

US Airborne (1943/45)

The early successes of the German Fallschirmjäger led the United States to embark on a program to train and equip an airborne corps. The 82nd "All American" Airborne Division was the first into action in Sicily, joined by the 101st "Screaming Eagles" Airborne Division for the drops on Normandy and Operation Market Garden, and the 17th Airborne for the Rhine crossing. In the Pacific the 11th Airborne did something too!

US Airborne (1943/45)

This army list allows you to field a US Airborne army in a game of Warhammer Panzer Battles. Once you and your opponent have decided which scenario you are going to play, you will be able to choose your army using the army list and the force organisation chart.

The army list is split into five broad categories that contain troops, vehicles, and characters that you can include in your army. Each separate entry counts as one choice from the organisation chart.

Strategy

With their huge material advantage, the US forces could force the Germans to fight everywhere and anywhere they wanted. The airborne forces provided the spearhead for major operations, leading the way for the ground-based advance.

The United States has a strategy rating of 3.

Enemies

The United States and its allies knocked Italy out of the war in 1943. Only Germany and Japan remained to be subdued. Forces from the US Airborne (1944/45) list can be historically matched against the German Army (1944/45) list, the Waffen SS (1944/45) list, the Fallschirmjäger (1943/45) list, and the Japanese Army (1942/45) list.

Special Rules

Firstest with the Mostest

The US airborne forces developed a conviction in the power of speed in operations, sometimes to the detriment of other aspects of tactics. To reflect this US airborne forces may move an extra D6" in the shooting phase instead of shooting.

Parachute Landing

The Deep Strike special rule applies to all parachute troops. Parachuting is a hazardous method of deployment, with many parachutists being injured or lost. Each model landing by parachute must make a Landing Save roll on a D6. The score needed to survive is given in the following table. Failed rolls result in the model being removed from play.

	Open Terrain	Difficult Terrain
Soldier	2+	4+
Equipment (mortars, heavy machine-guns, artillery, radios, etc.)	4+	6

Parachute troops may always be brought on from reserve in the first turn if the player wishes. If they are not brought on in the first turn, they arrive randomly as normal.

Parachute troops drop from aircraft, so anti-aircraft guns may fire at any airdropped troops within range on the turn after landing regardless of intervening terrain, being assumed to shoot as the parachute troops come in for landing.

Glider Landing

Gliders are soft-skin vehicles. They deploy using a variant of the Deep Strike special rule, but cannot move once deployed. Gliders differ from most Deep Strike troops in that they can choose the direction of scatter before the distance is rolled. A glider that lands in or scatters through difficult terrain is automatically destroyed, although the passengers may roll to escape. Roll a D6 for each passenger and item of equipment. On a score of 4 to 6 the passenger is thrown clear or survives with minor injuries. On a roll of 1 to 3, the passenger is killed and is removed. The passengers in a glider cannot disembark in the turn that they land.

Gliders may always be brought on from reserve in the first turn if the player wishes. If they are not brought on in the first turn, they arrive randomly as normal.

Since gliders are aircraft, anti-aircraft guns may fire at any glider within range on the turn after landing, regardless of intervening terrain, being assumed to shoot as the glider comes in for landing.

Glider models can be very large. You might want to either use half-scale models or leave them out entirely.

Night Landings

Dropping parachute troops and gliders by night reduces their vulnerability as they land. The difficulty in finding the correct place to drop the parachutists or release the gliders increases dramatically.

Add an extra 2D6" to the scatter roll for night landings reflecting the difficulty of accurately locating the drop zone or landing zone. If two or more of the scatter dice roll 1, the glider tug or troop transport suffered such a serious navigation error that the troops were dropped too far away to take part in the battle!

Walkie-talkies

The US Army pioneered small portable radios and issued them widely. Any soldier equipped with a walkie-talkie radio may communicate with any walkie-talkie within 12" or any radio.

VIII Fighter Command – Air Superiority

The USAAF had, with its allies, wrested almost total air superiority from the German *Luftwaffe* (airforce) by 1944.

A US Airborne player may spend 50 points (for up to a 3000 point game) to have total air superiority. If this option is taken, D3 P51 Mustang fighters attack any enemy aircraft immediately before they arrive on table. P51 Mustang fighters are armed with linked heavy machine-guns (Linked Heavy 2, Strength 4, BS 3).

Ninth Airforce – Tactical Air Interdiction

The complete Allied domination of the skies posed a problem for the Germans. Not only did they face increasing attacks on the field of battle, but they also faced incredible difficulties moving reserves and supplies to the battlefields. A US Airborne player may spend 100 points (for up to a 3000 point game) to have the USAAF (US Army Air Force) strafe and bomb enemy reserves and lines of advance. If this option is taken, any reserves held by the enemy player roll on the following table to see when they arrive.

