Order Dice: 37

Total Points: 4986

			PLAT	1001	#1	
		U.	S. Reinf	orced	Platoon	
			OF	FICE	R	
Sec	ond Lieutenant (Armies of the United States page 22)				Regular	60
Qty	Weapons	Range	Shots	Pen	Special	
1	Second Lieutenant					
	with Pistol	6"	1	n/a	Assault	
	with Submachine gun	12"	2	n/a	Assault	
	with M1 carbine (rifle)	24"	1	n/a		
1	Infantry (equipped as modeled)		-	-		
		II.	NFANTI	RY S	QUADS	
Reg	ular Infantry squad (Late) (Armies of the United State	es page 23)			Regular	113
Qty	Weapons	Range	Shots	Pen	Special	
7	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		
Reg	rular Infantry squad (Late) (Armies of the United State	es page 23)			Regular	113
Qty	Weapons	Range	Shots	Pen	Special	
7	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		
			INFA	ANTI	Y	
Reg	ular Infantry squad (Late) (Armies of the United State	es page 23)			Regular	113
_	Weapons	Range	Shots	Pen	Special	
7	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		
	•		MACH	INF	CHN	-
Hea	vy Machine Gun team (Armies of the United States pa				Regular	70
	Weapons	Range	Shote	Don	Special	70
Qiy 1	Heavy Machine gun team	36"	3		Team (4 men), Fixed	
	Treavy ividenine gair ceans	30				
Ma	dium Moutou toom (Associa effla Haitad States and 200	<u> </u>	MO	RTA		50
	dium Mortar team (Armies of the United States page 29	•	Cl 4-	D	Regular	50
Qty 1	Weapons	Range	Snots		Special	
		12!! 60!!				
1	Medium Mortar team	12"-60"	l		Team (3 men), Fixed, Indirect fire, HE (2")	
1		12"-60"	SN	HE IPEI		
	per team (Armies of the United States page 28)			IPEF	Regular	50
Qty	per team (Armies of the United States page 28) Weapons	Range	Shots	IPEI Pen	Regular Special	
Qty	per team (Armies of the United States page 28) Weapons Sniper team	Range	Shots 1	Pen n/a	Regular  Special  Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pisto	
Qty	per team (Armies of the United States page 28) Weapons	Range	Shots 1 1	Pen n/a n/a	Regular  Special  Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pisto	
Qty	per team (Armies of the United States page 28) Weapons Sniper team	Range	Shots 1	Pen n/a n/a	Regular  Special  Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pisto	ıl)
Qty 1	per team (Armies of the United States page 28) Weapons Sniper team	Range	Shots 1 1	Pen n/a n/a	Regular  Special  Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pisto	
Qty 1 Baz	Der team (Armies of the United States page 28)  Weapons  Sniper team  with Pistol	Range	Shots 1 1 ANT	Pen n/a n/a I-TA	Regular  Special  Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol Assault  KK  Regular  Special	ıl)
Qty 1 Baz	Oer team (Armies of the United States page 28)  Weapons  Sniper team  with Pistol  Ooka team (Armies of the United States page 28)	Range 36" 6"	Shots 1 1 ANT	Pen n/a n/a I-TA	Regular  Special  Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistor Assault  KK  Regular	ıl)
Qty 1 Baz	weapons Sniper team Weapons Sniper team with Pistol  ooka team (Armies of the United States page 28)  Weapons	Range 36" 6" Range 24"	Shots 1 1 ANT	Pen n/a n/a I-TAl Pen +5	Regular  Special  Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pisto Assault  KK  Regular  Special  Team (2 men), Shaped Charge	ıl)
Qty 1 Baz Qty 1	weapons Sniper team Weapons Sniper team with Pistol  ooka team (Armies of the United States page 28)  Weapons	Range 36" 6" Range 24"	Shots 1 ANT Shots 1	Pen n/a n/a I-TAl Pen +5	Regular  Special  Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pisto Assault  KK  Regular  Special  Team (2 men), Shaped Charge	ıl)
Qty 1 Baz Qty 1	Weapons Sniper team with Pistol  Ooka team (Armies of the United States page 28)  Weapons Bazooka team	Range 36" 6" Range 24"	Shots 1 ANT Shots 1	Pen n/a n/a I-TAl Pen +5 RED	Regular  Special  Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistolassault  KK  Regular  Special  Team (2 men), Shaped Charge  CARS	60
Qty 1 Baz Qty 1	Weapons Sniper team With Pistol  Ooka team (Armies of the United States page 28)  Weapons Bazooka team O (no transport) (Armies of the United States page 50)	Range 36" 6"  Range 24"	Shots 1 1 ANT Shots 1 RMOU	Pen n/a n/a I-TA Pen +5 RED	Regular  Special  Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistolassault  KK  Regular  Special  Team (2 men), Shaped Charge  CARS	60
Qty 1 Baz Qty 1 Jeep	Der team (Armies of the United States page 28)  Weapons Sniper team with Pistol  Ooka team (Armies of the United States page 28)  Weapons Bazooka team  O (no transport) (Armies of the United States page 50)  Vehicle	Range 36" 6"  Range 24"  A	Shots 1 1 ANT Shots 1 RMOU	Pen n/a n/a I-TA Pen +5 RED	Regular  Special Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol Assault  KK  Regular  Special Team (2 men), Shaped Charge  CARS  Veteran	60
