

PLATOON #1

US Beach Landing

OFFICER**Second Lieutenant (Armies of the United States page 22)** **Regular** **70**

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant with Pistol				Assault
	with Submachine gun				Assault
	with M1 carbine (rifle)				
2	Infantry (equipped as modeled)		-	-	

INFANTRY SQUADS**Beach Assault Squad (D-Day: Overlord page 156)** **Regular** **93**

Qty	Weapons	Range	Shots	Pen	Special
5	Infantry with Rifle	24"	1	n/a	
	Wire cutters				Wire cutters
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	

Ranger squad (Armies of the United States page 25) **Veteran** **146**

Qty	Weapons	Range	Shots	Pen	Special
3	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	

MACHINE GUN**Medium Machine Gun team (Armies of the United States page 26)** **Regular** **50**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun team	36"	5	n/a	Team (3 men), Fixed

SNIPER**Sniper team (Armies of the United States page 28)** **Regular** **52**

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

PLATOON #2

US Beach Landing

OFFICER**Second Lieutenant (Armies of the United States page 22)** **Regular** **70**

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant with Pistol				Assault
	with Submachine gun				Assault
	with M1 carbine (rifle)				
2	Infantry (equipped as modeled)		-	-	

INFANTRY SQUADS**Beach Assault Squad (D-Day: Overlord page 156)** **Regular** **93**

Qty	Weapons	Range	Shots	Pen	Special
5	Infantry with Rifle	24"	1	n/a	
	Wire cutters				Wire cutters
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	

Ranger squad (Armies of the United States page 25) **Veteran** **112**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	
	Rangers special rule				Rangers lead the way!

FLAMETHROWER**Flamethrower team (Armies of the United States page 28)** **Regular** **50**

Qty	Weapons	Range	Shots	Pen	Special
-----	---------	-------	-------	-----	---------

MORTAR**Light Mortar team** (Armies of the United States page 28) **Regular** 40

Qty	Weapons	Range	Shots	Pen	Special
1	Light Mortar team	12"-24"	1	HE	Team (3 men), Indirect fire, HE (1")

PLATOON #3

U.S. Tank Platoon

VEHICLE**M4A2 Sherman Zippo (earlier version)** (Armies of the United States page 41) **Regular** 235

Qty	Vehicle	Type	Trans	DV	Range	Shots	Pen	Special
1	M4A2 Sherman Zippo tank (earlier)	Tracked	-	9+				Internal volatile fuel tanks
	Turret-mounted medium anti-tank gun	60"	1	+5				HE (1")
	Forward facing hull-mounted flamethrower	12"	D6+1	+3				Front arc, Flamethrower

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.

HE (1")

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken

Indirect fire

(p71)

Internal volatile fuel tanks

Flame-throwing vehicles are more likely to be destroyed by damage, as explained on page 68 of the rulebook

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.

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.

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.

Wire cutters

Beach assault sections count as engineers in games where barbed wire rules are used.

Pick List

United States Flamethrower (infantry) team	1
United States Infantry (equipped as modeled)	4
United States Infantry with BAR M1918A2 Automatic rifle	5
United States Infantry with Light Machine gun (requires loader)	1
United States Infantry with Rifle	20
United States Infantry with Submachine gun	2
United States Light Mortar team	1
United States M4A2 Sherman Zippo tank (earlier)	1

United States Medium Machine gun team	1
United States NCO with Rifle	1
United States NCO with Submachine gun	3
United States Second Lieutenant	2
United States Sniper team	1