	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5+
Reserves arrive on ...	-	5+	4+	3+	2+

US Airborne Glossary

- BAR – Browning Automatic Rifle
- Captain – company officer
- Colonel – senior officer
- Commander – naval officer
- GMC – gun motor carriage
- HEAT – High Explosive Anti-Tank, hollow-charge anti-tank ammunition
- HMC – howitzer motor carriage
- Lieutenant – platoon officer
- MGMC – multiple gun motor carriage
- MMC – mortar motor carriage
- PFC – Private First Class, common soldier
- Sergeant – squad or section leader
- Staff Sergeant – assistant platoon leader
- USAAF – United States Army Airforce
- USN – United States Navy

US Airborne Summary

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Sv</i>
Colonel	3	3	3	3	1	3	1	9	6+
Captain	3	3	3	3	1	3	1	8	6+
PFC	3	3	3	3	1	3	1	7	6+
Staff Sergeant	3	3	3	3	1	3	1	7	6+
Veteran Staff Sergeant	4	4	3	3	1	4	2	8	6+
Sergeant	3	3	3	3	1	3	1	7	6+
Veteran Sergeant	4	4	3	3	1	4	2	8	6+
Gunner	2	3	3	3	1	2	1	7	6+
Lieutenant	3	3	3	3	1	3	1	8	6+
Marksman	3	3	4	3	1	3	1	7	6+

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Jeep	5	5	5	-

US Airborne Weapons Summary

Infantry Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
Colt .45" ACP pistol	12	2	6	Pistol
Shotgun	18	2	6	Assault 2
M1 or M3 submachine-gun	12	2	6	Assault 3
M1 carbine	18	2	6	Rapid-fire 2
M1903 Springfield sniper rifle	24	3	5	Heavy 1
M1 Garand rifle	24	3	5	Rapid-fire 2
Grenade Launcher	18	2	-	Heavy 1/Blast
Or firing HEAT	18	5	6	Heavy 1
M1918 BAR automatic rifle	24	3	5	Rapid-fire 4
M1919 light machine-gun	24	3	5	Heavy 6
M1917 heavy machine-gun	36	3	5	Heavy 8
M1 60 mm light mortar	G 6-30	3	-	Heavy 1/Blast
M1 81 mm medium mortar	G 12-36	4	-	Heavy 1/Blast
Bazooka rocket firing HEAT	18	7	5	Heavy 2
Flame-thrower	Temp	4	5	Assault 1

Heavy Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
Browning 0.50" heavy anti-aircraft machine-gun	24	4	5	Heavy 4
British OQF 6 pdr anti-tank gun	24	7	3	Heavy 2
Or firing High Explosive	24	3	-	Heavy 2/Blast

Artillery Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
M1 75 mm pack howitzer	24	5	4	Heavy 2
Or firing High Explosive	24	4	-	Heavy 2/Blast
Or firing a barrage	G 48	4	-	Heavy 1/Blast
M3 105 mm howitzer	24	6	3	Heavy 2
Or firing High Explosive	24	5	-	Heavy 2/Blast
Or firing a barrage	G 60	5	-	Heavy 1/Blast

HEAT (High Explosive Anti-tank) is a shaped-charge, low-velocity anti-tank ammunition. Treat all Penetrating Hits from HEAT ammunition as Glancing Hits.

Transport

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Jeep	5	5	5	-
Glider	5	5	5	-

Type: Jeeps are fast, open-topped, wheeled vehicles. Gliders are a special type of aircraft.

Crew: Each glider has a crew of two Glider Pilots.

Passengers: Jeeps can carry three models and tow one towed weapon.

Glider Pilot

Each glider had two pilots. The pilots join the units they land with and fight until relieved.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Glider Pilot	3	3	3	3	1	3	1	7	6+

Weapons: M1 carbine.

Character: A Glider Pilot is a character attached to one of the units that land in the pilot's glider.

HQ

Parachute Headquarters

Parachute Headquarters: 1 Parachute Headquarters Squad
 0 to 2 Machine-gun Sections
 0 to 2 Mortar Sections

Parachute Headquarters Squad70 points/85 points
The Headquarters Squad co-ordinates the various components of a force. The Captain or Colonel devises the strategy for the coming battle, controlling and co-ordinating the groups under their command.