Qty 1 Baz Qty 1 Jeep	Der team (Armies of the United States page 28)  Weapons Sniper team with Pistol  Ooka team (Armies of the United States page 28)  Weapons Bazooka team  O (no transport) (Armies of the United States page 50)  Vehicle Weapons	Range 36" 6"  Range 24"  A  Type Range	Shots 1 1 ANT Shots 1 RMOU Trans Shots	Pen n/a n/a 1-TAl Pen +5 RED DV Pen 6+	Regular  Special Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol Assault  KK  Regular  Special Team (2 men), Shaped Charge  CARS  Veteran	60
Qty 1 Baz Qty 1 Jeep	Weapons Sniper team With Pistol  Ooka team (Armies of the United States page 28)  Weapons Bazooka team  O (no transport) (Armies of the United States page 50)  Vehicle Weapons Jeep (no transport)	Range 36" 6"  Range 24"  A  Type Range Wheeled 36"	Shots 1 1 ANT Shots 1 RMOU Trans Shots - 5	Pen n/a n/a 1-TA) Pen +5 RED DV Pen 6+ n/a	Regular  Special  Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol Assault  KK  Regular  Special  Team (2 men), Shaped Charge  CARS  Veteran  Special	60
Qty 1 Bazz Qty 1 Jeep Qty 1	Weapons Sniper team With Pistol  Ooka team (Armies of the United States page 28)  Weapons Bazooka team  O (no transport) (Armies of the United States page 50)  Vehicle Weapons Jeep (no transport)	Range 36" 6"  Range 24"  A  Type Range Wheeled 36"	Shots 1 1 ANT Shots 1 RMOU Trans Shots - 5	Pen n/a n/a 1-TA) Pen +5 RED DV Pen 6+ n/a	Regular  Special  Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol Assault  KK  Regular  Special  Team (2 men), Shaped Charge  CARS  Veteran  Special  Flak, 360 degree arc	60
Qty 1 Bazz Qty 1 Qty 1	Der team (Armies of the United States page 28)  Weapons Sniper team with Pistol  Ooka team (Armies of the United States page 28)  Weapons Bazooka team O (no transport) (Armies of the United States page 50)  Vehicle Weapons Jeep (no transport) Pintle-mounted MMG	Range 36" 6"  Range 24"  A  Type Range Wheeled 36"	Shots 1 1 ANT Shots 1 RMOU Trans Shots - 5	Pen n/a n/a 1-TA Pen +5 RED DV Pen 6+ n/a ND S	Regular  Special  Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol Assault  KK  Regular  Special  Team (2 men), Shaped Charge  CARS  Veteran  Special  Flak, 360 degree arc  P GUNS	60 40
Qty 1  Bazz Qty 1  Jeep Qty 1	Weapons Sniper team With Pistol  Ooka team (Armies of the United States page 28)  Weapons Bazooka team O (no transport) (Armies of the United States page 50)  Vehicle Weapons Jeep (no transport) Pintle-mounted MMG	Range 36" 6"  Range 24"  A  Type Range Wheeled 36"  TA	Shots 1 1 ANT Shots 1 RMOU Trans Shots - 5 NKS A	Pen n/a n/a l-TAl Pen +5 RED DV Pen 6+ n/a ND S	Regular  Special  Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol Assault  KK  Regular  Special  Team (2 men), Shaped Charge  CARS  Veteran  Special  Flak, 360 degree arc  P GUNS	60 40
Qty 1 Bazz Qty 1 Jeep Qty 1	Weapons Sniper team With Pistol  Ooka team (Armies of the United States page 28)  Weapons Bazooka team O (no transport) (Armies of the United States page 50)  Vehicle Weapons Jeep (no transport) Pintle-mounted MMG	Range 36" 6"  Range 24"  A  Type Range Wheeled 36"  TA	Shots 1 1 ANT Shots 1 RMOU Trans Shots - 5 NKS A	Pen n/a n/a 1-TAl Pen +5 RED DV Pen 6+ n/a ND S	Regular  Special  Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistor Assault  KK  Regular  Special  Team (2 men), Shaped Charge  CARS  Veteran  Special  Flak, 360 degree arc  P GUNS  Veteran	60 40
Qty 1  Bazz Qty 1  Jeep Qty 1	Weapons Sniper team With Pistol  Ooka team (Armies of the United States page 28)  Weapons Bazooka team  O (no transport) (Armies of the United States page 50)  Vehicle Weapons Jeep (no transport) Pintle-mounted MMG	Range 36" 6"  Range 24"  A  Type Range Wheeled 36"  TA  Type Range	Shots 1 1 ANT Shots 1 RMOU Trans Shots - 5 NKS A Trans Shots	Pen n/a n/a I-TAl Pen +5 RED DV Pen 6+ n/a ND S DV Pen 8+	Regular  Special  Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol Assault  KK  Regular  Special  Team (2 men), Shaped Charge  CARS  Veteran  Special  Flak, 360 degree arc  P GUNS  Veteran  Special	60 40
Qty 1  Bazz Qty 1  Jeep Qty 1  Qty 1	Der team (Armies of the United States page 28)  Weapons Sniper team with Pistol  Ooka team (Armies of the United States page 28)  Weapons Bazooka team O (no transport) (Armies of the United States page 50)  Vehicle Weapons Jeep (no transport) Pintle-mounted MMG  6 Jackson (Armies of the United States page 43)  Vehicle Weapons M36 Jackson	Range 36" 6"  Range 24"  A  Type Range Wheeled 36"  TA  Type Range Tracked	Shots 1 1 ANT Shots 1 RMOU Trans Shots - 5 NKS A Trans Shots -	Pen n/a n/a 1-TA Pen +5 RED  DV Pen 6+ n/a ND S  DV Pen 8+ +7	Regular  Special  Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol Assault  KK  Regular  Special  Team (2 men), Shaped Charge  CARS  Veteran  Special  Flak, 360 degree arc  P GUNS  Veteran  Special  Open-topped	60 40

