

PLATOON #2

U.S. Reinforced Platoon
USMC Madrid 24 Gus

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

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

Regular

103

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

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

Regular

103

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

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

Regular

103

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

Marine Raiders (Empires in Flames page 104)

Veteran

114

Qty	Weapons	Range	Shots	Pen	Special
	Stubborn				Stubborn
1	NCO with Submachine gun	12"	2	n/a	Assault
3	Infantry with Submachine gun	12"	2	n/a	Assault
2	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	
2	men have Pistols in addition to other weapons	6"	1	n/a	Assault

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	36"	1	n/a	Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol)
	with Pistol				Assault

FLAMETHROWER

US Marine Assault Squad (Mariana & Palau Islands page 130)

Regular

117

Qty	Weapons	Range	Shots	Pen	Special
3	Infantry with Rifle	24"	1	n/a	
2	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower
	Entire squad equipped with anti-tank grenades				Tank hunters
1	NCO with Submachine gun	12"	2	n/a	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

ARTILLERY

Land Mattress (Battleground Europe page 0) **Inexperienced** **48**

Qty Weapons Range Shots Pen Special

1 Land Mattress launcher (heavy mortar) 12"-72" 1 HE Team (3 men), Fixed, Indirect fire, HE (3"), Multiple launcher

ARMOURED CARS

M8 Greyhound (Armies of the United States page 47) **Regular** **135**

Qty	Vehicle	Type	Trans	DV
Weapons	Range	Shots	Pen	Special
1	M8 Greyhound	Wheeled	-	7+
	Turret-mounted light anti-tank gun	48"	1	+4 HE (1")
	Co-axial MMG	36"	5	n/a
	Pintle-mounted HMG	36"	3	+1 Flak, 360 degree arc

TANKS AND SP GUNS

M3 Stuart light tank (Armies of the United States page 36) **Regular** **140**

Qty	Vehicle	Type	Trans	DV
Weapons	Range	Shots	Pen	Special
1	M3 Stuart light tank	Tracked	-	8+ Vulnerable
	Turret-mounted light anti-tank gun	48"	1	+4 HE (1")
	Co-axial MMG	36"	5	n/a
	Forward facing hull-mounted MMG	36"	5	n/a Front arc
	Recce	-	-	Recce
	Twin Forward facing hull-mounted LMGs	36"	4	n/a Front arc, Must shoot at same target as hull-mounted MMG (4 shots each)

TRANSPORTS

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

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)

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.

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)

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-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.

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.

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.

Vulnerable

Because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier

Pick List	
United States Bazooka team	1
United States Dodge ¾ ton truck	1
United States Infantry with BAR M1918A2 Automatic rifle	13
United States Infantry with Flamethrower (requires assistant)	1
United States Infantry with Rifle	15
United States Infantry with Submachine gun	3
United States Jeep	1
United States Land Mattress launcher (heavy mortar)	1
United States M3 Stuart light tank	1
United States M8 Greyhound	1
United States Medium Mortar team	1
United States men have Pistols in addition to other weapons	2
United States NCO with Rifle	3
United States NCO with Submachine gun	2
United States Second Lieutenant	1
United States Sniper team	1
United States Spotter	1