

**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 Infantry Squad** (Armies of the United States page 6)**Veteran****131****Qty Weapons**                      **Range**   **Shots** **Pen** **Special**

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

**Ranger squad** (Armies of the United States page 25)**Veteran****123****Qty Weapons**                      **Range**   **Shots** **Pen** **Special**

1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	
	Rangers special rule				Rangers lead the way!
1	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

**INFANTRY****Ranger squad** (Armies of the United States page 25)**Veteran****151****Qty Weapons**                      **Range**   **Shots** **Pen** **Special**

1	NCO with Rifle	24"	1	n/a	
6	Infantry with Rifle	24"	1	n/a	
	Rangers special rule				Rangers lead the way!
1	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

**Regular US Marine Squad (Mid/Late)** (Armies of the United States page 26)**Regular****85****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	

**I&R Squad** (Battle of the Bulge page 27)**Regular****99****Qty Weapons**                      **Range**   **Shots** **Pen** **Special**

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

**SNIPER****Sniper team** (Armies of the United States page 28)**Regular****52****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
1	with Pistol replaced by Submachine gun	12"	2	n/a	Assault

**FLAMETHROWER****Peleliu US Marine Assault Squad** (Mariana & Palau Islands page 129)**Veteran****114**

Qty	Weapons	Range	Shots	Pen	Special
2	Infantry flamethrower	6"	D6	+2	Team (2 men), Flamethrower
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Shotgun	18"	1	n/a	Assault

#### ANTI-TANK

<b>Bazooka team (Armies of the United States page 28)</b>					<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>Medium Artillery (M2A1) (Armies of the United States page 32)</b>					<b>Regular</b>	<b>80</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Medium howitzer	60"(30-72)	1	HE	Team (4 men), Fixed, Howitzer, HE (3")
1	Spotter				Spotter

#### ARMOURED CARS

<b>Armoured Jeep with Twin Bazookas (Armies of the United States page 0)</b>					<b>Regular</b>	<b>105</b>
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Vehicle	Type	Trans	DV		
Qty	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

#### TRANSPORTS

<b>Dodge ¾ ton truck (Armies of the United States page 50)</b>					<b>Regular</b>	<b>46</b>
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Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen	Special
1	Dodge ¾ ton truck	Wheeled	8	6+	
	<b>Tow:</b> 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

<b>Dodge ¾ ton truck (Armies of the United States page 50)</b>					<b>Regular</b>	<b>46</b>
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Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen	Special
1	Dodge ¾ ton truck	Wheeled	8	6+	
	<b>Tow:</b> 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

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

#### 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 flamethrower, add +1 to damage effects chart.

##### Frontal armour

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

### **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.

### **Howitzer**

(p71) Can either shoot directly at a target drawing its line of fire 'over open sights' in the normal way, or it can shoot indirect fire. When using indirect fire, a howitzer has a minimum range; when firing over open sights it has no minimum range.

### **Rangers lead the way!**

Units of Rangers are allowed to make a Run move after both sides have finished set-up, but before the first turn of the game. During this move, the unit cannot assault enemy units, and cannot be targeted by enemies in Ambush.

### **Rece**

(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).

### **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 (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 Armoured Jeep with Twin Bazookas	1
United States Bazooka team	1
United States Dodge ¾ ton truck	2
United States Infantry flamethrower	2
United States Infantry with BAR M1918A2 Automatic rifle	8
United States Infantry with Light Machine gun (requires loader)	2
United States Infantry with Rifle	19
United States Infantry with Shotgun	2
United States Infantry with Submachine gun	5
United States Jeep	1
United States Medium howitzer	1
United States NCO with Rifle	5
United States NCO with Submachine gun	1
United States Second Lieutenant	1
United States Sniper team	1
United States Spotter	1
United States with Pistol replaced by Submachine gun	1