

| PLATOON #1  |   |            |       |     |  |     |
|---|---|------------|-------|-----|--|-----|
| U.S. Reinforced Platoon   |   |            |       |     |  |     |
| OFFICER   |   |            |       |     |  |     |
| Second Lieutenant (Armies of the United States page 22)             |   |            |       |     | Regular  | 60  |
| 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   |   |            |       |     |  |     |
| Regular Infantry squad (Late) (Armies of the United States page 23) |   |            |       |     | Regular  | 110 |
| Qty   | Weapons   | Range      | Shots | Pen | Special  |     |
| 1   | NCO with Rifle                                  | 24"        | 1     | n/a |  |     |
| 7   | Infantry with Rifle                             | 24"        | 1     | n/a |  |     |
| 2   | Infantry with BAR M1918A2 Automatic rifle       | 30"        | 2     | n/a |  |     |
| Regular Infantry squad (Late) (Armies of the United States page 23) |   |            |       |     | Regular  | 110 |
| Qty   | Weapons   | Range      | Shots | Pen | Special  |     |
| 1   | NCO with Rifle                                  | 24"        | 1     | n/a |  |     |
| 7   | Infantry with Rifle                             | 24"        | 1     | n/a |  |     |
| 2   | Infantry with BAR M1918A2 Automatic rifle       | 30"        | 2     | n/a |  |     |
| INFANTRY  |   |            |       |     |  |     |
| Veteran Engineer squad (Armies of the United States page 24)        |   |            |       |     | Veteran  | 98  |
| Qty   | Weapons   | Range      | Shots | Pen | Special  |     |
| 1   | Infantry with Rifle                             | 24"        | 1     | n/a |  |     |
| 1   | NCO with Submachine gun                         | 12"        | 2     | n/a | Assault  |     |
| 2   | Infantry with BAR M1918A2 Automatic rifle       | 30"        | 2     | n/a |  |     |
| 1   | Infantry with Flamethrower (requires assistant) | 6"         | D6    | +3  | Flamethrower   |     |
| MORTAR  |   |            |       |     |  |     |
| Heavy Mortar team (Armies of the United States page 30)             |   |            |       |     | Inexperienced  | 56  |
| Qty   | Weapons   | Range      | Shots | Pen | Special  |     |
| 1   | Heavy Mortar team                               | 12"-72"    | 1     | HE  | Team (4 men), Fixed, Indirect fire, HE (3")                            |     |
| 1   | Spotter   |            |       |     | Spotter  |     |
| SNIPER  |   |            |       |     |  |     |
| Sniper team (Armies of the United States page 28)                   |   |            |       |     | Veteran  | 67  |
| Qty   | Weapons   | Range      | Shots | Pen | Special  |     |
| 1   | Sniper team                                     | 36"        | 1     | n/a | Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol) |     |
|   | with Pistol                                     |            |       |     | Assault  |     |
| ANTI-TANK   |   |            |       |     |  |     |
| Bazooka team (Armies of the United States page 28)                  |   |            |       |     | Veteran  | 78  |
| 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  |
| Qty   | Weapons   | Range      | Shots | Pen | Special  |     |
| 1   | 57mm Anti-tank Gun M1                           | 60"        | 1     | +5  | Team (3 men), Gun shield, Fixed, HE (1")                               |     |
| TANKS AND SP GUNS   |   |            |       |     |  |     |
| M4A1 Sherman 75mm medium tank (Armies of the United States page 39) |   |            |       |     | Regular  | 195 |
|   | Vehicle   | Type       | Trans | DV  |  |     |
| Qty   | Weapons   | Range      | Shots | Pen | Special  |     |
| 1   | M4A1 Sherman 75mm medium tank                   | Tracked    | -     | 9+  | Easily catches fire  |     |
|   | 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  |     |
| TRANSPORTS  |   |            |       |     |  |     |
| M3 half-track (Armies of the United States page 50)                 |   |            |       |     | Regular  | 129 |
|   | Vehicle   | Type       | Trans | DV  |  |     |
| Qty   | Weapons   | Range      | Shots | Pen | Special  |     |
| 1   | M3 half-track                                   | Half-track | 12    | 7+  | Open-topped  |     |

|   |   |         |       |         |                      |
|---|---|---------|-------|---------|----------------------|
| Tow: any anti-tank or anti-aircraft gun, light or medium howitzer |   |         |       |         |                      |
|   | Pintle-mounted HMG  | 36"     | 3     | +1      | Flak, 360 degree arc |
|   | Left pintle-mounted MMG   | 36"     | 5     | n/a     | Flak, Left arc       |
|   | Right pintle-mounted MMG  | 36"     | 5     | n/a     | Flak, Right 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+      |                      |
|   | Tow: Light anti-tank gun, light howitzer, light anti-aircraft gun |         |       |         |                      |
|   | 0   |         |       | +0      |                      |

(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.

Easily catches fire

If a roll on the vehicle damage table results in the vehicle catching fire add D3 pin markers rather than just 1 before taking a morale test

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 (3")

(p68) PEN: +3, PIN: D3 (2D6 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

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.

**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.

**Pick List**

|   |    |
|---|----|
| United States 57mm Anti-tank Gun M1                           | 1  |
| United States Bazooka team                                    | 1  |
| United States Heavy Mortar team                               | 1  |
| United States Infantry (equipped as modeled)                  | 1  |
| United States Infantry with BAR M1918A2 Automatic rifle       | 6  |
| United States Infantry with Flamethrower (requires assistant) | 1  |
| United States Infantry with Rifle                             | 15 |
| United States Jeep  | 1  |
| United States M3 half-track                                   | 1  |
| United States M4A1 Sherman 75mm medium tank                   | 1  |
| United States NCO with Rifle                                  | 2  |
| United States NCO with Submachine gun                         | 1  |
| United States Second Lieutenant                               | 1  |
| United States Sniper team                                     | 1  |
| United States Spotter   | 1  |