

Parachute Company (Tunisia)

Fearless Veteran

British Mid-War

Infantry Company

Platoon	Qty	Unit	Points
Headquarters			
Parachute Company HQ (Tunisia) - p.213	2 2	Cmd SMG team ML 3" Mortar	125
Combat Platoons			
Parachute Platoon - p.213	1 6	Cmd Rifle/MG team Rifle/MG team	210
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Weapons Platoons			
Parachute Mortar Platoon - p.214	1 1 4	Cmd Rifle team Observer Rifle team ML 3" Mortar	160
Divisional Support			
Valentine Armoured Platoon (1st Army) - p.161 Confident Trained	3	Valentine III	170
Rifle Platoon (1st Army) - p.171 Confident Trained	1 1 1 6	Cmd Rifle/MG team Light Mortar team Anti-tank Rifle team Rifle/MG team	140
Royal Horse Artillery Battery (1st Army) - p.185 Fearless Trained	1 1 1 1 4	Cmd Rifle team Staff team Observer Rifle team 15 cwt truck OQF 25 pdr gun	180
Company Points:			1405

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Source document: North Africa

Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
Weapon	Range	ROF	Anti-tank	Firepower	

Cruiser Tanks

Valentine III	Slow Tank	6	5	1	Co-ax MG.
OQF 2pdr	24"/60cm	3	7	4+	No HE.

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.
ML 3" Mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		32"/80cm	-	2	6+	Smoke bombardment.
Vickers HMG (no bombardment)	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Anti-tank Rifle team	16"/40cm	1	4	5+	Tank Assault 3.
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.
Rifle team	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	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
CMP, Bedford, or Cut-down 15cwt or 3-ton truck	Wheeled	-	-	-	

Vehicle Machine-guns

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

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Special Rules

Parachute Mortar Platoon - p.214

At the start of the game before deployment you may remove the Observer Rifle team and replace all 3" mortar teams with Vickers HMG teams.

Vickers HMG teams from Parachute Mortar Platoons do not have enough ammunition for indirect fire techniques, so they cannot fire Artillery Bombardments.

Parachute Platoon - p.213

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

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

Royal Horse Artillery Battery (1st Army) - p.185

Although a Field Battery, Royal Artillery, Field Battery (SP), Royal Artillery, Royal Horse Artillery Battery, or Medium Battery,

Royal Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Staff team

of the HQ Troop must be attached to a Gun Troop from its own battery at the start of the game before deployment (see the British Artillery special rules on page 248 of the rulebook).

Royal Horse Artillery Batteries are Horse Artillery Platoons (see page 118 of the rulebook).

Royal Horse Artillery Batteries may not use the Combined Bombardment and Mike Target special rules (see page 248 of the rulebook).