	<i>Points/ model</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Led by Colonel	85	3	3	3	3	1	3	1	9	6+
Led by Captain	70	3	3	3	3	1	3	1	8	6+
Staff Sergeant	-	3	3	3	3	1	3	1	7	6+
PFC	-	3	3	3	3	1	3	1	7	6+
Veteran Staff Sergeant	+15	4	4	3	3	1	4	2	8	6+

Squad: The Parachute Headquarters Squad consists of 1 Colonel or Captain, 1 Staff Sergeant and 6 PFC's.

Weapons: M1 carbines and fragmentation grenades. The Colonel or Captain is armed with a Colt .45" ACP pistol or an M1 carbine.

Options: The Staff Sergeant may be armed with an M1 or M3 Submachine-gun for +2 points. Up to one PFC may be armed with a Bazooka anti-tank rocket in addition to a rifle for +5 points. Up to one model may be armed with a shotgun for +1 point.

Company Weapons: Each Parachute Company had a mortar section consisting of 2 PFC's armed with M1 carbines and a M1 60 mm light mortar. This section may be allocated to the Parachute Headquarters Squad or any Parachute HQ Squad. For each Parachute Headquarters in the detachment you may allocated one section for +25 points.

Characters: A Colonel or Captain are independent characters and follows all the rules for characters given in the Warhammer 40,000 rules. The Staff Sergeant may be upgraded to a Veteran Staff Sergeant for +15 points.

Signaller: One PFC is equipped as a signaller.

Medic: One PFC may be upgraded to an aidman trained as a medic for +10 points.

Special Rules

Leadership: Any US airborne squad or weapon crew within 12" of a Parachute Headquarters Squad may use the Colonel's or Captain's Leadership characteristic for all Leadership tests.

Signaller: A signaller or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Aidman: An aidman or medic allows any one model within 12" to ignore the first failed saving throw it rolls in every turn. The medic may not save any model that has suffered 'Instant Death' (see page 53 of the Warhammer 40,000 rulebook) or that has been hit by a close combat weapon that allows no save at all. The medic may not save models while the medic is in base contact with an enemy model.

Airdropped: A Parachute HQ may be airdropped using the Parachute Landing special rules.

Parachute Brigade: A detachment with a Parachute HQ may take Parachute Platoons as Troops choices.

Machine-gun Section.....20 points per machine-gun

Machine-gun sections at the battalion level provide extra firepower to the paratroops in both attack and defence.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Sergeant	3	3	3	3	1	3	1	7	6+
PFC	3	3	3	3	1	3	1	7	6+

Section: A Machine-gun Section consists of a Sergeant and 1 or 2 light machine-guns. Each machine-gun has a crew of 3 PFC's.

Weapons: M1919 light machine-guns. Each PFC is armed with an M1 carbine.

Options: Up to one PFC may be armed with a Bazooka anti-tank rocket launcher in addition to a carbine for +5 points. Up to one PFC may have a walkie-talkie radio for +10 points.

Mortar Section.....30 points per mortar

Mortar sections in battalion's weapons company provide firepower to the infantry in both attack and defence.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Sergeant	3	3	3	3	1	3	1	6	6+
PFC	3	3	3	3	1	3	1	6	6+

Section: A Mortar Section consists of a Sergeant and 1 or 2 mortars. Each mortar has a crew of 3 PFC's.

Weapons: M1 81 mm medium mortars. Each PFC is armed with an M1 carbine.

Options: Up to one PFC may be armed with a Bazooka anti-tank rocket launcher in addition to a carbine for +5 points. Up to one PFC may have a walkie-talkie radio for +10 points.

Glider Headquarters

Glider Headquarters:

- 1 Glider Headquarters Squad**
- 0 to 4 Machine-gun Sections**
- 0 to 2 Mortar Sections**
- 0 to 1 Anti-tank Platoon**
- 0 to 1 Air Control Post**

Glider Headquarters Squad55 points/75 points
The Headquarters Squad co-ordinates the various components of a force. The Captain or Colonel devises the strategy for the coming battle, controlling and co-ordinating the groups under their command.

	<i>Points/ model</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Led by Colonel	75	3	3	3	3	1	3	1	8	6+
Led by Captain	55	3	3	3	3	1	3	1	7	6+
Staff Sergeant	-	3	3	3	3	1	3	1	6	6+
PFC	-	3	3	3	3	1	3	1	6	6+
Veteran Staff Sergeant	+15	4	4	3	3	1	4	2	8	6+

Squad: The Headquarters Squad consists of 1 Colonel or Captain, 1 Staff Sergeant and 6 PFC's.

