

# BAND OF BROTHERS

## 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



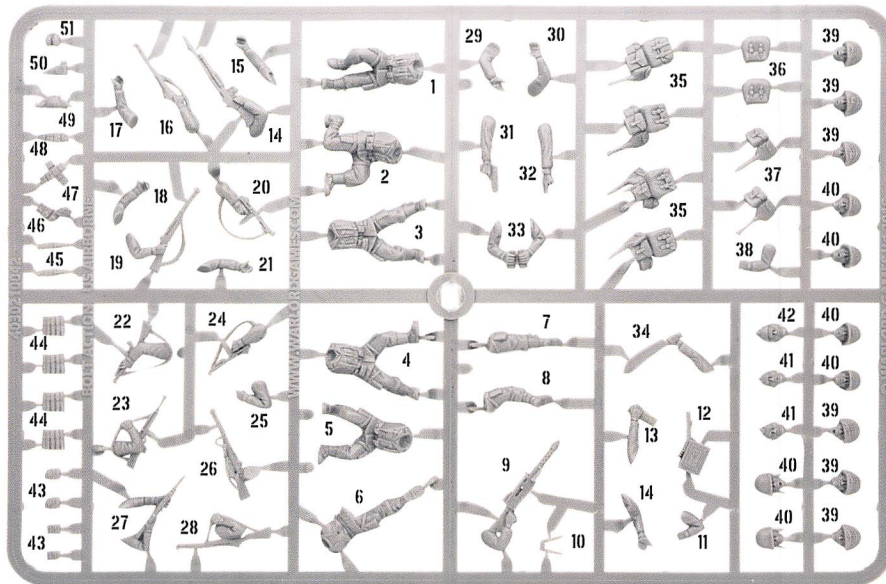
▶ US Airborne units made use of helmet symbols to identify various units, in particular the 101st Airborne – the famous 'Screaming Eagles'. The US Airborne decal sheet – available at [warlordgames.com](http://warlordgames.com) – includes these playing card symbols, as well as shoulder patches, rank markings and US flags.



▲ 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 its 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.



<b>Cost</b>	Veteran Infantry 84pts
<b>Composition</b>	1 NCO and 5 men
<b>Weapons</b>	M1 Garand rifles or M1 carbines (rifles)
<b>Options</b>	<ul style="list-style-type: none"> <li>- Add up to 6 additional men with rifles for +14pts each</li> <li>- The NCO and up to 4 men can have submachine guns instead of rifles for +3pts each</li> <li>- Up to 1 man can have a BAR M1918A2 automatic rifle instead of a rifle for +5pts</li> <li>- Up to 2 men can have a light machine gun for +20pts – for each light machine gun included another man becomes the loader.</li> <li>- The squad can be given anti-tank grenades for +2pts per man</li> </ul>
<b>Special Rules</b>	<ul style="list-style-type: none"> <li>- Tank hunters (if anti-tank grenades taken)</li> <li>- 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.</li> </ul>

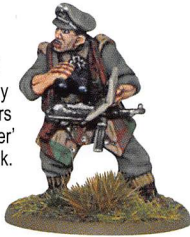


# BAND OF BROTHERS

# GERMAN GRENADIERS



As the war progressed German officers dressed more like their men – and less like a target for enemy snipers! Here these officers have retained their 'crusher' caps as a sign of their rank.



The German Heer decal sheet, available at [warlordgames.com](http://warlordgames.com), provides markings that allow you to add rank markings to your squads. Here a *gefreiter* (acting corporal) aims his Panzerfaust at an Allied tank..



The Zeltbahn camouflage cape is actually a quarter of a tent that squad members would share when camped. It also proved a valuable camouflage garment when worn and, on the whole, matched the same splinter pattern as the helmet covers.



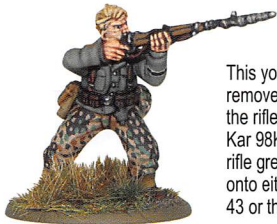
Here a Grenadier has captured a Soviet PPSH sub-machine gun. Soldiers of all armies would make good use of enemy weapons when they could get hold of them and the PPSH was an oft-acquired weapon in German forces.



