

2. Paratrooper 2nd Edition

Revised 04/09

Paratrooper Misc. Counters

para01

| Counter | No. | ID | Nationality | Notes |
|--|-----|----------|---------------------|------------------|
| PzKpfw IVC | 1 | E | German | 19. |
| Pz 35R 731(f) | 4 | A-B; D-E | German | 44.1 |
| Marder I(f) | 1 | C | German | 45. |
| AT 57L M1 57mm AT Gun | 1 | F | American | 7. |
| AT 75 7.5cm PaK 97/38 | 1 | E | German | 9. |
| <i>Abandoned [Scrounged]</i> | | | <i>Game-Veh/Ord</i> | |
| Area Acquisition | 6 | A-F | Game-Veh/Ord | (American Green) |
| <i>Allied Integrity Base [DM]</i> | | | <i>Game-Basic</i> | |
| <i>Allied VP [DM]</i> | | | <i>Game-Basic</i> | |
| <i>Axis Integrity Base [DM]</i> | | | <i>Game-Basic</i> | |
| <i>Axis VP [DM]</i> | | | <i>Game-Basic</i> | |
| Blaze [Flame] | 8 | | Game-Terr | |
| <i>Bounding Fire [Prep Fire]</i> | | | <i>Game-Basic</i> | |
| Bridge [Ford] | 1 | | Game-Terr | |
| BU [CE] | 1 | | Game-Veh/Ord | |
| Burning Building [Destroyed Bridge] | 2 | | Game-Terr | |
| <i>CC [Melee]</i> | | | <i>Game-Basic</i> | |
| <i>CE [BU]</i> | | | <i>Game-Veh/Ord</i> | |
| Climb 2 [Climb 1] | 2 | | Game-Basic | |
| <i>Climb 1 [Climb 2]</i> | | | <i>Game-Basic</i> | |
| Crest [Roadblock] | 6 | | Game-Terr | |
| <i>Destroyed Bridge [Burning Building]</i> | | | <i>Game-Terr</i> | |
| <i>Dispersed Smoke +2 (Gray) [Smoke +3]</i> | | | <i>Game-Terr</i> | |
| <i>Dispersed Smoke +2 (White) [Smoke +3]</i> | | | <i>Game-Terr</i> | |
| <i>Disrupted [TI]</i> | | | <i>Game-Basic</i> | |
| DM [Allied Integrity Base] | 1 | | Game-Basic | |
| DM [Allied VP] | 1 | | Game-Basic | |
| DM [Axis Integrity Base] | 1 | | Game-Basic | |
| DM [Axis VP] | 1 | | Game-Basic | |
| DM [EC] | 1 | | Game-Basic | |
| DM [Low Ammo] | 4 | | Game-Basic | |
| DM [Wind] | 1 | | Game-Basic | |
| <i>EC [DM]</i> | | | <i>Game-Basic</i> | |
| Encircled | 4 | | Game-Basic | |
| First Fire [Final Fire] | 18 | | Game-Basic | |
| <i>Final Fire [First Fire]</i> | | | <i>Game-Basic</i> | |
| <i>Flame [Blaze]</i> | | | <i>Game-Terr</i> | |
| <i>Foot Bridge [Wall Advantage]</i> | | | <i>Game-Terr</i> | |
| <i>Ford [Bridge]</i> | | | <i>Game-Terr</i> | |
| Foxhole 1S [Foxhole 2S] | 8 | | Game-Terr | |
| <i>Foxhole 2S [Foxhole 1S]</i> | | | <i>Game-Terr</i> | |
| Foxhole 3S [Trench] | 2 | | Game-Terr | |
| HD 1 [HD 2R] | 2 | | Game-Veh/Ord | |

