

# CITIZEN SOLDIERS

## OFFICIAL BRIEFING

US INFANTRY DIVISIONS IN NORTHERN FRANCE  
JUNE-AUGUST 1944



BY MIKE HAUGHT

**FLAMES OF WAR**  
THE WORLD WAR II MINIATURES GAME



# US INFANTRY FORCES IN FRANCE

At their height, the battles for Normandy and Brittany included 14 American infantry divisions. These arrived between D-Day on 6 June 1944 through the end of August, just as the battles for northern France were coming to a close. Obviously there are too many divisions for each to be featured in *Overlord*, however as luck and American efficiency would have it, you can easily adapt the simple Rifle Company to field these divisions in *Flames Of War*.

Below are all of the US infantry divisions that played an important part in the Normandy fighting. We've included a brief history about the division, motivation and skill ratings, special rules if applicable, and a Rifle Company Diagram to use, which represents that division between June and September 1944.

It is important to remember that not all of the following divisions are created equal. The options available to these Rifle Companies represent what was available to that division during its campaign in France. Between all of these variants, you are sure to find one that suits your play style.

## OVERLORD INFANTRY DIVISIONS

Don't forget about the Infantry Divisions in the *Overlord* compilation book, which includes the 1<sup>st</sup>, 2<sup>nd</sup>, 4<sup>th</sup>, and 29<sup>th</sup> Infantry Divisions. Together with this briefing you should have all of the Infantry divisions involved in the battles of Normandy and Brittany between June and early September 1944.

## US INFANTRY DIVISIONS IN NORTHERN FRANCE

Symbol	Division & Nickname	Arrived	Symbol	Division & Nickname	Arrived
	<b>1<sup>st</sup> Infantry Division</b> 'Big Red One'	6 June		<b>29<sup>th</sup> Infantry Division</b> 'Blue and Gray'	6 June
	<b>2<sup>nd</sup> Infantry Division</b> 'Indianhead'	7 June		<b>30<sup>th</sup> Infantry Division</b> 'Old Hickory'	10 June
	<b>4<sup>th</sup> Infantry Division</b> 'Ivy'	6 June		<b>35<sup>th</sup> Infantry Division</b> 'Santa Fe'	11 July
	<b>5<sup>th</sup> Infantry Division</b> 'Red Diamond' or 'Red Devils'	9 July		<b>79<sup>th</sup> Infantry Division</b> 'Cross of Lorraine'	14 June
	<b>8<sup>th</sup> Infantry Division</b> 'Pathfinder'	4 July		<b>80<sup>th</sup> Infantry Division</b> 'Blue Ridge'	3 August
	<b>9<sup>th</sup> Infantry Division</b> 'Old Reliable'	10 June		<b>83<sup>rd</sup> Infantry Division</b> 'Thunderbolt' or 'Ohio'	18 June
	<b>28<sup>th</sup> Infantry Division</b> 'Keystone' or 'Bloody Bucket'	22 July		<b>90<sup>th</sup> Infantry Division</b> 'Tough Hombres'	8 June



# THE RED DEVILS

## THE 5<sup>TH</sup> INFANTRY DIVISION



'Red Diamond'  
or 'Red Devils'

The 5<sup>th</sup> Infantry Division was activated in the autumn of 1939 in response to the outbreak of war in Europe. It became the first US division to deploy overseas when it took over garrison duties in Iceland in May 1942, freeing up a British unit there to return to Great Britain.

After its garrison duty, the division was moved to England, and then to Northern Ireland to prepare for the invasion of France.

The 'Red Diamonds' of the 5<sup>th</sup> Infantry Division landed on Utah Beach on 9 July, immediately relieving the 1<sup>st</sup> Infantry Division and digging in defensively at Caumont. After a few days of combat, the British 15<sup>th</sup> (Scottish) Division took over most of the division's front to launch Operation Bluecoat. The 2<sup>nd</sup> Regimental Combat Team remained in place and supported the 2<sup>nd</sup> Infantry Division's attacks east of St. Lô.

When Operation Cobra was launched, the 5<sup>th</sup> attacked Vidouville continuing south and east of St. Lô. They captured Angers on 9 August. Angers was a key location in the St. Lô area as it had six bridges spanning the Maine River.

### THE 700-MILE SAGA

After the breakout at St. Lo, the 5<sup>th</sup> was transferred to General George Patton's new Third Army. During the pursuit across France the Red Diamonds broke all of the records in the US Army for march speeds. The division marched 700 miles in 27 days, maintaining a cracking pace of about 50-90 miles (80-145km) per day. To do this, the men lived on K Rations alone, leaving all of their kitchen gear behind and used the kitchen trucks, and literally every other vehicle in the division as transports, including tanks, tank destroyers, artillery tractors, jeeps, and trailers.

They rode through all weather from sun to rain and in night as well as day, learning to sleep on the back of tanks and jeep trailers. In its advance, the Red Diamond liberated Angers, Chartres, Fontainebleau, Montereau, and Reims before heading to the German-French border. Only once were the Red Diamonds outpaced by an armoured division, when three tanks of the 7<sup>th</sup> Armored Division entered Verdun on 31 August, only two hours before the arrival of the 5<sup>th</sup> Infantry's doughboys.



### 5<sup>TH</sup> INFANTRY DIVISION

#### 2<sup>ND</sup> INFANTRY REGIMENT

#### 10<sup>TH</sup> INFANTRY REGIMENT

#### 11<sup>TH</sup> INFANTRY REGIMENT

#### DIVISIONAL SUPPORT

#### 19<sup>TH</sup> FIELD ARTILLERY BATTALION (105MM)

#### 46<sup>TH</sup> FIELD ARTILLERY BATTALION (105MM)

#### 50<sup>TH</sup> FIELD ARTILLERY BATTALION (105MM)

#### 21<sup>ST</sup> FIELD ARTILLERY BATTALION (155MM)

#### 5<sup>TH</sup> RECONNAISSANCE TROOP (MECHANIZED)

#### 7<sup>TH</sup> ENGINEER COMBAT BATTALION

#### ATTACHMENTS

#### 735<sup>TH</sup> TANK BATTALION

#### 818<sup>TH</sup> TANK DESTROYER BATTALION (SP)

The 5<sup>th</sup> Infantry's breakneck advance across France came to a screeching halt along with the rest of Patton's Third Army in early September. There was no more gasoline for the spearheads and for the moment, the 5<sup>th</sup> had to pause its march.

Ahead of them were some of the most difficult battles they would have to face. Getting to Lorraine was one thing, overcoming the German fortress city of Metz was quite another.

## FIELDING THE 5<sup>TH</sup> INFANTRY DIVISION

To field a Rifle Company from the 5<sup>th</sup> Infantry Division, use the Rifle Company diagram on the following page. Use the column marked . It uses all of the normal American special rules found in the rulebook on pages 236-240.

*France is the Red Diamond's first major campaign. As such, a Rifle Company from the 5<sup>th</sup> Infantry Division is rated Confident Trained.*

RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	<b>TRAINED</b>
FEARLESS	VETERAN

**5<sup>TH</sup> INFANTRY DIVISION**



# RIFLE COMPANY

## 5TH INFANTRY DIVISION

(INFANTRY COMPANY)

HEADQUARTERS

HEADQUARTERS



Rifle Company HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

All of your platoons must be marked with or with no symbol at all.

COMBAT PLATOONS

INFANTRY



Rifle Platoon

INFANTRY



Rifle Platoon

INFANTRY



Rifle Platoon

MACHINE-GUNS & ARTILLERY



Weapons Platoon

WEAPONS PLATOONS

MACHINE-GUNS



Machine-gun Platoon

MACHINE-GUNS



Machine-gun Platoon

ARTILLERY



Mortar Platoon

INFANTRY



Ammunition & Pioneer Platoon

ANTI-TANK



Anti-tank Platoon

REGIMENTAL SUPPORT PLATOONS

ANTI-TANK



Anti-tank Platoon

RECONNAISSANCE



Intelligence & Recon Platoon

ARTILLERY



Cannon Platoon

Assault Gun Platoon

Armored Mortar Platoon

SUPPORT PLATOONS

ARMOUR



Independent Tank Platoon

ARMOUR



Tank Destroyer Platoon

Towed Tank Destroyer Platoon

TRANSPORT



Truck Section

INFANTRY



Engineer Combat Platoon

RECONNAISSANCE



Cavalry Recon Platoon

ANTI-AIRCRAFT



Anti-aircraft Artillery Platoon

Anti-aircraft Artillery (Self-Propelled) Platoon

ARTILLERY



Field Artillery Battery

ARTILLERY



Field Artillery Battery

Field Artillery Battery (155)

Chemical Mortar Platoon

ARTILLERY



Field Artillery Battery

Corps Field Artillery Battery

Corps Field Artillery Battery (155)

AIRCRAFT



Air Support

AOP



Air Observation Post



# THESE ARE MY CREDENTIALS

## THE 8<sup>TH</sup> INFANTRY DIVISION



*'Pathfinder'*

The 8<sup>th</sup> Infantry Division was activated in 1940 and in 1943 the unit spent six months in the heart of the Arizona desert receiving specialised desert warfare training. With the Axis defeat in North Africa, the need for a specialised desert-fighting division disappeared and the 8<sup>th</sup> was sent to northern Ireland to prepare for the invasion of France. While there, the division retrained itself, focusing on night operations. Fully one-third of all training time was devoted to night fighting and tactics and the division became quite good at it.

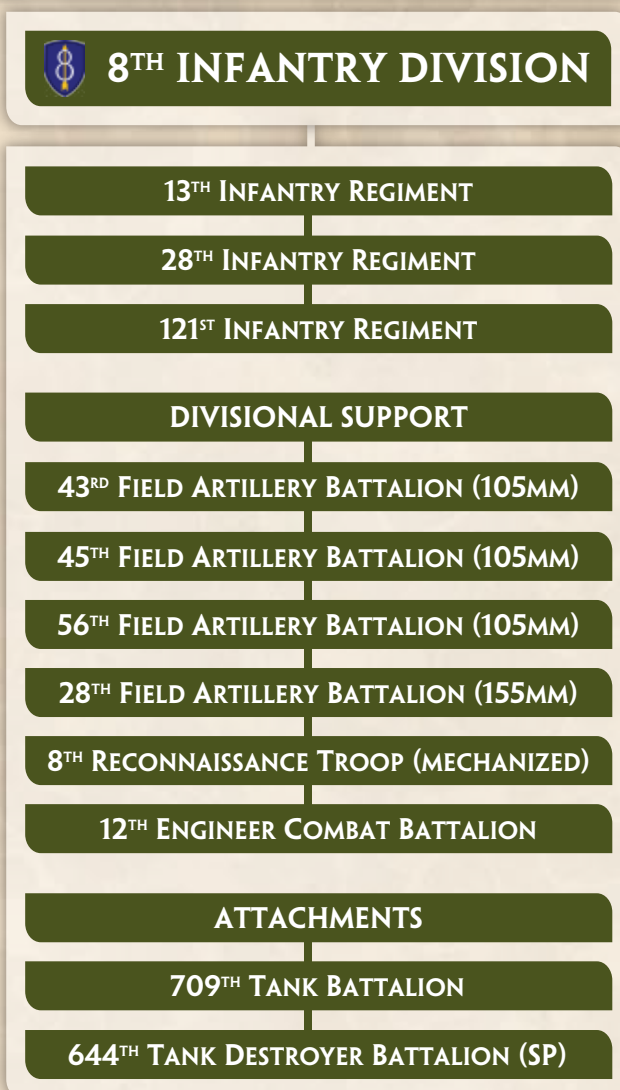
### BREAKOUT

The division landed in Normandy on 4 July 1944 and marched straight into combat at the Ay River. There the division was attacked by the Germans, but a night time counterattack by a battalion from the 121<sup>st</sup> Infantry Regiment, restored the situation. During the breakout, the division was parcelled out into three regimental combat commands. The 13<sup>th</sup> Infantry Regiment was assigned to the 4<sup>th</sup> Armored Division to help take Rennes. The 28<sup>th</sup> Infantry Regiment followed the 6<sup>th</sup> Armored Division as it charged toward Brest. The 121<sup>st</sup> Infantry Regiment supported the 83<sup>rd</sup> Infantry Division's attack on St. Malo. Once the three regiments' missions were complete, the division came back together and took up the line between the 29<sup>th</sup> and 2<sup>nd</sup> Infantry Divisions encircling Brest.

### BREST


The 8<sup>th</sup> Infantry Division's mission was to assault the fortress city frontally while the other divisions struck at the flanks. The 8<sup>th</sup>'s special night training became a critical advantage in isolating and reducing German strongpoints. As the three divisions pressed toward the city centre, space was getting tight, so the 8<sup>th</sup> was removed to the Crozon Peninsula.

The Pathfinders moved the Crozon Peninsula, south of the city where the remaining German defenders made their last stand. With the help of Task Force A, the 8<sup>th</sup> wiped out the pocket. On 19 September 1944, the German



General Hermann Ramcke, commander of the Brest garrisons, surrendered. Brigadier General Charles Canham, the 8<sup>th</sup> Infantry Division's assistant division commander received his surrender in Ramcke's command bunker. The German told Canham, 'I am to surrender to you. I want to see your credentials.' Canham pointed to the armed doughboys who had accompanied him and said bluntly, 'These are my credentials.' The Pathfinders' Brittany campaign was over.

