



## Bulge



### United States

15 Order Dice

1100 pts

#### Platoon #1

Rifle Platoon

##### Required

Platoon Commander (1st or 2nd Lieutenant)

*Regular (40pts)*

Composition: 1 Officer + 1 Soldier

Regular Infantry Squad

*Regular (90pts)*

Composition: 1 NCO + 8 Soldiers

Regular Infantry Squad

*Regular (90pts)*

Composition: 1 NCO + 8 Soldiers

##### Optional

Regular Infantry Squad

*Regular (90pts)*

Composition: 1 NCO + 8 Soldiers

Air Forward Observer

*Regular (75pts)*

Composition: 1 Soldier

Special Rules: Infiltrator

Bazooka Team

*Regular (60pts)*

Composition: 2 Soldiers

Special Rules: Shaped Charge, Team Weapon

#### Platoon #2

Artillery Platoon

##### Required

Platoon Commander (1st or 2nd Lieutenant)

*Regular (30pts)*

Composition: 1 Officer

AA Automatic Cannons

*Regular (50pts)*

Composition: 4 Soldiers

Special Rules: Fixed, Flak, HE 1", Team Weapon

##### Optional

### AA Automatic Cannons

*Regular (50pts)*

Composition: 4 Soldiers

Special Rules: Fixed, Flak, HE 1", Team Weapon

## Platoon #3

Armoured Platoon

### Required

#### M24 Chaffee Light Tank

*Regular (180pts)*

Damage Value: Light tank (8+)

Special Rules: Command Vehicle, HE 2", Improved HE, Recce, Vulnerable

#### M18 Hellcat

*Regular (150pts)*

Damage Value: Armoured car/carrier (7+)

Special Rules: HE 2", Open-Topped, Recce

## Platoon #4

Heavy Weapons Platoon

### Required

#### Platoon Commander (1st or 2nd Lieutenant)

*Regular (30pts)*

Composition: 1 Officer

#### Medium Machine Gun Team

*Regular (50pts)*

Composition: 3 Soldiers

Special Rules: Extra Selection (MMG Only), Fixed, Team Weapon

#### Medium Mortar Team

*Regular (55pts)*

Composition: 3 Soldiers + 1 Spotter

Special Rules: Fixed, HE 2", Indirect Fire, Spotter, Team Weapon

### Optional

#### Bazooka Team

*Regular (60pts)*

Composition: 2 Soldiers

Special Rules: Shaped Charge, Team Weapon