Part			U	.s. Kellil				
Note   Process	Fire	et Lieutenant (Armies of the United States page 22)		OF	FICE	K	Votoron	103
First Jacebourn' with Planol with Springching egin with Mil carbine egin()   12"   2"   2"   1"   Assoult with Mil carbine egin()   10   Influrity (eginyed as modeled)    10   Influrity (eginyed as modeled)   10   Influrity (eginyed as modeled)   10   Influrity (eginyed as modeled)   10   Influrity (eginyed as modeled)   10   Influrity with Rife   10   Ranges special rule   10   Influrity with Rife   10   Influrity with Light Mechane gan (requires loader)   36"   4"   4"   4"     10   Influrity with Light Mechane gan (requires loader)   36"   4"   4"     10   Influrity with Light Mechane gan (requires loader)   36"   4"   4"     10   Influrity with Light Mechane gan (requires loader)   36"   4"   4"     10   Influrity with Light Mechane gan (requires loader)   36"   4"   4"     10   Influrity with Rife   4"   4"     10   Influrity with Rife   4"   4"   4"     10   Influrity with Rife   4"   4"   4"     10   Influrity with Rife   4"   4"     10   Influrity with Rife   4"   4"   4"     10   Influrity with Rife   4"   4"			Danga	Chata	Don	Special	veteran	103
Parel   Pare	-	_	Kange	Shors	ren	Special		
Part   Continue of the Conti	1		6"	1	n/a	Accoult		
Part								
Indianary (equipped as modeled)						Assault		
New   Name	1		24	-	11/a			
Note	1	manu y (equipped as modeled)	IN	TIE A NITI	DV C	OUADO		
No.   Part   P	Don	ggar squad (Aumics of the United States mage 25)	11	NEANII	X 1 3	QUADS	Votovan	130
Infantry with Rifle   24"   1		• •	Dange	Chata	Dom	Smarial	veteran	130
Rangers special rule	-					Special		
1	1		24	1	II/a	Pangara land the way!		
1	1		12"	2	n/a	= -		
Infinity with LaghtMichine genicales and long		_						
1.   Interior wind Light Mediane gain (requires loader)   36°   48						Assault		
Process								
Note	1		30	7	II/a	Tank hunters		
Net	ъ					I dik nuncis		120
Inflicting with Rifle		• •	-	~-		a	Veteran	130
Rangers special rule   12"   2"   4"   4"   5"   5"   5"   5"   5"   5	- •	-				Special		
1	1		24"	1	n/a			
2						= -		
1	1	_			n/a	Assault		
Infantry with Light Machine gun (requires loader)   36"   4"   7"   Tank hunters	2				n/a	Assault		
Frail   Squad equipped with anti-tank grenades   Sample   Sample	1	-						
	1		36"	4	n/a			
Note		Entire squad equipped with anti-tank grenades				Tank hunters		
Qiv         Veapons         Range         Shots         Pen Special           1         Captain           with Pistol         6°         1         n/a Assault           with Submachine gun         12"         2         n/a Assault           with M1 carbine (rifle)         24"         1         n/a           1         Infantry (equipped as modeled)         2"         2           ***********************************			I	HIGHER	OF	FICER		
Captain   With Pistol   6"   1	Cap	otain (Armies of the United States page 22)					Veteran	138
with Submachine gun   12"   22    n/a   Assault   with Submachine gun   12"   22    n/a   Assault   with MI carbine (rifle)   24"   1    n/a   Assault   with MI carbine (rifle)   24"   1    n/a   Assault   with MI carbine (rifle)   7    7    7    7	Qty	Weapons	Range	Shots	Pen	Special		
with Submachine gan	1	Captain						
with MI carbine (rifle)		with Pistol	6"	1	n/a	Assault		
1 Infantry (equipped as modeled)    Very Neapons   Rang   Shots   Pen Special		with Submachine gun	12"	2	n/a	Assault		
Nedic (Armies of the United States page 22)   Veteran   43		with M1 carbine (rifle)	24"	1	n/a			
Net   Net	1	Infantry (equipped as modeled)		-	-			
Nedic   Weapons   Range   Shots   Pen   Special				M	EDIC	C		
Medic   with Pistol   6°   1	Med	dic (Armies of the United States page 22)					Veteran	43
Medic   with Pistol   6°   1	Qty	Weapons	Range	Shots	Pen	Special		
Infantry with Rifle		_	J			•		
Note		with Pistol	6"	1	n/a	Assault		
Note	1	Infantry with Rifle	24"	1	n/a			
Note		,	FO	RWARI	) OR	SERVER		
Note	Air	Force Forward Observer (Armies of the United States page		IX VV Z XIXI	OD	SERVER	Veteran	103
Air Force Forward Observer   with M1 carbine (rifle)   24"   1   n/a				Shote	Don	Special	v eter an	105
