

2. Paratrooper 2nd Edition

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.
Abandoned [Scrounged]			Game-Veh/Ord	
Acquired Target 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	
Bridge [Ford]	1		Game-Terr	Errata: TEM should be -1
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-Basic	
First Fire [Final Fire]	18		Game-Basic	
Final Fire [First Fire]			Game-Basic	
Flame [Blaze]			Game-Terr	
Foot Bridge [Wall Advantage]			Game-Terr	
Ford [Bridge]			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	

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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

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, Kleiss, Leyser
<u>7</u> ³ - <u>4</u> - <u>7</u> Elite	12	AA-LL	American	
<u>4</u> ² - <u>6</u> - <u>8</u> Elite Square	3	AA-CC	German	
<u>4</u> ¹ - <u>6</u> - <u>7</u> 1st Line	19	AA-SS	German	
<u>4</u> - <u>4</u> - <u>7</u> 2nd Line	12	AA-LL	German	
<u>4</u> - <u>3</u> - <u>6</u> Conscript	12	AA-LL	German	
<u>3</u> - <u>3</u> - <u>7</u> Elite HS	11	AA-KK	American	
<u>2</u> - <u>4</u> - <u>8</u> Elite Square HS	8	S-Z	German	
<u>2</u> - <u>4</u> - <u>7</u> 1st Line HS	12	AA-LL	German	
<u>2</u> - <u>3</u> - <u>7</u> 2nd Line HS	8	AA-HH	German	
<u>2</u> - <u>3</u> - <u>6</u> Conscript HS	8	AA-HH	German	
<u>2</u> - <u>2</u> - <u>8</u> Infantry crew	1	11	German	
<u>2</u> - <u>2</u> - <u>7</u> Infantry crew	1	11	American	
<u>1</u> - <u>2</u> - <u>7</u> 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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Counter	No.	ID	Nationality	Notes
Concealment 1/2-inch [CX]	18	AA-RR	German	
dm MTR 50* [dm MTR 81*]	2		German	
dm MTR 60* M2 [dm MTR 60* M19]	2		American	
dm MTR 60* M19 [dm MTR 60* M2]			American	
dm MTR 81* [dm MTR 50*]			German	
PSK RP54	2	K-L	German	
Acquired Target 1/2-inch	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

Maps

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		