Weapons: M1 carbines and fragmentation grenades. The Colonel or Captain is armed with a Colt .45" ACP pistol or an M1 carbine.

Options: The Staff Sergeant may be armed with an M1 or M3 Submachine-gun for +2 points. Up to one PFC may be armed with a Bazooka anti-tank rocket in addition to a rifle for +5 points. Up to one model may be armed with a shotgun for +1 point.

Company Weapons: Each Glider Company had a weapons platoon containing light machine-gun and mortar teams. Each team consists of 2 PFC's armed with M1 carbines and a support weapon. These teams may be allocated to the Glider Headquarters Squad or any Glider HQ Squad. For each Glider Headquarters in the detachment you may allocated up to 2 teams equipped with a M1919 light machine-gun for +20 points per team and up to 3 teams equipped with a M1 60 mm light mortar for +25 points per team.

Characters: A Colonel or Captain are independent characters and follows all the rules for characters given in the Warhammer 40,000 rules. The Staff Sergeant may be upgraded to a Veteran Staff Sergeant for +15 points.

Transport: The Headquarters Squad includes three jeeps.

Signaller: One PFC is equipped as a signaller.

Medic: One PFC may be upgraded to an aidman trained as a medic for +10 points.

Special Rules

Leadership: Any US squad or weapon crew within 12" of a Glider Headquarters Squad may use the Colonel's or Captain's Leadership characteristic for all Leadership tests.

Signaller: A signaller or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Aidman: An aidman or medic allows any one model within 12" to ignore the first failed saving throw it rolls in every turn. The medic may not save any model that has suffered 'Instant Death' (see page 53 of the Warhammer 40,000 rulebook) or that has been hit by a close combat weapon that allows no save at all. The medic may not save models while the medic is in base contact with an enemy model.

Gliders: A Glider HQ may be air-landed using the Glider Landing special rules.

Machine-gun Section.....26 points per machine-gun
Machine-gun sections at the battalion level provide extra firepower to the infantry in both attack and defence.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Sergeant	3	3	3	3	1	3	1	6	6+
PFC	3	3	3	3	1	3	1	6	6+

Section: A Machine-gun Section consists of a Sergeant and 1 or 2 heavy machine-guns. Each machine-gun has a crew of 3 PFC's.

Weapons: M1917 heavy machine-guns. Each PFC is armed with an M1 carbine.

Options: Up to one PFC may be armed with a Bazooka anti-tank rocket launcher in addition to a carbine for +5 points. Up to one PFC may have a walkie-talkie radio for +10 points.

Mortar Section.....30 points per mortar
Mortar sections in battalion's weapons company provide firepower to the infantry in both attack and defence.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Sergeant	3	3	3	3	1	3	1	6	6+
PFC	3	3	3	3	1	3	1	6	6+

Section: A Mortar Section consists of a Sergeant and 1 to 3 mortars. Each mortar has a crew of 3 PFC's.

Weapons: M1 81 mm medium mortars. Each PFC is armed with an M1 carbine.

Options: Up to one PFC may be armed with a Bazooka anti-tank rocket launcher in addition to a carbine for +5 points. Up to one PFC may have a walkie-talkie radio for +10 points.

Anti-tank Platoon 25 points per gun
Originally equipped with 37 mm anti-tank guns, the airborne divisions were re-equipped with British airborne models of the OQF 6 pdr before they saw action.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Staff Sergeant	3	3	3	3	1	3	1	6	6+
PFC	2	3	3	3	1	2	1	6	6+

Platoon: An Anti-tank Platoon consists of a Staff Sergeant and 1 to 3 anti-tank guns. Each gun had a crew of 3 PFC's.

Weapons: British OQF 6pdr anti-tank gun. Each PFC is armed with an M1 carbine.

Options: Up to one PFC in each gun crew may be armed with a Bazooka anti-tank rocket launcher in addition to a carbine for +5 points. Up to one PFC may carry a walkie-talkie radio and act as a signaller for +10 points.

Vehicles: Anti-tank Platoon includes a jeep to tow each gun.

0 to 1 Air Control Post 250 points

The US Army Air Force attached pilots to airborne units in order to closely co-ordinate air strikes with ground operations.

Armour:	Front	Side	Rear	BS
Air Control Post	5	5	5	-
P47 Thunderbolt fighter-bomber	8	8	8	3

Type: Air Control Posts (ACP) travel in jeeps, which are fast, open-topped wheeled vehicles. Thunderbolt fighter-bombers are fighter aircraft.