with M1 carbine (rifle)       24"       1       n/a         with Pistol       6"       1       n/a       Assault         with Submachine gun       12"       2       n/a       Assault         Infantry (equipped as modeled)       INFANTERY         Infantry with Rifle United States page 25)       INFANTERY       Veteran       130         Qty       Weapons       Range       Shots       Pen       Special         1       Infantry with Rifle       24"       1       n/a         Rangers special rule       24"       1       n/a       Assault         1       NCO with Submachine gun       12"       2       n/a       Assault         2       Infantry with Submachine gun       12"       2       n/a       Assault         1       Infantry with BAR M1918A2 Automatic rifle       30"       2       n/a       Assault         1       Infantry with Light Machine gun (requires loader)       36"       4       n/a       Assault		_	Nange	SHORS	ı ell	Special		
with Pistol with Submachine gun 12" 2 n/a Assault  1 Infantry (equipped as modeled)  **Total Name of the United States page 25)  **Ranger squad (Armies of the United States page 25)  **Ranger squad (Armies of the United States page 25)  **Ranger squad (Armies of the United States page 25)  **Ranger squad (Armies of the United States page 25)  **Ranger Special**  1 Infantry with Rifle Rangers special rule  **Rangers special rule  **Rangers lead the way!  1 NCO with Submachine gun 12" 2 n/a Assault  2 Infantry with Submachine gun 12" 2 n/a Assault  1 Infantry with BAR M1918A2 Automatic rifle 30" 2 n/a Infantry with Light Machine gun (requires loader) 36" 4 n/a	1		24"	1	n/o			
with Submachine gun 12" 2 n/a Assault  1 Infantry (equipped as modeled)  INFANTRY  Ranger squad (Armies of the United States page 25)  Veteran 130  Qty Weapons Range Shots Pen Special  Infantry with Rifle 24" 1 n/a Rangers special rule Rangers special rule Rangers special rule Rangers special rule 12" 2 n/a Assault  Infantry with Submachine gun 12" 2 n/a Assault  Infantry with Submachine gun 12" 2 n/a Assault  Infantry with BAR M1918A2 Automatic rifle 30" 2 n/a  Infantry with Light Machine gun (requires loader) 36" 4 n/a						Accoult		
Infantry (equipped as modeled)   INFANTRY  Ranger squad (Armies of the United States page 25)  Veteran 130  Veteran 130  Veteran 130  Ranger special rule  Rangers special rule  NCO with Submachine gun  12" 2 n/a Assault  Infantry with Submachine gun  12" 2 n/a Assault  Infantry with BAR M1918A2 Automatic rifle  Infantry with Light Machine gun (requires loader)  36" 4 n/a								
Ranger squad (Armies of the United States page 25)  Qty Weapons Range Shots Pen Special  Infantry with Rifle Rangers special rule Rangers special rule  NCO with Submachine gun 12" 2 n/a Assault  Infantry with BAR M1918A2 Automatic rifle Infantry with Light Machine gun (requires loader) 36" 4 n/a	1	_	12	2	n/a	Assault		
Ranger squad (Armies of the United States page 25)  Qty Weapons Range 1 Infantry with Rifle Rangers special rule 1 NCO with Submachine gun 12" 2 Infantry with Submachine gun 12" 2 Infantry with Submachine gun 12" 2 Infantry with BAR M1918A2 Automatic rifle 1 Infantry with Light Machine gun (requires loader) 36" 4 n/a	1	iniantry (equipped as modeled)		-	-			
QtyWeaponsRangeShotsPenSpecial1Infantry with Rifle24"1n/aRangers special ruleRangers lead the way!1NCO with Submachine gun12"2n/a2Infantry with Submachine gun12"2n/a1Infantry with BAR M1918A2 Automatic rifle30"2n/a1Infantry with Light Machine gun (requires loader)36"4n/a				INF	ANTI	RY	T. A.	120
1 Infantry with Rifle Rangers special rule 1 NCO with Submachine gun 12" 2 Infantry with Submachine gun 12" 2 Infantry with Submachine gun 12" 2 Infantry with BAR M1918A2 Automatic rifle 30" 2 Infantry with Light Machine gun (requires loader) 36" 4 n/a			ъ	G* :	т.	G	Veteran	130
Rangers special rule  Rangers lead the way!  NCO with Submachine gun  12"  2 n/a Assault  Infantry with Submachine gun  12"  2 n/a Assault  1 Infantry with BAR M1918A2 Automatic rifle  30"  2 n/a  1 Infantry with Light Machine gun (requires loader)  36"  4 n/a		_				Special		
1 NCO with Submachine gun 12" 2 n/a Assault 2 Infantry with Submachine gun 12" 2 n/a Assault 1 Infantry with BAR M1918A2 Automatic rifle 30" 2 n/a 1 Infantry with Light Machine gun (requires loader) 36" 4 n/a	1		24"	1	n/a			
2 Infantry with Submachine gun 12" 2 n/a Assault 1 Infantry with BAR M1918A2 Automatic rifle 30" 2 n/a 1 Infantry with Light Machine gun (requires loader) 36" 4 n/a								
1 Infantry with BAR M1918A2 Automatic rifle 30" 2 n/a 1 Infantry with Light Machine gun (requires loader) 36" 4 n/a		_						
1 Infantry with Light Machine gun (requires loader) 36" 4 n/a	2	_				Assault		
	1	-						
Entire squad equipped with anti-tank grenades  Tank hunters	1		36"	4	n/a			
		Entire squad equipped with anti-tank grenades				Tank hunters		