## FIELDING THE 8<sup>TH</sup> INFANTRY DIVISION

To field a Rifle Company from the 8<sup>th</sup> Infantry Division, use the Rifle Company diagram on the following page. Use the column marked . It uses all of the normal American special rules (except Truscott Trot) found in the rulebook.

France is the Pathfinders' first major campaign. As such, a Rifle Company from the 8<sup>th</sup> Infantry Division is rated **Confident Trained**.



### NIGHT ATTACK

The 8<sup>th</sup> Infantry Division originally specialised in desert warfare. When the war moved beyond North Africa, the division retrained itself in night attack tactics.

*A Rifle Company from the 8<sup>th</sup> Infantry Division does not use the Truscott Trot special rule. Instead, a player commanding a Rifle Company from the 8<sup>th</sup> Infantry Division may use the British Night Attack special rule on page 246 of the rulebook. This allows Rifle Platoons containing only Infantry teams to use the Spearhead special rule (see page 261 of the rulebook) when making a Night Attack.*





# RIFLE COMPANY

## 8<sup>TH</sup> INFANTRY DIVISION



### (INFANTRY COMPANY)

HEADQUARTERS

#### HEADQUARTERS



Rifle Company HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

All of your platoons must be marked with or with no symbol at all.

COMBAT PLATOONS

#### INFANTRY



Rifle Platoon

#### INFANTRY



Rifle Platoon

#### INFANTRY



Rifle Platoon

#### MACHINE-GUNS & ARTILLERY



Weapons Platoon

WEAPONS PLATOONS

#### MACHINE-GUNS



Machine-gun Platoon

#### MACHINE-GUNS



Machine-gun Platoon

#### ARTILLERY



Mortar Platoon

#### INFANTRY



Ammunition & Pioneer Platoon

#### ANTI-TANK



Anti-tank Platoon

#### ANTI-TANK



Anti-tank Platoon

#### RECONNAISSANCE



Intelligence & Recon Platoon

#### ARTILLERY



Cannon Platoon

#### SUPPORT PLATOONS

#### ARMOUR



Independent Tank Platoon

Tank Destroyer Platoon

Bunker Buster Platoon (155 Gun SP)

#### TRANSPORT



Truck Section

#### INFANTRY



Engineer Combat Platoon

#### RECONNAISSANCE



Cavalry Recon Platoon

#### ANTI-AIRCRAFT



Anti-aircraft Artillery Platoon

#### ARTILLERY



Field Artillery Battery

#### ARTILLERY



Field Artillery Battery

Field Artillery Battery (155)

Chemical Mortar Platoon

#### ARTILLERY



Field Artillery Battery (155)

Corps Field Artillery Battery (155)

Corps Armored Field Artillery Battery

#### ARTILLERY



Field Artillery Battery

Corps Field Artillery Battery

Corps Field Artillery Battery (155)

Corps Field Artillery Battery (155 Gun SP)

#### AIRCRAFT



Air Support

#### AOP



Air Observation Post

REGIMENTAL SUPPORT PLATOONS



# OLD RELIABLE

## THE 9<sup>TH</sup> INFANTRY DIVISION



'Old Reliable'

The 9<sup>th</sup> Infantry Division was activated on 1 August 1940. After a period of training, the division the first of its regiments, the 39<sup>th</sup>, deployed overseas on 17 September 1942 to England where it joined the Eastern Taskforce for Operation Torch, the Allied invasion of North Africa. The 47<sup>th</sup> and 60<sup>th</sup> followed in October as a part of the Western Taskforce hitting the Moroccan Atlantic coastline.

### OPERATION TORCH

All three regiments eventually came together after Operation Torch. The Allies defeated the pro-German Vichy French in Morocco and were soon moving east toward Tunisia. However, the 9<sup>th</sup> was left behind on guard detail until 17 February 1943 when Rommel's offensive sliced through the American lines at Kasserine Pass.

The division's artillery was sent forward first as their help was needed the most in stopping the German spearheads. The batteries braved snow and ice in the high altitudes, and rain and mud in the lower areas to get into position 777 miles (1250km) away in just three and a half days. The rest of the division came up and joined the line on 27 February and took up the line next to the 1<sup>st</sup> Infantry Division at El Guettar. After several bloody battles there, the division joined the Allied assault north, completing the Tunisian campaign in May 1943. The division returned to Algiers and prepared for their next invasion

### SICILY

On 1 August 1943, the Old Reliable Division landed at Palermo harbour, Sicily. The invasion of the Italian island propelled the division to Troina where it invasion was completed by other units. The 9<sup>th</sup> returned to reserve, and then left North Africa for England on 8 November 1943.

### D-DAY

The 9<sup>th</sup> landed in Normandy on 10 June as one of only two veteran American infantry divisions. They played a key role in the battle for the Cotentin Peninsula, cutting it off at the base and sealing in the German defenders of the peninsula. The division then turned north and helped reduce the port of Cherbourg.



## 9<sup>TH</sup> INFANTRY DIVISION

39<sup>TH</sup> INFANTRY REGIMENT

47<sup>TH</sup> INFANTRY REGIMENT

60<sup>TH</sup> INFANTRY REGIMENT

DIVISIONAL SUPPORT

26<sup>TH</sup> FIELD ARTILLERY BATTALION (105MM)

60<sup>TH</sup> FIELD ARTILLERY BATTALION (105MM)

84<sup>TH</sup> FIELD ARTILLERY BATTALION (105MM)

34<sup>TH</sup> FIELD ARTILLERY BATTALION (155MM)

9<sup>TH</sup> RECONNAISSANCE TROOP (MECHANIZED)

15<sup>TH</sup> ENGINEER COMBAT BATTALION

ATTACHMENTS

746<sup>TH</sup> TANK BATTALION

899<sup>TH</sup> TANK DESTROYER BATTALION (SP)

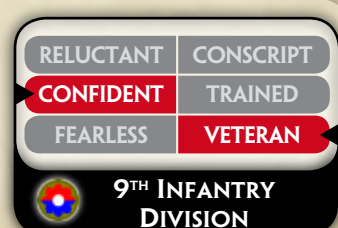
The division moved south and on 9 July the Old Reliable was back in action during the St. Lô breakthrough. On 25 July the division participated in the breakout operations and was credited with the furthest advance in the push. They then helped close the Falaise Gap before turning east during the pursuit of the German army across France and into Belgium.

While in Normandy, the 9<sup>th</sup> Infantry Division is recognized as one of the first divisions to successfully integrate combined arms tactics, relying on supplementary firepower to help their infantry regiments.

## FIELDING THE 9<sup>TH</sup> INFANTRY DIVISION

To field a Rifle Company from the 9<sup>th</sup> Infantry Division, use the Rifle Company diagram on the following page. Use the column marked . It uses all of the normal American special rules found in the rulebook on pages 236-240.

*The Old Reliable fought in Tunisia and Sicily before Normandy. As such, a Rifle Company from the 9<sup>th</sup> Infantry Division is rated Confident Veteran.*







# RIFLE COMPANY

## 9<sup>TH</sup> INFANTRY DIVISION



### (INFANTRY COMPANY)



HEADQUARTERS

#### HEADQUARTERS



Rifle Company HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your Company HQ must be from the 9<sup>th</sup> Infantry Division (marked ). All platoons with this symbol must be from the 9<sup>th</sup> Infantry Division as well. You can field Support platoons that are marked with  or no symbol at all, if there is no 9<sup>th</sup> Infantry Division option available.

COMBAT PLATOONS

#### INFANTRY



Rifle Platoon

#### INFANTRY



Rifle Platoon

#### INFANTRY



Rifle Platoon

#### MACHINE-GUNS & ARTILLERY



Weapons Platoon

WEAPONS PLATOONS

#### MACHINE-GUNS



Machine-gun Platoon

#### MACHINE-GUNS



Machine-gun Platoon

#### ARTILLERY



Mortar Platoon

#### INFANTRY



Ammunition & Pioneer Platoon

#### ANTI-TANK



Anti-tank Platoon

REGIMENTAL SUPPORT PLATOONS

#### ANTI-TANK



Anti-tank Platoon

#### RECONNAISSANCE



Intelligence & Recon Platoon

#### ARTILLERY



Cannon Platoon

Assault Gun Platoon

Armored Mortar Platoon

#### SUPPORT PLATOONS

#### ARMOUR



Independent Tank Platoon

#### ARMOUR



Veteran Tank Destroyer Platoon

#### TRANSPORT



Truck Section

#### INFANTRY



Engineer Combat Platoon

#### RECONNAISSANCE



Cavalry Recon Platoon

#### ANTI-AIRCRAFT



Anti-aircraft Artillery Platoon

Anti-aircraft Artillery (Self-propelled) Platoon

#### ARTILLERY



Field Artillery Battery

#### ARTILLERY



Field Artillery Battery

Chemical Mortar Platoon

Corps Armored Field Artillery Battery

#### ARTILLERY



Field Artillery Battery

Field Artillery Battery (155)

Corps Field Artillery Battery

Corps Field Artillery Battery (155)

Corps Field Artillery Battery (155 Gun SP)

#### AIRCRAFT



Air Support

#### AOP



Air Observation Post



# KEYSTONE

## THE 28<sup>TH</sup> INFANTRY DIVISION



'Keystone' or  
'Bloody Bucket'

The Keystone division, named for its origins as a Pennsylvania National Guard unit, landed in Normandy on 22 July in the midst of First Army's preparations for Operation Cobra. The division was committed to the St. Lô battles. Fighting through the hedgerows they saw only modest advances against dug in and determined enemies. Individual heroism, careful planning, and teamwork helped see the Keystone men through the bloody hedgerow fighting.

### CLOSING THE GAP

On 1 August, the division took Percy and closed a key staging point for German counterattack troops. The 109<sup>th</sup> Infantry Regiment attacked and took Gathemo after four days of bloody fighting. The rest of the division moved south and joined the rapid Allied advance to trap the German army in France.

On 14 August, the Keystone division got a new commander, Brigadier General James Wharton. However, no sooner had he taken command, than he was fatally wounded. In his place Brigadier General Norman Cota, who landed on Omaha Beach on D-Day, took command after returning to duty having been wounded in St. Lô.

After weeks of slow progress through hedgerows and cities, the Keystone men found themselves in a fast advance east, liberating towns as fast as they could move forward. They encountered the occasional German resistance nest and detach a regimental combat team or a battalion to deal with it and kept the rest of the division moving.

By 25 August, the division's 110<sup>th</sup> and 112<sup>th</sup> Infantry Regiments had placed themselves on the Seine River to cut off German forces retreating from the Falaise Pocket. A battalion from the 109<sup>th</sup> had formed Task Force D with the 107<sup>th</sup> Field Artillery Battalion, C Company of the 630<sup>th</sup> Tank Destroyer Battalion, and a small detachment of tanks. The task force took Le Neubourg after several days of fierce combat. The rest of the 109<sup>th</sup> Infantry Regiment captured Elbeuf on the Seine and cut off the last of the retreat route of the German army in the area and the regiment took 500 prisoners of war.



## 28<sup>TH</sup> INFANTRY DIVISION

109<sup>TH</sup> INFANTRY REGIMENT

110<sup>TH</sup> INFANTRY REGIMENT

112<sup>TH</sup> INFANTRY REGIMENT

DIVISIONAL SUPPORT

107<sup>TH</sup> FIELD ARTILLERY BATTALION (105MM)

109<sup>TH</sup> FIELD ARTILLERY BATTALION (105MM)

229<sup>TH</sup> FIELD ARTILLERY BATTALION (105MM)

108<sup>TH</sup> FIELD ARTILLERY BATTALION (155MM)

28<sup>TH</sup> RECONNAISSANCE TROOP (MECHANIZED)

103<sup>RD</sup> ENGINEER COMBAT BATTALION

ATTACHMENTS

744<sup>TH</sup> TANK BATTALION

630<sup>TH</sup> TANK DESTROYER BATTALION (TOWED)

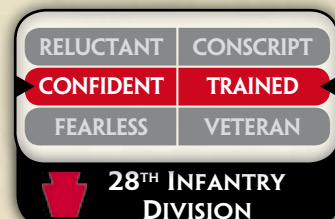
After helping close the Falaise Pocket, the division joined the procession through the recently liberated streets of Paris before joining the race across France.

The Keystone division reached and crossed the Meuse River on 6 September and prepared for the final assault into the Reich. The battles in the Hürtgen Forest that were in store for them were some of the most difficult the division would face. But they would fight hard and earn the nickname 'the Bloody Bucket' by their German adversaries.

## FIELDING THE 28<sup>TH</sup> INFANTRY DIVISION

To field a Rifle Company from the 28<sup>th</sup> Infantry Division, use the Rifle Company diagram on the following page. Use the column marked . It uses all of the normal American special rules found in the rulebook on pages 236-240.

*The Keystone men have recently arrived to fight the enemy. As such, a Rifle Company from the 28<sup>th</sup> Infantry Division is rated Confident Trained.*







# RIFLE COMPANY

## 28<sup>TH</sup> INFANTRY DIVISION



### (INFANTRY COMPANY)

HEADQUARTERS

#### HEADQUARTERS



Rifle Company HQ

33

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

All of your platoons must be marked with or with no symbol at all.