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| <i>HD 2R [HD 1]</i> | | | <i>Game-Veh/Ord</i> | |
| HD 3 [HD 2L] | 2 | | Game-Veh/Ord | |
| <i>HD 2L [HD 3]</i> | | | <i>Game-Veh/Ord</i> | |
| <i>Immobilized [Motion]</i> | | | <i>Game-Veh/Ord</i> | |
| Intensive Fire [No Fire] | 2 | | Game-Veh/Ord | |
| Labor -1 [Labor -2] | 3 | | Game-Basic | |
| <i>Labor -2 [Labor -1]</i> | | | <i>Game-Basic</i> | |
| Level 2 [Level 1] | 14 | | Game-Terr | |
| <i>Level 1 [Level 2]</i> | | | <i>Game-Terr</i> | |
| <i>Low Ammo [DM]</i> | | | <i>Game-Veh/Ord</i> | |
| Melee [CC] | 2 | | Game-Basic | |
| Motion [Immobilized] | 4 | | Game-Veh/Ord | Correction (Para1) |
| <i>No Fire [Intensive Fire]</i> | | | <i>Game-Basic</i> | |
| PIN | 10 | | Game-Basic | |
| Prep Fire [Bounding Fire] | 18 | | Game-Basic | |
| <i>Recall [STUN]</i> | | | <i>Game-Veh/Ord</i> | |
| <i>Roadblock [Crest]</i> | | | <i>Game-Terr</i> | |
| Scrounged [Abandoned] | 2 | | Game-Veh/Ord | |
| Shock [UK] | 2 | | Game-Veh/Ord | |
| Smoke +3 [Dispersed Smoke +2 (Gray)] | 12 | | Game-Terr | |
| Smoke +3 [Dispersed Smoke +2 (White)] | 4 | | Game-Terr | |
| Smoke Grenade +2 [WP Grenade +1] | 6 | | Game-Terr | Correction (Para1) |
| Sniper | 1 | | American | |
| Sniper | 1 | | German | |
| <i>Stone Rubble [Wood Rubble]</i> | | | <i>Game-Terr</i> | |
| stun | 3 | | Game-Veh/Ord | |
| STUN [Recall] | 3 | | Game-Veh/Ord | |
| TB Partial [TB 4-1] | 3 | | Game-Terr | |
| <i>TB 4-1 [TB Partial]</i> | | | <i>Game-Terr</i> | |
| TB 4-2 [TB 4-3] | 3 | | Game-Terr | |
| <i>TB 4-3 [TB 4-2]</i> | | | <i>Game-Terr</i> | |
| TCA BU [TCA CE] | 4 | | Game-Veh/Ord | |
| <i>TCA CE [TCA BU]</i> | | | <i>Game-Veh/Ord</i> | |
| TI [Disrupted] | 12 | | Game-Basic | |
| <i>Trench [Foxhole 3S]</i> | | | <i>Game-Terr</i> | |
| Turn Marker | 1 | | Game-Basic | German/American |
| <i>UK [Shock]</i> | | | <i>Game-Veh/Ord</i> | |
| Unarmed Unit 3 [Unarmed Unit 2] | 5 | J-N | Game-Basic | |
| <i>Unarmed Unit 2 [Unarmed Unit 3]</i> | | <i>J-N</i> | <i>Game-Basic</i> | |
| Wall Advantage [Foot Bridge] | 6 | | Game-Basic | |
| <i>Wind [DM]</i> | | | <i>Game-Basic</i> | |
| Wind Direction | 1 | | Game-Basic | |
| Wood Rubble [Stone Rubble] | 16 | | Game-Basic | |
| <i>WP Grenade +1 [Smoke Grenade +2]</i> | | | <i>Game-Terr</i> | <i>Correction (Para1)</i> |