	ium Machine Gun team (Armies of the United States pa	ge 26)			Veteran	
	Weapons	Range	Shots	Pen	Special	
	Medium Machine gun team	36"	5		Team (3 men), Fixed	
			MO	RTA		
1ed	ium Mortar team (Armies of the United States page 29)				Veteran	
	Weapons	Range	Shots	Pen	Special	
- •	Medium Mortar team	12"-60"	1		Team (3 men), Fixed, Indirect fire, HE (2")	
	Tredian Profita team	12 00		IPEF		
Snin	er team (Armies of the United States page 28)		511	11 121	Veteran	
•	Weapons	Danga	Chota	Don	Special	
- •	Sniper team	Range 36"	1		Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol)	
	with Pistol	6"	1		Assault	
	WILLI I ISON		LAME			
Flon	nethrower team (Armies of the United States page 28)	r	LANE	IHK		
		D	CL -4-	D	Veteran	
- •	Weapons Flamethrower (infantry) team	Range 6"			Special Town (2 mar.) Florenthmasser	
1	Fiameunower (iniantry) team	0	D6		Team (2 men), Flamethrower	_
			ANT	I-TAI		
	ooka team (Armies of the United States page 28)	~	C.		Veteran	
- •	Weapons	Range			Special To a Company of the LCI	
l	Bazooka team	24"	1		Team (2 men), Shaped Charge	
		A	RMOU	RED	CARS	
M8 (	Greyhound (Armies of the United States page 47)				Veteran	
	Vehicle	Type	Trans			
-	Weapons	Range			Special	
l	M8 Greyhound	Wheeled	-		Recce, Open-topped	
	Turret-mounted light anti-tank gun	48"	1		HE (1")	
	Co-axial MMG	36"	5	n/a	THE ACC 4	
	Pintle-mounted HMG	36"	3		Flak, 360 degree arc	
		TA	NKS A	ND S	P GUNS	
	Hellcat (Armies of the United States page 43)				Veteran	
	Vehicle	Type	Trans		Constal	
	Weapons	Range	Snots		Special	
		Tracked	-		Open-topped	
	M18 Hellcat	7011		+6	HE (2")	
	Turret-mounted heavy anti-tank gun	72"	1		El-1- 200 december	
	Turret-mounted heavy anti-tank gun Pintle-mounted HMG	72" 36"	3	+1	Flak, 360 degree arc	
	Turret-mounted heavy anti-tank gun		3 -	+1	Recce	
	Turret-mounted heavy anti-tank gun Pintle-mounted HMG		3 - PLAT	+1 -	Recce N#3	
	Turret-mounted heavy anti-tank gun Pintle-mounted HMG	36"	3 - PLAT U.S. Ta	+1 - OON ink Pla	Recce N#3 atoon	
1	Turret-mounted heavy anti-tank gun Pintle-mounted HMG Recce	36" CO	3 - PLAT U.S. Ta	+1 - OON ink Pla	Recce N#3 atoon EHICLE	
1 <b>M</b> 4 <i>A</i>	Turret-mounted heavy anti-tank gun Pintle-mounted HMG Recce  1 Sherman 75mm medium tank (Armies of the United	36" CO States page 39	3 - PLAT U.S. Ta	+1 - rOOM ank Pla ND V	Recce N#3 atoon	
1 <b>M</b> 4 <i>A</i>	Turret-mounted heavy anti-tank gun Pintle-mounted HMG Recce  1 Sherman 75mm medium tank (Armies of the United Vehicle	36"  CO States page 39  Type	3 - PLAT U.S. Ta  DMMAN Trans	+1 - TOON ank Plank Pl	Recce N#3 atoon EHICLE Veteran	
l M4A	Turret-mounted heavy anti-tank gun Pintle-mounted HMG Recce  Al Sherman 75mm medium tank (Armies of the United Vehicle Weapons	36"  CO States page 39  Type Range	3 - PLAT U.S. Ta  DMMAN Trans	+1 - roon ank Pla ND VI  DV Pen	Recce N#3 atoon EHICLE	
l M4A Qty	Turret-mounted heavy anti-tank gun Pintle-mounted HMG Recce  1 Sherman 75mm medium tank (Armies of the United Vehicle Weapons M4A1 Sherman 75mm medium tank	36"  CO States page 39  Type Range Tracked	3 PLAT U.S. Ta MMAN ) Trans Shots	+1 - 1001 ank Pla ND V  DV Pen 9+	Recce N#3 atoon EHICLE Veteran Special	
l M4A	Turret-mounted heavy anti-tank gun Pintle-mounted HMG Recce  1 Sherman 75mm medium tank (Armies of the United Vehicle Weapons M4A1 Sherman 75mm medium tank Turret-mounted medium anti-tank gun	CO States page 39 Type Range Tracked 60"	3 PLAT U.S. Ta MMAN ) Trans Shots 1	+1 - TOON ank Pla ND V  DV Pen 9+ +5	Recce N#3 atoon EHICLE Veteran	
l M4A Qty	Turret-mounted heavy anti-tank gun Pintle-mounted HMG Recce  1 Sherman 75mm medium tank (Armies of the United Vehicle Weapons M4A1 Sherman 75mm medium tank Turret-mounted medium anti-tank gun Co-axial MMG	36"  CO States page 39  Type Range Tracked	3 PLAT U.S. Ta MMAN ) Trans Shots	+1 - rOON rnk Pla rnk	Recce N#3 atoon EHICLE Veteran Special	
1 M4A Qty	Turret-mounted heavy anti-tank gun Pintle-mounted HMG Recce  1 Sherman 75mm medium tank (Armies of the United Vehicle Weapons M4A1 Sherman 75mm medium tank Turret-mounted medium anti-tank gun	36"  CO States page 39  Type Range Tracked 60" 36" 36"	January PLAT U.S. Ta	+1	Recce N#3 atoon EHICLE Veteran  Special (75mm) HE (2"), Gyro-stabiliser (Veterans only)  Front arc	
