

PLATOON #1

U.S. Reinforced Platoon

OFFICER

| | | | | | | |
|--|--|--|--|--|----------------|-----------|
| Second Lieutenant (Armies of the United States page 22) | | | | | Regular | 60 |
|--|--|--|--|--|----------------|-----------|

| 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

| | | | | | | |
|--|--|--|--|--|----------------|-----------|
| Regular Infantry squad (Late) (Armies of the United States page 23) | | | | | Regular | 80 |
|--|--|--|--|--|----------------|-----------|

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|---|-------|-------|-----|---------|
| 1 | NCO with Rifle | 24" | 1 | n/a | |
| 4 | Infantry with Rifle | 24" | 1 | n/a | |
| 2 | Infantry with BAR M1918A2 Automatic rifle | 30" | 2 | n/a | |

| | | | | | | |
|--|--|--|--|--|----------------|-----------|
| Regular Infantry squad (Late) (Armies of the United States page 23) | | | | | Regular | 80 |
|--|--|--|--|--|----------------|-----------|

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|---|-------|-------|-----|---------|
| 1 | NCO with Rifle | 24" | 1 | n/a | |
| 4 | Infantry with Rifle | 24" | 1 | n/a | |
| 2 | Infantry with BAR M1918A2 Automatic rifle | 30" | 2 | n/a | |

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") |

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 |

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 |

ARMOURED CARS

| | | | | | | |
|--|--|--|--|--|----------------|-----------|
| Jeep (no transport) (Armies of the United States page 50) | | | | | Regular | 36 |
|--|--|--|--|--|----------------|-----------|

| Qty | Vehicle | Type | Trans | DV |
|-----|---------------------|---------|-------|--------------------------|
| 1 | Jeep (no transport) | Wheeled | - | 6+ |
| | 0 | | | +0 |
| | Pintle-mounted MMG | 36" | 5 | n/a Flak, 360 degree arc |

TANKS AND SP GUNS

| | | | | | | |
|---|--|--|--|--|----------------|------------|
| M3A1 Stuart light tank (Armies of the United States page 36) | | | | | Regular | 125 |
|---|--|--|--|--|----------------|------------|

| Qty | Vehicle | Type | Trans | DV |
|-----|------------------------------------|---------|-------|---|
| 1 | M3A1 Stuart light tank | Tracked | - | 8+ Vulnerable |
| | Turret-mounted light anti-tank gun | 48" | 1 | +4 HE (1"), Gyro-stabiliser (Veterans only) |
| | Co-axial MMG | 36" | 5 | n/a |
| | Forward facing hull-mounted MMG | 36" | 5 | n/a Front arc |
| | Recce | | - | - Recce |

PLATOON #2

U.S. Reinforced Platoon

OFFICER

| | | | | | | |
|--|--|--|--|--|----------------|-----------|
| Second Lieutenant (Armies of the United States page 22) | | | | | Regular | 60 |
|--|--|--|--|--|----------------|-----------|

| 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

Regular Infantry squad (Late) (Armies of the United States page 23) **Regular** **90**

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 | |

Regular Infantry squad (Late) (Armies of the United States page 23) **Regular** **80**

Qty Weapons Range Shots Pen Special

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

ARMOURED CARS

Jeep (no transport) (Armies of the United States page 50) **Regular** **36**

Qty Weapons Range Shots Pen Special

| | | | | | |
|---|---------------------|---------|---|-----|----------------------|
| 1 | Jeep (no transport) | Wheeled | - | 6+ | |
| 0 | | | | +0 | |
| | Pintle-mounted MMG | 36" | 5 | n/a | Flak, 360 degree arc |

TANKS AND SP GUNS

M4 Sherman 75mm medium tank (Armies of the United States page 39) **Regular** **185**

Qty Weapons Range Shots Pen Special

| | | | | | |
|---|-------------------------------------|---------|---|-----|---|
| 1 | M4 Sherman 75mm medium tank | Tracked | - | 9+ | Easily catches fire, Thin sides |
| | Turret-mounted medium anti-tank gun | 60" | 1 | +5 | (75mm) HE (2"), Gyro-stabiliser (Veterans only) |
| | Co-axial MMG | 36" | 5 | n/a | |
| | Forward facing hull-mounted MMG | 36" | 5 | n/a | Front arc |

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

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)

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

Indirect fire

(p71)

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.

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.

Thin sides

All shots to the side of the vehicle get an additional +1 penetration modifier (i.e. +2 in total).

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 Infantry (equipped as modeled) | 2 |
| United States Infantry with BAR M1918A2 Automatic rifle | 8 |
| United States Infantry with Rifle | 17 |
| United States Jeep (no transport) | 2 |
| United States M3A1 Stuart light tank | 1 |
| United States M4 Sherman 75mm medium tank | 1 |
| United States Medium Mortar team | 1 |
| United States NCO with Rifle | 4 |
| United States Second Lieutenant | 2 |
| United States Sniper team | 1 |