

United States

15 Order Dice

1099 pts

Platoon #1

Rifle Platoon

Required

Platoon Commander (1st or 2nd Lieutenant)

Regular (30pts)

Composition: 1 Officer

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

Options: Rifle

Ranger Squad

Veteran (104pts)

Composition: 1 NCO + 6 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
6 x Rifle	24	1	-	-
1 x Automatic rifle	30	2	-	-

Options: Upgrade rifle to automatic rifle, Additional men x 2

Special Rules: Rangers Lead The Way!

Ranger Squad

Veteran (104pts)

Composition: 1 NCO + 6 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
6 x Rifle	24	1	-	-
1 x Automatic rifle	30	2	-	-

Options: Additional men x 2, Upgrade rifle to automatic rifle

Special Rules: Rangers Lead The Way!

Optional

Bazooka Team

Regular (60pts)

Composition: 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Bazooka	24	1	5	Team Weapon, Shaped Charge

Special Rules: Shaped Charge, Team Weapon

Platoon #2

Armoured Platoon

Required

M8 Greyhound

Regular (140pts)

Damage Value: Armoured car/carrier (7+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Pintle-mounted, 360 degree heavy machine gun (HMG)	48	3	1	Flak
1 x Turret-mounted light AT gun	48	1	4	HE 1"
1 x Coaxial medium machine gun (MMG)	36	3	-	-

Options: Command Vehicle, M8 Greyhound, Add an additional pintle-mounted HMG with a 360° arc of fire (Greyhound only)

Special Rules: Command Vehicle, Flak, HE 1", Open-Topped, Recce

M8 Greyhound

Regular (130pts)

Damage Value: Armoured car/carrier (7+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Pintle-mounted, 360 degree heavy machine gun (HMG)	48	3	1	Flak
1 x Turret-mounted light AT gun	48	1	4	HE 1"
1 x Coaxial medium machine gun (MMG)	36	3	-	-

Options: M8 Greyhound, Add an additional pintle-mounted HMG with a 360° arc of fire (Greyhound only)

Special Rules: Flak, HE 1", Open-Topped, Recce

Platoon #3

Rifle Platoon

Required

Platoon Commander (1st or 2nd Lieutenant)

Regular (30pts)

Composition: 1 Officer

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

Options: Rifle

Airborne Squad

Veteran (78pts)

Composition: 1 NCO + 5 Soldiers

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

Airborne Squad

Veteran (78pts)

Composition: 1 NCO + 5 Soldiers

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

Optional

Bazooka Team

Regular (60pts)

Composition: 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Bazooka	24	1	5	Team Weapon, Shaped Charge

Special Rules: Shaped Charge, Team Weapon

M3 Half-Track

Regular (77pts)

Damage Value: Armoured car/carrier (7+)

Transport: 12

Tow: Heavy AT gun, Medium AT gun, Light AT gun, Light howitzer, Medium howitzer, Light anti-aircraft gun, Medium anti-aircraft gun, Heavy anti-aircraft gun

Weapon	Range (")	Shots	Pen	Special Rules
1 x Pintle-mounted, 360 degree heavy machine gun (HMG)	48	3	1	Flak

Options: M3 Half-Track

Special Rules: Flak, Open-Topped

M3 Half-Track*Regular (77pts)***Damage Value:** Armoured car/carrier (7+)**Transport:** 12**Tow:** Heavy AT gun, Medium AT gun, Light AT gun, Light howitzer, Medium howitzer, Light anti-aircraft gun, Medium anti-aircraft gun, Heavy anti-aircraft gun

Weapon	Range (")	Shots	Pen	Special Rules
1 x Pintle-mounted, 360 degree heavy machine gun (HMG)	48	3	1	Flak

Options: M3 Half-Track**Special Rules:** Flak, Open-Topped

Platoon #4

Heavy Weapons Platoon

Required

Platoon Commander (1st or 2nd Lieutenant)

Inexperienced (21pts)

Composition: 1 Officer

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

Options: Rifle

Heavy Machine Gun Team

Inexperienced (55pts)

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

Heavy Machine Gun Team

Inexperienced (55pts)

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
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.
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.
Rangers Lead The Way!	p222	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.
Recce	p150	Vehicles with the 'Recce' special rule are super-alert to the enemy presence and prepared to avoid trouble.
Shaped Charge	p103	Weapons with the 'Shaped Charges' special rule never suffer the -1 penetration modifier for firing at long range, nor the +1 Pen for point-blank range.
Team Weapon	p103	The 'Team Weapon' special rule indicates that this weapon requires two or more men to shoot at full effect.