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Qty	Weapons	Range	Shots		
				Pen	Special
1	Platoon Commander				
	with Pistol	6"	1	n/a	
	with Rifle	24"	1	n/a	
	with Submachine gun	12"	2	n/a	Assault

Infantry Squad (Version 3 Rulebook page 221)

Infantry Squad (Version 3 Rulebook page 221)				Regular		76
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
5	Infantry with Rifle	24"	1	n/a		
1	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a		

Infantry Squad (Version 3 Rulebook page 221)

Infantry Squad (Version 3 Rulebook page 221)			Regular			76
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
5	Infantry with Rifle	24"	1	n/a		
1	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a		

Company Commander (Version 3 Rulebook page 220)

Company Commander (Version 3 Rulebook page 220)					Inexperienced	42
Qty	Weapons	Range	Shots	Pen	Special	
1	Company Commander					
	with Pistol	6"	1	n/a		
	with Rifle	24"	1	n/a		
	with Submachine gun	12"	2	n/a	Assault	

Forward Observer (Air Force) (Version 3 Rulebook page 221)

Forward Observer (Air Force) (Version 3 Rulebook page 221)				Regular		75
Qty	Weapons	Range	Shots	Pen	Special	
1	Forward Observer (Air Force)				Infiltrator	
	with Rifle	24"	1	n/a		
	with Pistol	6"	1	n/a		
	with Submachine gun	12"	2	n/a	Assault	

Sniper Team (Version 3 Rulebook page 224)

Sniper Team (Version 3 Rulebook page 224)						Regular	52
Qty	Weapons	Range	Shots	Pen	Special		
1	Sniper Team	36"	1	n/a	Team (2 men), Sniper, Infiltrator, (Sniper has a rifle and a pistol, spotter has a pistol)		

Light Mortar Team (Version 3 Rulebook page 224)

Light Mortar Team (Version 3 Rulebook page 224)						Regular	30
Qty	Weapons	Range	Shots	Pen	Special		
1	Light Mortar team (2 men)	12-36"	1	HE	Team (2 men), Indirect fire, HE (1")		

Light Mortar Team (Version 3 Rulebook page 224)

Light Mortar Team (Version 3 Rulebook page 224)						Regular	30
Qty	Weapons	Range	Shots	Pen	Special		
1	Light Mortar team (2 men)	12-36"	1	HE	Team (2 men), Indirect fire, HE (1")		

*Version 3 - U.S. - Armoured Platoon

Sherman Medium Tank (Version 3 Rulebook page 227)

Sherman Medium Tank (Version 3 Rulebook page 227)						Veteran	262
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special		
1	M4A3 Sherman 75mm						
		Tracked	-	9+			
	Turret-mounted medium anti-tank gun	60"	1	+5	(75mm) HE (2"), Gyro-stabiliser (Veterans only)		
	Forward facing hull-mounted MMG	36"	6	n/a	Front arc		
	Co-axial MMG	36"	6	n/a			

CMD VEHICLE OPTIONS

VEHICLE					
Stuart Light Tank (Version 3 Rulebook page 226)				Regular	140
Qty	Vehicle Weapons	Type Range	Trans Shots	DV 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"	6	n/a	
	Forward facing hull-mounted MMG	36"	6	n/a	Front arc
	Forward facing hull-mounted MMG	36"	6	n/a	Front arc
	Recce		-	-	Recce

Unit Special Rules**(75mm) HE (2")**

(v3) Instead of HE (1") the medium anti-tank gun has HE (2") (75mm gun tanks).

Assault

(v3 page 96) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as having the Tough Fighters special rule (Tough Fighters: When a model with this special rule fails to damage in close quarters against enemy infantry or artillery units, it can re-roll the failed rolls to damage)

Command Vehicle

(v3 page 149) Adds a morale bonus of +1 to itself and to any other friendly vehicle within 12" (not cumulative with morale bonus, and other command vehicles). In addition, when it activates, it can use one 'You men, snap to action!' extra dice on any one friendly vehicle within 12", except for other command vehicles. Command vehicles count as platoon commanders for the purpose of receiving orders from other officers.

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")

(v3 page 97) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken (rounded up).

