

## 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

Ranger squad (Armies of the United States page 25)

Veteran

165

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	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	

Ranger squad (Armies of the United States page 25)

Veteran

145

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
8	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	

## INFANTRY

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

Regular

119

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 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

145

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
8	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	

Ranger squad (Armies of the United States page 25)

Veteran

78

Qty	Weapons	Range	Shots	Pen	Special
3	Infantry with Rifle Rangers special rule	24"	1	n/a	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	

## TANKS AND SP GUNS

M4A3E2 Sherman Jumbo heavy assault tank (Armies of the United States page 40)

Veteran

388

Qty	Vehicle	Type	Trans	DV	Special
	Weapons	Range	Shots	Pen	Special
	Pintle-mounted HMG	36"	3	+1	Flak, 360 degree arc
1	M4A3E2 Sherman Jumbo heavy assault tank	Tracked	-	10+	Easily catches fire, Slow
	Turret-mounted heavy anti-tank gun	72"	1	+6	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

Dodge ¾ ton truck (Armies of the United States page 50)

Inexperienced

25

Qty	Vehicle	Type	Trans	DV	Special
	Weapons	Range	Shots	Pen	Special
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

## 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.

### Easily catches fire

If a roll on the vehicle damage table results in the vehicle catching fire add D3 pin markers rather than just 1 before taking a morale test

### 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.

### 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 flamethrower, 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

### 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.

### Slow

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

### Pick List

United States Dodge ¾ ton truck	1
United States Infantry with BAR M1918A2 Automatic rifle	6
United States Infantry with Flamethrower (requires assistant)	1
United States Infantry with Light Machine gun (requires loader)	1
United States Infantry with Rifle	28
United States Infantry with Submachine gun	2
United States M4A3E2 Sherman Jumbo heavy assault tank	1
United States NCO with Rifle	3
United States NCO with Submachine gun	2
United States Second Lieutenant	1