

## 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 Paratrooper squad (Late) (Battle of the Bulge page 0)

Veteran

120

## Qty Weapons Range Shots Pen Special

6	Infantry with Rifle Stubborn	24"	1	n/a	Stubborn
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	

Veteran Paratrooper squad (Late) (Battle of the Bulge page 0)

Veteran

120

## Qty Weapons Range Shots Pen Special

6	Infantry with Rifle Stubborn	24"	1	n/a	Stubborn
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	

## FORWARD OBSERVER

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

Regular

75

## Qty Weapons Range Shots Pen Special

1	Air Force Forward Observer with M1 carbine (rifle)				
	with Pistol				Assault
	with Submachine gun				Assault

## INFANTRY

Veteran Paratrooper squad (Late) (Battle of the Bulge page 0)

Veteran

120

## Qty Weapons Range Shots Pen Special

6	Infantry with Rifle Stubborn	24"	1	n/a	Stubborn
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	

I&amp;R Squad (Battle of the Bulge page 27)

Regular

71

## Qty Weapons Range Shots Pen Special

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

## 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

69

## 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
2	with Pistol replaced by Submachine gun	12"	2	n/a	Assault

## ANTI-TANK

<b>Bazooka team</b> (Armies of the United States page 28)	<b>Regular</b>	<b>60</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Bazooka team	24"	1	+5	Team (2 men), Shaped Charge

#### ARTILLERY

<b>57mm Anti-tank Gun M1</b> (Armies of the United States page 34)	<b>Regular</b>	<b>75</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	57mm Anti-tank Gun M1	60"	1	+5	Team (3 men), Gun shield, Fixed, HE (1")

#### ARMoured CARS

<b>Armoured Jeep with Twin Bazookas</b> (Armies of the United States page 0)	<b>Regular</b>	<b>105</b>
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Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	Armoured Jeep with Twin Bazookas	Wheeled	-	6+	Recce, Frontal armour, MAY ONLY BE TAKEN IF THERE IS AT LEAST ONE I&R UNIT ALSO SELECTED				
	Twin Bazookas					24"	2	+5	360 degree arc, Shaped Charge

#### TANKS AND SP GUNS

<b>M18 Hellcat</b> (Armies of the United States page 43)	<b>Regular</b>	<b>190</b>
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Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	M18 Hellcat	Tracked	-	7+	Open-topped				
	Turret-mounted heavy anti-tank gun					72"	1	+6	HE (2")
	Pintle-mounted HMG					36"	3	+1	Flak, 360 degree arc
	Recce						-	-	Recce

#### 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)

##### Frontal armour

This vehicle cannot be damaged by small arms hits from the frontal arc but will still be pinned as normal

##### Gun shield

(p95) The die roll an enemy requires to score damage from the front arc of the gun is increased by +1. The die roll is modified by the penetration value of the weapon in the usual way. Hits from HE (both direct and indirect), flame throwers, and close quarters attacks ignore the gun shield rule.

##### 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)

##### 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.

**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.

Pick List	
United States 57mm Anti-tank Gun M1	1
United States Air Force Forward Observer	1
United States Armoured Jeep with Twin Bazookas	1
United States Bazooka team	1
United States Infantry with BAR M1918A2 Automatic rifle	4
United States Infantry with Rifle	22
United States M18 Hellcat	1
United States Medium Mortar team	1
United States NCO with Rifle	1
United States NCO with Submachine gun	3
United States Second Lieutenant	1
United States Sniper team	1
United States Spotter	1
United States with Pistol replaced by Submachine gun	2