Armament: Thunderbolt fighter-bombers may attack with either 5" Rockets (Ordnance 1/Blast, Range Guess 18, Strength 7, AP 3) or machine-guns (Linked Heavy 5, Range 18, Strength 4, AP 5).

Special Rules

Cab Rank: An ACP is in constant contact with a 'cab rank' of fighter-bombers waiting overhead. The ACP may call one Thunderbolt fighter-bomber from the cab rank each turn. Bring on a new Thunderbolt fighter at the start of each turn as if it had just arrived from reserves. The aircraft must attack a target visible to the ACP. Do not roll to see if the aircraft attacks the wrong target, it is always under the owning player's control.

Losses: Each Thunderbolt fighter-bomber damaged by the enemy gains them 60 victory points. Each Thunderbolt fighter-bomber destroyed by the enemy gains them 120 victory points.

Elites

Airborne Engineer Platoon

**Airborne Engineer Platoon: 0 to 1 Airborne Engineer HQ Squad at 40 points
1 to 3 Airborne Engineer Squads at 70 points each**

Airborne Engineer HQ Squad

The airborne engineer battalion was usually divided up so that each Airborne Command or Regimental Airborne Team had one company attached.

	WS	BS	S	T	W	I	A	Ld	Save
Lieutenant	3	3	3	3	1	3	1	8	6+
Staff Sergeant	3	3	3	3	1	3	1	7	6+
PFC	3	3	3	3	1	3	1	7	6+
Veteran Staff Sergeant	4	4	3	3	1	4	2	8	6+

Squad: The Airborne Engineer HQ Squad consists of 1 Lieutenant, 1 Staff Sergeant and 4 PFC's.

Weapons: M1 carbines and fragmentation grenades. The Lieutenant is armed with a Colt .45" ACP pistol or an M1 carbine.

Options: The Staff Sergeant may be armed with an M1 or M3 Submachine-gun for +2 points. Any models may be armed with a M1 Garand rifle for +3 points. Up to one model may be armed with a shotgun for +1 point. Up to one PFC may be armed with a Bazooka anti-tank rocket launcher in addition to a carbine or rifle for +5 points. Up to one PFC may carry a walkie-talkie radio for +10 points.

Characters: The Lieutenant is a character and follows the rules for characters given in the Warhammer 40,000 rules. The Staff Sergeant may be upgraded to a Veteran Staff Sergeant for +15 points.

Transport: The Airborne Engineer HQ Squad may include two jeeps for +12 points.

Special Rules

Leadership: Any Airborne Engineer Squad within 12" of an Airborne Engineer HQ Squad may use the Lieutenant's Leadership characteristic for all Leadership tests.

Engineers: Airborne Engineer Platoons are combat engineers.

Demolitions and Obstacles: A player with an Airborne Engineer Squad in their detachment may place D3 minefields, booby traps,

razor wire obstacles, or craters in their deployment area for each Airborne Engineer Squad before deploying any of their troops.

Mine Clearance: Infantry and engineers may attempt to gap a minefield while moving at D6" per turn. Troops attempting to gap a minefield may not shoot. Engineers attempting to gap a minefield only trigger mines on a roll of 6. If a model attempting to gap a minefield crosses the minefield successfully, that section of minefield is destroyed. Note that engineers crossing the minefield normally do not destroy minefield sections.

Gliders: Airborne Engineer Platoons air-landed deploying using the Glider Landing special rules.

Airborne Engineer Squad

US engineers were primarily concerned with creating field defences, minefields and demolitions, rather than being assault engineers on the German model.

	WS	BS	S	T	W	I	A	Ld	Save
Sergeant	3	3	3	3	1	3	1	7	6+
PFC	3	3	3	3	1	3	1	7	6+
Veteran Sergeant	4	4	3	3	1	4	2	8	6+

Squad: An Airborne Engineer Squad consists of a Sergeant and 10 PFC's.

Weapons: M1 carbines and fragmentation grenades.

Options: The Staff Sergeant may be armed with an M1 or M3 Submachine-gun for +2 points. Any models may be armed with a M1 Garand rifle for +3 points. 1 or 2 PFC's must be armed with M1918 BAR automatic rifles for +13 points per model. Up to one model may be armed with a shotgun for +1 point. Up to one PFC may be armed with a Bazooka anti-tank rocket launcher in addition to a carbine or rifle for +5 points. Up to two PFC's may be armed with a flame-thrower for +5 points. Up to one PFC may carry a walkie-talkie radio for +10 points.

Character: The Sergeant may be upgraded to a Veteran Sergeant for +15 points.

Transport: Airborne Engineer Squads may include four jeeps for +20 points.