COMBAT PLATOONS

#### INFANTRY



Rifle Platoon

42

#### INFANTRY



Rifle Platoon

42

#### INFANTRY



Rifle Platoon

42

#### MACHINE-GUNS & ARTILLERY



Weapons Platoon

43

WEAPONS PLATOONS

#### MACHINE-GUNS



Machine-gun Platoon

43

#### MACHINE-GUNS



Machine-gun Platoon

43

#### ARTILLERY



Mortar Platoon

46

#### INFANTRY



Ammunition & Pioneer Platoon

48

#### ANTI-TANK



Anti-tank Platoon

47

REGIMENTAL SUPPORT PLATOONS

#### ANTI-TANK



Anti-tank Platoon

47

#### RECONNAISSANCE



Intelligence & Recon Platoon

47

#### ARTILLERY



Cannon Platoon

48

Assault Gun Platoon

47

Armored Mortar Platoon

47

#### SUPPORT PLATOONS

#### ARMOUR



Independent Tank Platoon

46

#### ARMOUR



Tank Destroyer Platoon

44

Towed Tank Destroyer Platoon

44

#### TRANSPORT



Truck Section

49

#### INFANTRY



Engineer Combat Platoon

49

#### RECONNAISSANCE



Cavalry Recon Platoon

30

#### ANTI-AIRCRAFT



Anti-aircraft Artillery Platoon

36

#### ARTILLERY



Field Artillery Battery

31

#### ARTILLERY



Field Artillery Battery

31

#### ARTILLERY



Field Artillery Battery

31

Field Artillery Battery (155)

42

#### AIRCRAFT



Air Support

41

#### AOP



Air Observation Post

41



# THE OLD HICKORY

## THE 30<sup>TH</sup> INFANTRY DIVISION



'Old Hickory'

The 30<sup>th</sup> Infantry Division is named in honour of President Andrew Jackson who commanded the Tennessee and Carolinas unit in the War of 1812. The 30<sup>th</sup> Infantry Division, along with the 2<sup>nd</sup> Armoured, was one of two divisions chosen by the Corps of Engineers to test camouflage uniforms during the Normandy Campaign. These uniforms were removed by the end of the campaign due to similarity with German uniforms and to keep friendly fire to a minimum.

### MORTAIN

Old Hickory secured the Vire-et-Taute canal across the Vire River on 7 July. The 30<sup>th</sup> relieved the tired 1<sup>st</sup> Infantry Division on 5 August. The very next day the Germans launched Operation *Lüttich*, or 'liege', aimed at cutting through the American supply lines supporting Operation Cobra. This assault was aimed at Avranches via Mortain.

The Germans threw the weight of the XLVII Panzer Corps, including one and a half SS-Panzer Divisions and two Heer Panzer Divisions, at the American lines. Their left flank hit the 30<sup>th</sup> Infantry Division at Mortain. The Germans achieved surprise and managed to take the village, but were unable to push through Old Hickory's positions.

The following week, from 7 August to 12 August, the 30<sup>th</sup> stopped every German attempt at breaking through to Avranches in vicious hand-to-hand combat. Command posts fought on the front line merely a few hundred yards from enemy tanks, artillery fired at point-blank ranges, and ambushes, flanking marches, and individual acts of heroism were the order of the day. The 30<sup>th</sup> would not be moved.

### HILL 314

Part of the 30<sup>th</sup>'s stand against the Mortain offensive, included holding the vital Hill 314, which had a dominating view of the whole area. The hill was held by 2<sup>nd</sup> Battalion, 120<sup>th</sup> Infantry Regiment, and despite being surrounded and cut off, the battalion's 700 men held against everything the SS could throw at them. They were finally relieved on



## 30<sup>TH</sup> INFANTRY DIVISION

117<sup>TH</sup> INFANTRY REGIMENT

119<sup>TH</sup> INFANTRY REGIMENT

120<sup>TH</sup> INFANTRY REGIMENT

### DIVISIONAL SUPPORT

113<sup>TH</sup> FIELD ARTILLERY BATTALION (105MM)

119<sup>TH</sup> FIELD ARTILLERY BATTALION (105MM)

197<sup>TH</sup> FIELD ARTILLERY BATTALION (105MM)

230<sup>TH</sup> FIELD ARTILLERY BATTALION (155MM)

30<sup>TH</sup> RECONNAISSANCE TROOP (MECHANIZED)

105<sup>TH</sup> ENGINEER COMBAT BATTALION

### ATTACHMENTS

743<sup>RD</sup> TANK BATTALION

823<sup>RD</sup> TANK DESTROYER BATTALION (TOWED)

12 August, losing 300 of their own, but holding the hill against the odds.

By 13 August the Germans were driven from Mortain and after a week of fighting, Old Hickory had halted the daring German attack and sent the enemy panzers packing straight into the closing Falaise Gap.

## FIELDING THE 30<sup>TH</sup> INFANTRY DIVISION

To field a Rifle Company from the 30<sup>th</sup> Infantry Division, use the Rifle Company diagram on the following page. Use the column marked . It uses all of the normal American special rules (except Truscott Trot) found in the rulebook.

*The men of the 30<sup>th</sup> may be untried, but they are ready. A Rifle Company from the 30<sup>th</sup> Infantry Division is rated **Confident Trained**.*



### ONE BIG MESS

The regiments and supporting troops of the 30<sup>th</sup> Infantry distinguished themselves at Mortain through an intense trial by close combat where they simply refused to surrender or give ground.

*A force from the 30<sup>th</sup> Infantry Division does not use the Truscott Trot special rule. Instead, teams from the Rifle Company HQ, Rifle, Weapons, Machine-gun, Mortar, Ammunition & Pioneer, Anti-tank, Intelligence & Recon, and Cannon Platoons use the British Bulldog special rule (see page 246 of the rulebook) as if they are British platoons.*





# RIFLE COMPANY

## 30<sup>TH</sup> INFANTRY DIVISION



### (INFANTRY COMPANY)

HEADQUARTERS

#### HEADQUARTERS



Rifle Company HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

All of your platoons must be marked with or with no symbol at all.

COMBAT PLATOONS

#### INFANTRY



Rifle Platoon

#### INFANTRY



Rifle Platoon

#### INFANTRY



Rifle Platoon

#### MACHINE-GUNS & ARTILLERY



Weapons Platoon

WEAPONS PLATOONS

#### MACHINE-GUNS



Machine-gun Platoon

#### MACHINE-GUNS



Machine-gun Platoon

#### ARTILLERY



Mortar Platoon

#### INFANTRY



Ammunition & Pioneer Platoon

#### ANTI-TANK



Anti-tank Platoon

REGIMENTAL SUPPORT PLATOONS

#### ANTI-TANK



Anti-tank Platoon

#### RECONNAISSANCE



Intelligence & Recon Platoon

#### ARTILLERY



Cannon Platoon

Assault Gun Platoon

Armored Mortar Platoon

#### SUPPORT PLATOONS

#### ARMOUR



Independent Tank Platoon

#### ANTI-TANK



Towed Tank Destroyer Platoon

#### TRANSPORT



Truck Section

#### INFANTRY



Engineer Combat Platoon

#### RECONNAISSANCE



Cavalry Recon Platoon

#### ANTI-AIRCRAFT



Anti-aircraft Artillery Platoon

#### ARTILLERY



Field Artillery Battery

#### ARTILLERY



Field Artillery Battery

Field Artillery Battery (155)

Chemical Mortar Platoon

#### ARTILLERY



Field Artillery Battery

Corps Field Artillery Battery

Corps Field Artillery Battery (155)

Corps Armored Field Artillery Battery

#### AIRCRAFT



Air Support

#### AOP



Air Observation Post



# SANTA FE

## THE 35<sup>TH</sup> INFANTRY DIVISION



'Santa Fe'

The 35<sup>th</sup> Infantry Division's nickname and patch were created to commemorate the men who built the old Santa Fe Trail. The division landed in Normandy on 5-6 June 1944 and entered combat on 11 July. They held Emelie, just north of St. Lô, against twelve separate counterattacks by various German forces.

### TASK FORCE S

In late July the 35<sup>th</sup> configured itself to adapt to the expected fast-paced breakout. One of the regiments was selected as the division's fast element, whilst the others served as follow up forces. The new unit was called 'Task Force S' for its commander, Brigadier General Edmund Seabee. It contained the 137<sup>th</sup> Infantry Regiment, the 219<sup>th</sup> Field Artillery Battalion, and the entirety 737<sup>th</sup> Tank Battalion, along with some supporting engineer, reconnaissance, and tank destroyer units. With the infantry riding atop the tanks, the unit was reasonably well mechanised and ready for pursuit operations.

After the breakout, Task Force S steam-rolled through the countryside. When resistance was met, the task force reduced or contained the enemy before moving on, leaving the rest to the division's mop-up regiments. In this fashion, the task force continued south along the Vire River, finally contacting the 29<sup>th</sup> Infantry Division at La Touberie.

### MORTAIN

In August 1944, the division was on its way to Brittany to join the Allied attack there when suddenly a German counterattack struck Mortain. The Santa Fe division rushed to help the embattled 30<sup>th</sup> Infantry Division. Time and supplies were running out for the Old Hickory men trapped on Hill 314, so the 35<sup>th</sup> launched a bold rescue mission.

While 2<sup>nd</sup> and 3<sup>rd</sup> Battalions of the 320<sup>th</sup> Infantry Regiment attacked from the west, 1<sup>st</sup> Battalion mounted its infantry on the back of the 737<sup>th</sup> Tank Battalion and attacked in a wide flanking move to the south. The two attacks met and took the base of the hill and successfully relieved the Old Hickory battalion on Hill 314.



## 35<sup>TH</sup> INFANTRY DIVISION

134<sup>TH</sup> INFANTRY REGIMENT

137<sup>TH</sup> INFANTRY REGIMENT

320<sup>TH</sup> INFANTRY REGIMENT

### DIVISIONAL SUPPORT

127<sup>TH</sup> FIELD ARTILLERY BATTALION (105MM)

216<sup>TH</sup> FIELD ARTILLERY BATTALION (105MM)

219<sup>TH</sup> FIELD ARTILLERY BATTALION (105MM)

161<sup>ST</sup> FIELD ARTILLERY BATTALION (155MM)

35<sup>TH</sup> RECONNAISSANCE TROOP (MECHANIZED)

60<sup>TH</sup> ENGINEER COMBAT BATTALION

### ATTACHMENTS


737<sup>TH</sup> TANK BATTALION

654<sup>TH</sup> TANK DESTROYER BATTALION (SP)

### WITH PATTON

The 35<sup>th</sup> joined the Third Army and supported Patton's advance across France. Its adaptation as a reasonably motorised unit helped it keep pace with Patton's advance to Lorraine and Belgium, where the division would once again be asked to help relieve an embattled US bastion in Bastogne.

## FIELDING THE 35<sup>TH</sup> INFANTRY DIVISION

To field a Rifle Company from the 35<sup>th</sup> Infantry Division, use the Rifle Company diagram on the following page. Use the column marked . It uses all of the normal American special rules (except Truscott Trot) found in the rulebook.

*The 35<sup>th</sup> has arrived to start its fight with the enemy. A Rifle Company from the 30<sup>th</sup> Infantry Division is rated **Confident Trained**.*



### TASK FORCE RIDERS

Each infantry division had its own solution for keeping up with the fast pursuit operations in France. While many GIs rode on the back of tanks to get places, the 35<sup>th</sup> took it a step further and incorporated it into their battlefield tactics.

*A force from the 35<sup>th</sup> Infantry Division does not use the Truscott Trot special rule. Instead, Infantry Teams have a 3+ Save while Mounted on a Tank team as Passengers, instead of the normal 5+ Save (see page 101 of the rulebook).*





# RIFLE COMPANY

## 35<sup>TH</sup> INFANTRY DIVISION



### (INFANTRY COMPANY)

HEADQUARTERS

#### HEADQUARTERS



Rifle Company HQ

23

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

All of your platoons must be marked with  or with no symbol at all.

COMBAT PLATOONS

#### INFANTRY



Rifle Platoon

24

#### INFANTRY



Rifle Platoon

24

#### INFANTRY



Rifle Platoon

24

#### MACHINE-GUNS & ARTILLERY



Weapons Platoon

25

WEAPONS PLATOONS

#### MACHINE-GUNS



Machine-gun Platoon

25

#### MACHINE-GUNS



Machine-gun Platoon

25

#### ARTILLERY



Mortar Platoon

26

#### INFANTRY



Ammunition & Pioneer Platoon

26

#### ANTI-TANK



Anti-tank Platoon

27

REGIMENTAL SUPPORT PLATOONS

#### ANTI-TANK



Anti-tank Platoon

27

#### RECONNAISSANCE



Intelligence & Recon Platoon

27

#### ARTILLERY



Cannon Platoon

28

Assault Gun Platoon

47

Armored Mortar Platoon

47

#### SUPPORT PLATOONS

#### ARMOUR



Independent Tank Platoon

46

#### ARMOUR



Tank Destroyer Platoon

34

Independent Tank Platoon

46

#### TRANSPORT



Truck Section

29

#### INFANTRY



Engineer Combat Platoon

29

#### RECONNAISSANCE



Cavalry Recon Platoon

30

#### ANTI-AIRCRAFT



Anti-aircraft Artillery Platoon

36

#### ARTILLERY



Field Artillery Battery

37

#### ARTILLERY



Field Artillery Battery

37

Field Artillery Battery (155)

39

Chemical Mortar Platoon

37

#### ARTILLERY



Field Artillery Battery

37

Corps Field Artillery Battery

38

Corps Field Artillery Battery (155)

38

Corps Armored Field Artillery Battery

39

#### AIRCRAFT



Air Support

41

#### AOP



Air Observation Post

41



# THE CROSS OF LORRAINE

## THE 79<sup>TH</sup> INFANTRY DIVISION



Activated in June 1942, the 79<sup>th</sup> Infantry Division arrived in France and joined the 4<sup>th</sup>, 9<sup>th</sup>, and 90<sup>th</sup> Infantry Divisions in the battle for the Cherbourg peninsula.

