

PLATOON #1

U.S. Reinforced Platoon

OFFICER

Second Lieutenant (Armies of the United States page 22)						Regular	60
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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 Paratrooper squad (Late) (Battle of the Bulge page 0)						Veteran	118
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Qty	Weapons	Range	Shots	Pen	Special
1	Infantry with Rifle Stubborn	24"	1	n/a	Stubborn
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	

Veteran Paratrooper squad (Late) (Battle of the Bulge page 0)						Veteran	118
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Qty	Weapons	Range	Shots	Pen	Special
1	Infantry with Rifle Stubborn	24"	1	n/a	Stubborn
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	

INFANTRY

Regular Glider squad (Armies of the United States page 24)						Regular	96
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Qty	Weapons	Range	Shots	Pen	Special
6	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with BAR M1918A2 Automatic rifle Stubborn	30"	2	n/a	Stubborn

Regular Glider squad (Armies of the United States page 24)						Regular	96
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Qty	Weapons	Range	Shots	Pen	Special
6	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with BAR M1918A2 Automatic rifle Stubborn	30"	2	n/a	Stubborn

MORTAR

Medium Mortar team (Armies of the United States page 29)						Inexperienced	35
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Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")

FLAMETHROWER

Flamethrower team (Armies of the United States page 28)						Veteran	65
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Qty	Weapons	Range	Shots	Pen	Special
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

ANTI-TANK

Bazooka team (Armies of the United States page 28)						Regular	60
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Qty	Weapons	Range	Shots	Pen	Special
1	Bazooka team	24"	1	+5	Team (2 men), Shaped Charge

ARTILLERY

57mm Anti-tank Gun M1 (Armies of the United States page 34)						Regular	75
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Qty	Weapons	Range	Shots	Pen	Special
1	57mm Anti-tank Gun M1	60"	1	+5	Team (3 men), Gun shield, Fixed, HE (1")

ARMOURED CARS

M8 Greyhound (Armies of the United States page 47)						Regular	135
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Qty	Vehicle	Type	Trans	DV
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

M4A1 Sherman 76mm medium tank (Armies of the United States page 40)				Regular	235
Qty	Vehicle	Type	Trans	DV	
	Weapons	Range	Shots	Pen	Special
1	M4A1 Sherman 76mm medium tank	Tracked	-	9+	
	Turret-mounted heavy anti-tank gun	72"	1	+6	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

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.

Gun shield

(p95) The die roll an enemy requires to score damage from the front arc of the gun is increased by +1. The die roll is modified by the penetration value of the weapon in the usual way. Hits from HE (both direct and indirect), flame throwers, and close quarters attacks ignore the gun shield rule.

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)

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.

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.

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.

Pick List	
United States 57mm Anti-tank Gun M1	1
United States Bazooka team	1
United States Flamethrower (infantry) team	1
United States Infantry (equipped as modeled)	1
United States Infantry with BAR M1918A2 Automatic rifle	4
United States Infantry with Rifle	14
United States Infantry with Submachine gun	8
United States M4A1 Sherman 76mm medium tank	1
United States M8 Greyhound	1
United States Medium Mortar team	1
United States NCO with Submachine gun	4
United States Second Lieutenant	1