

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

Veteran Engineer squad (Late) (Armies of the United States page 24)

Veteran

88

Qty Weapons Range Shots Pen Special

3	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower

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

Veteran

127

Qty Weapons Range Shots Pen Special

1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	
3	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	
	Stubborn				Stubborn

INFANTRY

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

Veteran

127

Qty Weapons Range Shots Pen Special

1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	
3	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	
	Stubborn				Stubborn

FSSF Scout Team (Italy: Soft Underbelly page 114)

Veteran

36

Qty Weapons Range Shots Pen Special

1	NCO with Rifle	24"	1	n/a	
1	Infantry with Rifle	24"	1	n/a	
	FSSF				Tough Fighters, Freddies Freighters, Masters of Concealment
	FSSF Scouts				Escape Reaction, Recon Troops

FSSF Scout Team (Italy: Soft Underbelly page 114)

Veteran

36

Qty Weapons Range Shots Pen Special

1	NCO with Rifle	24"	1	n/a	
1	Infantry with Rifle	24"	1	n/a	
	FSSF				Tough Fighters, Freddies Freighters, Masters of Concealment
	FSSF Scouts				Escape Reaction, Recon Troops

MORTAR

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

Inexperienced

35

Qty Weapons Range Shots Pen Special

1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
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SNIPER

Sniper team (Armies of the United States page 28)

Veteran

65

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

Flamethrower team (Armies of the United States page 28)

Regular

50

Qty Weapons Range Shots Pen Special

1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower
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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
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WAR DOG

USMC War Dog team (Empires in Flames page 104)						Veteran	18
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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
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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)						Inexperienced	8
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Qty	Weapons	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen	Special
1	Horse-drawn limber		Wheeled	-	3+ Slow (only when towing)
	Tow: Any gun or howitzer				
	0				+0

ARMoured CARS

M3 White Scout Car (Recce) (Armies of the Soviet Union page 0)						Regular	116
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Qty	Weapons	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen	Special
1	M3 White Scout Car (Recce)		Wheeled	-	7+ Recce, Open-topped
	Tow: Light or medium anti-tank gun; light howitzer; light anti-aircraft gun				
	Front pintle-mounted HMG	36"	3	+1	Flak, Front arc
	Right and rear arcs pintle-mounted MMG	36"	5	n/a	Flak, Right arc, Rear arc
	Left and rear arcs pintle-mounted MMG	36"	5	n/a	Flak, Left arc, Rear arc

TANKS AND SP GUNS

M3A1 Lee medium tank (Armies of the United States page 38)						Regular	240
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Qty	Weapons	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen	Special
1	M3A1 Lee medium tank		Tracked	-	9+ Easily catches fire
	Hull-mounted medium anti-tank gun	60"	1	+5	(75mm) HE (2"), Gyro-stabiliser (Veterans only), Front arc, Right arc
	Cupola turret-mounted MMG	36"	5	n/a	
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1"), Gyro-stabiliser (Veterans only)
	Co-axial MMG	36"	5	n/a	

TRANSPORTS

M29 Weasel (Duel in the Sun page 0)						Regular	65
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Qty	Weapons	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen	Special
1	M29 Weasel		Tracked	5	7+ Open-topped, Recce, Turn on the spot
	Tow: Light anti-tank gun, light howitzer, light anti-aircraft gun				
	0				+0

Jeep (Armies of the United States page 50)						Regular	21
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Qty	Weapons	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen	Special
1	Jeep		Wheeled	3	6+
	Tow: Light anti-tank gun, light howitzer, light anti-aircraft gun				
	0				+0

Jeep (Armies of the United States page 50)						Regular	21
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Qty	Weapons	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen	Special
1	Jeep		Wheeled	3	6+
	Tow: Light anti-tank gun, light howitzer, light anti-aircraft gun				
	0				+0

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

Escape Reaction

Infantry units that have the Escape Reaction special rule can react when shot at or assaulted as long as they have not taken an action yet, just as described for cavalry units, except that their escape move is a half-distance 6" run move. After they have finished their escape move assign them an order die displaying the run action.

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.

Freddies Freighters

FSSF sections can scale mountainous or hilly impassable terrain. To do this they must start their turn adjacent to the impassable terrain piece. They are then given the *Run* order and the squad is placed on top of the mountain or hill. If the terrain piece is higher than 6" tall it takes the section two turns to scale it. At the end of the first turn of movement up the terrain piece leave the unit's order die next to it showing the *Run* order. At the start of the next turn, before order dice are pulled, place the FSSF section at the top of the terrain piece, leaving the *Run* order die next to it. In addition, they may make a run move through rough ground. This run move is reduced to a maximum distance of 9".

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

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)

Masters of Concealment

When hidden, Commando/RMC units are discovered by enemy units at the following ranges: Unit with the Recon Troops special rule spot them at 12" instead of 18". When infantry and artillery units move within 6" of a Commando/RMC section or team. When any enemy recon vehicle moves within 6" of a Commando/RMC section or team. When any other enemy vehicle is within 3" of a Commando/RMC section or team. (Refer to the Hidden Set-up special rules, page 131 of the *Bolt Action* rulebook).

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.

Open-topped

(p118) Pinned by hits from small arms in the same way as soft-skinned 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-skinned.

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)

Recon Troops

The unit will spot hidden enemy units at 18" rather than the normal 12".

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.

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.

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.

Turn on the spot

Can execute a full speed run rate 'reverse' finishing the move facing in direction of travel.

Pick List	
Soviet Union M3 White Scout Car (Recce)	1
United States 114mm rocket launcher (heavy mortar)	1
United States Bazooka team	1
United States Flamethrower (infantry) team	1
United States Horse-drawn limber	1
United States Infantry with BAR M1918A2 Automatic rifle	6
United States Infantry with Flamethrower (requires assistant)	1
United States Infantry with Rifle	13
United States Jeep	2
United States M29 Weasel	1
United States M3A1 Lee medium tank	1
United States Medium Mortar team	1
United States NCO with Rifle	4
United States NCO with Submachine gun	1
United States Second Lieutenant	1
United States Sniper team	1
United States USMC War Dog team	1