The division successfully captured its first major objective of Valognes on 19 near the port city of Cherbourg.

*'Cross of Lorraine'* From there the division moved north through the endless hedgerows to take the high ground around Cherbourg. While the 315<sup>th</sup> Infantry Regiment secured the strategic town of Hardinvast, the other two regiments pressed into the outer defences of the port city.

### CHERBOURG

The 313<sup>th</sup> Infantry Regiment fought a hard street battle through Cherbourg itself. Concrete pillboxes and fortifications made the job even harder, but the doughboys persevered and pushed into the city centre. The regiment was well into its mop-up operations when Fort du Roule fell, signalling the near end of the battle.

### FORT DU ROULE

Fort du Roule stood at the northwest end of a high ridge overlooking Cherbourg. Its high walls protected a garrison equipped to hold out indefinitely, as indeed they were ordered to do. The fort was the key to the city and needed to be taken to secure Cherbourg entirely, so the 314<sup>th</sup> Infantry Regiment settled into a good old-fashioned siege on 22 June. After three days of bitter fighting, the 314<sup>th</sup> finally forced the surrender of the fort, and ended the battle of Cherbourg on the following day, 26 June.

### LA HAY DU PUITS

After Cherbourg, the division marched south to join the Allied front line at La Hay du Puits. There the division faced the horrors of bocage fighting. Once again the battle hinged upon the high ground, known as Hill 95, but more commonly referred to as 'Bloody Hill' by the men of the 79<sup>th</sup>.

German artillery hit the infantrymen hard as they attacked the hill, but the doughboy's own 'Div Arty' responded in kind, with interest. One GI remembered the counterbattery fire as 'the prettiest damned precision artillery in this man's war.' The Germans buckled under the pressure as the 314<sup>th</sup> Infantry Regiment pushed right up behind the rolling



barrage taking their first few objectives in the town on 4 July. After four more days of fighting in the town and on Bloody Hill, the La Hay du Puits area finally fell into Allied hands.

### THE SEINE LOOP

As a follow-up division in Operation Cobra, the 79<sup>th</sup> fought its way to a loop in the Seine River and secured a crossing near Mantes-Gassicourt. The 79<sup>th</sup> held for five days against repeated attacks from German aircraft and ground troops. By 28 August, the 79<sup>th</sup> won the vital crossing and with that the doughboys joined in the race across France.

## FIELDING THE 79<sup>TH</sup> INFANTRY DIVISION

To field a Rifle Company from the 79<sup>th</sup> Infantry Division, use the Rifle Company diagram on the following page. Use the column marked . It uses all of the normal American special rules found in the rulebook.

*The men of the 79<sup>th</sup> have trained hard for this campaign. A Rifle Company from the 79<sup>th</sup> Infantry Division is rated **Confident Trained**.*







# RIFLE COMPANY

## 79TH INFANTRY DIVISION



### (INFANTRY COMPANY)

HEADQUARTERS

#### HEADQUARTERS



Rifle Company HQ

33

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

All of your platoons must be marked with or with no symbol at all.

COMBAT PLATOONS

#### INFANTRY



Rifle Platoon

42

#### INFANTRY



Rifle Platoon

42

#### INFANTRY



Rifle Platoon

42

#### MACHINE-GUNS & ARTILLERY



Weapons Platoon

43

WEAPONS PLATOONS

#### MACHINE-GUNS



Machine-gun Platoon

43

#### MACHINE-GUNS



Machine-gun Platoon

43

#### ARTILLERY



Mortar Platoon

46

#### INFANTRY



Ammunition & Pioneer Platoon

48

#### ANTI-TANK



Anti-tank Platoon

47

REGIMENTAL SUPPORT PLATOONS

#### ANTI-TANK



Anti-tank Platoon

47

#### RECONNAISSANCE



Intelligence & Recon Platoon

47

#### ARTILLERY



Cannon Platoon

48

Assault Gun Platoon

47

Armored Mortar Platoon

47

#### SUPPORT PLATOONS

#### ARMOUR



Independent Tank Platoon

46

#### ARMOUR



Veteran Tank Destroyer Platoon

43

#### TRANSPORT



Truck Section

48

#### INFANTRY



Engineer Combat Platoon

48

#### RECONNAISSANCE



Cavalry Recon Platoon

40

#### ANTI-AIRCRAFT



Anti-aircraft Artillery Platoon

46

#### ARTILLERY



Field Artillery Battery

31

#### ARTILLERY



Field Artillery Battery

31

#### ARTILLERY



Field Artillery Battery

31

Field Artillery Battery (155)

42

#### AIRCRAFT



Air Support

41

#### AOP



Air Observation Post

41



# BLUE RIDGE

## THE 80<sup>TH</sup> INFANTRY DIVISION



'Blue Ridge'

Originally comprised mostly from men of the 'Blue Ridge' states of Pennsylvania, Virginia, and West Virginia, the division served with distinction in World War I. The 80<sup>th</sup> Infantry Division was reactivated for duty on 15 July 1942.

The Blue Ridge Boys landed in France on 3 August 1944 and were quickly dispatched to help the 30<sup>th</sup> Infantry Division contain the German counterattack at Mortain. However, they arrived too late to take part and were instead rushed forward to help seal the Falaise Gap.

### ARGENTAN

To help seal the Falaise Gap, the division was tasked with taking Argentan and the high ground north of the city. The Blue Ridge Boys faced tough fighting against the 116. *Panzerdivision*. A heavy and precise bombardment from Div Arty on the 18 and 19 August helped seven battalions of the 80<sup>th</sup> Infantry Division to evict the Germans on 20 August. As the Blue Ridge Boys cleared Argentan, the Allies closed the Falaise Gap near Chambois. The 80<sup>th</sup> then joined in the reduction of the enemy troops trapped inside.

### LORRAINE

After mopping up in the Falaise Pocket, the Blue Ridge Division joined the Third Army and were sent to train in armor-infantry tactics for several days. They then teamed up with the hard-charging 4<sup>th</sup> Armored Division in the sweep across France.

The 4<sup>th</sup> Armored and 80<sup>th</sup> Infantry Divisions spearheaded the Third Army's advance, fuel began to run dangerously low. The 80<sup>th</sup> Quartermaster Company was stretched over 165,000 miles, keeping the division going. Just as the advance was about to grind to a halt the 80<sup>th</sup> uncovered a German supply of 80,000 gallons (64.4 million litres) of gasoline, and the advance was on once more. They crossed the Meuse River and captured Commercy on 1 September.



## 80<sup>TH</sup> INFANTRY DIVISION

317<sup>TH</sup> INFANTRY REGIMENT

318<sup>TH</sup> INFANTRY REGIMENT

319<sup>TH</sup> INFANTRY REGIMENT

### DIVISIONAL SUPPORT

313<sup>TH</sup> FIELD ARTILLERY BATTALION (105MM)

314<sup>TH</sup> FIELD ARTILLERY BATTALION (105MM)

905<sup>TH</sup> FIELD ARTILLERY BATTALION (105MM)

315<sup>TH</sup> FIELD ARTILLERY BATTALION (155MM)

80<sup>TH</sup> RECONNAISSANCE TROOP (MECHANIZED)

305<sup>TH</sup> ENGINEER COMBAT BATTALION

### ATTACHMENTS

702<sup>ND</sup> TANK BATTALION

610<sup>TH</sup> TANK DESTROYER BATTALION (SP)

The Blue Ridge Boys captured another gasoline store, which enabled the spearhead to make it to the Moselle River before the petrol shortage finally stopped. Nevertheless, the resourceful men of the 305<sup>th</sup> Engineer Combat Battalion constructed a crossing over the Moselle that the 80<sup>th</sup> exploited and established a sturdy bridgehead. This would serve the US Army well in Patton's upcoming Lorraine campaign.

## FIELDING THE 80<sup>TH</sup> INFANTRY DIVISION

To field a Rifle Company from the 80<sup>th</sup> Infantry Division, use the Rifle Company diagram on the following page. Use the column marked . It uses all of the normal American special rules (except Truscott Trot) found in the rulebook.

*The men of the 80<sup>th</sup> are ready to fight this campaign. A Rifle Company from the 80<sup>th</sup> Infantry Division is rated **Confident Trained**.*



### HIGHSCORE GUNNERS

During stateside training, the 80<sup>th</sup> Div Arty scored the highest in the US Army during the Army Ground Forces' Artillery Test. When the Blue Ridge boys went to war, Div Arty's skill devastated their German targets.

*A force from the 80<sup>th</sup> Infantry Division does not use the Truscott Trot special rule. Instead, Field Artillery Batteries, and Field Artillery Batteries (155) from the 80<sup>th</sup> Infantry Division, Roll to Hit as if the battery's teams are rated as Veterans.*





# RIFLE COMPANY

## 80<sup>TH</sup> INFANTRY DIVISION



### (INFANTRY COMPANY)

HEADQUARTERS

#### HEADQUARTERS



Rifle Company HQ

23

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

All of your platoons must be marked with , or (in the case of your Field Artillery Batteries), or with no symbol at all.

COMBAT PLATOONS

#### INFANTRY



Rifle Platoon

24

#### INFANTRY



Rifle Platoon

24

#### INFANTRY



Rifle Platoon

24

#### MACHINE-GUNS & ARTILLERY



Weapons Platoon

25

WEAPONS PLATOONS

#### MACHINE-GUNS



Machine-gun Platoon

25

#### MACHINE-GUNS



Machine-gun Platoon

25

#### ARTILLERY



Mortar Platoon

26

#### INFANTRY



Ammunition & Pioneer Platoon

26

#### ANTI-TANK



Anti-tank Platoon

27

REGIMENTAL SUPPORT PLATOONS

#### ANTI-TANK



Anti-tank Platoon

27

#### RECONNAISSANCE



Intelligence & Recon Platoon

27

#### ARTILLERY



Cannon Platoon

28

Assault Gun Platoon

47

Armored Mortar Platoon

47

#### SUPPORT PLATOONS

#### ARMOUR



Independent Tank Platoon

46

#### ARMOUR



Tank Destroyer Platoon

34

Towed Tank Destroyer Platoon

34

Independent Tank Platoon

46

#### TRANSPORT



Truck Section

29

#### INFANTRY



Engineer Combat Platoon

29

#### RECONNAISSANCE



Cavalry Recon Platoon

30

#### ANTI-AIRCRAFT



Anti-aircraft Artillery Platoon

36

#### ARTILLERY



Field Artillery Battery

37

#### ARTILLERY



Field Artillery Battery

37

#### ARTILLERY



Field Artillery Battery

37

Field Artillery Battery (155)

32

#### AIRCRAFT



Air Support

41

#### AOP



Air Observation Post

41



# THUNDERBOLT

## THE 83<sup>RD</sup> INFANTRY DIVISION



*'Thunderbolt'  
or 'Ohio'*

The 83<sup>rd</sup> Infantry Division was originally formed during World War I from Ohio draftees. The division's patch is the letters that spell 'Ohio' imposed on top of each other. During WWII, the division was mixed and it took on the new nickname 'Thunderbolt' after its actions holding the Rhine river several years later.

The division landed at Omaha on 18 June and was immediately thrown into the hedgerows south of Carentan. By 25 July, they reached the St. Lô – Periers road and advanced eight miles into enemy lines during Operation Cobra.

### ST. MALO

After Cobra, the 83<sup>rd</sup> marched to Brittany to attack the fortress town of St. Malo on 5 August. The Germans had spent years fortifying the town. Free French partisans reported that the city held 10,000 German troops, but the US Army had learned the partisans' numbers to be exaggerated, so they adjusted the French numbers to a more conservative 3000-6000. In actual fact, the Germans had 8000 troops garrisoned in St. Malo, and another 4000 in the town of Dinard, located directly across the Rance River!

Originally, all of the division's regiments were aimed at St. Malo, but the going got tough pretty quick. The 121<sup>st</sup> Infantry Regiment was detached from the 8<sup>th</sup> Infantry Division to help the 331<sup>st</sup> Infantry Regiment deal with Dinard, while the 329<sup>th</sup> and 330<sup>th</sup> went after the main objective of St. Malo.

The street fighting in St. Malo was a sign of things to come in Brest, as the doughboys adopted assault formations armed with pioneer equipment and flame-throwers to reduce German strongpoints. The battle came to a climatic fight over 'the citadel', an ancient structure in the centre of the city. The citadel was immune to everything the Americans could throw at it. In frustration, 8" guns were setup only 1500 yards from the wall and opened fire. The terrorizing result finally convinced the last of the Germans to surrender the city on 15 August.

### 83<sup>RD</sup> INFANTRY DIVISION

329<sup>TH</sup> INFANTRY REGIMENT

330<sup>TH</sup> INFANTRY REGIMENT

331<sup>ST</sup> INFANTRY REGIMENT

#### DIVISIONAL SUPPORT

322<sup>ND</sup> FIELD ARTILLERY BATTALION (105MM)

323<sup>RD</sup> FIELD ARTILLERY BATTALION (105MM)

908<sup>TH</sup> FIELD ARTILLERY BATTALION (105MM)

224<sup>TH</sup> FIELD ARTILLERY BATTALION (155MM)

83<sup>RD</sup> RECONNAISSANCE TROOP (MECHANIZED)

308<sup>TH</sup> ENGINEER COMBAT BATTALION

#### ATTACHMENTS

VARIOUS TANK BATTALION ELEMENTS

802<sup>ND</sup> TANK DESTROYER BATTALION (TOWED)

### DINARD

The fight for Dinard was much harder than expected and one battalion from the 121<sup>st</sup> got cut off and surrounded. Despite several attempts to breakthrough to the 'lost battalion', the Germans held firm. It would take two regiments and the better part of VIII Corps' artillery to finally break the German line and relieve the trapped battalion four days later.