Not the sight you want to see if you're in an Allied tank! This Grenadier has gathered several Panzerfausts for his squad. Note that not all Panzerfausts were painted dark yellow. The markings on the Panzerfausts are also to be found on the German Heer decal sheet.



The figures in this set are also ideal for use as the *Waffen-SS*. All you need to do is paint their clothing with a suitable *Waffen-SS* camouflage pattern. You could also make use of the Warlord Games *Waffen-SS* decal sheets to apply cuff bands, etc.



This young *Waffen-SS* soldier has removed his helmet to better aim the rifle grenade attached to his Kar 98K rifle. You can attach the rifle grenade launcher supplied onto either the Kar 98K, Gewehr 43 or the STG44 assault rifle.



This MG42 light machine gun team are hastily redeploying to a better firing position. Note the spare barrel cases slung across their backs; the barrels of these weapons overheated rather quickly due to their prodigious rate of fire and had to be replaced regularly.



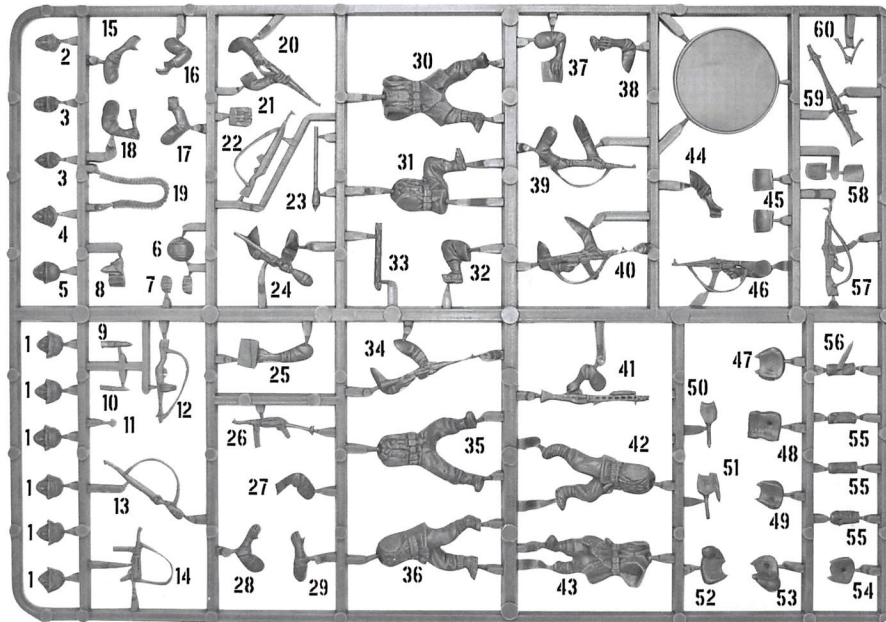
