Characteristics: loaded on Opel Blitz truck*

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader, melee expert
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader, melee expert
1	Fallschirmjäger Machine-gunner	Mg34 light machine-gun, Walther P38 pistol, Stg39 grenades	melee expert
8	Fallschirmjäger	Kar98k rifle, Stg39 grenades	melee expert
1*	**Opel Blitz Truck = See Vehicle datasheet (already included in cost)**		

SPLITTING THE FALLSCHIRMJÄGER SQUAD
Each Fallschirmjäger Squad can be split into two Sections: the first comprises the Sergeant and 6 Fallschirmjäger (BR4) and the second comprises the Corporal, the Machine-gunner and 2 Fallschirmjäger (BR2).

FALLSCHIRMJÄGER SQUAD (H)

Infantry Unit
Breakpoint: 6
TV: 7
Characteristics: loaded on Opel Blitz truck*

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader, melee expert
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader, melee expert
1	Fallschirmjäger Machine-gunner	Mg34 light machine-gun, Walther P38 pistol, Stg39 grenades	melee expert
8	Fallschirmjäger	Kar98k rifle, Stg39 grenades	melee expert
1*	**Opel Blitz Truck = See Vehicle datasheet (already included in cost)**		

SPLITTING THE FALLSCHIRMJÄGER SQUAD
Each Fallschirmjäger Squad can be split into two Sections: the first comprises the Sergeant and 6 Fallschirmjäger (BR4) and the second comprises the Corporal, the Machine-gunner and 2 Fallschirmjäger (BR2).

FALLSCHIRMJAGERS

✪ Total 5 units (up to 8 if split into Sections) + 6 Reinforcement units (up to 9, if split into Sections).
✪ Total 37 models + 35 Reinforcements (including 6 vehicle crew).
✪ Total 3,670 points (2,030 points initial force + 1,630 reinforcements). The initial ABR is 11. From the start of the fifth turn, with the arrival of the reinforcements, the ABR becomes 26.
✪ The initial units are deployed as shown on the map. The reinforcements can be activated from the start of the fifth turn and must enter on the East road (point shown with an "R" on the map). They can be given any Order but, starting from off-table, they get a -1 penalty to TV in any Roll to Hit taken that turn, since they weren't in line of sight with any targets before coming on.

THE FORCES
AMERICAN PARATROOPERS

PARATROOPER PLATOON 1

Comprising: 1 Paratrooper Command Squad, 2 Paratrooper Squads

PARATROOPER COMMAND SQUAD (A)

Infantry Unit
Breakpoint: 4
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Lieutenant	M1 semi-automatic carbine, 1911 Colt pistol, MkII Pineapple grenades	commander, leader, melee expert
1	Paratrooper Second lieutenant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Corporal	Garand M1 semi-automatic rifle, MkII Pineapple grenades	leader, melee expert
4	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

SPLITTING THE PARATROOPER COMMAND SQUAD
The Paratrooper Command Squad can be split into two Sections: the first comprises the Lieutenant, the Sergeant and two Paratroopers (BR2) and the second comprises the Second lieutenant, the Corporal and two Paratroopers (BR 2).

PARATROOPER SQUAD (B)

Infantry Unit
Breakpoint: 6
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Corporal	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Machine-gunner	M1918A2 BAR automatic rifle, 1911 Colt pistol, MkII Pineapple grenades	melee expert
9	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

SPLITTING THE PARATROOPER SQUAD
Each Paratrooper Squad can be split into two Sections: the first comprises the Sergeant and seven Paratroopers (BR4) and the second comprises the Corporal, the Machine-gunner and two Paratroopers (BR2).

PARATROOPER SQUAD (C)

Infantry Unit
Breakpoint: 6
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Corporal	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Machine-gunner	M1918A2 BAR automatic rifle, 1911 Colt pistol, MkII Pineapple grenades	melee expert
9	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

SPLITTING THE PARATROOPER SQUAD
Each Paratrooper Squad can be split into two Sections: the first comprises the Sergeant and seven Paratroopers (BR4) and the second comprises the Corporal, the Machine-gunner and two Paratroopers (BR2).

PARATROOPER PLATOON 2

Comprising: 2 Paratrooper Squads, 1 Paratrooper Mortar Squad

PARATROOPER SQUAD 1 - RIFLE SECTION (D)

Infantry Unit
Breakpoint: 4
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
7	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

PARATROOPER SQUAD 1 - BAR SECTION (E)

Infantry Unit
Breakpoint: 2
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Corporal	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Machine-gunner	M1918A2 BAR automatic rifle, 1911 Colt pistol, MkII Pineapple grenades	melee expert
2	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

PARATROOPER SQUAD 2 - BAZOOKA SECTION (F)

Infantry Unit
Breakpoint: 6
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Anti-tank specialist	Bazooka, 1911 Colt pistol, MkII Pineapple grenades	melee expert
5	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

PARATROOPER SQUAD 2 - BAR SECTION (G)

Infantry Unit
Breakpoint: 2
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Corporal	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Machine-gunner	M1918A2 BAR automatic rifle, 1911 Colt pistol, MkII Pineapple grenades	melee expert
2	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

PARATROOPER MORTAR SQUAD (G)

Infantry Unit
Breakpoint: 3
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Mortarman	M2 60mm light mortar, M1 semi-automatic carbine, MkII Pineapple grenades	gunner, melee expert
4	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

SPLITTING THE PARATROOPER MORTAR SQUAD
Each Paratrooper Mortar Squad can be split into two Sections: the first comprises the Sergeant, the Mortarman and two Paratroopers (BR2) and the second comprises two Paratroopers (BR1).

AMERICAN PARATROOPERS

- ✪ Total 8 units (up to 12, if split into Sections).
- ✪ Total 62 models.
- ✪ Total 3,485 points (ABR 20)
- ✪ The units are deployed as shown on the map.

NORMANDY ATTACK is a supplement for **FINAL ASSAULT**

This Scenario Supplement concentrates on the airborne operations undertaken by the allies during Operation Overlord, or the Normandy Landings. The Supplement contains six historical scenarios that cover some of the attacks that took place during the night of D-Day:
the taking of Puppeville and Neuville, the attack on the Merville battery, the battles for Sainte-Mère-Eglise and Carentan.
The Supplement is divided into two parts: the first contains new rules for night-fighting while the second contains the scenarios.
All the scenarios in the Supplement are classified Late War.

You will need a copy of **FINAL ASSAULT** to play the scenarios inside.

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