

# **USA TEAM Four LIST ONE: Germany**

1	Company Commander, Pistol	Inexperienced	41
1	SDKFZ 250/4 (7+, 5 PAX), 2x Pintle MMG, Buzz/FLAK	Regular	65
1	Officer, Rifle	Inexperienced	21
4	Feldgendarmerie, NCO w/ Pistol, 3x Pistol, CD, GBITF, TD	Inexperienced	28
4	Feldgendarmerie, NCO w/ Pistol, 3x Pistol, CD, GBITF, TD	Inexperienced	28
1	SDKFZ 250/4 (7+, 5 PAX), 2x Pintle MMG, Buzz/FLAK	Regular	65
1	SDKFZ 250/4 (7+, 5 PAX), 2x Pintle MMG, Buzz/FLAK	Regular	65
1	SDKFZ 221 (7+), Command Vehicle, Forward Panzerbusche (4), recce, Squeeze-bore, OT	Regular	110
1	251/16 Flammen Panzerwagen (7+), Buzz/Flak, MULTI flame 1x Front/Left Flamethrower 1x Front/Right Flamethrower 1x Pintle MMG covering Front ARC	Regular	125
1	251/17 (7+), Platform mounted 360, light autocannon, OT	Regular	75
1	Officer, Rifle	Inexperienced	21
4	Feldgendarmerie, NCO w/ Pistol, 3x Pistol, CD, GBITF, TD	Inexperienced	28
4	Feldgendarmerie, NCO w/ SMG, 3x Pistol, CD, GBITF, TD	Inexperienced	33
1	SDKFZ 250/4 (7+, 5 PAX), 2x Pintle MMG, Buzz/FLAK	Regular	65
1	SDKFZ 250/4 (7+, 5 PAX), 2x Pintle MMG, Buzz/FLAK	Regular	65
1	SDKFZ 250/10 (7+), Forward light AT Gun (4), CMD VIC	Regular	95
1	3.7cm PaK 36 Auf Selbstfahrlafette Renault UE(F) (7+) light AT, (4)	Regular	85
1	3.7cm PaK 36 Auf Selbstfahrlafette Renault UE(F) (7+) light AT, (4)	Regular	85

Order Dice: 18

Total	1100
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Name	Page	Description
'Get Back in the Fight, Now!'	p34 (Armies of Germany)	If any German unit fails an attempt to rally, it can immediately re-roll the failed attempt if within 12" of a Feldjägerkorps squad.
Assault	p96	This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as Tough Fighters.
Chained Dogs	p36 (Armies of Germany)	Strafbattalion penal squad or Replacement army squads within 6" of a Feldgendarmerie or Feldjägerkorps squad ignore their Shirkers special rule.
Command Vehicle	p149	Command Vehicles direct squadrons of vehicles into battle.
Flak	p117	Units with Flak automatically fire at attacking aircraft if it lies within their range and firing arc.
Get Back in the Fight	p33 (Armies of Germany)	If any German unit fails an attempt to rally, it can immediately re-roll the failed attempt if within 6" of a Feldgendarmerie squad.
HE n"	p97	This weapon fires an explosive shot n" in diameter.
Hitler's Buzz Saw	p201	German light and medium machine guns fire one extra shot. This is reflected in stat block.
Infiltrator	p120	Units with the 'Infiltrator' special rule deploy ahead of the main force, like scouts, snipers, and other small specialist teams.
Open-Topped	p149	Open-topped armoured vehicles are 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. Hits against the top armour add an additional +1 to damage result rolls.
Recce	p150	Vehicles with the 'Recce' special rule are super-alert to the enemy presence and prepared to avoid trouble.
Squeeze-bore	p53 (Armies of Germany)	At ranges of up to 12", its base armour penetration is increased by 2 to a total of +6, at over half range armour penetration is reduced by 2 instead of the usual 1 to a total of +2.
Stubborn	p122	If forced to take a morale check, they ignore negative morale modifiers from pin markers. Remember that order tests are not morale checks, and are therefore modified as normal.
Traffic Direction	p34 (Armies of Germany)	If a German force includes a Feldjägerkorps squad in reserve it does not suffer the -1 penalty for attempting to bring vehicles onto the table.
Traffic Direction	p33 (Armies of Germany)	If a German force includes a Feldgendarmerie squad in reserve it does not suffer the -1 penalty for attempting to bring vehicles onto the table.

