

## 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 Paratrooper squad (Late) (Battle of the Bulge page 0)

Veteran

99

## Qty Weapons

## Range Shots Pen Special

1	Infantry with Rifle	24"	1	n/a	
	Stubborn				Stubborn
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault

Veteran Paratrooper squad (Late) (Battle of the Bulge page 0)

Veteran

99

## Qty Weapons

## Range Shots Pen Special

1	Infantry with Rifle	24"	1	n/a	
	Stubborn				Stubborn
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault

## INFANTRY

I&amp;R Squad (Battle of the Bulge page 27)

Regular

74

## Qty Weapons

## Range Shots Pen Special

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

## MACHINE GUN

Medium Machine Gun team (Armies of the United States page 26)

Regular

50

## Qty Weapons

## Range Shots Pen Special

1	Medium Machine gun team	36"	5	n/a	Team (3 men), Fixed
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## 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")
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## FLAMETHROWER

Flamethrower team (Armies of the United States page 28)

Regular

50

## Qty Weapons

## Range Shots Pen Special

1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower
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## ARMOURED CARS

Armoured Jeep with Twin Bazookas (Armies of the United States page 0)

Regular

105

Qty	Vehicle	Type	Trans	DV	
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

## TANKS AND SP GUNS

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

Regular

145

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

Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc
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

### 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+					
					<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				

### 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+					
					<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				

### 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+					
					<b>Tow:</b> Light anti-tank gun, light howitzer, light anti-aircraft gun				
					0			+0	

## PLATOON #2

U.S. Reinforced Platoon

## ARMOURED CARS

### Jeep (no transport) (Armies of the United States page 50)

Veteran

40

Qty	Vehicle	Type	Trans	DV	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

### M3 Stuart light tank (Armies of the United States page 36)

Regular

155

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				
	Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc				
	Twin Forward facing hull-mounted LMGs	36"	4	n/a	Front arc, Must shoot at same target as hull-mounted MMG (4 shots each)				

## 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.

**Frontal armour**

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

**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)

**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.

**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.

**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 Armoured Jeep with Twin Bazookas	1
United States Dodge ¾ ton truck	2
United States Flamethrower (infantry) team	1
United States Infantry with BAR M1918A2 Automatic rifle	1
United States Infantry with Rifle	5
United States Infantry with Submachine gun	9
United States Jeep	1
United States Jeep (no transport)	1
United States M3 Stuart light tank	2
United States Medium Machine gun team	1
United States Medium Mortar team	1
United States NCO with Rifle	1
United States NCO with Submachine gun	2
United States Second Lieutenant	1