Airborne Anti-tank Platoon

	Points/gun	WS	BS	S	T	W	I	A	Ld	Save
Staff Sergeant	25	3	3	3	3	1	3	1	7	6+
PFC	-	3	3	3	3	1	3	1	7	6+

The Airborne Anti-aircraft Battalion was formed by drafting companies from the glider battalions. A, B and C Batteries had anti-tank guns.

Platoon: An Airborne Anti-tank Platoon consists of a Staff Sergeant and 1 to 4 anti-tank guns. Each anti-tank gun has a crew of 3 PFC's.

Weapons: British OQF 6 pdr anti-tank gun. Each PFC is armed with an M1 carbine.

Options: Up to one PFC may be armed with a Bazooka anti-tank rocket launcher in addition to a carbine or rifle for +5 points. Up to one PFC may carry a walkie-talkie radio for +10 points.

Vehicles: Airborne Anti-tank Platoons include a jeep to tow each gun.

Airborne Anti-aircraft Platoon

	Points/gun	WS	BS	S	T	W	I	A	Ld	Save
Staff Sergeant	15	3	3	3	3	1	3	1	7	6+
PFC	-	3	3	3	3	1	3	1	7	6+

D, E, and F Batteries of the Airborne Anti-aircraft Battalion were equipped with 0.50" heavy machine-guns. Initially they only had AA mounts, but they quickly acquired ground mounts for infantry support work.

Platoon: An Airborne Anti-aircraft Platoon consists of a Staff Sergeant and 1 to 6 anti-aircraft guns. Each gun has a crew of 2 PFC's.

Weapons: Browning 0.50" heavy anti-aircraft machine-gun. Each PFC is armed with an M1 carbine.

Options: Up to one PFC may be armed with a Bazooka anti-tank rocket launcher in addition to a carbine or rifle for +5 points. Up to one PFC may carry a walkie-talkie radio for +10 points.

Army

You may use any choice from the US Army list as an Elites choice.

Troops

Glider Platoon

Glider Platoon: **1 Glider HQ Squad at 40 points**
 1 to 4 Glider Squads at 80 points each.

Glider HQ Squad

Glider troops are less risky than parachute troops, however they are vulnerable and need secure landing areas.

	WS	BS	S	T	W	I	A	Ld	Save
Lieutenant	3	3	3	3	1	3	1	8	6+
Staff Sergeant	3	3	3	3	1	3	1	7	6+
PFC	3	3	3	3	1	3	1	7	6+
Marksman	3	4	3	3	1	3	1	7	6+
Veteran Staff Sergeant	4	4	3	3	1	4	2	8	6+

Squad: A Glider HQ Squad consists of 1 Lieutenant, 1 Staff Sergeant and 4 PFC's.

Weapons: M1 Garand rifles and fragmentation grenades. The Lieutenant is armed with a Colt .45" ACP pistol or an M1 carbine.

Options: The Staff Sergeant may be armed with an M1 or M3 Submachine-gun for +1 point. Up to one model may be armed with a shotgun for +1 point. Up to one PFC may be armed with a Bazooka anti-tank rocket in addition to a rifle for +5 points. Up to one PFC may have a walkie-talkie radio for +10 points.

One PFC may be trained as a Marksman, armed with a M1903 Springfield sniper rifle, at no cost.

Characters: The Lieutenant is a character and follows the rules for characters given in the Warhammer 40,000 rules. The Staff Sergeant may be upgraded to a Veteran Staff Sergeant for +15 points.

Medic: One PFC may be upgraded to an aidman trained as a medic for +10 points.

Special Rules

Leadership: Any Glider Squad within 12" of a Glider HQ Squad may use the Lieutenant's Leadership characteristic for all Leadership tests.

Marksman: Units suffering casualties from sniper rifles must test to avoid pinning as for a barrage.

Aidman: An aidman or medic allows any one model within 12" to ignore the first failed saving throw it rolls in every turn. The medic may not save any model that has suffered 'Instant Death' (see page 53 of the Warhammer 40,000 rulebook) or that has been hit by a close combat weapon that allows no save at all. The medic may not save models while the medic is in base contact with an enemy model.

Glidery: Glider Platoons may be air-landed using the Glider Landing special rules.

Glider Squad

Glider infantry didn't need the specialist jump training of the paratroopers, but it still took guts to board a frail wooden glider bound deep in enemy territory. Glider platoons usually had only two squads until 1945.

