

**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 (Errata and FAQ PDF page 7)** **Veteran** **122**

**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	
	Tough Fighters				Tough Fighters

**Veteran Infantry Squad (Errata and FAQ PDF page 7)** **Veteran** **122**

**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	
	Tough Fighters				Tough Fighters

**INFANTRY**

**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	

**I&R Squad (Battle of the Bulge page 27)** **Regular** **71**

**Qty Weapons Range Shots Pen Special**

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

**MORTAR**

**Medium Mortar team (Armies of the United States page 29)** **Regular** **60**

**Qty Weapons Range Shots Pen Special**

1	Medium Mortar team	12"-60"	1	HE Team (3 men), Fixed, Indirect fire, HE (2")	
1	Spotter			Spotter Spotter	

**SNIPER**

**Sniper team (Armies of the United States page 28)** **Regular** **50**

**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
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**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	
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**ARMOURED CARS**

**Armoured Jeep with Twin Bazookas (Armies of the United States page 0)** **Regular** **105**

Qty	Vehicle Weapons	Type Range	Trans	DV	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** **140**

Qty	Vehicle Weapons	Type Range	Trans	DV	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
	Twin Forward facing hull-mounted LMGs	36"	4	n/a	Front arc, Must shoot at same target as hull-mounted MMG (4 shots each)

**PLATOON #2**

U.S. Reinforced Platoon

**M3A1 Stuart light tank** (Armies of the United States page 36) **Regular** **155**

Qty	Vehicle Weapons	Type Range	Trans	DV	Special
1	M3A1 Stuart light tank with flamethrower	Tracked	-	8+	Vulnerable, Internal volatile fuel tanks
	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 flamethrower	12"	D6+1	+3	Front arc, Flamethrower

**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.

**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

**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)

**Internal volatile fuel tanks**

Flame-throwing vehicles are more likely to be destroyed by damage, as explained on page 68 of the rulebook

**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.

**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 (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.

### **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.

### **Vulnerable**

Because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier

<b>Pick List</b>	
United States Armoured Jeep with Twin Bazookas	1
United States Bazooka team	1
United States Infantry with BAR M1918A2 Automatic rifle	7
United States Infantry with Rifle	18
United States M3 Stuart light tank	1
United States M3A1 Stuart light tank with flamethrower	1
United States Medium Mortar team	1
United States NCO with Rifle	4
United States Second Lieutenant	1
United States Sniper team	1
United States Spotter	1