

US AIRBORNE

- 1: Running body
- 2: Kneeling body
- 3: Standing body A
- 4: Standing body B
- 5: Standing body C
- 6: Prone body
- 7: Prone leg A
- 8: Prone leg B
- 9: 30 Cal LMG arm
- 10: 30 Cal LMG bipod
- 11: 30 Cal loader left arm
- 12: 30 Cal ammunition box
- 13: 30 Cal loaders arm
- 14: BAR right arm
- 15: BAR left arm
- 16: M1 Garand firing right arm
- 17: M1 Garand firing left arm
- 18: M1 Garand advancing left arm
- 19: M1 Garand advancing right arm
- 20: Thompson SMG firing right arm
- 21: Thompson SMG firing left arm
- 22: Slung Thompson SMG right arm
- 23: Slung M1 Carbine right arm
- 24: Shouldered Thompson SMG right arm
- 25: Left arm retrieving clip from ammunition pouches

- 26: M1 Garand right arm reloading
- 27: M1 Carbine firing arms
- 28: M1 Garand slung right arm
- 29 & 30: Left arm with open hand
- 31: Arm with Colt pistol
- 32: Arm pointing
- 33: Arms with field glasses
- 34: Right arm wielding machete
- 35: Backpack and equipment
- 36: Backpack
- 37: Entrenching tool and G.P. bag
- 38: Left arm
- 39: Heads with netted Helmets
- 40: Heads with M1 helmets
- 41: Heads with Mohawk haircuts
- 42: Officers head wearing side cap
- 43: Field Dressings (for netted helmets)
- 44: Thompson SMG ammunition pouches
- 45: Knife
- 46: BAR ammunition pouches
- 47: Double bandolier
- 48: Bandolier
- 49: Pigeon
- 50: Pistol in holster
- 51: Hand grenades



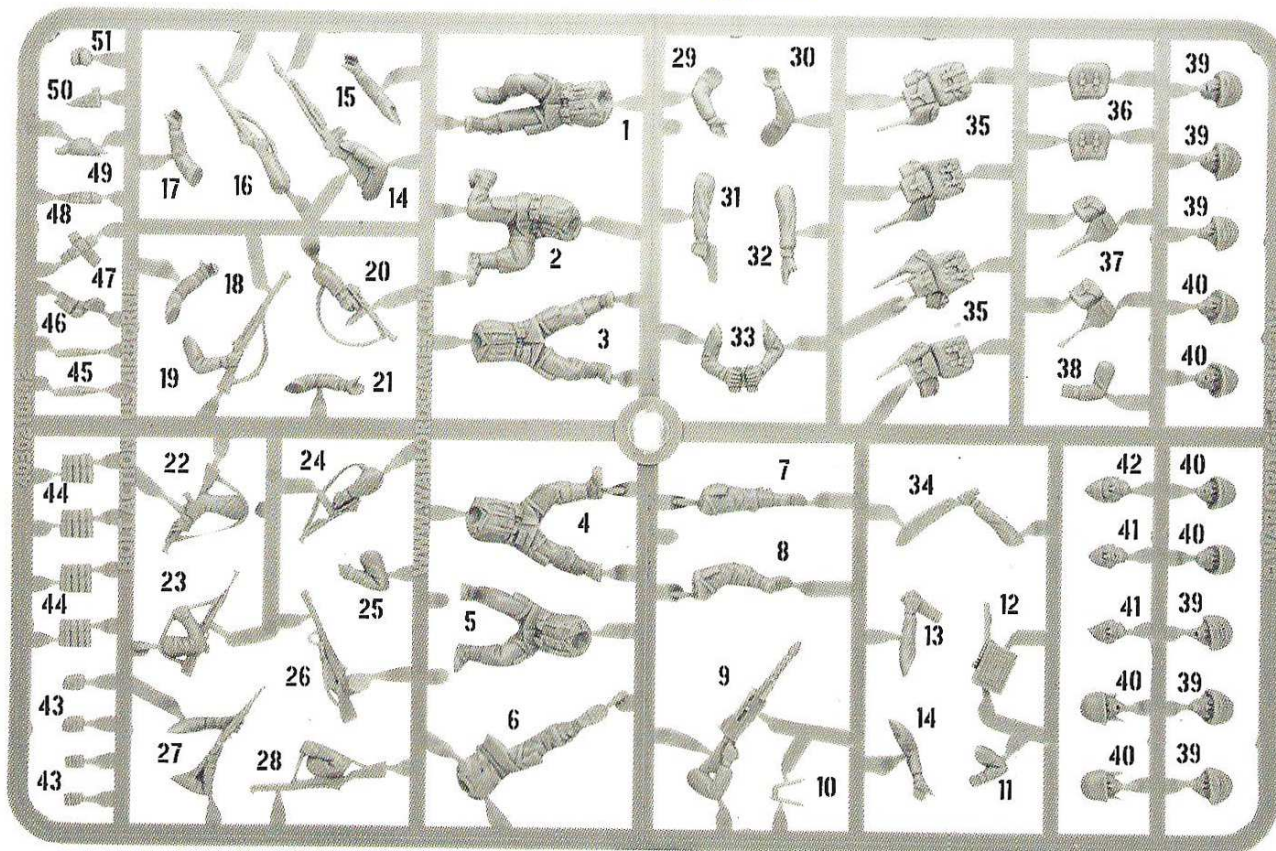
▶ US Airborne units made use of helmet symbols to identify various units, in particular the 101st Airborne – the famous 'Screaming Eagles'. This set has a waterslide decal sheet with, amongst other things, playing card symbols to make squad identification easier on the tabletop.



▲ Following D-Day the US Airborne would increasingly make use of the Browning Automatic Rifle. Although only on their TO&E as an optional weapon, paratroopers appreciated the heavier firepower a single soldier could lay down with the BAR.



◀ Some US paratroopers shaved their hair into Mohawks, in conjunction with face paint, to intimidate the enemy. We've included optional heads for these fearsome-looking paratroopers - the model here is seen taking a new rifle ammunition clip from his pouches.





US PARATROOPER SQUAD (LATE WAR)

The plastic US Airborne figures in this set are wearing the new M-1943 uniform as worn post D-Day. This was introduced as the US military was attempting to universalise the uniforms across the various elements of it's structure. Changes to the squad composition and equipment were also instituted at this time and this army list entry should be used for engagements after the Normandy landings in June 1944. The US Paratroopers (Late War) count as an infantry squad for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook. They can also be fielded on any selector that allows US Paratroopers from Operation Market Garden onwards.



Cost	Veteran Infantry 84pts
Composition	1 NCO and 5 men
Weapons	M1 Garand rifles or M1 carbines (rifles)
Options	<ul style="list-style-type: none"> - Add up to 6 additional men with rifles for +14pts each - The NCO and up to 4 men can have submachine guns instead of rifles for +3pts each - Up to 1 man can have a BAR M1918A2 automatic rifle instead of a rifle for +5pts - Up to 2 men can have a light machine gun for +20pts – for each light machine gun included another man becomes the loader. - The squad can be given anti-tank grenades for +2pts per man
Special Rules	<ul style="list-style-type: none"> - Tank hunters (if anti-tank grenades taken) - Stubborn. Paratroops don't give in easily! If forced to check their morale when reduced to half strength then they always test on their full morale value ignoring any pin markers.

