

Parachute Company (6th)

Fearless Veteran

Pegasus Bridge Consolidation Force - Lieutenant-Colonel Pine-Coffin

British

Late-War

Infantry Company

Platoon	Qty	Unit	Points
Combat Platoons			
Parachute Platoon (6th) - p.23	1 1 6	Cmd Rifle/MG team PIAT team Rifle/MG team	230
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Warrior			
Lt Colonel R.G. Pine-Coffin - p.21	1	Lt Colonel R.G. Pine-Coffin	50
Company Points:			740

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Source document: Overlord book

Arsenal

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Lt Colonel R.G. Pine-Coffin with SMG	4"/10cm	3	1	6+	Full ROF when moving.
PIAT team	8"/20cm	1	10	5+	Tank assault 4.
Rifle/MG team	16"/40cm	2	2	6+	

Additional Training and Equipment

Gammon Bombs are rated as Tank Assault 3.

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Special Rules

Lt Colonel R.G. Pine-Coffin - p.21

A force led by Pine-Coffin may form a Counterattack Platoon. At the start of the game before any platoons are Deployed and before any Combat Attachments are made, a force led by Pine-Coffin may take either two or four Man-packed Gun teams from any or all Parachute Mortar Platoons and Parachute Machine-gun Platoons, and place them in a special Counterattack Platoon. Teams placed in the Counterattack Platoon become SMG teams equipped with Gammon Bombs, and are no longer part of their original platoons. The 2iC Command team is the Command team for this platoon.

If all of the Man-packed Gun teams are removed from a platoon, the Platoon Command is also added to the Counterattack Platoon as an SMG team and any Observer teams are removed.

A force led by Pine-Coffin may not use the Night Attack special rule. Instead, any or all Parachute Platoons (the Combat platoon) and Counterattack Platoons may Deploy using the Immediate Ambush special rule. Whether or not they did so, any or all Parachute Platoons may use the Spearhead Deployment special rule.

Lieutenant-Colonel Pine-Coffin is a Warrior Higher Command SMG team rated as Fearless Veteran. Pine-Coffin can join a British Parachute Company (page 22) for +50 points.

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Section Mortars

Each turn one of the Parachute Platoon's Rifle/MG teams may fire as a light Mortar team firing Smoke.