

PLATOON #1

U.S. Reinforced Platoon

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

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

Regular

100

Qty Weapons Range Shots Pen Special

1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle Engineers	24"	1	n/a	Engineers
2	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower

Ranger squad (Armies of the United States page 25)

Veteran

123

Qty Weapons Range Shots Pen Special

1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle Rangers special rule	24"	1	n/a	Rangers lead the way!
1	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

INFANTRY

Regular Infantry squad (Late) (Armies of the United States page 23)

Regular

70

Qty Weapons Range Shots Pen Special

1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
2	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	

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

Regular

93

Qty Weapons Range Shots Pen Special

2	Infantry with Rifle Engineers	24"	1	n/a	Engineers
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower

Ranger squad (Armies of the United States page 25)

Veteran

123

Qty Weapons Range Shots Pen Special

1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle Rangers special rule	24"	1	n/a	Rangers lead the way!
1	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

MORTAR

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

Regular

60

Qty Weapons Range Shots Pen Special

1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
1	Spotter				Spotter

SNIPER

Sniper team (Armies of the United States page 28)

Regular

50

Qty Weapons Range Shots Pen Special

1	Sniper team with Pistol	36"	1	n/a	Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol) Assault
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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
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ARTILLERY

114mm rocket launcher (Armies of the United States page 33) **Regular** **65**

Qty	Weapons	Range	Shots	Pen	Special
1	114mm rocket launcher (heavy mortar)	12"-72"	1	HE	Team (4 men), Fixed, Indirect fire, HE (3"), Multiple launcher

TOWS

Horse-drawn limber (Italy: Soft Underbelly page 164) **Inexperienced** **8**

Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	Horse-drawn limber	Wheeled	-	3+ Slow (only when towing)
	Tow: Any gun or howitzer			
0				+0

ARMoured CARS

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

Qty	Vehicle	Type	Trans	DV
Qty	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

M3 Stuart light tank (Armies of the United States page 36) **Regular** **155**

Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	M3 Stuart light tank	Tracked	-	8+ Vulnerable
	Turret-mounted light anti-tank gun	48"	1	+4 HE (1")
	Co-axial MMG	36"	5	n/a
	Forward facing hull-mounted MMG	36"	5	n/a Front arc
	Recce		-	- Recce
	Pintle-mounted MMG	36"	5	n/a Flak, 360 degree arc
	Twin Forward facing hull-mounted LMGs	36"	4	n/a Front arc, Must shoot at same target as hull-mounted MMG (4 shots each)

TRANSPORTS

M3 White Scout Car (Armies of the United States page 48) **Regular** **101**

Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	M3 White Scout Car	Wheeled	8	7+ Open-topped
	Tow: Light or medium anti-tank gun; light howitzer; light anti-aircraft gun			
	Front pintle-mounted HMG	36"	3	+1 Flak, Front arc
	Right and rear arcs pintle-mounted MMG	36"	5	n/a Flak, Right arc, Rear arc

Jeep (Armies of the United States page 50) **Inexperienced** **17**

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

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.

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.

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

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.

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.

Slow (only when towing)

(p119) A vehicle designated as slow has a basic move rate of 6" when Advancing and 12" at a Run - only applies when towing.

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).

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

Pick List

United States 114mm rocket launcher (heavy mortar)	1
United States Bazooka team	1
United States Horse-drawn limber	1
United States Infantry with BAR M1918A2 Automatic rifle	8
United States Infantry with Flamethrower (requires assistant)	2

United States Infantry with Light Machine gun (requires loader)	2
United States Infantry with Rifle	16
United States Jeep	1
United States M3 Stuart light tank	1
United States M3 White Scout Car	1
United States Medium Mortar team	1
United States NCO with Rifle	4
United States NCO with Submachine gun	1
United States Reconnaissance Jeep	1
United States Second Lieutenant	1
United States Sniper team	1
United States Spotter	1