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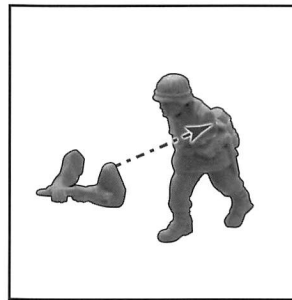
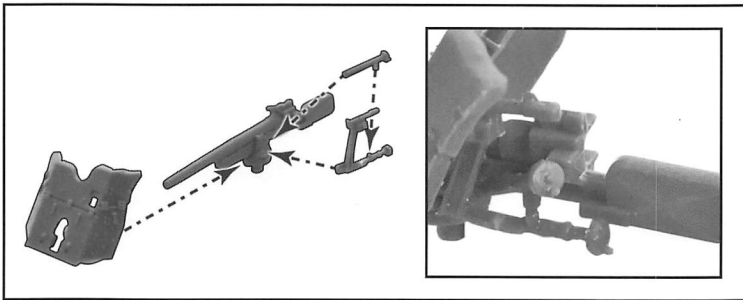
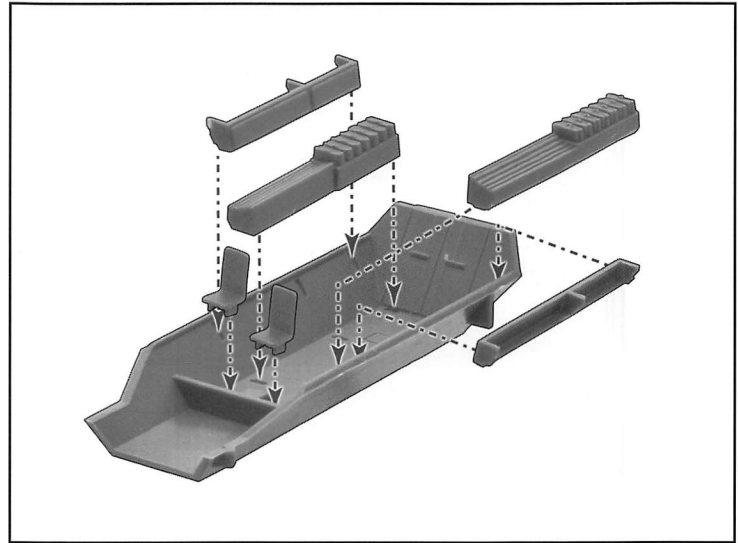
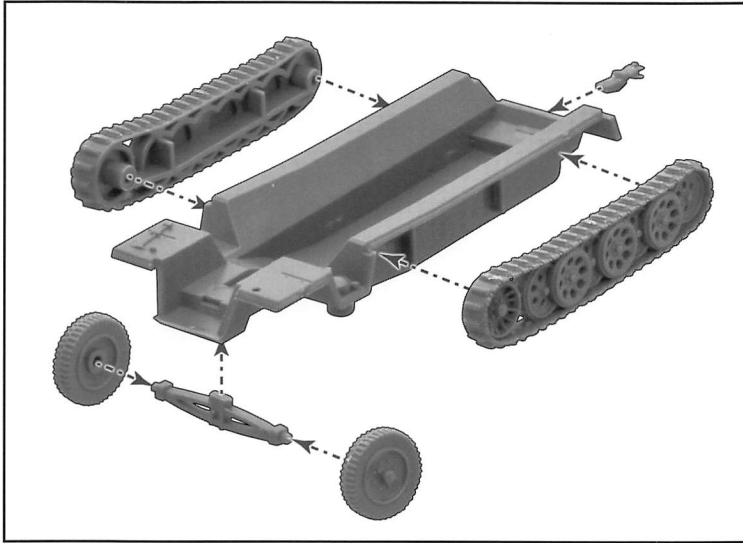
- 1: Head in covered stahlhelm
- 2: Bare head
- 3: Head in field cap
- 4: Head in officer's peaked cap
- 5: Head in stahlhelm
- 6: Spare covered stahlhelm
- 7: Gewehr 43 ammunition pouches
- 8: MG42 accessory pouch and pistol holster
- 9: Rifle grenade attachment
- 10: Bayonet
- 11: Iron Cross medal
- 12: Soviet PPSH sub-machine gun
- 13: Kar 98K rifle
- 14: MP40 sub-machine gun
- 15: Carrying arm
- 16 - 17: Weapon arms advancing
- 18: Grenade throwing arm
- 19: MG42 ammunition belt
- 20: Arms firing Kar 98k rifle
- 21: Officer map case
- 22: Gewehr 43 semi-automatic rifle
- 23: Panzerfaust anti-tank weapon
- 24: Arms firing Panzerfaust
- 25: Arm with MG42 ammunition case
- 26: MP40 sub-machine gun
- 27: MP40/MG42/Assault rifle right arm
- 28: MP40 left arm
- 29: Assault rifle/MG42 left arm
- 30: Body in Zeltbahn tent quarter poncho
- 31: Kneeling body
- 32: Leg for kneeling body
- 33: MG42 spare barrel case