M4A Qty	Turret-mounted heavy anti-tank gun Pintle-mounted HMG Recce  Al Sherman 75mm medium tank (Armies of the United Vehicle Weapons M4A1 Sherman 75mm medium tank Turret-mounted medium anti-tank gun Co-axial MMG Forward facing hull-mounted MMG	36"  CO States page 39  Type Range Tracked 60" 36" 36"	January PLAT U.S. Ta	+1	Recce  N#3 atoon  EHICLE  Veteran  Special  (75mm) HE (2"), Gyro-stabiliser (Veterans only)	
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M4A Qty	Turret-mounted heavy anti-tank gun Pintle-mounted HMG Recce  Al Sherman 75mm medium tank (Armies of the United Vehicle Weapons M4A1 Sherman 75mm medium tank Turret-mounted medium anti-tank gun Co-axial MMG Forward facing hull-mounted MMG	CO States page 39 Type Range Tracked 60" 36" CMI	January PLAT U.S. Ta	+1	Recce N#3 atoon EHICLE Veteran  Special (75mm) HE (2"), Gyro-stabiliser (Veterans only)  Front arc	
M4A Qty	Turret-mounted heavy anti-tank gun Pintle-mounted HMG Recce  Al Sherman 75mm medium tank (Armies of the United Vehicle Weapons M4A1 Sherman 75mm medium tank Turret-mounted medium anti-tank gun Co-axial MMG Forward facing hull-mounted MMG	CO States page 39 Type Range Tracked 60" 36" CMI	PLAT U.S. Ta OMMAN Trans Shots - 1 5 5	+1 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1	Recce N#3 atoon EHICLE  Veteran  Special  (75mm) HE (2"), Gyro-stabiliser (Veterans only)  Front arc  OPTIONS	
M4A Qty 1	Turret-mounted heavy anti-tank gun Pintle-mounted HMG Recce  Al Sherman 75mm medium tank (Armies of the United Vehicle Weapons M4A1 Sherman 75mm medium tank Turret-mounted medium anti-tank gun Co-axial MMG Forward facing hull-mounted MMG  I Vehicle Options (Tank Wars page 11) Command Vehicle special rule Armoured Platoon Commander +1 (1 Radio Network)	CO States page 39 Type Range Tracked 60" 36" CMI	3 - PLAT U.S. Ta  MMMAN ) Trans Shots - 1 5 5 VEHI	+1	Recce N#3 atoon EHICLE  Veteran  Special  (75mm) HE (2"), Gyro-stabiliser (Veterans only)  Front are OPTIONS	
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M4A Qty I	Turret-mounted heavy anti-tank gun Pintle-mounted HMG Recce  1.1 Sherman 75mm medium tank (Armies of the United Vehicle Weapons M4A1 Sherman 75mm medium tank Turret-mounted medium anti-tank gun Co-axial MMG Forward facing hull-mounted MMG  1. Vehicle Options (Tank Wars page 11) Command Vehicle special rule Armoured Platoon Commander +1 (1 Radio Network)  1.1 Sherman 75mm medium tank (Armies of the United Vehicle Weapons	CO States page 39 Type Range Tracked 60" 36" CMI  States page 39 Type Range	PLAT U.S. Ta OMMAN Trans Shots  VEI Trans Shots	+1 - TOOM nk Pla ND VI  DV Pen 9+ +5 n/a n/a CLE  HICL  DV Pen	Recce N#3 atoon EHICLE  Veteran  Special  (75mm) HE (2"), Gyro-stabiliser (Veterans only)  Front are OPTIONS	
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M4A Qty 1	Turret-mounted heavy anti-tank gun Pintle-mounted HMG Recce  Al Sherman 75mm medium tank (Armies of the United Vehicle Weapons M4A1 Sherman 75mm medium tank Turret-mounted medium anti-tank gun Co-axial MMG Forward facing hull-mounted MMG  I Vehicle Options (Tank Wars page 11) Command Vehicle special rule Armoured Platoon Commander +1 (1 Radio Network) Al Sherman 75mm medium tank (Armies of the United Vehicle Weapons M4A1 Sherman 75mm medium tank Turret-mounted medium anti-tank gun	36"  CO States page 39  Type Range Tracked 60" 36" CMI  States page 39  Type Range Tracked 60"	JUS. Ta U.S. Ta U.S. Ta OMMAN Trans Shots  VEI Trans Shots  1 5 5 1 Trans Shots - 1	+1 - TOON nk Pla ND VI  DV Pen 9+ +5 n/a n/a CLE  DV Pen 9+ +5	Recce N#3 atoon EHICLE Veteran  Special (75mm) HE (2"), Gyro-stabiliser (Veterans only)  Front arc OPTIONS  Veteran  Veteran	
M4A Qty 1	Turret-mounted heavy anti-tank gun Pintle-mounted HMG Recce  Al Sherman 75mm medium tank (Armies of the United Vehicle Weapons M4A1 Sherman 75mm medium tank Turret-mounted medium anti-tank gun Co-axial MMG Forward facing hull-mounted MMG  I Vehicle Options (Tank Wars page 11) Command Vehicle special rule Armoured Platoon Commander +1 (1 Radio Network)  Al Sherman 75mm medium tank (Armies of the United Vehicle Weapons M4A1 Sherman 75mm medium tank	CO States page 39 Type Range Tracked 60" 36" CMI  States page 39 Type Range Tracked	JUS. Ta U.S. Ta U.S. Ta OMMAN Trans Shots J Shots Trans Shots J Trans Shots J Trans	+1 - TOOM nk Pla ND VI  Pen 9+ +5 n/a n/a  CLE  DV Pen 9+ +5 n/a	Recce N#3 atoon EHICLE  Veteran  Special  (75mm) HE (2"), Gyro-stabiliser (Veterans only)  Front arc  OPTIONS  Veteran  Special	

