Qty Weapons

Qty Weapons

Qty Weapons

Stubborn

Qty Weapons

Qty Weapons

Qty Weapons

Stubborn

Stubborn

Qty Weapons

Qty Weapons

Spotter

Qty Weapons

3

NCO with Rifle

Infantry with Rifle

3

with Pistol

3

3

NCO with Rifle

NCO with Rifle

Infantry with Rifle

Air Force Forward Observer with M1 carbine (rifle)

with Submachine gun

Infantry with Rifle

NCO with Submachine gun

Infantry with Submachine gun

Infantry with Rifle

Second Lieutenant with Pistol

with Submachine gun

with M1 carbine (rifle)

Second Lieutenant (Armies of the United States page 22)

Infantry with BAR M1918A2 Automatic rifle

Infantry with BAR M1918A2 Automatic rifle

Air Force Forward Observer (Armies of the United States page 22)

Regular Engineer squad (Armies of the United States page 24)

Infantry with BAR M1918A2 Automatic rifle

Infantry with Flamethrower (requires assistant)

Infantry with BAR M1918A2 Automatic rifle

Infantry with BAR M1918A2 Automatic rifle

men have Pistols in addtion to other weapons

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

Sniper team (Armies of the United States page 28)

Marine Raiders (Empires in Flames page 104)

NCO with Submachine gun

Medium Mortar team

Infantry with Submachine gun

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

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

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

Order Dice: 13

Total Points: 1100

Inexperienced

Regular

Regular

Regular

Regular

Regular

Veteran

Regular

Regular

Assault

Assault

INFANTRY SQUADS

Pen Special

Pen Special

Stubborn

Stubborn FORWARD OBSERVER

Assault

Assault **INFANTRY**

n/a

n/a

n/a

n/a

n/a

n/a

Shots Pen Special

Shots Pen Special

n/a

n/a

Shots Pen Special

n/a

n/a

n/a

Shots Pen Special

n/a

Shots Pen Special

Range Shots Pen Special

n/a Assault

n/a Assault

+3 Flamethrower

Stubborn

Stubborn

HE Team (3 men), Fixed, Indirect fire, HE (2")

n/a Assault

n/a Assault

n/a Assault **MORTAR**

Spotter **SNIPER**

1

2

2

2

D6

1

1

2

2

2

2

PLATOON #2
U.S. Reinforced Platoon

Range

24"

24"

30"

Range

24"

24"

30"

Range 24"

12"

12"

30"

6"

Range

24"

24"

30"

Range

12"

12"

30"

6"

Range

12"-60"

USMC Logrono 23 Gus

teinforced Pla	toon

OFFICER

Range Shots Pen Special

Shots

1

1

2

Shots

1

2

35

103

103

75

101

103

114

60

50

	WILLI FISIOI				Assault			
ANTI-TANK								
Baz	ooka 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			
			ARN	JON	JRED CARS			
M8	Greyhound (Armies of the United States page 47)					Regular	135	
	Vehicle	Type	Trans					
Qty	•	Range	Shots		Special			
1	M8 Greyhound	Wheeled	-		Recce, Open-topped			
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")			
	Co-axial MMG	36"	5	n/a				
	Pintle-mounted HMG	36"	3	+1	Flak, 360 degree arc			
TANKS AND SP GUNS								
M3	Stuart light tank (Armies of the United States page 36)					Regular	140	
	Vehicle	Type	Trans					
Qty	Weapons	Range	Shots		Special			
1	M3 Stuart light tank	Tracked	-	-	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			
	Twin Forward facing hull-mounted LMGs	36"	4	n/a	Front arc, Must shoot at same target as hull-mounted	ed MMG (4 shots each)		
TRANSPORTS								
Jee	p (Armies of the United States page 50)					Regular	21	
	Vehicle	Type	Trans					
Qty	Weapons				Special			
1	Jeep	Wheeled	3	6+				
	Tow: Light anti-tank gun, light howitzer, light anti-airc	raft gun						
	0			+0				

n/a Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol)

36"

SPECIAL RULES

Assault

Sniper team

with Pistol

(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.

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

Indirect fire

(p71)

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

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.

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).

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 Air Force Forward Observer	1			
United States Bazooka team	1			
United States Infantry with BAR M1918A2 Automatic rifle				
United States Infantry with Flamethrower (requires assistant)	1			
United States Infantry with Rifle	15			
United States Infantry with Submachine gun	4			
United States Jeep	1			
United States M3 Stuart light tank	1			
United States M8 Greyhound	1			
United States Medium Mortar team	1			
United States men have Pistols in addition to other weapons	2			
United States NCO with Rifle	3			
United States NCO with Submachine gun	2			
United States Second Lieutenant	1			
United States Sniper team	1			
United States Spotter	1			