

PLATOON #1

U.S. Reinforced Platoon
NACIONAL

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

Regular US Marine Squad (Mid/Late) (Armies of the United States page 26) **Regular** **85**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
3	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	

Regular US Marine Squad (Mid/Late) (Armies of the United States page 26) **Regular** **85**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
3	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	

INFANTRY

Engineer Squad (Normandy) (D-Day: Overlord page 157) **Regular** **70**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
	Engineers				Engineers
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower

Regular US Marine Squad (Mid/Late) (Armies of the United States page 26) **Regular** **85**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
3	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	

Veteran US Marine Squad (Mid/Late) (Armies of the United States page 26) **Veteran** **112**

Qty	Weapons	Range	Shots	Pen	Special
3	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
2	Pistols in additional to other equipment	6"	1	n/a	Assault
1	Infantry with Shotgun	18"	1	n/a	Assault
	Stubborn				Stubborn

MORTAR

Medium Mortar team (Armies of the United States page 29) **Inexperienced** **35**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")

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

Peleliu US Marine Assault Squad (Mariana & Palau Islands page 129) **Regular** **90**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
2	Infantry with Rifle	24"	1	n/a	
2	Infantry flamethrower	6"	D6	+2	Team (2 men), Flamethrower

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

ARTILLERY

Land Mattress (Battleground Europe page 0)					Inexperienced	48
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Qty	Weapons	Range	Shots	Pen	Special
1	Land Mattress launcher (heavy mortar)	12"-72"	1	HE	Team (3 men), Fixed, Indirect fire, HE (3"), Multiple launcher

ARMoured CARS

Airborne Armoured Jeep (Market Garden page 21)					Veteran	72
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Qty	Weapons	Vehicle	Type	Trans	DV
1	Airborne Armoured Jeep		Wheeled	-	6+ Recce, Frontal armour
	Pintle-mounted HMG		36"	3	+1 Flak, 360 degree arc

TANKS AND SP GUNS

M24 Chaffee light tank (Armies of the United States page 37)					Regular	160
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Qty	Weapons	Vehicle	Type	Trans	DV
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
	Recce		-	-	Recce

TRANSPORTS

Dodge ¾ ton truck (Armies of the United States page 50)					Regular	46
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Qty	Weapons	Vehicle	Type	Trans	DV
1	Dodge ¾ ton truck		Wheeled	8	6+
	Tow: 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

Dodge ¾ ton truck (Armies of the United States page 50)					Regular	46
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Qty	Weapons	Vehicle	Type	Trans	DV
1	Dodge ¾ ton truck		Wheeled	8	6+
	Tow: 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
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Qty	Weapons	Vehicle	Type	Trans	DV
1	Jeep		Wheeled	3	6+
	Tow: 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.

Engineers

The unit gains a +1 mine clearing modifier. Engineers can choose to remove a section of barbed wire 6" wide when they cross it. Count as engineers in scenarios where barbed wire and minefield special rules are used.

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.

Frontal armour

This vehicle cannot be damaged by small arms hits from the frontal arc but will still be pinned as normal

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.

Indirect fire

(p71)

Multiple launcher

(p72) Counts as a heavy mortar, but its chance of hitting never gets any better than a 6. All units with 6" of the target and not entirely within the weapon's minimum range can be hit.

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.

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.

Vulnerable

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

Pick List	
United States Airborne Armoured Jeep	1
United States Bazooka team	1
United States Dodge ¾ ton truck	2
United States Infantry flamethrower	2
United States Infantry with BAR M1918A2 Automatic rifle	9
United States Infantry with Flamethrower (requires assistant)	1
United States Infantry with Rifle	17
United States Infantry with Shotgun	1
United States Infantry with Submachine gun	2
United States Jeep	1
United States Land Mattress launcher (heavy mortar)	1
United States M24 Chaffee light tank	1
United States Medium Mortar team	1
United States NCO with Rifle	5
United States NCO with Submachine gun	1

United States Pistols in addition to other equipment	2
United States Second Lieutenant	1
United States Sniper team	1