Otv	Vehicle Weapons	Type Range	Trans Shots		Special		
1	M4A1 Sherman 75mm medium tank	Tracked	-	9+	Special .		
•	Turret-mounted medium anti-tank gun	60"	1		(75mm) HE (2"), Gyro-stabiliser (Veterans	s only)	
	Co-axial MMG	36"	5	n/a	(veterani	, omy)	
	Forward facing hull-mounted MMG	36"	5		Front arc		
M4)	A1 Sherman 76mm medium tank (Armies of the United					Veteran	292
<b>717</b> 2	Vehicle	Type	, Trans	DV		v etel all	2)2
Otv	Weapons	Range			Special		
۷٠, ا	M4A1 Sherman 76mm medium tank	Tracked	-	9+			
•	Turret-mounted heavy anti-tank gun	72"	1		HE (2"), Gyro-stabiliser (Veterans only)		
	Co-axial MMG	36"	5	n/a	The (2 ), egre smember ( vertical end)		
	Forward facing hull-mounted MMG	36"	5		Front arc		
M26	6 Pershing heavy tank (Armies of the United States page 4	1)				Regular	395
712(	Vehicle		Trans	DV		Regulai	373
Otv	Weapons	Type Range			Special		
<b>~</b> 5	M26 Pershing heavy tank	Tracked	-	10+			
-	Turret-mounted super-heavy anti-tank gun	84"	1		HE (3"), Gyro-stabiliser (Veterans only)		
	Co-axial MMG	36"	5	n/a	(- /, -y (		
	Forward facing hull-mounted MMG	36"	5		Front arc		
	To make management me united the re-		INFA				
Vote	eran Infantry Squad (Errata and FAQ PDF page 7)		11/1/2	7/11	XI	Veteran	173
	• •	D	Ch - 4-	D	Constant	veteran	1/3
-	Weapons	Range 24"	Snots 1	n/a	Special		
7	Infantry with Rifle	2 <del>4</del> 12"	2		Assault		
l S	NCO with Submachine gun Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	Assault		
2	Entire squad equipped with anti-tank grenades	30	2	II/a	Tank hunters		
	Tough Fighters				Tough Fighters		
					Tough Fighters		150
	eran Infantry Squad (Errata and FAQ PDF page 7)	_	~*	_		Veteran	173
- •	Weapons	Range			Special		
7	Infantry with Rifle	24"	1	n/a			
1	NCO with Submachine gun	12"	2		Assault		
2	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a			
	Entire squad equipped with anti-tank grenades				Tank hunters		
	Tough Fighters				Tough Fighters		
Vete	eran Infantry Squad (Errata and FAQ PDF page 7)					Veteran	173
Qty	Weapons	Range	Shots		Special		
7	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			
	Entire squad equipped with anti-tank grenades				Tank hunters		
	Tough Fighters				Tough Fighters		
			ART	LLE	RY		
3-in	ch Anti-tank Gun M5 (Armies of the United States page 34	4)				Veteran	132
Qty	Weapons	Range	Shots	Pen	Special		
1	3-inch Anti-tank Gun M5	72"	1	+6	Team (4 men), Gun Shield, Fixed, HE (2")	1	
			T	OWS			
2½ t	ton truck (Armies of the United States page 51)					Regular	66
	Vehicle	Type	Trans	DV			
		Range			Special		
Qty	Weapons			6+			
_	Weapons 2½ ton truck	Wheeled	18	0 .			
-	_				craft gun		
_	2½ ton truck			nti-air	craft gun Flak, 360 degree arc		
_	2½ ton truck  Tow: Light, medium or heavy anti-tank gun; light or medium	ium howitzer	r; light ar 5	nti-air n/a	Flak, 360 degree arc		
1	2½ ton truck <b>Tow:</b> Light, medium or heavy anti-tank gun; light or med Pintle-mounted MMG	ium howitzer	r; light a	nti-air n/a	Flak, 360 degree arc	Regular	90
1	2½ ton truck  Tow: Light, medium or heavy anti-tank gun; light or med Pintle-mounted MMG  half-track (Armies of the United States page 50)	ium howitzer 36"	r; light ar 5	nti-air n/a SPO	Flak, 360 degree arc	Regular	99
M3	2½ ton truck <b>Tow:</b> Light, medium or heavy anti-tank gun; light or med Pintle-mounted MMG	ium howitzer	r; light an 5 TRAN Trans	nti-air n/a SPO DV	Flak, 360 degree arc RTS	Regular	99
M3 Qty	2½ ton truck  Tow: Light, medium or heavy anti-tank gun; light or med Pintle-mounted MMG  half-track (Armies of the United States page 50)  Vehicle	36" Type	r; light an 5 TRAN Trans	nti-air n/a SPO DV Pen	Flak, 360 degree arc RTS Special	Regular	99
1 M3	2½ ton truck  Tow: Light, medium or heavy anti-tank gun; light or med Pintle-mounted MMG  half-track (Armies of the United States page 50)  Vehicle Weapons	36"  Type Range Half-track	r; light at 5 TRAN Trans Shots	nti-air n/a SPO DV Pen	Flak, 360 degree arc RTS	Regular	99

