

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	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)		-	-	

INFANTRY SQUADS

Regular Infantry squad (Late) (Armies of the United States 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	

Regular Infantry squad (Late) (Armies of the United States 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	

INFANTRY

Regular Infantry squad (Late) (Armies of the United States 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	

MACHINE GUN

Heavy Machine Gun team (Armies of the United States page 27)

Regular

70

Qty Weapons

Range Shots Pen Special

1	Heavy Machine gun team	36"	3	+1	Team (4 men), Fixed
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MORTAR

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

Regular

50

Qty Weapons

Range Shots Pen Special

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

Sniper team (Armies of the United States page 28)

Regular

50

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	6"	1	n/a	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
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ARMoured CARS

Jeep (no transport) (Armies of the United States page 50)

Veteran

40

Vehicle

Type Trans DV

Qty Weapons

Range Shots Pen Special

1	Jeep (no transport)	Wheeled	-	6+	
	Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc

TANKS AND SP GUNS

M36 Jackson (Armies of the United States page 43)

Veteran

331

Vehicle

Type Trans DV

Qty Weapons

Range Shots Pen Special

1	M36 Jackson	Tracked	-	8+	Open-topped
	Turret-mounted super-heavy anti-tank gun	84"	1	+7	HE (3")
	Pintle-mounted HMG	36"	3	+1	Flak, 360 degree arc

PLATOON #2

OFFICER

First Lieutenant (Armies of the United States page 22)

Veteran

103

Qty Weapons

Range Shots Pen Special

1	First 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)		-	-	

INFANTRY SQUADS

Ranger squad (Armies of the United States page 25)

Veteran

130

Qty Weapons

Range Shots Pen Special

1	Infantry with Rifle	24"	1	n/a	
	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	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
	Entire squad equipped with anti-tank grenades				Tank hunters

Ranger squad (Armies of the United States page 25)

Veteran

130

Qty Weapons

Range Shots Pen Special

1	Infantry with Rifle	24"	1	n/a	
	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	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
	Entire squad equipped with anti-tank grenades				Tank hunters

HIGHER OFFICER

Captain (Armies of the United States page 22)

Veteran

138

Qty Weapons

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)		-	-	

MEDIC

Medic (Armies of the United States page 22)

Veteran

43

Qty Weapons

Range Shots Pen Special

1	Medic				
	with Pistol	6"	1	n/a	Assault
1	Infantry with Rifle	24"	1	n/a	

FORWARD OBSERVER

Air Force Forward Observer (Armies of the United States page 22)

Veteran

103

Qty Weapons

Range Shots Pen Special

1	Air Force Forward Observer				
	with M1 carbine (rifle)	24"	1	n/a	
	with Pistol	6"	1	n/a	Assault
	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

1	Infantry with Rifle	24"	1	n/a	
	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	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
	Entire squad equipped with anti-tank grenades				Tank hunters

MACHINE GUN						
Medium Machine Gun team (Armies of the United States page 26)					Veteran	65
Qty	Weapons	Range	Shots	Pen	Special	
1	Medium Machine gun team	36"	5	n/a	Team (3 men), Fixed	
MORTAR						
Medium Mortar team (Armies of the United States page 29)					Veteran	65
Qty	Weapons	Range	Shots	Pen	Special	
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")	
SNIPER						
Sniper team (Armies of the United States page 28)					Veteran	65
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	6"	1	n/a	Assault	
FLAMETHROWER						
Flamethrower team (Armies of the United States page 28)					Veteran	65
Qty	Weapons	Range	Shots	Pen	Special	
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower	
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	
ARMoured CARS						
M8 Greyhound (Armies of the United States page 47)					Veteran	157
	Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen	Special	
1	M8 Greyhound	Wheeled	-	7+	Recce, Open-topped	
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")	
	Co-axial MMG	36"	5	n/a		
	Pintle-mounted HMG	36"	3	+1	Flak, 360 degree arc	
TANKS AND SP GUNS						
M18 Hellcat (Armies of the United States page 43)					Veteran	221
	Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen	Special	
1	M18 Hellcat	Tracked	-	7+	Open-topped	
	Turret-mounted heavy anti-tank gun	72"	1	+6	HE (2")	
	Pintle-mounted HMG	36"	3	+1	Flak, 360 degree arc	
	Recce		-	-	Recce	
PLATOON #3						
U.S. Tank Platoon						
COMMAND VEHICLE						
M4A1 Sherman 75mm medium tank (Armies of the United States page 39)					Veteran	254
	Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen	Special	
1	M4A1 Sherman 75mm medium tank	Tracked	-	9+		
	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	
CMD VEHICLE OPTIONS						
Cmd Vehicle Options (Tank Wars page 11)						30
Command Vehicle special rule						
Armoured Platoon Commander +1 (1 Radio Network)						
VEHICLE						
M4A1 Sherman 75mm medium tank (Armies of the United States page 39)					Veteran	254
	Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen	Special	
1	M4A1 Sherman 75mm medium tank	Tracked	-	9+		
	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	
M4A1 Sherman 75mm medium tank (Armies of the United States page 39)					Veteran	254

Vehicle		Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen	Special	
1	M4A1 Sherman 75mm medium tank	Tracked	-	9+		
	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	
M4A1 Sherman 76mm medium tank (Armies of the United States page 40)						Veteran 292
Vehicle		Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen	Special	
1	M4A1 Sherman 76mm medium tank	Tracked	-	9+		
	Turret-mounted heavy anti-tank gun	72"	1	+6	HE (2"), Gyro-stabiliser (Veterans only)	
	Co-axial MMG	36"	5	n/a		
	Forward facing hull-mounted MMG	36"	5	n/a	Front arc	
M26 Pershing heavy tank (Armies of the United States page 41)						Regular 395
Vehicle		Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen	Special	
1	M26 Pershing heavy tank	Tracked	-	10+		
	Turret-mounted super-heavy anti-tank gun	84"	1	+7	HE (3"), Gyro-stabiliser (Veterans only)	
	Co-axial MMG	36"	5	n/a		
	Forward facing hull-mounted MMG	36"	5	n/a	Front arc	
INFANTRY						
Veteran Infantry Squad (Errata and FAQ PDF page 7)						Veteran 173
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		
	Entire squad equipped with anti-tank grenades				Tank hunters	
	Tough Fighters				Tough Fighters	
Veteran Infantry Squad (Errata and FAQ PDF page 7)						Veteran 173
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		
	Entire squad equipped with anti-tank grenades				Tank hunters	
	Tough Fighters				Tough Fighters	
Veteran Infantry Squad (Errata and FAQ PDF page 7)						Veteran 173
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		
	Entire squad equipped with anti-tank grenades				Tank hunters	
	Tough Fighters				Tough Fighters	
ARTILLERY						
3-inch Anti-tank Gun M5 (Armies of the United States page 34)						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")	
TOWS						
2½ ton truck (Armies of the United States page 51)						Regular 66
Vehicle		Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen	Special	
1	2½ ton truck	Wheeled	18	6+		
	Tow: Light, medium or heavy anti-tank gun; light or medium howitzer; light anti-aircraft gun					
	Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc	
TRANSPORTS						
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	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	

Qty	Vehicle Weapons	Type Range	Trans Shots	DV 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

Qty	Vehicle Weapons	Type Range	Trans Shots	DV 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

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.

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 flamethrower, 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.

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 2½ ton truck	1