## FIELDING THE 83<sup>RD</sup> INFANTRY DIVISION

To field a Rifle Company from the 83<sup>rd</sup> Infantry Division, use the Rifle Company diagram on the following page. Use the column marked . It uses all of the normal American special rules (except Truscott Trot) found in the rulebook.

*'Thunderbolt' is ready to help deal with the enemy. A Rifle Company from the 83<sup>rd</sup> Infantry Division is rated **Confident Trained**.*



### ASSAULT GROUPS

During the reduction of St. Malo, the 329<sup>th</sup> Infantry Regiment formed assault groups to take care of German strongpoints using flame-throwers and lots of explosives.

*A force from the 83<sup>rd</sup> Infantry Division does not use the Truscott Trot special rule. Instead, teams from Rifle Platoons count as Pioneer teams when attempting to cross or gap Barbed Wire Entanglements and when assaulting Bunkers. In addition, a Rifle Platoon may replace up to one Rifle team per Rifle Platoon with a Flame-thrower team at the start of the game before deployment.*





# RIFLE COMPANY

## 83<sup>RD</sup> INFANTRY DIVISION



### (INFANTRY COMPANY)

HEADQUARTERS

#### HEADQUARTERS



Rifle Company HQ

23

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

All of your platoons must be marked with or with no symbol at all.

COMBAT PLATOONS

#### INFANTRY



Rifle Platoon

24

#### INFANTRY



Rifle Platoon

24

#### INFANTRY



Rifle Platoon

24

#### MACHINE-GUNS & ARTILLERY



Weapons Platoon

25

WEAPONS PLATOONS

#### MACHINE-GUNS



Machine-gun Platoon

25

#### MACHINE-GUNS



Machine-gun Platoon

25

#### ARTILLERY



Mortar Platoon

26

#### INFANTRY



Ammunition & Pioneer Platoon

26

#### ANTI-TANK



Anti-tank Platoon

27

REGIMENTAL SUPPORT PLATOONS

#### ANTI-TANK



Anti-tank Platoon

27

#### RECONNAISSANCE



Intelligence & Recon Platoon

27

#### ARTILLERY



Cannon Platoon

28

#### SUPPORT PLATOONS

#### ARMOUR



Independent Tank Platoon

46

Tank Destroyer Platoon

34

Towed Tank Destroyer Platoon

34

#### TRANSPORT



Truck Section

28

#### INFANTRY



Engineer Combat Platoon

29

#### RECONNAISSANCE



Cavalry Recon Platoon

30

#### ANTI-AIRCRAFT



Anti-aircraft Artillery Platoon

36

Anti-aircraft Artillery (Self-propelled) Platoon

36

#### ARTILLERY



Field Artillery Battery

31

#### ARTILLERY



Field Artillery Battery

31

Field Artillery Battery (155)

32

Chemical Mortar Platoon

37

#### ARTILLERY



Field Artillery Battery (155)

32

Corps Field Artillery Battery (155)

38

Corps Armored Field Artillery Battery

38

#### ARTILLERY



Field Artillery Battery

31

Corps Field Artillery Battery

38

Corps Field Artillery Battery (155)

38

Corps Field Artillery Battery (155 Gun SP)

40

#### AIRCRAFT



Air Support

41

#### AOP



Air Observation Post

41



# THE TOUGH 'OMBRES

## THE 90<sup>TH</sup> INFANTRY DIVISION



*'Tough 'Ombres'*

The 90<sup>th</sup> Infantry Division's insignia dates back to World War I when the division drew its members from Texas and Oklahoma. The 'T' and 'O' stood for these two states, but quickly took on the meaning 'Tough 'Ombres' in WWII.

The 359<sup>th</sup> Regimental Combat Team of the 90<sup>th</sup> Infantry Division saw action on 6 June at Utah Beach in support of the 4<sup>th</sup> Infantry Division. The rest of the division saw action on 10 June as part of the effort to cut the Cotentin Peninsula.

### MEREDET RIVER

During the operations on the Cotentin Peninsula, the 90<sup>th</sup> Infantry Division was charged with attacking west. The 357<sup>th</sup> and 358<sup>th</sup> regiments led the assault but recoiled when the Germans opened fire on the green troops. The assault stalled and couldn't get it moving again.

US VII Corps' commander, Major General Lawton Collins relieved the division's commander, Brigadier General Jay MacKelvie, and replaced him with Major General Eugene Landrum. The regimental commanders of the 357<sup>th</sup> and 358<sup>th</sup> were also replaced. The division had to be shepherded by the 82<sup>nd</sup> Airborne Division for the rest of the campaign and fought reasonably well. However, serious damage had been done to gain division an unenviable poor reputation.

### SAINT-GERMAIN-SUR-SÈVES

In late July, the Tough 'Ombres joined the fighting in the Normandy hedgerows. At Saint-Germain-sur-Sèves they ran into a counterattack by the German 6. *Fallschirmjägerregiment* (6<sup>th</sup> Parachute Regiment) on 18 July. In the surprise attack, the Germans took 265 of the Tough 'Ombres prisoner, killing or wounding another 400. The result was devastating and it stalled the US Army's advance in the area for nine more days.

General George Patton was furious and sacked Landrum and replaced him with Brigadier General Raymond McLain. The division was removed from the line as the 'top brass' debated about what to do. The 90<sup>th</sup> Infantry Division faced the possibility of being dismantled and used for replacements. Fortunately for the Tough 'Ombres, this was never done.

## 90<sup>TH</sup> INFANTRY DIVISION

357<sup>TH</sup> INFANTRY REGIMENT

358<sup>TH</sup> INFANTRY REGIMENT

359<sup>TH</sup> INFANTRY REGIMENT

### DIVISIONAL SUPPORT

343<sup>RD</sup> FIELD ARTILLERY BATTALION (105MM)

344<sup>TH</sup> FIELD ARTILLERY BATTALION (105MM)

915<sup>TH</sup> FIELD ARTILLERY BATTALION (105MM)

345<sup>TH</sup> FIELD ARTILLERY BATTALION (155MM)

90<sup>TH</sup> RECONNAISSANCE TROOP (MECHANIZED)

315<sup>TH</sup> ENGINEER COMBAT BATTALION

### ATTACHMENTS

712<sup>TH</sup> TANK BATTALION

607<sup>TH</sup> TANK DESTROYER BATTALION (SP)

### BACK ON TRACK

Brigadier General Raymond McLain's leadership and a desire to clear the record gave the 'Ombres a reason to live up to their name and they're fortunes soon improved. The 90<sup>th</sup> made an impressive stand at Sees and Bourg-Saint-Leonard on 15 August. They met up with the 10<sup>th</sup> Polish Dragoons in Chambois, effectively closing the Falaise Gap.

## FIELDING THE 90<sup>TH</sup> INFANTRY DIVISION

There are two ways to field a Rifle Company from the 90<sup>th</sup> Infantry Division. You may field them during their troubled period from 6 June-30 July, where the division is rated **Reluctant Trained**, using the column marked .

Alternatively, you can field them after McLain takes command, where the division is rated **Confident Trained**, using the instead.

Use the Rifle Company diagram on the following page. A Rifle Company from the 90<sup>th</sup> Infantry Division uses all of

the normal American special rules found in the rulebook on pages 236-240.

*The Tough 'Ombres have a tough road ahead of them. A Rifle Company from the 90<sup>th</sup> Infantry Division is rated Reluctant Trained.*









# RIFLE COMPANY


## 90<sup>TH</sup> INFANTRY DIVISION

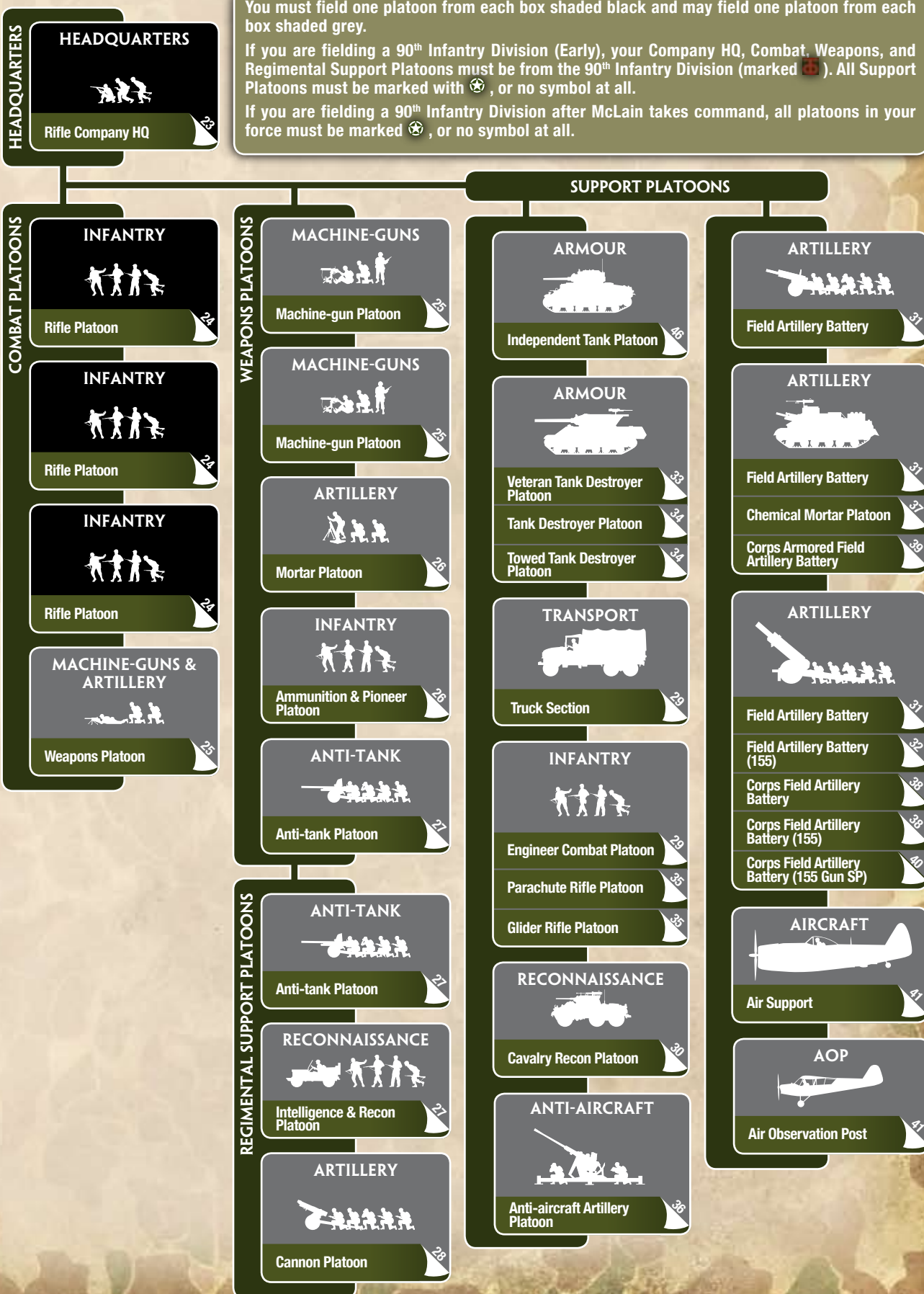


(INFANTRY COMPANY)

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

If you are fielding a 90<sup>th</sup> Infantry Division (Early), your Company HQ, Combat. Weapons, and Regimental Support Platoons must be from the 90<sup>th</sup> Infantry Division (marked ). All Support Platoons must be marked with , or no symbol at all.

If you are fielding a 90<sup>th</sup> Infantry Division after McLain takes command, all platoons in your force must be marked , or no symbol at all.



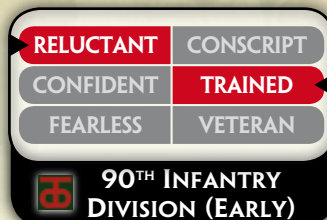




**US INFANTRY  
DIVISION**




**9<sup>TH</sup> INFANTRY  
DIVISION**



**90<sup>TH</sup> INFANTRY  
DIVISION (EARLY)**

## MOTIVATION AND SKILL

For the majority of the US infantrymen, the battles in Normandy and Brittany is their first test of battle. A Rifle Company that uses the US Infantry Division symbol (marked ) is rated as **Confident Trained**.

The battles for northern France are not the 9<sup>th</sup> Infantry Division's first, which took place in North Africa and Sicily. A Rifle Company from the 9<sup>th</sup> Infantry Division (marked ) is rated as **Confident Veteran**.

The Tough 'Ombres have a tough road ahead of them. A Rifle Company from the 90<sup>th</sup> Infantry Division (Early), marked , is rated **Reluctant Trained**.

## HEADQUARTERS

### RIFLE COMPANY HQ

#### HEADQUARTERS

Company HQ



10 points






15 points



10 points

#### OPTIONS

-  Add up to two Bazooka teams for +15 points per Bazooka team.
-  Add up to two Bazooka teams for +20 points per Bazooka team.
-  Add up to two Bazooka teams for +10 points per Bazooka team.
- Add up to three Sniper teams for +50 points per team.

