

## 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

**Regular US Marine Squad (Mid/Late) (Armies of the United States page 26)** **Regular** **95**

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

**Regular US Marine Squad (Mid/Late) (Armies of the United States page 26)** **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	

## INFANTRY

**US Marine Squad (Early) (Armies of the United States page 26)** **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 Engineer squad (Armies of the United States page 24)** **Regular** **103**

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 Flamethrower (requires assistant)	6"	D6	+3	Flamethrower

## 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

## ARTILLERY

**Medium Artillery (M2A1) (Armies of the United States page 32)** **Regular** **85**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium howitzer	60"(30-72)	1	HE	Team (4 men), Fixed, Howitzer, HE (3")
1	Spotter				Spotter Spotter
	Gun shield				Gun shield

## TANKS AND SP GUNS

**M24 Chaffee light tank (Armies of the United States page 37)** **Regular** **160**

Qty	Vehicle	Type	Trans	DV	Special
1	M24 Chaffee light tank	Tracked	-	8+	Vulnerable
	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
	Recce		-	-	Recce

## TRANSPORTS

**Dodge ¾ ton truck (Armies of the United States page 50)** **Regular** **31**

Qty	Vehicle	Type	Trans	DV	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

**PLATOON #2**

U.S. Reinforced Platoon

**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

**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

**TANKS AND SP GUNS****M3 Stuart light tank** (Armies of the United States page 36) **Regular** **140**

Qty	Vehicle	Type	Trans	DV	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		
	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****(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.

**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 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**HE (3")**(p68) PEN: +3, PIN: D3 (2D6 if in building) - Infantry and artillery can go *down* to halve the hits taken. 10+ hits on building collapses it and kills all inside.**Howitzer**

(p71) Can either shoot directly at a target drawing its line of fire 'over open sights' in the normal way, or it can shoot indirect fire. When using indirect fire, a howitzer has a minimum range; when firing over open sights it has no minimum range.

**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.

### **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.

### **Team (4 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

<b>Pick List</b>	
United States Bazooka team	1
United States Dodge ¾ ton truck	1
United States Infantry with BAR M1918A2 Automatic rifle	7
United States Infantry with Flamethrower (requires assistant)	1
United States Infantry with Rifle	20
United States M24 Chaffee light tank	1
United States M3 Stuart light tank	1
United States Medium howitzer	1
United States Medium Mortar team	1
United States NCO with Rifle	3
United States NCO with Submachine gun	1
United States Second Lieutenant	1
United States Sniper team	1
United States Spotter	2