## USA TEAM Four LIST TWO: British National Rule: Blood Curdling Charge

2	Platoon Commander, 2x SMG	Inexperienced	28
5	Infantry Section, 3x SMG, 1x LMG, 1x Rifle	Regular	77
5	Infantry Section, 3x SMG, 1x LMG, 1x Rifle	Regular	77
5	Infantry Section, 3x SMG, 1x LMG, 1x Rifle	Regular	77
2	Artillery Observer, 2x SMG	Regular	86
1	Platoon Commander, 1x SMG	Inexperienced	21
5	Paratroop Section, 5x SMG, Stubborn	Veteran	90
2	Artillery Observer, 2x SMG	Regular	86
1	Priest Kangaroo (8+), 1x MMG, OT, Recce (11 PAX)	Regular	86
1	Platoon Commander, 1x SMG	Inexperienced	21
3 + 1x Spotter	25 Pounder AT Shells, HE 2" + Light AT	Regular	60
3 + 1x Spotter	25 Pounder AT Shells, HE 2" + Light AT	Regular	60
3	20mm Polsten light automatic cannon, platform mounted	Regular	35
3	20mm Polsten light automatic cannon, platform mounted	Regular	35
1	Light Cruiser Tank Mk III, CMD Tank	Regular	135
	1x Turret Mounted Light AT Gun		
	1x Coaxial MMG		
	1x Turret Mounted MMG – Front/Left arcs		
	2x Turret Mounted MMG – Front/Right arcs		
1	Light Cruiser Tank Mk III	Regular	125
	1x Turret Mounted Light AT Gun		
	1x Coaxial MMG		
	1x Turret Mounted MMG – Front/Left arcs		
	2x Turret Mounted MMG – Front/Right arcs		
<b>Total</b>			<b>1099</b>

Order Dice: 16

Name	Page	Description
25-PDR AT Shell	p238	The 25-pdr can shoot either HE or AT like an anti-tank gun.
Assault	p96	This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as Tough Fighters.
Command Vehicle	p149	Command Vehicles direct squadrons of vehicles into battle.
Fixed	p155	Only targets enemies within front arc. On Advance, doesn't move, but can rotate and fire at -1 to hit. Run order as normal. Run order as normal.
Flak	p117	Units with Flak automatically fire at attacking aircraft if it lies within their range and firing arc.
HE n"	p97	This weapon fires an explosive shot n" in diameter.
Howitzer	p100	When firing directly it has no minimum range. When indirect fire, has a minimum range (shown on the weapon chart). If switching from indirect to direct and then returning to indirect, always against the same target, the zeroing-in sequence is reset.
Infiltrator	p120	Units with the 'Infiltrator' special rule deploy ahead of the main force, like scouts, snipers, and other small specialist teams.
Open-Topped	p149	Open-topped armoured vehicles are 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. Hits against the top armour add an additional +1 to damage result rolls.
Recce	p150	Vehicles with the 'Recce' special rule are super-alert to the enemy presence and prepared to avoid trouble.
Spotter	p102	A spotter is always a single, unarmed, model. The spotter is part of the mortar or artillery unit, but is always treated separately and is not one of the crew. His role is to lie in some forward position from where he can relay target coordinates to the crew, directing their fire using either a radio or fixed line.
Stubborn	p122	If forced to take a morale check, they ignore negative morale modifiers from pin markers. Remember that order tests are not morale checks, and are therefore modified as normal.
Team Weapon	p103	The 'Team Weapon' special rule indicates that this weapon requires two or more men to shoot at full effect.