#### CAPTAIN

##### CAPTAIN

  
Company Command  
Carbine team

  
2iC Command  
Carbine team

  
Bazooka  
team

  
Bazooka  
team

##### COMPANY HQ

#### RIFLE COMPANY HQ

## US INFANTRY DIVISIONS IN NORTHERN FRANCE

Symbol	Division & Nickname	Arrived	Symbol	Division & Nickname	Arrived
	<b>1<sup>st</sup> Infantry Division</b> 'Big Red One'	6 June		<b>29<sup>th</sup> Infantry Division</b> 'Blue and Gray'	6 June
	<b>2<sup>nd</sup> Infantry Division</b> 'Indianhead'	7 June		<b>30<sup>th</sup> Infantry Division</b> 'Old Hickory'	10 June
	<b>4<sup>th</sup> Infantry Division</b> 'Ivy'	6 June		<b>35<sup>th</sup> Infantry Division</b> 'Santa Fe'	11 July
	<b>5<sup>th</sup> Infantry Division</b> 'Red Diamond' or 'Red Devils'	9 July		<b>79<sup>th</sup> Infantry Division</b> 'Cross of Lorraine'	14 June
	<b>8<sup>th</sup> Infantry Division</b> 'Pathfinder'	4 July		<b>80<sup>th</sup> Infantry Division</b> 'Blue Ridge'	3 August
	<b>9<sup>th</sup> Infantry Division</b> 'Old Reliable'	10 June		<b>83<sup>rd</sup> Infantry Division</b> 'Thunderbolt' or 'Ohio'	18 June
	<b>28<sup>th</sup> Infantry Division</b> 'Keystone' or 'Bloody Bucket'	22 July		<b>90<sup>th</sup> Infantry Division</b> 'Tough Hombres'	8 June



## COMBAT PLATOONS

### RIFLE PLATOON

#### PLATOON

HQ Section with:

3 Rifle Squads

2 Rifle Squads



155 points

110 points



200 points

145 points

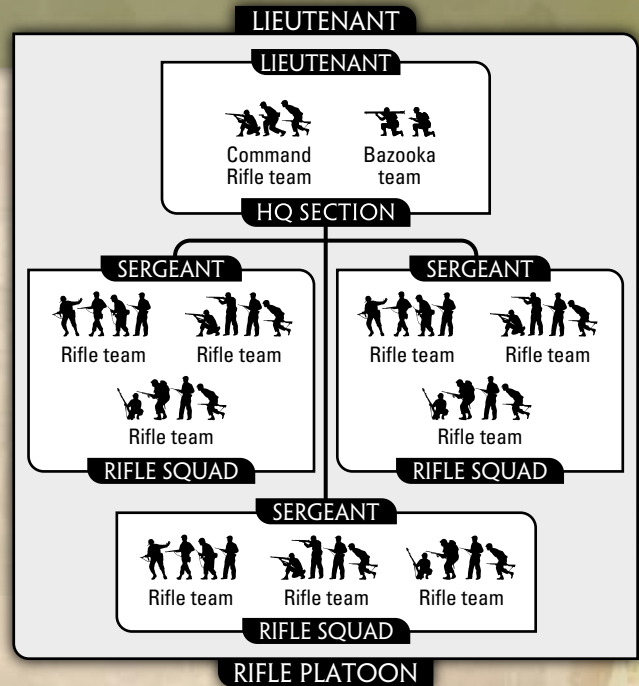


120 points

-

The GIs of the rifle companies are at the bottom of the military pecking order, but in the end it is they who do the most fighting and win the most battles. Without the humble GI, the war would have been lost a long time ago.

The core of the rifle platoon is the GI armed with an M1 Garand Semi-automatic rifle, backed up by the Browning Automatic Rifle (BAR). Their automatic weapons allow them to put down an immense volume of fire, especially at short ranges, making them particularly adept at fire and manoeuvre.





## WEAPONS PLATOON

### PLATOON

HQ Section with:

Mortar Section and  
1 Machine-gun Section



90 points



115 points



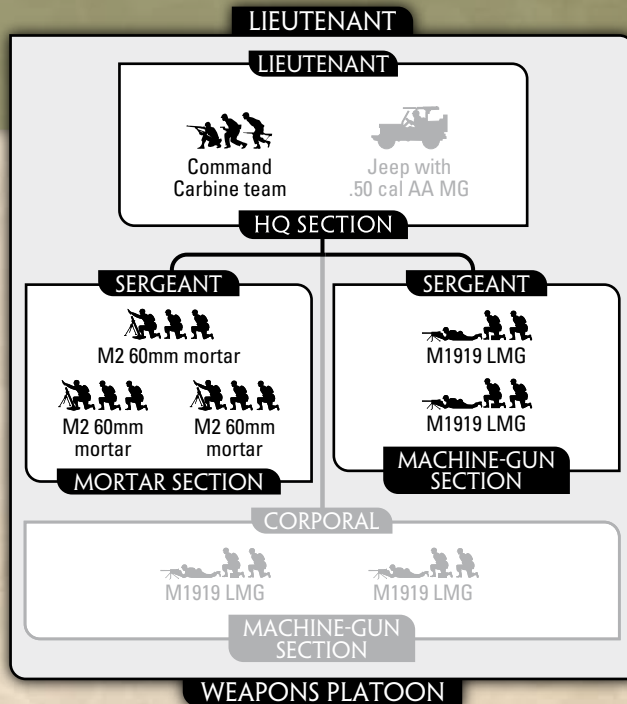
80 points

### OPTION

- Add Jeep with .50 cal AA MG for +5 points.
- Add a Machine-gun Section for +30 points.

*A Weapons Platoon may make Combat Attachments to Rifle Platoons (page 24).*

The weapons platoon gives you a handy reserve of firepower. It can either form a base of fire when attacking or be handed out to the rifle platoons to strengthen their positions when defending. While weapons platoons were only authorised two machine-guns, many 'lost' them and requisitioned 'replacements' to increase their firepower.



## WEAPONS PLATOONS

### MACHINE-GUN PLATOON

### PLATOON

HQ Section with:

2 Machine-gun Sections  
1 Machine-gun Section



100 points  
50 points



130 points  
65 points



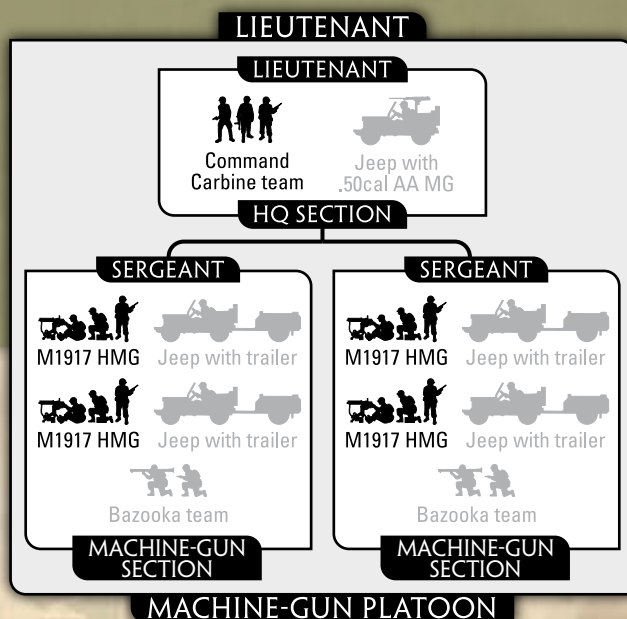
90 points  
-

### OPTIONS

- ★ Add a Bazooka team to any or all Machine-gun Sections for +15 points per Bazooka team.
- 🌈 Add a Bazooka team to any or all Machine-gun Sections for +20 points per Bazooka team.
- 🚩 Add a Bazooka team to any or all Machine-gun Sections for +10 points per Bazooka team.
- Add Jeep with .50 cal AA MG and Jeeps with trailers for +10 points for the platoon.

*Machine-gun Platoons may make Combat Attachments to Rifle (page 24) or a Weapons Platoon (page 25).*

Although a battalion only officially had two machine-gun platoons, many collected 'replacement' weapons to double their strength so they could cover the entire front line.





## MORTAR PLATOON

### PLATOON

HQ Section with:

- 3 Mortar Sections
- 2 Mortar Sections
- 1 Mortar Section



120 points  
85 points  
45 points






155 points  
110 points  
55 points



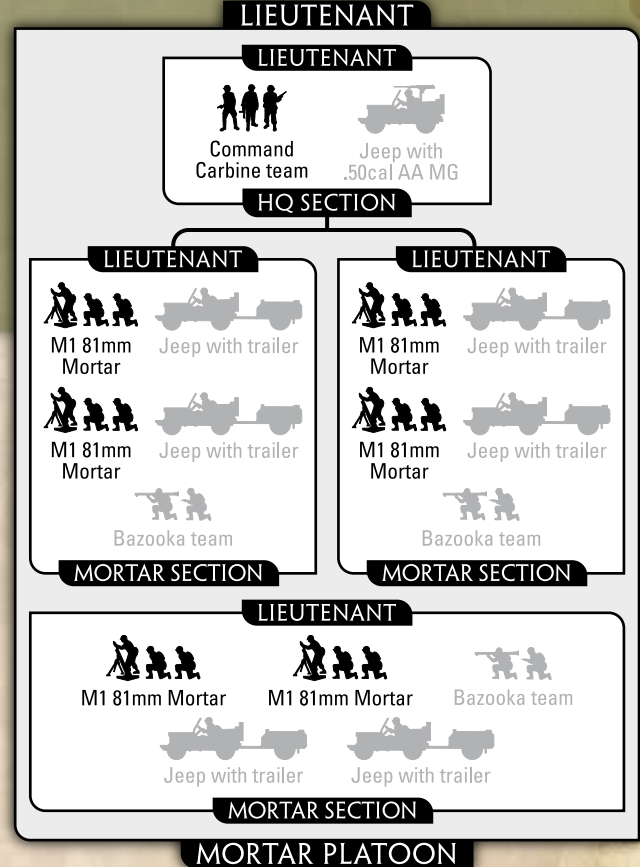
105 points  
75 points  
-

### OPTIONS

-  Add a Bazooka team to any or all Mortar Sections for +15 points per Bazooka team.
-  Add a Bazooka team to any or all Mortar Sections for +20 points per Bazooka team.
-  Add a Bazooka team to any or all Mortar Sections for +10 points per Bazooka team.
- Add Jeep with .50 cal AA MG and Jeeps with trailers for +10 points for the platoon.

Mortar platoons are a critical component to infantry tactics. It's their job to eliminate enemy's guns and suppress his infantry. The size of the mortar platoon depends on what the infantry were asked to do and what they were expected to encounter. If it's a major break out, all of the platoon's assets might be assigned to a single company. If its a diversionary or small attack a pair might be sent to provide smoke cover for the infantry.

The mortar is a key weapon in defense as well. You can count on the Germans always counterattacking, and the mortars are only a few dozen yards behind you, compared to the field artillery which can be miles back. The mortars will respond to the attack instantly and cause serious damage to enemy infantry charging your lines.



## AMMUNITION & PIONEER PLATOON

### PLATOON

HQ Section with:

- 3 A&P Squads
- 2 A&P Squads



125 points  
90 points






165 points  
115 points

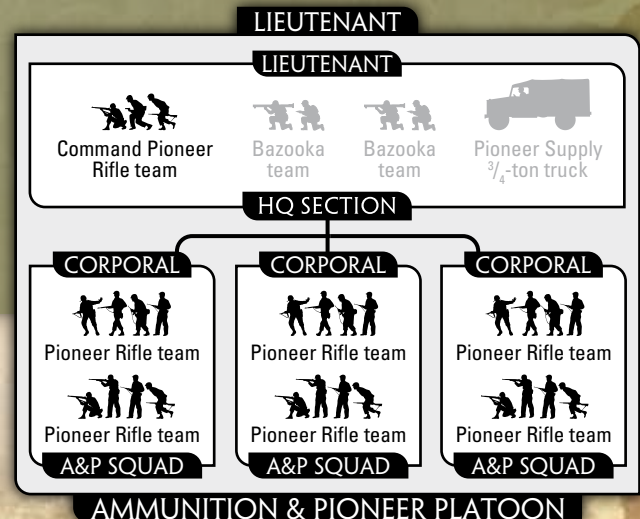


95 points  
70 points

### OPTIONS

-  Add up to two Bazooka teams to the platoon for +15 points per Bazooka team.
-  Add up to two Bazooka teams to the platoon for +20 points per Bazooka team.
-  Add up to two Bazooka teams to the platoon for +10 points per Bazooka team.
- Add Pioneer Supply ¾-ton truck for +25 points.

The Ammunition & Pioneer platoon is a special unit, trained in dealing with enemy fortifications and strongpoints. They are well stocked with explosives to blow up anything from a large hedgerow to an enemy tank.





