

PLATOON #1

U.S. Reinforced Platoon

OFFICER

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

Regular US Marine Squad (Mid/Late) (Armies of the United States page 26)	Regular	101
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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
3	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	
3	Pistols in additional to other equipment	6"	1	n/a	Assault

Regular US Marine Squad (Mid/Late) (Armies of the United States page 26)	Regular	101
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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
3	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	
3	Pistols in additional to other equipment	6"	1	n/a	Assault

INFANTRY

Regular US Marine Squad (Mid/Late) (Armies of the United States page 26)	Regular	101
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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
3	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	
3	Pistols in additional to other equipment	6"	1	n/a	Assault

Ranger squad (Armies of the United States page 25)	Veteran	103
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Qty	Weapons	Range	Shots	Pen	Special
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1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle	24"	1	n/a	
	Rangers special rule				Rangers lead the way!
1	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	

Philippine Scouts (Armies of the United States page 61)	Regular	96
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Qty	Weapons	Range	Shots	Pen	Special
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1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	
	Entire squad mounted upon horses				Cavalry

MORTAR

Heavy Mortar team (Armies of the United States page 30)	Inexperienced	46
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Qty	Weapons	Range	Shots	Pen	Special
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1	Heavy Mortar team	12"-72"	1	HE	Team (4 men), Fixed, Indirect fire, HE (3")
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SNIPER

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

US Army Infantry Assault Squad (Mariana & Palau Islands page 130)	Regular	83
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Qty	Weapons	Range	Shots	Pen	Special
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3	Infantry with Rifle	24"	1	n/a	
1	Infantry flamethrower	6"	D6	+2	Team (2 men), Flamethrower
	Entire squad equipped with anti-tank grenades				Tank hunters
1	NCO with Submachine gun	12"	2	n/a	Assault

ANTI-TANK

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

HE (1")

(p68) PEN: +1, PIN: D2 (D3 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.

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.

Spotting

Hidden enemy units are revealed if a dog team move to (or is deployed) within 24" of them.

Tank hunters

(p91) If a tank hunter unit wins an assault and scores damage against an armoured vehicle, the effect is resolved on the Damage Result table as for a normal anti-tank penetration rather than as for superficial damage.

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 (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.

Tough Fighters

(p91) When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

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 Dodge ¾ ton truck	1
United States Heavy Mortar team	1
United States Horse-drawn limber	1

United States Infantry flamethrower	1
United States Infantry with BAR M1918A2 Automatic rifle	10
United States Infantry with Rifle	27
United States M3 Stuart light tank	1
United States NCO with Rifle	2
United States NCO with Submachine gun	4
United States Pistols in additional to other equipment	9
United States Reconnaissance Jeep	1
United States Second Lieutenant	1
United States Sniper team	1
United States USMC War Dog team	1