Indirect fire

(v3 page 101) - cannot hit targets withing their minimum range, measured from the centre the weapon itself. Units hit by indirect file receive no cover saves of any kind. However, if the target unit is or goes *Down* when shot at with indirect fire, the number of hits suffered is still halved. When fired against vehicles, hits from indirect fire weapons always strike the top armour, counting the +1 penetration modifier to damage regardless of the actual position of the firer. If an open-topped armoured vehicle is hit by indirect fire add the +1 penetration modifier to the roll to damage, and also add +1 to the die roll on the Armoured Vehicle Damage Results Tables. Cannot fire indirect fire weapons from *Ambush*. Indirect fire weapons can fire smoke (page 128).

Infiltrator

(v3 page 120) If the unit takes a cover save while it does not have an *Advance* or *Run* order dice on it, it receives an additional +1 to the roll. In addition, the unit might benefit from special deployment rules, as detailed in the scenario being played (see page 161).

Rangers lead the way!

(v3 page 222) Units of Rangers are allowed to make a *Run* move after both sies have finished set-up, but before the first turn of the game. During this move, the unit cannot assault enemy units, and cannot be targets by enemies in *Ambush*.

Recce

(v3 page 150)

Shaped Charge

(v3 page 103) Never suffer the -1 penetration modifier for firing at long range, nor the +1 Pen for point-blank range.

Sniper

(v3 page 122) If team includes a second man, the sniper rifles has the Team Weapon special rule. This means that, if the leader is killed, the second man can fire the sniper rifles, with the usual -1 penalty to hit (as well as the -1 penalty to Morale due to the loss of the leader). Unlike other units with the Team Weapon special rule, all members of a sniper team can fire any weapon they are carrying in any turn when the sniper is not using his scope, and in an assault they can use beneficial rules, like those from submachine guns, tough fighters, etc. When a sniper shoots using a *Fire* or *Ambush* order, the player can decide if the sniper uses the rifle's scope, in which case the following apply: The rifle range changes to 36". However, if the target is then found to be within 12", the shot misses automatically. The shot benefits from an additional +1 modifier to hit. Any hits go straight to damage, no cover saves allowed, and benefit from a +1 modifier on damage rolls against infantry and artillery units. If the sniper successfully rolls to hit and damage, the firing player can pick the squad leader in the target unit as a casualty. This includes NCOs, leaders of weapon teams and artillery units, officers, medics, observers, and so on.

Tank hunters

(v3 page 122) If a tank hunter unit wins an assault and scores damage against an armoured vehicle, the effect is resolved on the Damage Result table as for a normal anti-tank penetration rather than as for superficial damage. In addition, these troops don't suffer from the Tank Fear rule when assaulting fully-enclosed armoured vehicles.

Team (2 men)

(v3 page 103) A Team weapon shoots at full effectiveness so long as there are at least two team members to serve it. If only one man remains to serve a team weapon, then the weapon suffers a -1 'to hit' penalty. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Vulnerable

(v3) Because of its light armour, all shorts to the side and rear of the vehicle get an additional +1 penetration modifier (i.e. in total, +2 for side hits and +3 for rear hits).

United States Army Special Rules

Fire and Manoeuvre

All rifle/carbine-armed infantry units roll bonus dice when shooting. For every three men shooting rifles/carbines roll one extra die - so four riflemen would roll one extra die, for example. These extra shots can be assumed to come from any of the men shooting.

Gyro-Stabilisers

When a weapon is described as gyro-stabilised in a vehicle's entry, it 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 crw, nor does it apply to any co-axial machine gun.

Air Superiority

The forward air observer unit may call an air-strike twice instead of once per game. Resolve the first air-strike as normal. Then, after the first air-strike has been resolved, the FAO may call a second (when issued a *Fire* order).

Modern Communications

When units take an order test to move from reserve onto the table, do not apply the usual -1 penalty, but use their basic morale value instead.

PickList	
United States Bazooka team	1
United States Company Commander	1
United States Forward Observer (Air Force)	2
United States Infantry with BAR M1918A2 Automatic rifle	2
United States Infantry with Rifle	20
United States Jeep	1
United States Light Mortar team (2 men)	3
United States M3 Stuart light tank	1
United States M4A3 Sherman 75mm	1
United States NCO with Rifle	4
United States Platoon Commander	2
United States Sniper Team	2