	WS	BS	S	T	W	I	A	Ld	Save
Sergeant	3	3	3	3	1	3	1	7	6+
PFC	3	3	3	3	1	3	1	7	6+
Veteran Sergeant	4	4	3	3	1	4	2	8	6+

Squad: A Glider Squad consists of a Sergeant and 11 PFC's.

Weapons: M1 Garand rifles and fragmentation grenades.

Options: The Sergeant may be armed with an M1 or M3 Submachine-gun for +1 point. 1 or 2 PFC's must be armed with M1918 BAR automatic rifles for +13 points per model. Up to one model may be armed with a shotgun for +1 point. Up to one PFC may be armed with a grenade launcher as well as a rifle for +1 point.

Character: The Sergeant may be upgraded to a Veteran Sergeant for +15 points.

Fast Attack

Parachute Platoon

Parachute Platoon: 1 Parachute HQ Squad at 25 points
1 to 3 Parachute Squads at 45 points each.

Parachute HQ Squad

Parachute infantry come into action faster than glider-landed troops, but at the risk of greater scattering and casualties.

	WS	BS	S	T	W	I	A	Ld	Save
Lieutenant	3	3	3	3	1	3	1	8	6+
Staff Sergeant	3	3	3	3	1	3	1	7	6+
PFC	3	3	3	3	1	3	1	7	6+
Marksman	3	4	3	3	1	3	1	7	6+
Veteran Staff Sergeant	4	4	3	3	1	4	2	8	6+

Squad: A Parachute HQ Squad consists of 1 Lieutenant, 1 Staff Sergeant and 4 PFC's.

Weapons: M1 carbines and fragmentation grenades. The Lieutenant is armed with a Colt .45" ACP pistol or an M1 carbine.

Options: The Staff Sergeant may be armed with an M1 or M3 Submachine-gun for +2 points. Up to one model may be armed with a shotgun for +1 point. Up to one PFC may be armed with a Bazooka anti-tank rocket in addition to their carbine or rifle for +5 points. Up to one PFC may have a walkie-talkie radio for +10 points.

One PFC may be trained as a Marksman, armed with a M1903 Springfield sniper rifle, at no cost.

Characters: The Lieutenant is a character and follows the rules for characters given in the Warhammer 40,000 rules. The Staff Sergeant may be upgraded to a Veteran Staff Sergeant for +15 points.

Medic: One PFC may be upgraded to an aidman trained as a medic for +10 points.

Special Rules

Leadership: Any Parachute Squad within 12" of a Parachute HQ Squad may use the Lieutenant's Leadership characteristic for all Leadership tests.

Marksman: Units suffering casualties from sniper rifles must test to avoid pinning as for a barrage.

Aidman: An aidman or medic allows any one model within 12" to ignore the first failed saving throw it rolls in every turn. The medic may not save any model that has suffered 'Instant Death' (see page 53 of the Warhammer 40,000 rulebook) or that has been hit by a close combat weapon that allows no save at all. The medic may not save models while the medic is in base contact with an enemy model.

Airdropped: Parachute Platoons may be airdropped using the Parachute Landing special rules.

Parachute Squad

Paratroopers are an unusual breed, adding the 'thrill' of a parachute jump to the normal risks of combat. Until 1945, parachute platoons had only two squads.

	WS	BS	S	T	W	I	A	Ld	Save
Sergeant	3	3	3	3	1	3	1	7	6+
PFC	3	3	3	3	1	3	1	7	6+
Veteran Sergeant	4	4	3	3	1	4	2	8	6+

Squad: A Parachute Squad consists of a Sergeant and 11 PFC's.

Weapons: M1 carbines and fragmentation grenades.

Options: The Sergeant may be armed with an M1 or M3 Submachine-gun for +2 points. 1 or 2 PFC's must be armed with M1919 light machine-guns for +13 points per model. Any soldiers may be armed with an M1 Garand rifle for +3 points per model. Up to one model may be armed with a M1918 BAR automatic rifle for +13 points. Up to one model may be armed with a shotgun for +1 point. Up to one PFC may be armed with a grenade launcher as well as a rifle for +1 point.

Character: The Sergeant may be upgraded to a Veteran Sergeant for +15 points.

Heavy Support

Parachute Field Artillery Platoon

Field Artillery Platoon: 1 Platoon HQ at 60 points
1 to 2 Pack Howitzers

Platoon HQ 60 points
In theory the parachute field artillery could land guns anywhere to support the infantry. In reality the losses in guns and jeeps on landing was so high that they achieved little.

	WS	BS	S	T	W	I	A	Ld	Save
Lieutenant	3	3	3	3	1	3	1	8	6+
Gunner	2	3	3	3	1	2	1	7	6+

Troop: A Platoon HQ consists of a Lieutenant and a Gunner equipped as a signaller.

