

PLATOON #1

1944 - Normandy
2 sept. ETXAVE

OFFICER

Second Lieutenant (Armies of the United States page 22) **Inexperienced** **35**

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant				
	with Pistol				Assault
	with Submachine gun				Assault
	with M1 carbine (rifle)				

INFANTRY SQUADS

Paratrooper squad (Armies of the United States page 24) **Veteran** **91**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
6	Infantry with Rifle	24"	1	n/a	

Paratrooper squad (Armies of the United States page 24) **Veteran** **91**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
6	Infantry with Rifle	24"	1	n/a	

INFANTRY

Paratrooper squad (Armies of the United States page 24) **Veteran** **81**

Qty	Weapons	Range	Shots	Pen	Special
5	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault

Ranger squad (Armies of the United States page 25) **Veteran** **92**

Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle	24"	1	n/a	
	Rangers special rule				Rangers lead the way!
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	

Ranger squad (Armies of the United States page 25) **Veteran** **92**

Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle	24"	1	n/a	
	Rangers special rule				Rangers lead the way!
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	

Ranger squad (Armies of the United States page 25) **Veteran** **101**

Qty	Weapons	Range	Shots	Pen	Special
6	Infantry with Rifle	24"	1	n/a	
	Rangers special rule				Rangers lead the way!
1	NCO with Submachine gun	12"	2	n/a	Assault

ANTI-TANK

Bazooka team (Armies of the United States page 28) **Regular** **60**

Qty	Weapons	Range	Shots	Pen	Special
1	Bazooka team	24"	1	+5	Team (2 men), Shaped Charge

SNIPER

Sniper team (Armies of the United States page 28) **Regular** **50**

Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team	36"	1	n/a	Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol)
	with Pistol				Assault

FLAMETHROWER

Flamethrower team (Armies of the United States page 28) **Regular** **50**

Qty	Weapons	Range	Shots	Pen	Special
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

ARTILLERY

Light Artillery (M1A1) (Armies of the United States page 32) **Regular** **45**

Qty	Weapons	Range	Shots	Pen	Special
1	Light howitzer	48"(24-60)	1	HE	Team (3 men), Fixed, Howitzer, HE (2")

TANKS AND SP GUNS

M3A3 Stuart light tank (Armies of the United States page 36) **Regular** **145**

Qty	Vehicle	Type	Trans	DV	
	Weapons	Range	Shots	Pen	Special
1	M3A3 Stuart light tank	Tracked	-	8+	
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1"), Gyro-stabiliser (Veterans only)
	Co-axial MMG	36"	5	n/a	
	Forward facing hull-mounted MMG	36"	5	n/a	Front arc
	Recce	-	-	-	Recce

TRANSPORTS

Jeep (Armies of the United States page 50) **Regular** **21**

Qty	Vehicle	Type	Trans	DV	
	Weapons	Range	Shots	Pen	Special
1	Jeep	Wheeled	3	6+	
	Tow: Light anti-tank gun, light howitzer, light anti-aircraft gun				
	0			+0	

M3 half-track (Armies of the United States page 50) **Regular** **144**

Qty	Vehicle	Type	Trans	DV	
	Weapons	Range	Shots	Pen	Special
1	M3 half-track	Half-track	12	7+	Open-topped
	Tow: any anti-tank or anti-aircraft gun, light or medium howitzer				
	Pintle-mounted HMG	36"	3	+1	Flak, 360 degree arc
	Left pintle-mounted MMG	36"	5	n/a	Flak, Left arc
	Right pintle-mounted MMG	36"	5	n/a	Flak, Right arc
	Rear pintle-mounted MMG	36"	5	n/a	Flak, Rear arc

SPECIAL RULES

Assault

(p66) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as tough fighters (page 91). When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

Fixed

(p66) When given Advance order, fixed weapons can rotate on the spot suffering a -1 to-hit penalty. Non-artillery Fixed can move normal 12" when given Run order.

Flak

All enemy units not currently down automatically fire at the attacking aircraft if it is within their firing arc and range, regardless of whether they have already taken an action or not that turn. Flak fire does not require an action. Line of site ignored. Rolls to hit aircraft are always at a -2 penalty. Friendly flak units must test to hold their fire (page 67)

Flamethrower

(p67) Flamethrowers never suffer to-hit penalties for cover or Down. Hits multiplied into D6 (D6+1 for vehicle flamethrower). Always hits top armour. No -1 PEN for long range. Gun shield and extra protection rules do not apply. Units hit take D3+1 pins and must always check morale (if fail, then destroyed). Flamethrower rolls D6 - on 1 it runs out of fuel. When rolling to damage vehicle equipped with flamerthrower, add +1 to damage effects chart.

Gyro-stabiliser (Veterans only)

Weapon does not suffer the -1 'to hit' penalty for shooting and moving if the crew are Veteran. This does not apply to vehicles with Inexperienced or Regular crew, nor does it apply to any co-axial machine gun.

HE (1")

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken

HE (2")

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken

Howitzer

(p71) Can either shoot directly at a target drawing its line of fire 'over open sights' in the normal way, or it can shoot indirect fire. When using indirect fire, a howitzer has a minimum range; when firing over open sights it has no minimum range.

Open-topped

(p118) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins.

If hit by indirect fire then add +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

Rangers lead the way!

Units of Rangers are allowed to make a Run move after both sides have finished set-up, but before the first turn of the game. During this move, the unit cannot assault enemy units, and cannot be targeted by enemies in Ambush.

Recce

(p118)

Shaped Charge

(p73) Never suffer the -1 penetration modifier for firing at long range.

Sniper (Sniper with rifle & pistol- Spotter with pistol)

(p91) When a sniper shoots using a Fire or Ambush order, the player can decide to use his scope. Rifle range changes to 36". If target is within 12" the shot misses automatically. Shot ignores negative to-hit modifiers except pinning markers and for missing assistant. Shot ignores gun shield and extra protection rules. If successful, always counts as exceptional damage and can pick any model in the unit. When not using scope, all members of team can fire any weapon they have and in assault can use the assault rule if pistol/submachine gun.

Team (2 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Team (3 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Pick List

United States Bazooka team	1
United States Flamethrower (infantry) team	1
United States Infantry with BAR M1918A2 Automatic rifle	2
United States Infantry with Rifle	31
United States Jeep	1
United States Light howitzer	1
United States M3 half-track	1
United States M3A3 Stuart light tank	1
United States NCO with Rifle	2
United States NCO with Submachine gun	4
United States Second Lieutenant	1
United States Sniper team	1