## ANTI-TANK PLATOON

### PLATOON

HQ Section with:

3 Gun Sections  
2 Gun Sections



70 points  
45 points



90 points  
60 points

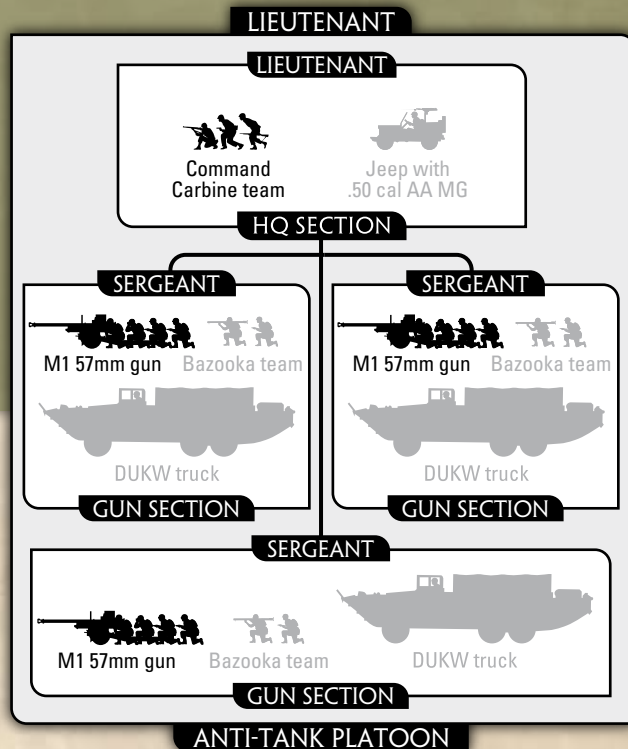


60 points

### OPTIONS

- ★ Add a Bazooka team to any or all Gun Sections for +15 points per Bazooka team.
- 🚩 Add a Bazooka team to any or all Gun Sections for +20 points per Bazooka team.
- 🛡 Add a Bazooka team to any or all Gun Sections for +10 points per Bazooka team.
- Add Jeep with .50 cal AA MG and DUKW trucks for +10 points for the platoon.
- Replace all DUKW trucks with 1 ½-ton trucks at no cost.

The riflemen are vulnerable to enemy tanks, so they bring up their anti-tank platoon as soon as they dig in. The anti-tank guns take up positions in defilade where the tanks can't see them until the last moment. Between their 57mm guns and the infantry bazookas, they can handle most tank attacks.



## REGIMENTAL SUPPORT PLATOONS

### INTELLIGENCE & RECON PLATOON

#### PLATOON

HQ Section with:

3 I&R Squads



65 points



85 points



60 points

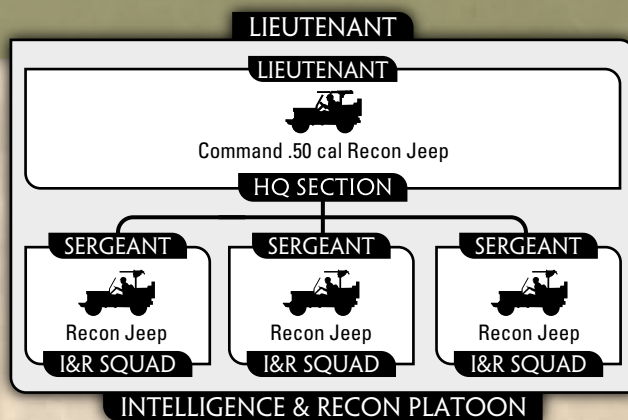
*An Intelligence & Recon Platoon is a Reconnaissance Platoon.*

#### DISMOUNT

*Before deployment you may choose to dismount all of your jeeps. If you do this, all of the platoon's vehicles are permanently removed from the game. Replace each:*

- Recon Jeep with a Rifle or M1919 LMG team.
- .50 cal Recon Jeep with a Rifle or .50 cal MG team.

*Designate one of the teams as the Platoon Command team. The platoon remains a Reconnaissance Platoon.*



The regimental Intelligence and Recon Platoon (I&R) provided the unit's HQ with information on the enemy strengths and weaknesses, as well as helping to select the best route for advances.



## CANNON PLATOON

### PLATOON

HQ Section with:

6 M3 105mm  
4 M3 105mm  
2 M3 105mm



155 points  
105 points  
55 points



205 points  
140 points  
75 points



135 points  
95 points  
50 points

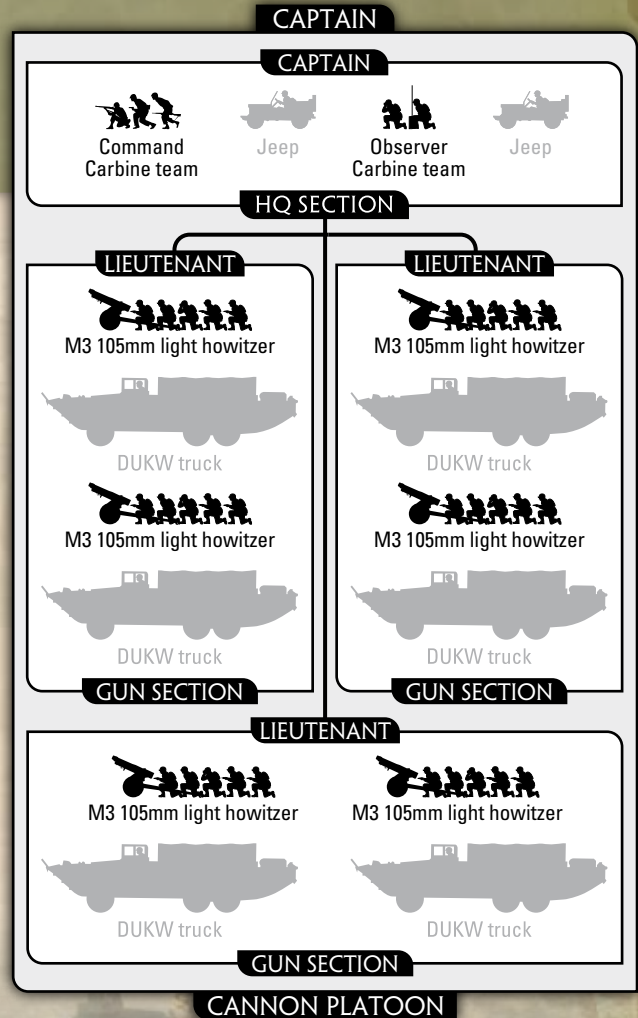
### OPTIONS

- Add Jeeps and DUKW trucks for +5 points for the platoon.
- Replace all DUKW trucks with 1½-ton trucks at no cost.

The regimental cannon platoon fills the gap between the battalion mortars and the divisional artillery.

The M3 105mm howitzer is designed as a smaller and lighter weapon than the divisional M2A1 105mm howitzers to allow it to get closer to the action. Unfortunately, the light howitzer lacks a gun shield making it dangerous to use as an infantry gun in the direct fire role.

As a result, the cannon platoon is usually used as just another artillery battery equipped with shorter ranged guns than normal.







# INFANTRY DIVISIONAL SUPPORT PLATOONS

## TRUCK SECTION

### PLATOON

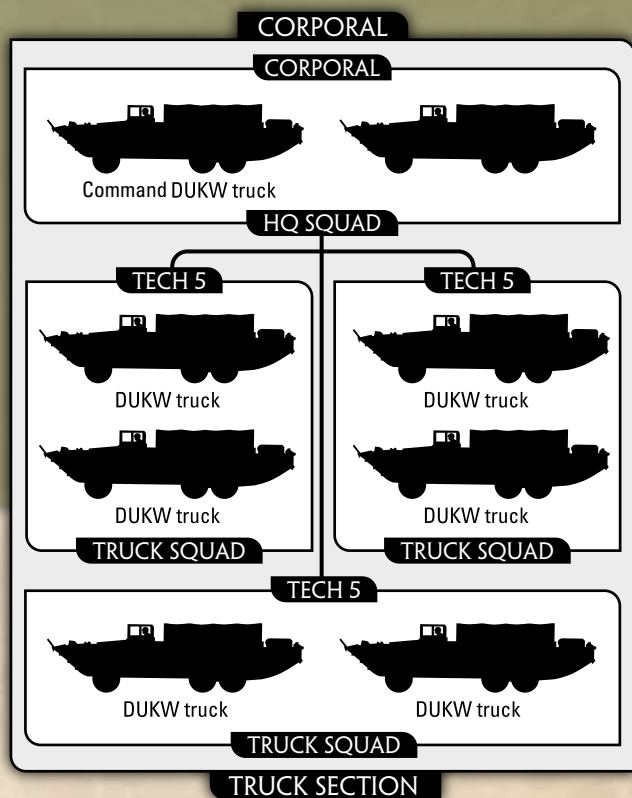
		
8 DUKW trucks	30 points	35 points
6 DUKW trucks	25 points	30 points
4 DUKW trucks	20 points	25 points
2 DUKW trucks	15 points	20 points
8 2½-ton trucks	25 points	30 points
6 2½-ton trucks	20 points	25 points
4 2½-ton trucks	15 points	20 points
2 2½-ton trucks	10 points	15 points

### OPTION

- Arm up to one DUKW or 2½-ton truck per Truck Squad with a .50 cal AA MG for +5 points per vehicle.

*A Transport Section follows the rules for Transport Platoons found on pages 47 and 48 of the rulebook.*

While US infantry had trucks to carry or tow all of its heavy weapons, the GIs still had to march. If the corps commander wanted the division to move faster than the dogfaces could march, they attached a truck platoon from the Quartermasters company.







## ENGINEER COMBAT PLATOON

### PLATOON

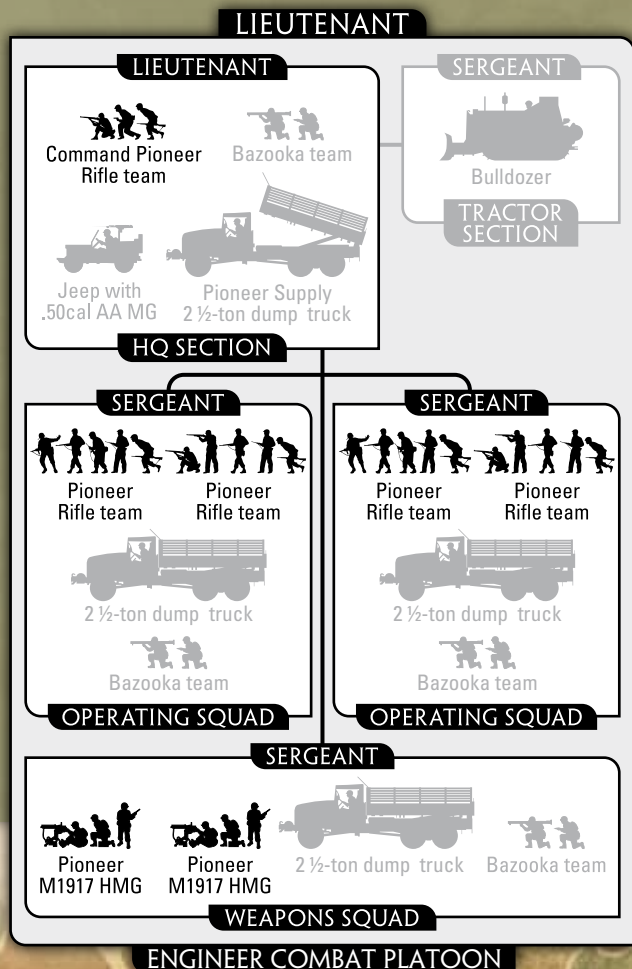
HQ Section and Weapons Squad with:

		
2 Operating Squads	150 points	195 points
1 Operating Squad	110 points	145 points
No Operating Squads	70 points	100 points

### OPTIONS

-  Add a D7 Bulldozer for +10 points, a turretless M4 Sherman dozer for +15 points, or an M4 Sherman Dozer for +70 points.
-  Add a D7 Bulldozer for +15 points, a turretless M4 Sherman dozer for +20 points, or an M4 Sherman Dozer for +90 points.
-  Add a Bazooka team to the HQ Section and any or all Squads for +15 points per Bazooka team.
-  Add a Bazooka team to the HQ Section and any or all Squads for +20 points per Bazooka team.
- Add Pioneer Supply 2½-ton dump truck for +25 points.
- Add a Jeep with .50 cal AA MG and a 2½-ton dump truck to each Operating Squad for +10 points for the platoon.

*You may replace all Pioneer HMG teams with Pioneer Rifle teams at the start of the game before deployment.*







## CAVALRY PLATOON

### PLATOON

3 Cavalry Recon Patrols  
2 Cavalry Recon Patrols  
1 Cavalry Recon Patrol



210 points  
140 points  
70 points



270 points  
180 points  
90 points

### OPTION

- Equip any or all Jeeps with a Hull MG for +5 points per jeep.

### DISMOUNT

Before deployment you may choose to dismount your Cavalry Platoon. If you do this, all of the Cavalry Recon Patrols from the same platoon operate as a single platoon.

If you dismount, all of the platoon's vehicles are permanently removed from the game. Replace all of the vehicles in each Patrol with any two of the following teams for each Patrol:

- Carbine teams
- M1919 LMG teams
- up to one .50 cal MG team per Cavalry Recon Patrol
- up to one Bazooka team per Cavalry Recon Patrol
- up to one M2 60mm mortar team per Cavalry Recon Patrol

Designate any one of the teams as the Platoon Command team. The platoon remains a Reconnaissance Platoon.

### LIEUTENANT

#### LIEUTENANT



Command M8 armored car



Mortar Jeep



Recon Jeep

#### CAVALRY RECON PATROL

#### SERGEANT



Command M8 armored car



Mortar Jeep



Recon Jeep

#### CAVALRY RECON PATROL

#### SERGEANT



Command M8 armored car



Mortar Jeep



Recon Jeep

#### CAVALRY RECON PATROL

### CAVALRY PLATOON

Cavalry Recon Patrols operate as separate platoons, each with their own Command team.

Cavalry Recon Patrols are Reconnaissance Platoons.

