

PLATOON #2

VI Corps

OFFICER

Second Lieutenant (Armies of the United States page 22)					Regular	60
--	--	--	--	--	----------------	-----------

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant with Pistol				Assault
	with Submachine gun				Assault
	with M1 carbine (rifle)				
1	Infantry (equipped as modeled)	-	-		

INFANTRY SQUADS

Veteran Infantry Squad (Armies of the United States page 6)					Veteran	127
--	--	--	--	--	----------------	------------

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
6	Infantry with Rifle	24"	1	n/a	
2	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	

Veteran Infantry Squad (Armies of the United States page 6)					Veteran	101
--	--	--	--	--	----------------	------------

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	
2	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	

INFANTRY

Veteran Infantry Squad (Armies of the United States page 6)					Veteran	114
--	--	--	--	--	----------------	------------

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle	24"	1	n/a	
2	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	

Veteran Infantry Squad (Armies of the United States page 6)					Veteran	114
--	--	--	--	--	----------------	------------

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle	24"	1	n/a	
2	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	

SNIPER

Sniper team (Armies of the United States page 28)					Veteran	65
--	--	--	--	--	----------------	-----------

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

FLAMETHROWER

Flamethrower team (Armies of the United States page 28)					Veteran	65
--	--	--	--	--	----------------	-----------

Qty	Weapons	Range	Shots	Pen	Special
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

ANTI-TANK

Bazooka team (Armies of the United States page 28)					Veteran	78
---	--	--	--	--	----------------	-----------

Qty	Weapons	Range	Shots	Pen	Special
1	Bazooka team	24"	1	+5	Team (2 men), Shaped Charge

ARTILLERY

Medium Artillery (M2A1) (Armies of the United States page 32)					Regular	80
--	--	--	--	--	----------------	-----------

Qty	Weapons	Range	Shots	Pen	Special
1	Medium howitzer	60"(30-72)	1	HE	Team (4 men), Fixed, Howitzer, HE (3")
1	Spotter				Spotter

TANKS AND SP GUNS

M15 MGMC (Armies of the United States page 46)					Regular	135
---	--	--	--	--	----------------	------------

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	M15 MGMC	Half-track	-	7+	Open-topped
	Turret-mounted heavy autocannon	72"	2	+3	HE (1"), Flak
	Turret-mounted HMG	36"	3	+1	Flak

M15 MGMC (Armies of the United States page 46)					Regular	135
---	--	--	--	--	----------------	------------

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	M15 MGMC	Half-track	-	7+	Open-topped
	Turret-mounted heavy autocannon	72"	2	+3	HE (1"), Flak
	Turret-mounted HMG	36"	3	+1	Flak

TRANSPORTS

Jeep (Armies of the United States page 50)

Regular

21

Qty	Vehicle Weapons	Type Range	Trans Shots	DV 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.

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 (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.

Howitzer

(p71) Can either shoot directly at a target drawing its line of fire 'over open sights' in the normal way, or it can shoot indirect fire. When using indirect fire, a howitzer has a minimum range; when firing over open sights it has no minimum range.

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

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).

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.

VI Corps

SELECTOR SPECIAL RULES

0-2 Forward Observers (either Artillery, Air, or Naval with a maximum of 1 of each)

0-4 Infantry squads: maximum of 2 Engineer squads, Parachute Rifle squads (MTO), Glider squads, Armoured Rifle squads, Armoured LMG squads.

Glider Infantry

Glider squads in this Reinforced Platoon may not be Veteran.

Going for Broke

Nisei squads are automatically treated as having passed order tests to make an assault.

Multinational Forces

A multinational force may be created with the British X Corps Reinforced Platoon. See the Multinational Forces rules on page 166.

Nisei

Players may convert Regular Infantry squads (Early/Mid-war) to Nisei squads by giving them the Tough Fighter and Going for Broke special rules for +2pts per man.

Truscott Trot

Headquarters units and Veteran Infantry squads may be given the Truscott Trot special rule to make them units from the 3rd Infantry Division for +1pt per man in the unit. They can advance at a rate of 7" and run at a rate of 14".

Charles 'Commando' Kelly

Charles Commando Kelly may be taken in a Regular Infantry squad in this selector for +30pts. His rules can be found on page 106 of the *Duel in the Sun* book.

Pick List	
United States Bazooka team	1
United States Flamethrower (infantry) team	1
United States Infantry (equipped as modeled)	1
United States Infantry with BAR M1918A2 Automatic rifle	8
United States Infantry with Rifle	20
United States Jeep	1
United States M15 MGMC	2
United States Medium howitzer	1
United States NCO with Rifle	4
United States Second Lieutenant	1
United States Sniper team	1
United States Spotter	1