

**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