

## PLATOON #1

U.S. Reinforced Platoon

## OFFICER

<b>Second Lieutenant (Armies of the United States page 22)</b>	<b>Inexperienced</b>	<b>35</b>
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Qty	Weapons	Range	Shots	Pen	Special
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1	Second Lieutenant				
	with Pistol				Assault
	with Submachine gun				Assault
	with M1 carbine (rifle)				

## INFANTRY SQUADS

<b>Veteran US Marine Squad (Mid/Late) (Armies of the United States page 26)</b>	<b>Veteran</b>	<b>100</b>
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Qty	Weapons	Range	Shots	Pen	Special
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4	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Submachine gun	12"	2	n/a	Assault

## INFANTRY

<b>Regular Infantry squad (Early/Mid) (Armies of the United States page 23)</b>	<b>Regular</b>	<b>108</b>
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Qty	Weapons	Range	Shots	Pen	Special
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8	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	

<b>Pathfinders Squad (D-Day: Overlord page 155)</b>	<b>Veteran</b>	<b>108</b>
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Qty	Weapons	Range	Shots	Pen	Special
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6	Infantry with Rifle	24"	1	n/a	
	Stubborn				Stubborn
	LZ Signals				LZ Signals
1	NCO with Submachine gun	12"	2	n/a	Assault

<b>Regular Infantry squad (Late) (Armies of the United States page 23)</b>	<b>Regular</b>	<b>100</b>
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Qty	Weapons	Range	Shots	Pen	Special
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1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	

## MORTAR

<b>Medium Mortar team (Armies of the United States page 29)</b>	<b>Regular</b>	<b>60</b>
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Qty	Weapons	Range	Shots	Pen	Special
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1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
1	Spotter				Spotter

## SNIPER

<b>Sniper team (Armies of the United States page 28)</b>	<b>Veteran</b>	<b>65</b>
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Qty	Weapons	Range	Shots	Pen	Special
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1	Sniper team	36"	1	n/a	Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol)
	with Pistol				Assault

## FLAMETHROWER

<b>Flamethrower team (Armies of the United States page 28)</b>	<b>Regular</b>	<b>50</b>
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Qty	Weapons	Range	Shots	Pen	Special
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1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower
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## ANTI-TANK

<b>Bazooka team (Armies of the United States page 28)</b>	<b>Inexperienced</b>	<b>42</b>
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Qty	Weapons	Range	Shots	Pen	Special
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1	Bazooka team	24"	1	+5	Team (2 men), Shaped Charge
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## ARTILLERY

<b>Medium Artillery (M2A1) (Armies of the United States page 32)</b>	<b>Regular</b>	<b>70</b>
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Qty	Weapons	Range	Shots	Pen	Special
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1	Medium howitzer	60"(30-72)	1	HE	Team (4 men), Fixed, Howitzer, HE (3")
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## TOWS

<b>M2 half-track (Armies of the United States page 49)</b>	<b>Regular</b>	<b>95</b>
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Qty	Vehicle	Type	Trans	DV
1	M2 half-track	Half-track	10	7+ Open-topped

**Tow:** Light, medium or heavy anti-tank gun; light or medium howitzer; light or heavy anti-aircraft gun

Front pintle-mounted HMG 36" 3 +1 Flak, Front arc

### ARMoured CARS

**Reconnaissance Jeep (D-Day: Overlord page 159)** **Regular** **40**

Qty	Vehicle	Type	Trans	DV
	Weapons	Range	Shots	Pen Special
1	Reconnaissance Jeep	Wheeled	-	6+ Recce
	Pintle-mounted MMG	36"	5	n/a Flak, 360 degree arc

### TANKS AND SP GUNS

**M24 Chaffee light tank (Armies of the United States page 37)** **Regular** **150**

Qty	Vehicle	Type	Trans	DV
	Weapons	Range	Shots	Pen Special
1	M24 Chaffee light tank	Tracked	-	8+ Vulnerable
	Turret-mounted medium anti-tank gun	60"	1	+5 (75mm) HE (2"), Gyro-stabiliser (Veterans only)
	Co-axial MMG	36"	5	n/a
	Forward facing hull-mounted MMG	36"	5	n/a Front arc

### TRANSPORTS

**1½ ton truck (Armies of the United States page 51)** **Regular** **54**

Qty	Vehicle	Type	Trans	DV
	Weapons	Range	Shots	Pen Special
1	1½ ton truck	Wheeled	12	6+
	<b>Tow:</b> Light, medium or heavy anti-tank gun; light or medium howitzer; light anti-aircraft gun			
	0			+0
	Pintle-mounted MMG	36"	5	n/a Flak, 360 degree arc

**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+
	<b>Tow:</b> Light anti-tank gun, light howitzer, light anti-aircraft gun			
	0			+0

### SPECIAL RULES

#### (75mm) HE (2")

Instead of using the 1" template, use the 2" template (75mm gun tanks)

#### 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 (2")

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

#### HE (3")

(p68) PEN: +3, PIN: D3 (2D6 if in building) - Infantry and artillery can go *down* to halve the hits taken. 10+ hits on building collapses it and kills all inside.

#### 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.

### **Indirect fire**

(p71)

### **LZ Signals**

If you deploy at least one unit of Pathfinders on the table before the game states (i.e. the Pathfinders are not in the first wave or in reserve), then any friendly paratroopers and glider units in reserve may re-roll failed Order tests to come onto the table

### **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

### **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.

### **Spotter**

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon. Errata: Note that spotters are always ignored for the purpose of victory conditions (e.g. they cannot capture/control/hold objectives and areas of the table, move out of the table to score points, etc).

### **Stubborn**

(p91) If forced to take a morale check, they ignore negative morale modifiers from pin markers. Remember that order tests are not morale checks.

### **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.

### **Team (4 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.

### **Vulnerable**

Because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier

<b>Pick List</b>	
United States 1½ ton truck	1
United States Bazooka team	1
United States Flamethrower (infantry) team	1
United States Infantry with BAR M1918A2 Automatic rifle	1
United States Infantry with Rifle	27
United States Infantry with Submachine gun	2
United States Jeep	1
United States M2 half-track	1
United States M24 Chaffee light tank	1
United States Medium howitzer	1
United States Medium Mortar team	1
United States NCO with Rifle	1
United States NCO with Submachine gun	3
United States Reconnaissance Jeep	1
United States Second Lieutenant	1
United States Sniper team	1
United States Spotter	1