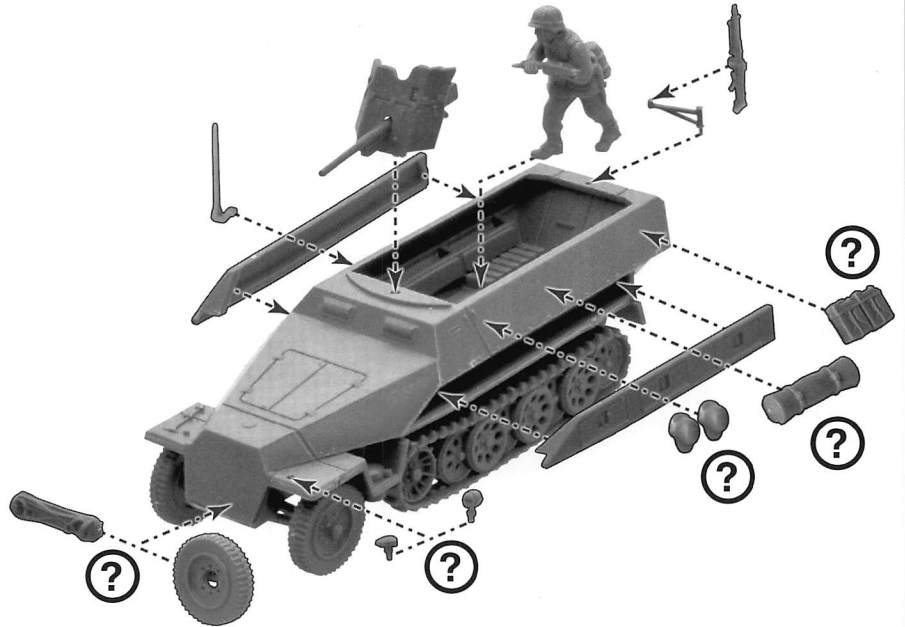
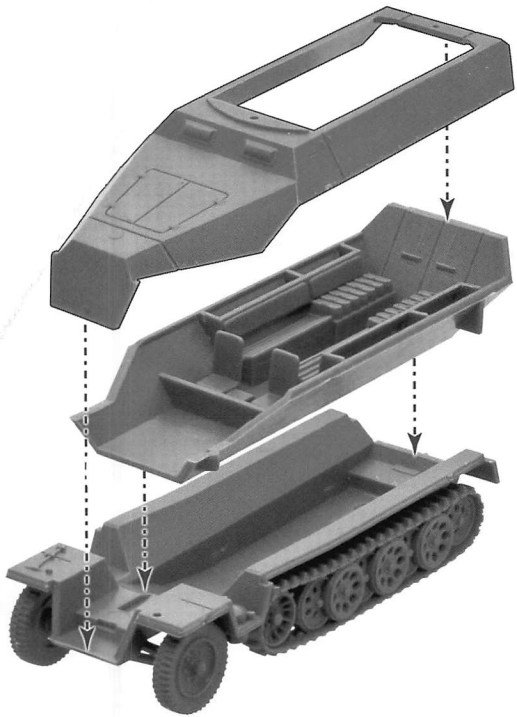
- 34: Arms with Gewehr 43
- 35: Body in M99 uniform
- 36: Advancing body
- 37: Left arm holding map
- 38: Right arm with field glasses
- 39: Arms holding Kar 98K rifle
- 40: Arms with STG44 assault rifle
- 41: MG42 carrying arm
- 42: Advancing body
- 43: Body in Zeltbahn tent quarter poncho advancing
- 44: Left arm for STG44 assault rifle
- 45: STG44 assault rifle ammunition pouches
- 46: Right arm with STG44 assault rifle
- 47 - 54: Personal equipment
- 55: Gas Mask case
- 56: Gas Mask case and bayonet
- 57: STG44 assault rifle
- 58: MP40 sub-machine gun ammunition pouches
- 59: MG42 light machine gun
- 60: MG42 bipod



# SD.KFZ 251/10 (PAK 36) AUSF D HALF-TRACK

Follow these simple instructions to build your plastic half-track. Items with a question mark symbol (?) are either alternative assemblies, or extra components to customise your vehicle.





Component code: 407000007

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