

United States

12 Order Dice

1098 pts

Platoon #1

Rifle Platoon

Required

Platoon Commander (1st or 2nd Lieutenant)

Inexperienced (35pts)

Composition: 1 Officer + 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
3 x Submachine gun (SMG)	12	2	-	Assault

Options: Additional men x 2, Submachine gun (SMG) x 3

Special Rules: Assault

Regular Infantry Squad

Inexperienced (49pts)

Composition: 1 NCO + 6 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
7 x Rifle	24	1	-	-

Options: Additional men

Regular Infantry Squad

Inexperienced (49pts)

Composition: 1 NCO + 6 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
7 x Rifle	24	1	-	-

Options: Additional men

Optional

Regular Infantry Squad

Inexperienced (49pts)

Composition: 1 NCO + 6 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
7 x Rifle	24	1	-	-

Options: Additional men

Regular Infantry Squad

Inexperienced (49pts)

Composition: 1 NCO + 6 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
7 x Rifle	24	1	-	-

Options: Additional men

Sniper Team

Veteran (73pts)

Composition: 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Rifle	24	1	-	-
2 x Submachine gun (SMG)	12	2	-	Assault

Options: Upgrade pistol to SMG x 2

Special Rules: Assault, Infiltrator, Sniper, Team Weapon

Platoon #2

Armoured Platoon

Required

Sherman 76mm Medium Tank

Veteran (287pts)

Damage Value: Medium tank (9+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Coaxial medium machine gun (MMG)	36	3	-	-
1 x Hull-mounted, forward-facing medium machine gun (MMG)	36	3	-	-
1 x Turret-mounted, gyro-stabilised heavy AT gun	72	1	6	HE 2" , Gyro-Stabilisers

Options: Command Vehicle, Sherman 76mm Medium Tank

Special Rules: Command Vehicle, Gyro-Stabilisers, HE 2"

Sherman 76mm Medium Tank

Veteran (277pts)

Damage Value: Medium tank (9+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Coaxial medium machine gun (MMG)	36	3	-	-
1 x Hull-mounted, forward-facing medium machine gun (MMG)	36	3	-	-
1 x Turret-mounted, gyro-stabilised heavy AT gun	72	1	6	HE 2" , Gyro-Stabilisers

Options: Sherman 76mm Medium Tank

Special Rules: Gyro-Stabilisers, HE 2"

Platoon #3

Heavy Weapons Platoon

Required

Platoon Commander (1st or 2nd Lieutenant)

Inexperienced (35pts)

Composition: 1 Officer + 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
3 x Rifle	24	1	-	-

Options: Additional men x 2, Rifle x 3

Medium Mortar Team*Regular (55pts)***Composition:** 3 Soldiers + 1 Spotter

Weapon	Range (")	Shots	Pen	Special Rules
1 x Medium mortar	12-60	1	-	Team Weapon, Fixed, Indirect Fire, HE 2"

Options: Medium Mortar Team, Add Spotter**Special Rules:** Fixed, HE 2" , Indirect Fire, Spotter, Team Weapon**Heavy Machine Gun Team***Regular (70pts)***Composition:** 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Heavy machine gun (HMG)	48	6	1	Team Weapon, Fixed

Options: Upgrade MMG to HMG**Special Rules:** Fixed, Team Weapon**Optional****Heavy Machine Gun Team***Regular (70pts)***Composition:** 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Heavy machine gun (HMG)	48	6	1	Team Weapon, Fixed

Options: Upgrade MMG to HMG**Special Rules:** Fixed, Team Weapon

Name	Page	Description
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.
Gyro-Stabilisers	p220	Gyro-stabilised weapons do not suffer the -1 'to hit' penalty for shooting and moving if the crew are Veteran.
HE n"	p97	This weapon fires an explosive shot n" in diameter.
Indirect Fire	p101	The 'Indirect Fire' special rule refers to weapons that shoot HE shells 'indirectly', lobbing a shot high in the air to land on top of a target.
Infiltrator	p120	Units with the 'Infiltrator' special rule deploy ahead of the main force, like scouts, snipers, and other small specialist teams.
Sniper	p122	Sniper units have a rifle with a high-power telescopic sight.
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.
Team Weapon	p103	The 'Team Weapon' special rule indicates that this weapon requires two or more men to shoot at full effect.