2. Paratrooper 2nd Edition

Paratrooper Infantry

para02

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|----------------------------------|-----|-------|-------------|-------------------------------------|
| 10-3 | 1 | | American | Maj Leeman |
| 10-3 | 1 | | German | Maj von Schoff |
| 10-2 | 1 | | American | Cpt Suchar |
| 10-2 | 1 | | German | Cpt Raisch |
| 9-2 | 2 | | American | Lt Tumbull, Lt Wray |
| 9-2 | 2 | | German | Lt Klaus, Lt Kühler |
| 9-1 | 2 | | American | Col Shanley, Lt Oakley |
| 9-1 | 2 | | German | Lt Baumann, Lt Reinsch |
| 8-1 | 2 | | American | Sgt Nixon, Sgt Stahler |
| 8-1 | 2 | | German | Sgt Kalmer, Sgt Weising |
| 8-0 | 2 | | American | Sgt Owens, Sgt Patterson |
| 8-0 | 3 | | German | Sgt Fischer, Sgt Huber, Sgt Schultz |
| 7-0 | 2 | | American | Cpl Frazier, Cpl Wilson |
| 7-0 | 2 | | German | Cpl Thalheim, Cpl Werth |
| 6+1 | 1 | | American | Col Gammon |
| 6+1 | 1 | | German | Col Wöhler |
| 1-4-9 | 3 | | American | Lyell, Murphy, Wise |
| 1-4-9 | 3 | | German | Guthmann, Kleiss, Leyser |
| 7 ³ -4-7 Elite | 12 | AA-LL | American | |
| 4 ² -6-8 Elite Square | 3 | AA-CC | German | |
| 4 ¹ -6-7 1st Line | 19 | AA-SS | German | |
| 4-4-7 2nd Line | 12 | AA-LL | German | |
| 4-3-6 Conscript | 12 | AA-LL | German | |
| 3-3-7 Elite HS | 11 | AA-KK | American | |
| 2-4-8 Elite Square HS | 8 | S-Z | German | |
| 2-4-7 1st Line HS | 12 | AA-LL | German | |
| 2-3-7 2nd Line HS | 8 | AA-HH | German | |
| 2-3-6 Conscript HS | 8 | AA-HH | German | |
| 2-2-8 Infantry crew | 1 | 11 | German | |
| 2-2-7 Infantry crew | 1 | 11 | American | |
| 1-2-7 Vehicular crew | 3 | 11-13 | German | |
| HMG MG42 | 2 | A-B | German | |
| MMG Browning M1919A4 | 3 | A-C | American | |
| MMG MG34 or MG42 | 3 | A-C | German | |
| LMG MG34 | 5 | A-E | German | |
| dm HMG [dm MMG] | | | American | |
| dm HMG [dm MMG] | | | German | |
| dm MMG [dm HMG] | 2 | | American | |
| dm MMG [dm HMG] | 3 | A-C | German | |
| BAZ 44 M9A1 | 6 | K-P | American | |
| DC M37 | 1 | A | American | |
| MTR 50* 5cm leGrW 36 | 2 | A; F | German | 1. |
| MTR 60* M2 60mm Mortar | 2 | B-C | American | 1. |

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| Concealment 1/2-inch [CX] | 18 | AA-RR | German | |
| dm MTR 50mm [dm MTR 81mm] | 2 | | German | |
| dm MTR 60mm M2 [dm MTR 60mm M19] | 2 | | American | |
| dm MTR 60mm M19 [dm MTR 60mm M2] | | | American | |
| dm MTR 81mm [dm MTR 50mm] | | | German | |
| PSK RP54 | 2 | K-L | German | |
| Target Acquisition | 6 | A-F | Game-Veh/Ord | (American Green) |
| Berserk [Wound] | 4 | | Game-Basic | |
| Bog [Mired] | 4 | | Game-Veh/Ord | |
| CMG Disabled [CMG Malfunction] | | | Game-Veh/Ord | |
| CMG Malfunction [CMG Disabled] | 4 | | Game-Veh/Ord | |
| Concealment 1/2-inch [CX] | 18 | AA-RR | American | |
| CX [Concealment 1/2-inch] | | | Game-Basic | |
| Fanatic | 4 | | Game-Basic | |
| Fire Lane 1 [Fire Lane 2] | 2 | B-C | Game-Basic | New arrow style |
| Fire Lane 2 [Fire Lane 1] | | | Game-Basic | New arrow style |
| Fire Lane 4 [Fire Lane 6] | 1 | A | Game-Basic | New arrow style |
| Fire Lane 6 [Fire Lane 4] | | | Game-Basic | New arrow style |
| Gun Malfunction [Gun Disabled] | 2 | | Game-Veh/Ord | |
| Hero [Wounded Hero] | 2 | | Game-Basic | |
| Mired [Bog] | | | Game-Veh/Ord | |
| Residual Fire 1 [Residual Fire 2] | | | Game-Basic | |
| Residual Fire 12 [Residual Fire 8] | | | Game-Basic | |
| Residual Fire 2 [Residual Fire 1] | 9 | | Game-Basic | |
| Residual Fire 4 [Residual Fire 6] | 5 | | Game-Basic | |
| Residual Fire 6 [Residual Fire 4] | | | Game-Basic | |
| Residual Fire 8 [Residual Fire 12] | 3 | | Game-Basic | |
| Wound [Berserk] | | | Game-Basic | |
| Wounded Hero [Hero] | | | Game-Basic | |

Scenarios

Mapboards

Mounted

| Name | ID | ID | Description |
|-----------------------|--------|----|-----------------------------------|
| Defiance on Hill 30 | ASL 11 | 2 | Country; level 2 Hills |
| Confusion Reigns | ASL 12 | 4 | Farmland; woods and grainfields |
| Le Manoir | ASL 13 | 24 | Village; valley, gully and cliffs |
| Silence that Gun | ASL 14 | | |
| Trapped! | ASL 15 | | |
| No Better Spot to Die | ASL 16 | | |
| Lost Opportunities | ASL 17 | | |
| The Roadblock | ASL 18 | | |