2. Paratrooper 1st Edition

Paratrooper 1/2-inch Counters **8226031/32**

Counter	No.	ID	Nationality	Notes
10-3	1		American	Maj Leeman
10-3	1		German	Maj vonSchoff
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 Kuhler
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 Wohler
1-4-9	3		American	Lyell, Murphy, Wise
1-4-9	3		German	Guthmann, Kleiss, Leyser
$\underline{7}^{3}$-$\underline{4}$-$\underline{7}$	12	AA-LL	American	
4^{2}-$\underline{6}$-8	3	AA-CC	German	
4^{1}-$\underline{6}$-7	19	AA-SS	German	
4-$\underline{4}$-7	12	AA-LL	German	
4-$\underline{3}$-6	12	AA-LL	German	
3-3-$\underline{7}$	11	AA-KK	American	
2-4-8	8	S-Z	German	
2-4-7	12	AA-LL	German	
2-3-7	8	AA-HH	German	
2-3-6	8	AA-HH	German	
2-2-8 crew	1	11	German	
2-2-7 crew	1	11	American	
1-2-7 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 or MG42	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	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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Counter	No.	ID	Nationality	Notes
dm MTR 60* M2 [dm MTR 60* M19]	2		American	
dm MTR 60 M19 [dm MTR 60* M2]*			*American*	
dm MTR 50* [dm MTR 81*]	2		German	
dm MTR 81 [dm MTR 50*]*			*German*	
PSK RP54	2	K-L	German	
Acquisition 1/2-inch	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	
CMG Disabled [CMG Malfunction]			*Game-Veh/Ord*	
Concealment 1/2-inch [CX]	18	AA-RR	American	
Concealment 1/2-inch [CX]	18	AA-RR	German	
CX [Concealment 1/2-inch]			Game-Basic	
Fanatic	4		Game-Basic	
Fire Lane 1 [Fire Lane 2]	2	B-C	Game-Basic	Old pointer style; New arrow style with Para 2nd, CdG
Fire Lane 2 [Fire Lane 1]			*Game-Basic*	Old pointer style; New arrow style with Para 2nd, CdG
Fire Lane 4 [Fire Lane 6]	1	A	Game-Basic	Old pointer style; New arrow style with Para 2nd, CdG
Fire Lane 6 [Fire Lane 4]			*Game-Basic*	Old pointer style; New arrow style with Para 2nd, CdG
Gun Malfunction [Gun Disabled]	2		Game-Veh/Ord	
Gun Disabled [Gun Malfunction]			Game-Veh/Ord	
Hero [Wounded Hero]	2		Game-Basic	
Mired [Bog]			*Game-Veh/Ord*	
Residual Fire 2 [Residual Fire 1]	9		Game-Basic	
Residual Fire 1 [Residual Fire 2]			*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	
Residual Fire 12 [Residual Fire 8]			*Game-Basic*	
Wound [Berserk]			*Game-Basic*	
Wounded Hero [Hero]			*Game-Basic*	

Paratrooper 5/8-inch Counters **8226035/36**

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. **Errata:** Should have (f) in it's name (PB/Para 2nd)
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	
Acquisition 5/8-inch	6	A-F	Game-Veh/Ord	(American Green)
Allied Integrity Base [DM]			*Game-Basic*	
Allied VP [DM]			*Game-Basic*	
Axis Integrity Base [DM]			*Game-Basic*	
Axis VP [DM]			*Game-Basic*	
Blaze [Flame]	8		Game-Terr	
Bounding Fire [Prep Fire]			*Game-Basic*	

