



1	M4 Sherman 75mm medium tank	Tracked	-	9+	Easily catches fire, Thin sides
	Turret-mounted medium anti-tank gun	60"	1	+5	(75mm) HE (2"), Gyro-stabiliser (Veterans only)
	Co-axial MMG	36"	5	n/a	
	Forward facing hull-mounted MMG	36"	5	n/a	Front arc
	Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc

### TRANSPORTS

#### Dodge ¾ ton truck (Armies of the United States page 50) Regular 46

Qty	Vehicle	Type	Trans	DV	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					
	Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc				

#### Jeep (Armies of the United States page 50) Regular 21

Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	Jeep	Wheeled	3	6+					
	Tow: Light anti-tank gun, light howitzer, light anti-aircraft gun								
	0			+0					

#### Dodge ¾ ton truck (Armies of the United States page 50) Regular 46

Qty	Vehicle	Type	Trans	DV	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					
	Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc				

### SPECIAL RULES

#### (75mm) HE (2")

Instead of using the 1" template, use the 2" template (75mm gun tanks)

#### 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

#### 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.

#### 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 (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.

### **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.

### **Thin sides**

All shots to the side of the vehicle get an additional +1 penetration modifier (i.e. +2 in total).

## **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.

<b>Pick List</b>	
United States Bazooka team	1
United States Dodge ¾ ton truck	2
United States Infantry with BAR M1918A2 Automatic rifle	6
United States Infantry with Flamethrower (requires assistant)	2
United States Infantry with Rifle	24
United States Jeep	1
United States M4 Sherman 75mm medium tank	1
United States M8 Greyhound	1
United States Medium Mortar team	1
United States NCO with Rifle	3
United States NCO with Submachine gun	1
United States Second Lieutenant	1
United States Sniper team	1