

PLATOON #1

U.S. Reinforced Platoon

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

160

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	
2	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	
	Entire squad equipped with anti-tank grenades				Tank hunters

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

Veteran

160

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	
2	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	
	Entire squad equipped with anti-tank grenades				Tank hunters

FORWARD OBSERVER

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

Regular

85

Qty	Weapons	Range	Shots	Pen	Special
1	Air Force Forward Observer				
	with M1 carbine (rifle)				
	with Pistol				Assault
	with Submachine gun				Assault
1	Infantry (equipped as modeled)	-	-		

MACHINE GUN

Medium Machine Gun team (Armies of the United States page 26)

Regular

50

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun team	36"	5	n/a	Team (3 men), Fixed

MORTAR

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

Regular

60

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
1	Spotter				Spotter

SNIPER

Sniper team (Armies of the United States page 28)

Veteran

67

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

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

TANKS AND SP GUNS

M4A3E2 Sherman Jumbo heavy assault tank (Armies of the United States page 40)

Regular

300

Qty	Vehicle	Type	Trans	DV	Special
1	M4A3E2 Sherman Jumbo heavy assault tank	Tracked	-	10+	Easily catches fire, Slow
	Turret-mounted heavy anti-tank gun	72"	1	+6	HE (2"), Gyro-stabiliser (Veterans only)
	Co-axial MMG	36"	5	n/a	
	Forward facing hull-mounted MMG	36"	5	n/a	Front 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.

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.

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 (2")

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken

Indirect fire

(p71)

Shaped Charge

(p73) Never suffer the -1 penetration modifier for firing at long range.

Slow

(p119) A vehicle designated as slow has a basic move rate of 6" when Advancing and 12" at a Run

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

Spotter 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).

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 (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.

Pick List	
United States Air Force Forward Observer	1
United States Bazooka team	1
United States Infantry (equipped as modeled)	2
United States Infantry with BAR M1918A2 Automatic rifle	4
United States Infantry with Rifle	14
United States M4A3E2 Sherman Jumbo heavy assault tank	1
United States Medium Machine gun team	1
United States Medium Mortar team	1
United States NCO with Rifle	2
United States Second Lieutenant	1
United States Sniper team	1
United States Spotter	1