USA TEAM 4	List Three-	ITALY	18 Order Dice	1099 points	points
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1	Inex.	Company Commander Captain, SMG, Assault	42
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#### Rifle Platoon

3	Inex.	1-2nd Lt, 2 additional men, 3-SMG's, Assault	35
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5	Regular	4-infantry men with rifles, 1-LMG, Team Weapon	65
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5	Regular	4-infatntry men with rifles, 1-LMG, Team Weapon	65
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7	Veteran6	Alpini men with rifles, 1-LMG, Team Weapon	106
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5	Veteran5	Paracadutisti with 1 Assault Rifle, 4-SMG's, 1-Panzerfaust Assault, One Shot, Shaped Charge, Stubborn	107
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2	Veteran2	man AT Rifle team, 1 AT Rifle, Team Weapon	33
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1	Inex.	Autoprotetto S37, 1 forward facing pintle MMG, Flak, Open topped	49
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1	Inex.	Fiat 508CM, soft skin	15
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#### Heavy Weapons Platoon

1	Inex.	1-2nd Lt, 1-SMG, Assault	21
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4	Regular	3-man Medium Mortar team with 1-spotter Fixed, HE 2", Indirect Fire, Spotter, Team Weapon	55
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2	Inex.	2-man Light Mortar team HE 1",Indirect Fire, Team Weapon	21
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2	Regular	2-man Anti-Tank Team, 1-AT Rifle, Team Weapon	25
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#### Armored Platoon

1	Regular	Semovente 47/32, 1 pintle forward facing MMG, 1-Hull mounted forward facing MMG, Command Vehicle, Flak, Open-Topped, Vulnerable	55
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1	Regular	Semovente 47/32, 1-Hull mount forward facing light AT gun 1-pintle mounted forward facing MMG, Flak, HE 1", Open-Topped, Vulnerable	85
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1	Regular	M14/41 Medium Tank, 1-turret mounted light AT gun 1-Coax MMG, 2-Hull mounted MMG, HE 1", Vulnerable	135
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1	Regular	M14/41 Medium Tank, 1-turret mounted light AT gun 1-Coax MMG, 2-Hull mounted MMG, HE 1", Vulnerable	135
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1	Regular	Fiat 3000 L5 Series, 2-turrent mounted MMG One-Man turret, Slow	50
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## USA TEAM FOUR, LIST FOUR: USA

	Description	
1	Company Commander - SMG	Inexperienced
1	Platoon Commander - SMG	Inexperienced
7	Ranger Squad - BAR	Veteran
7	Ranger Squad - BAR	Veteran
1	Bazooka Team	Regular
1	Jeep	Inexperienced
1	Platoon Commander - SMG	Inexperienced
5	Engineer Squad - Flamethrower	Regular
5	Engineer Squad - Flamethrower	Regular
1	Flamethrower Team	Regular
1	Flamethrower Team	Regular
1	Transport Half-Tracks	Regular
1	Transport Half-Tracks	Regular
1	Jeep	Inexperienced
1	Turreted Tank Destroyers - Recce, (7+)	Regular
	Command Vehicle Rule	-
1	Turreted Tank Destroyers - Recce (7+)	Regular
	<b>Total</b>	

Amount
42
21
104
104
60
14
21
85
85
50
50
70
70
14
150
10
150
<b>1100</b>



**USA Team 4 – List Five - Hungary - 1099pts, 18 dice**

**Company Commander:**

Inex Company Commander - SMG - 42

**Rifle:**

Inex Lt - SMG - 21

7x Vet riflemen, NCO has pistol, fieldcraft - 97 7x Vet riflemen, NCO has pistol, fieldcraft - 97 7x Vet riflemen, NCO has pistol, fieldcraft - 97 5x Reg riflemen, NCO has pistol, LMG - 64

Vet AT rifle - 33

Inex Light Mortar - 21

Reg Civilian Car - 18

**Armor:**

Reg Nimrod + Command - 95

Reg Nimrod - 85

Reg CV35 twin MMG - 65

Reg CV35 twin MMG - 65

Axis Support:

Reg Italian M14/41 - 135

**Heavy Weapons:**

Inex Lt - SMG - 21

Reg Med Mortar + Spotter - 55

Reg Med Mortar + Spotter - 55

Vet AT rifle - 33