

## 2. Paratrooper 1st Edition

Revised 04/09

### Paratrooper 1/2-inch Counters

8226031/32

Counter	No.	ID	Nationality	Notes
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, Handschuh, Leyser
7 <sup>3</sup> -4-7 Elite	12	AA-LL	American	
4 <sup>2</sup> -6-8 Elite Square	3	AA-CC	German	
4 <sup>1</sup> -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 MG 42	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 MMG [dm HMG]	2		American	
dm HMG [dm MMG]			American	
dm MMG [dm HMG]	3	A-C	German	
dm HMG [dm MMG]			German	
BAZ 44 M9A1	6	K-P	American	
DC M37	1	A	American	
MTR 60* M2 60mm Mortar	2	B-C	American	1.
MTR 50* 5cm leGrW 36	2	A; F	German	1.

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dm MTR 60mm M2 [dm MTR 60mm M19]	2		American	
<i>dm MTR 60mm M19 [dm MTR 60mm M2]</i>			<i>American</i>	
dm MTR 50mm [dm MTR 81mm]	2		German	
<i>dm MTR 81mm [dm MTR 50mm]</i>			<i>German</i>	
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 Malfunction [CMG Disabled]	4		Game-Veh/Ord	
<i>CMG Disabled [CMG Malfunction]</i>			<i>Game-Veh/Ord</i>	
Concealment 1/2-inch [CX]	18	AA-RR	American	
Concealment 1/2-inch [CX]	18	AA-RR	German	
<i>CX [Concealment 1/2-inch]</i>			<i>Game-Basic</i>	
Fanatic	4		Game-Basic	
Fire Lane 1 [Fire Lane 2]	2	B-C	Game-Basic	Old pointer style; New arrow style with Para2, CdG
<i>Fire Lane 2 [Fire Lane 1]</i>			<i>Game-Basic</i>	<i>Old pointer style; New arrow style with Para2, CdG</i>
Fire Lane 4 [Fire Lane 6]	1	A	Game-Basic	Old pointer style; New arrow style with Para2, CdG
<i>Fire Lane 6 [Fire Lane 4]</i>			<i>Game-Basic</i>	<i>Old pointer style; New arrow style with Para2, CdG</i>
Gun Malfunction [Gun Disabled]	2		Game-Veh/Ord	
Gun Disabled [Gun Malfunction]			Game-Veh/Ord	
Hero [Wounded Hero]	2		Game-Basic	
<i>Mired [Bog]</i>			<i>Game-Veh/Ord</i>	
Residual Fire 2 [Residual Fire 1]	9		Game-Basic	
<i>Residual Fire 1 [Residual Fire 2]</i>			<i>Game-Basic</i>	
Residual Fire 4 [Residual Fire 6]	5		Game-Basic	
<i>Residual Fire 6 [Residual Fire 4]</i>			<i>Game-Basic</i>	
Residual Fire 8 [Residual Fire 12]	3		Game-Basic	
<i>Residual Fire 12 [Residual Fire 8]</i>			<i>Game-Basic</i>	
<i>Wound [Berserk]</i>			<i>Game-Basic</i>	
<i>Wounded Hero [Hero]</i>			<i>Game-Basic</i>	

### Paratrooper 5/8-inch Counters

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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. <b>Errata:</b> Should have (f) in its name (PB/Para2)
AT 57L M1 57mm AT Gun	1	F	American	7.
AT 75 7.5cm PaK 97/38	1	E	German	9.
Abandoned [Scrounged]	2		Game-Veh/Ord	
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	

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Counter	No.	ID	Nationality	Notes
<i>Bounding Fire [Prep Fire]</i>			<i>Game-Basic</i>	
Bridge [Ford]	1		Game-Basic	
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-Veh/Ord	
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	
<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	<b>Errata:</b> Should not contain "No Ordnance" (HL/Para2) Add "TH: 2x↓ dr"
<i>No Fire [Intensive Fire]</i>			<i>Game-Basic</i>	

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Counter	No.	ID	Nationality	Notes
PIN	10		Game-Basic	
Prep Fire [Bounding Fire]	18		Game-Basic	
<i>Recall [STUN]</i>			<i>Game-Veh/Ord</i>	
<i>Roadblock [Crest]</i>			Game-Terr	
<i>Scrounged [Abandoned]</i>			<i>Game-Veh/Ord</i>	
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	<b>Note:</b> Should have green printing on white (CdG/Para2)
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>	<b>Errata:</b> Should have green printing on white (CdG/Para2)

### Scenarios

### Mapboards Mounted

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