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Counter	No.	ID	Nationality	Notes
Bridge TEM [Ford]	1		Game-Basic	
BU [CE]	1		Game-Veh/Ord	
Burning Building [Destroyed Bridge]	2		Game-Terr	
CC [Melee]			*Game-Basic*	
CE [BU]			*Game-Veh/Ord*	
Climb 2 [Climb 1]	2		Game-Basic	
Climb 1 [Climb 2]			*Game-Basic*	
Crest [Roadblock]	6		Game-Terr	
Destroyed Bridge [Burning Building]			*Game-Terr*	
Dispersed Smoke +2 (Gray) [Smoke +3]			*Game-Terr*	
Dispersed Smoke +2 (White) [Smoke +3]			*Game-Terr*	
Disrupted [TI]			*Game-Basic*	
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	
EC [DM]			*Game-Basic*	
Encircled	4		Game-Veh/Ord	
First Fire [Final Fire]	18		Game-Basic	
Final Fire [First Fire]			*Game-Basic*	
Flame [Blaze]			*Game-Terr*	
Foxhole 1S [Foxhole 2S]	8		Game-Terr	
Foxhole 2S [Foxhole 1S]			*Game-Terr*	
Foxhole 3S [Trench]	2		Game-Terr	
HD 1 [HD 2R]	2		Game-Veh/Ord	
HD 2R [HD 1]			*Game-Veh/Ord*	
HD 3 [HD 2L]	2		Game-Veh/Ord	
HD 2L [HD 3]			*Game-Veh/Ord*	
Immobilized [Motion]			*Game-Veh/Ord*	
Intensive Fire [No Fire]	2		Game-Veh/Ord	
Labor -1 [Labor -2]	3		Game-Basic	
Labor -2 [Labor -1]			*Game-Basic*	
Level 2 [Level 1]	14		Game-Terr	
Level 1 [Level 2]			*Game-Terr*	
Low Ammo [DM]			*Game-Veh/Ord*	
Melee [CC]	2		Game-Basic	
Motion [Immobilized]	4		Game-Veh/Ord	**Errata:** Should not contain "No Ordnance" (HL/Para 2nd)
No Fire [Intensive Fire]			*Game-Basic*	
PIN	10		Game-Basic	
Pontoon Bridge [Wall Advantage]			*Game-Terr*	
Prep Fire [Bounding Fire]	18		Game-Basic	
Recall [STUN]			*Game-Veh/Ord*	

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Counter	No.	ID	Nationality	Notes
Roadblock [Crest]			Game-Terr	
Scrounged [Abandoned]			*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	**Errata:** Should have green printing on white (CdG/Para2)
Sniper	1		American	
Sniper	1		German	
Stone Rubble [Wood Rubble]			*Game-Terr*	
stun	3		Game-Veh/Ord	
STUN [Recall]	3		Game-Veh/Ord	
TB Partial [TB 4-1]	3		Game-Terr	
TB 4-1 [TB Partial]			*Game-Terr*	
TB 4-2 [TB 4-3]	3		Game-Terr	
TB 4-3 [TB 4-2]			*Game-Terr*	
TCA BU [TCA CE]	4		Game-Veh/Ord	
TCA CE [TCA BU]			*Game-Veh/Ord*	
TI [Disrupted]	12		Game-Basic	
Trench [Foxhole 3S]			*Game-Terr*	
Turn Marker	1		Game-Basic	American/*German*
UK [Shock]			*Game-Veh/Ord*	
Unarmed Unit 3 [Unarmed Unit 2]	5	J-N	Game-Basic	
Unarmed Unit 2 [Unarmed Unit 3]		*J-N*	*Game-Basic*	
Wall Advantage [Pontoon Bridge]	6		Game-Basic	
Wind [DM]			*Game-Basic*	
Wind Direction	1		Game-Basic	
Wood Rubble [Stone Rubble]	16		Game-Basic	
WP Grenade +1 [Smoke Grenade +2]			*Game-Terr*	***Errata:*** *Should have green printing on white (CdG/Para2)*

Scenarios

Name	ID.
Defiance on Hill 30	ASL 11
Confusion Reigns	ASL 12
Le Manior	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

Maps

ID	Description
2	Country; Level 2 Hills