Weapon: The Lieutenant is armed with a Colt .45" ACP pistol. The Gunner is armed with an M1 carbine.

Character: The Lieutenant is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

Vehicle: The Platoon HQ includes a Jeep.

Special Rules

Leadership: Any field gun crew within 12" of a Platoon HQ may use the Leadership score of the Lieutenant for all Leadership tests.

Signaller: A signaller or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Air-dropped: Parachute Field Artillery Platoons may be airdropped using the Parachute Landing special rules.

Pack Howitzer 35 points per gun
The parachute field artillery battalions traded in their 105 mm howitzers for the air-droppable 75 mm pack howitzer.

	WS	BS	S	T	W	I	A	Ld	Save
Sergeant	3	3	3	3	1	3	1	7	6+
Gunner	2	3	3	3	1	2	1	7	6+

Gun: A Light Howitzer has a crew of a Sergeant and three Gunners.

Weapons: M1 75 mm pack howitzer. Each Gunner is armed with an M1 carbine.

Options: Up to one Gunner be armed with a Bazooka anti-tank rocket launcher in addition to a carbine for +5 points.

Vehicle: Pack Howitzers include two jeeps to tow the gun and carry the ammunition and crew. If one jeep is lost the crew must walk.

Glider Field Artillery Platoon

Field Artillery Platoon: 1 Platoon HQ at 60 points
1 to 3 Howitzers

Platoon HQ 60 points
Although the glider artillery required clear landing grounds, it was able to come into operation quicker and with fewer casualties.

	WS	BS	S	T	W	I	A	Ld	Save
Lieutenant	3	3	3	3	1	3	1	7	6+
Gunner	2	3	3	3	1	2	1	6	6+

Troop: A Platoon HQ consists of a Lieutenant and a Gunner equipped as a signaller.

Weapon: The Lieutenant is armed with a Colt .45" ACP pistol. The Gunner is armed with an M1 carbine.

Character: The Lieutenant is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

Vehicle: The Platoon HQ includes a Jeep.

Special Rules

Leadership: Any field gun crew within 12" of a Platoon HQ may use the Leadership score of the Lieutenant for all Leadership tests.

Signaller: A signaller or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Gliders: Glider Field Artillery Platoons may be air-landed using the Glider Landing special rules.

Pack Howitzer 35 points per gun
The basic weapon of the glider field artillery battalions was the 75 mm pack howitzer.

	WS	BS	S	T	W	I	A	Ld	Save
Sergeant	3	3	3	3	1	3	1	7	6+
Gunner	2	3	3	3	1	2	1	7	6+

Gun: A Light Howitzer has a crew of a Sergeant and three Gunners.

Weapons: M1 75 mm pack howitzer. Each Gunner is armed with an M1 carbine.

Options: Up to one Gunner be armed with a Bazooka anti-tank rocket launcher in addition to a carbine for +5 points.

Vehicle: Pack Howitzers include two jeeps to tow the gun and carry the ammunition and crew. If one jeep is lost the crew must walk.

Light Howitzer 45 points per gun
A small number of the infantry-support version of the 105 mm were used for heavier work.

	WS	BS	S	T	W	I	A	Ld	Save
Sergeant	3	3	3	3	1	3	1	6	6+
Gunner	2	3	3	3	1	2	1	6	6+

Gun: A Light Howitzer has a crew of a Sergeant and four Gunners.

Weapons: M3 105 mm howitzer. Each Gunner is armed with an M1 carbine.

Options: Up to one Gunner be armed with a Bazooka anti-tank rocket launcher in addition to a rifle for +5 points.

Vehicle: Light Howitzers include two jeeps to tow the gun and carry the ammunition and crew. If one jeep is lost the crew must walk.

US Army Appendices

Force Structure

Parachute

The parachute battalions provide a rapid-insertion force to seize and hold ground beyond the enemy lines. The platoons are well equipped to hold their position with numerous automatic weapons. Use your parachute platoons to capture unprotected objectives and to prepare safe landing grounds for your vulnerable glider troops.

Glider

The glider battalions provide the backup for the parachute troops. Once the paratroops have secured a landing zone, pour in the glider platoons and use their 'gung ho' style to move rapidly against tougher objectives. Once within range of the objective, launch a classic infantry attack supported by the glider artillery. Use your speed to catch the enemy unawares and seek out weak spots. Your glider platoons should never stop firing while the enemy is in sight, their Garand rifles and BAR automatic rifles give them the ability to shoot on the move.

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