M3 half-track (Armies of the United States page 50)

Regular

99

Vehicle Type Trans DV
Qty Weapons Range Shots Pen Special

1 M3 half-track

Tow: any anti-tank or anti-aircraft gun, light or medium howitzer

Pintle-mounted HMG 36" 3 +1 Flak, 360 degree arc

Half-track

M3 half-track (Armies of the United States page 50)

Regular

99

VehicleTypeTransDVQtyWeaponsRangeShotsPenSpecial1M3 half-trackHalf-track127+Open-topped

Tow: any anti-tank or anti-aircraft gun, light or medium howitzer

Pintle-mounted HMG 36" 3 +1 Flak, 360 degree arc

### SPECIAL RULES

7+ Open-topped

## (75mm) HE (2")

Instead of using the 1" template, use the 2" template (75mm gun tanks)

#### Accoult

(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.

### Command Vehicle

(p118) Adds a morale bonus of +1 to itself and to any other friendly armoured vehicle within 12" (but no Snap to action extra dice)

#### 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 (2")

(p68) PEN:  $\pm 2$ , 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.

# **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

# Rangers lead the way!

Units of Rangers are allowed to make a Run move after both sides have finished set-up, but before the first turn of the game. During this move, the unit cannot assault enemy units, and cannot be targeted by enemies in Ambush.

# 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.

#### Tank hunters

(p91) 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.

#### 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.

## **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.

Pick List	
United States 21/2 ton truck	1