

PLATOON #1

U.S. Reinforced Platoon

OFFICER

Second Lieutenant (Armies of the United States page 22) **Inexperienced** **42**

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 US Marine Squad (Mid/Late) (Armies of the United States page 26) **Veteran** **107**

Qty Weapons **Range Shots Pen Special**

| | | | | | |
|---|---|-----|---|-----|---------|
| 1 | NCO with Rifle | 24" | 1 | n/a | |
| 3 | Infantry with Rifle | 24" | 1 | n/a | |
| 3 | Infantry with BAR M1918A2 Automatic rifle | 30" | 2 | n/a | |
| 1 | Pistols in additional to other equipment | 6" | 1 | n/a | Assault |

Veteran US Marine Squad (Mid/Late) (Armies of the United States page 26) **Veteran** **106**

Qty Weapons **Range Shots Pen Special**

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

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) | - | - | | |

INFANTRY

US Army Veteran Infantry Squad (Mariana & Palau Islands page 132) **Veteran** **138**

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 | |
| | Entire squad equipped with anti-tank grenades | | | Tank hunters | |
| | Tough Fighters | | | Tough Fighters | |

US Army Veteran Infantry Squad (Mariana & Palau Islands page 132) **Veteran** **138**

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 | |
| | Entire squad equipped with anti-tank grenades | | | Tank hunters | |
| | Tough Fighters | | | Tough Fighters | |

US Army Veteran Infantry Squad (Mariana & Palau Islands page 132) **Veteran** **138**

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 | |
| | Entire squad equipped with anti-tank grenades | | | Tank hunters | |
| | Tough Fighters | | | Tough Fighters | |

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 | 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

| | | |
|--|----------------|-----------|
| US Army Infantry Assault Squad (Mariana & Palau Islands page 130) | Veteran | 95 |
|--|----------------|-----------|

| Qty Weapons | Range | Shots | Pen | Special |
|---|-------|-------|-----|----------------------------|
| 1 NCO with Rifle | 24" | 1 | n/a | |
| 3 Infantry with Rifle | 24" | 1 | n/a | |
| 1 Infantry flamethrower | 6" | D6 | +2 | Team (2 men), Flamethrower |
| Entire squad equipped with anti-tank grenades | | | | Tank hunters |

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 |

WAR DOG

| | | |
|---|----------------|-----------|
| USMC War Dog team (Empires in Flames page 104) | Veteran | 72 |
|---|----------------|-----------|

| Qty Weapons | Range | Shots | Pen | Special |
|--------------------------------|-------|-------|-----|--|
| 4 USMC War Dog team with Rifle | | | | Tough Fighters, Spotting, Extra Selection (War Dogs) |
| with Submachine gun | | | | Assault |

ARTILLERY

| | | |
|--|----------------|------------|
| M51 Multiple Machine Gun Carriage (Errata and FAQ PDF page 8) | Veteran | 126 |
|--|----------------|------------|

| Qty Weapons | Range | Shots | Pen | Special |
|-------------------------------------|-------|-------|-----|---|
| 1 M51 Multiple Machine Gun Carriage | 36" | 3 | +1 | Flak, (3 shots each, 12 total), Team (4 men), Fixed, (counts as a heavy gun for the purposes of movement) |

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.

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.

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.

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).

Spotting

Hidden enemy units are revealed if a dog team move to (or is deployed) within 24" of them.

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.

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.

| Pick List | |
|---|----|
| United States Air Force Forward Observer | 1 |
| United States Bazooka team | 1 |
| United States Infantry (equipped as modeled) | 2 |
| United States Infantry flamethrower | 1 |
| United States Infantry with BAR M1918A2 Automatic rifle | 12 |
| United States Infantry with Rifle | 24 |
| United States M51 Multiple Machine Gun Carriage | 1 |
| United States Medium Mortar team | 1 |
| United States NCO with Rifle | 6 |
| United States Pistols in additional to other equipment | 1 |
| United States Second Lieutenant | 1 |
| United States Sniper team | 1 |
| United States Spotter | 1 |
| United States USMC War Dog team | 4 |