

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

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

Regular

101

Qty Weapons Range Shots Pen Special

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

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101

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1	NCO with Submachine gun	12"	2	n/a	Assault
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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)

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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

Qty Weapons Range Shots Pen Special

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

Qty Weapons Range Shots Pen Special

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

Qty Weapons Range Shots Pen Special

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

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

US Army Infantry Assault Squad (Mariana & Palau Islands page 130)

Regular

83

Qty Weapons Range Shots Pen Special

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

Qty	Weapons	Range	Shots	Pen	Special		
1	Bazooka team	24"	1	+5	Team (2 men), Shaped Charge		
WAR DOG							
USMC War Dog team (Empires in Flames page 104)						Veteran	18
Qty	Weapons	Range	Shots	Pen	Special		
1	USMC War Dog team with Rifle with Submachine gun				Tough Fighters, Spotting, Extra Selection (War Dogs) Assault		
ARTILLERY							
114mm rocket launcher (Armies of the United States page 33)						Inexperienced	52
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)						Veteran	12
Qty	Weapons	Vehicle	Type	Trans	DV		
1	Horse-drawn limber Tow: Any gun or howitzer		Wheeled	-	3+ Slow (only when towing)		
					0 +0		
ARMOURED CARS							
Reconnaissance Jeep (D-Day: Overlord page 159)						Regular	40
Qty	Weapons	Vehicle	Type	Trans	DV		
1	Reconnaissance Jeep Pintle-mounted MMG		Wheeled	-	6+ Recce		
					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	Weapons	Vehicle	Type	Trans	DV		
1	M3 Stuart light tank Turret-mounted light anti-tank gun Co-axial MMG Forward facing hull-mounted MMG Recce Pintle-mounted MMG Twin Forward facing hull-mounted LMGs		Tracked	-	8+ Vulnerable		
					48" 1 +4 HE (1")		
					36" 5 n/a		
					36" 5 n/a Front arc		
					- - Recce		
					36" 5 n/a Flak, 360 degree arc		
					36" 4 n/a Front arc, Must shoot at same target as hull-mounted MMG (4 shots each)		
TRANSPORTS							
Dodge ¾ ton truck (Armies of the United States page 50)						Regular	46
Qty	Weapons	Vehicle	Type	Trans	DV		
1	Dodge ¾ ton truck Tow: Light, medium or heavy anti-tank gun; light or medium howitzer; light anti-aircraft gun		Wheeled	8	6+		
					0 +0		
					36" 5 n/a Flak, 360 degree arc		

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.

Cavalry

(p89) Moves 9" at Advance, 18" at Run. Cannot enter buildings unless they have dismounted. Can dismount as part of Advance move - cannot remount. Cannot go Down. Can Escape as a recce vehicle (at normal speed, not double speed)(p98). Can only fire pistol or carbine (rifle) when mounted. While mounted, cavalry have tough fighters special rule (p90- When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll). Can regroup up to 2D6".

Extra Selection (War Dogs)

You may take 0-1 war dog team in addition to the normal infantry allowed for any reinforced platoon that includes at least one unit of US Marines.

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 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