Every infantry division has a cavalry squadron under command to keep an eye on the enemy. The cavalry troops kept well ahead of the infantry, looking for gaps in the enemy line. When resistance was encountered, the cavalry fell back and brought up the infantry and supported them as best they could.



## FIELD ARTILLERY BATTERY

### PLATOON

HQ Section with:

4 M2A1 105mm  
2 M2A1 105mm



140 points  
75 points



185 points  
100 points



155 points  
85 points

### OPTIONS

- Add ¾-ton trucks to the HQ Section and 2½-ton trucks to both Gun Sections for +5 points for the platoon.
- Replace all 2½-ton trucks with DUKW trucks at no cost.

### CAPTAIN

#### CAPTAIN

Command Carbine team



¾-ton truck

Staff team



¾-ton truck

Observer Carbine team



Jeep

#### HQ SECTION

#### LIEUTENANT



M2A1 105mm howitzer



Truck



M2A1 105mm howitzer



Truck

#### GUN SECTION

#### LIEUTENANT



M2A1 105mm howitzer



Truck



M2A1 105mm howitzer



Truck

#### GUN SECTION

### FIELD ARTILLERY BATTERY

### HIGHSCORE GUNNERS

During stateside training, the 80<sup>th</sup> Div Arty scored the highest in the US Army during the Army Ground Forces' Artillery Test. When the Blue Ridge boys went to war, their skill devastated German targets.

*A Rifle Company from the 80<sup>th</sup> Infantry Division does not use the Truscott Trot special rule. Instead, Field Artillery Batteries, and Field Artillery Batteries (155) in support of a Rifle Company from the 80<sup>th</sup> Infantry Division, Roll to Hit as if the battery's teams are rated as Veterans.*

Each infantry division has its own three battalions of M2A1 105mm howitzers and one battalion of M1 155mm howitzers. These assets were then generally parcelled out one 105mm battalion to each of the division's regiments, while the 155 battalion is assigned when and where needed.

The infantry regiment and the artillery battalion formed the core of a regimental combat team, combining their efforts during the campaign. When an infantry regiment was

attached out to another division, its matching artillery battalion often went with it. This preserved co-operation and quick tactical responsiveness in combat.

## ARTILLERY IN THE BATTLE OF BREST

The battle for Brest was one of extreme firepower. The US Army dedicated six artillery groups to the reduction of the critical port city. These included 333<sup>rd</sup> FA Group attached to the 29<sup>th</sup> Infantry Division, the 202<sup>nd</sup> and 196<sup>th</sup> FA Groups attached to the 8<sup>th</sup> Infantry Division, and the 402<sup>nd</sup> FA Group attached to the 2<sup>nd</sup> Infantry Division. The 174<sup>th</sup> FA Group supported both the 8<sup>th</sup> and 2<sup>nd</sup> Infantry Divisions from its positions on the Plougstel Peninsula.

While the super heavy guns targeted the German artillery in counter-battery fire, the rest of the guns and howitzers of the artillery groups plastered the city with high explosives. Then, suddenly there was an acute shortage of ammunition across the entire Allied front. Infantry attacks had to be delayed until the artillery stores could be built up again. Finally, on 6 September the shortage mostly behind them and the battle resumed.

In the final days of the battle, US artillery pounded the city in a 60-hour bombardment. Many guns were firing

one round a minute to keep their guns from overheating, but maintain the steady mind-numbing barrage. In the end it was estimated that the artillery fired over 22,500 tons of ammunition into Brest.

### AMMUNITION EXPENDITURE AT BREST

Weapon Type	Number of Guns	Rounds Fired
105mm Howitzer	138	270,493
155mm Howitzer	84	91,547
155mm Gun	24	18,618
155mm SP	24	9,955
4.5" Gun	24	14,861
8" Howitzer	24	11,528
240mm Howitzer	12	3,153
8" Gun	12	1,608



## FIELD ARTILLERY BATTERY (155)

### PLATOON

HQ Section with:

4 M1 155mm  
2 M1 155mm



210 points  
110 points



275 points  
145 points



230 points  
120 points

### OPTIONS

- Add ¾-ton trucks and M5 high-speed tractors to the battery for +5 points.
- Arm any or all M5 high-speed tractors with a .50 cal AA MG for +5 points per tractor.

The heavy guns of the division's fourth artillery battalion were extremely helpful in the tough bocage fighting. These guns, paired with corps' artillery, were essential to the breakout of Operation Cobra, which blasted open holes for the infantry to assault.



### HIGHSCORE GUNNERS

During stateside training, the 80<sup>th</sup> Div Arty scored the highest in the US Army during the Army Ground Forces' Artillery Test. When the Blue Ridge boys went to war, their skill devastated German targets.

*A Rifle Company from the 80<sup>th</sup> Infantry Division does not use the Truscott Trot special rule. Instead, Field Artillery Batteries, and Field Artillery Batteries (155) in support of a Rifle Company from the 80<sup>th</sup> Infantry Division, Roll to Hit as if the battery's teams are rated as Veterans.*

### CAPTAIN

#### CAPTAIN



Command Carbine team



¾-ton truck



Staff team



¾-ton truck



Observer Carbine team



Jeep

### HQ SECTION

#### LIEUTENANT



M1 155mm howitzer



M5 high-speed tractor



M1 155mm howitzer



M5 high-speed tractor

GUN SECTION

#### LIEUTENANT



M1 155mm howitzer



M5 high-speed tractor



M1 155mm howitzer



M5 high-speed tractor

GUN SECTION

### FIELD ARTILLERY BATTERY (155)





# CORPS SUPPORT

## MOTIVATION AND SKILL

For the majority of the US infantrymen, the battles in Normandy and Brittany is their first test of battle. Unless otherwise noted, Corps Support Platoons are rated **Confident Trained**.

RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	<b>TRAINED</b>
FEARLESS	VETERAN

**CORPS SUPPORT PLATOONS**

## VETERAN TANK DESTROYER PLATOON

### PLATOON

Security Section and  
Tank Destroyer Section with:

4 M10 3" GMC	370 points
2 M10 3" GMC	205 points

### OPTION








- Fit up to half of the platoon's tank destroyers with Hedgerow Cutters for +5 points for the platoon.

## MOTIVATION AND SKILL

The 899<sup>th</sup> and 813<sup>th</sup> Tank Destroyer Battalions were North Africa and Sicily veterans. A Veteran Tank Destroyer Platoon is rated **Confident Veteran**.

RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	<b>TRAINED</b>
FEARLESS	<b>VETERAN</b>

**VETERAN TANK DESTROYERS**

<b>LIEUTENANT</b>		
		
Command .50 cal Recon Jeep	M20 scout car	M20 scout car
<b>SECURITY SECTION</b>		
<b>LIEUTENANT</b>		
		
Command Tank Destroyer	Tank Destroyer	
		
Tank Destroyer	Tank Destroyer	
<b>TANK DESTROYER SECTION</b>		

### VETERAN TANK DESTROYER PLATOON

Veteran Tank Destroyer Platoons use the US Tank Destroyers special rules on page 238 of the rulebook.

The first tank destroyer unit ashore in Normandy was the 899<sup>th</sup> Tank Destroyer Battalion, the veteran victors of El Guettar. They stormed ashore on Utah beach, made contact with the 82<sup>nd</sup> Airborne Division, and then attacked up the Cotentin Peninsula to help liberate the city of Cherbourg.

The battalion joined briefly with the 90<sup>th</sup> Infantry Division during the Contentin campaign, and then returned to support the 9<sup>th</sup> Infantry Division for the duration of the Normandy campaign during the push through Normandy's deadly hedgerow country.

The 813<sup>th</sup> Tank Destroyer Battalion landed in North Africa in January 1943, armed with M3 75mm GMC half-tracks. The battalion supported US, British, and French units in the battles for Tunisia.

Re-equipped with M10 tank destroyers, the battalion went back into battle briefly in Italy before being pulled out and returned to England. The veteran tank-killers then teamed up with the 79<sup>th</sup> Infantry Division and participated in the attack on Cherbourg and the rest of the Normandy campaign.

An M10 3" GMC in Northern France





## TANK DESTROYER PLATOON

### PLATOON

Security Section and  
Tank Destroyer Section with:

4 M10 3" GMC  
2 M10 3" GMC

285 points  
155 points

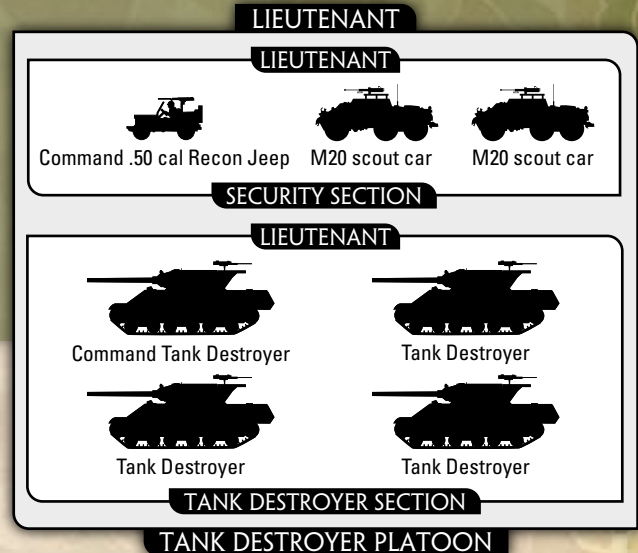
### OPTION

- Fit up to half of the platoon's tank destroyers with Hedgerow Cutters for +5 points for the platoon.

*Tank Destroyer Platoons use the US Tank Destroyers special rules on page 238 of the rulebook.*

Normandy was an interesting challenge for the Allied armies. In a battle where firepower was essential to blast open hedgerows in bocage country and buildings in towns and cities, the M4's 75mm and M10's 3" guns were in high demand.

The tank destroyers were always busy moving from one spot to the serving the infantry in an assault gun role. Together with the infantry's tank battalion, the tank destroyers managed to help breakthrough the German lines and push the advance forward.



In Brittany, there was only one tank battalion operating in the area, so the M10s of several tank destroyer battalions filled the gap, helping the 2<sup>nd</sup>, 8<sup>th</sup>, 29<sup>th</sup>, and 83<sup>rd</sup> Infantry Divisions blast their way through St. Malo and Brest.

## TOWED TANK DESTROYER PLATOON

### PLATOON

Security Section and  
Tank Destroyer Section with:

4 M5 3in  
2 M5 3in

170 points  
95 points

### OPTIONS

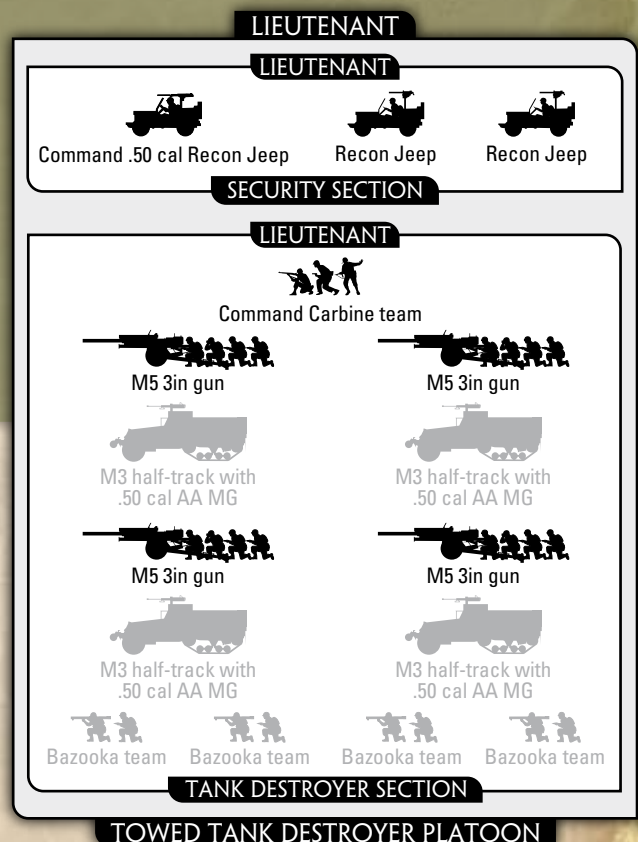
- Add up to one Bazooka team per M5 3in gun for +15 points per Bazooka team.
- Add one M3 half-track per M5 3in gun for +5 points per half-track.

*Towed Tank Destroyer Platoons use the US Tank Destroyers special rules on page 238 of the rulebook.*

Tank Destroyer Command has determined that the self-propelled tank destroyers are difficult to conceal in many cases and that their mobility is often wasted. As a result half of the tank destroyer battalions have been converted to towed guns.

The M5 3in gun is the same weapon as in the self-propelled mountings, but is much lower and easier to conceal making it more suitable for infantry operations.

The towed tank destroyer platoons use similar tactics to the self-propelled units. They send their scouts out to watch the tanks and keep the guns informed of the enemy progress so they can take up the best position to stop them.





## PARACHUTE RIFLE PLATOON

### PLATOON

HQ Section and Mortar Squad with:

3 Rifle Squads

265 points

2 Rifle Squads

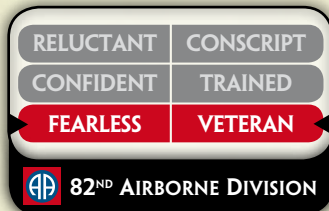
205 points

### OPTION

- Add an extra Rifle/MG team to all Rifle Squads for +30 points per Squad.

### MOTIVATION AND SKILL

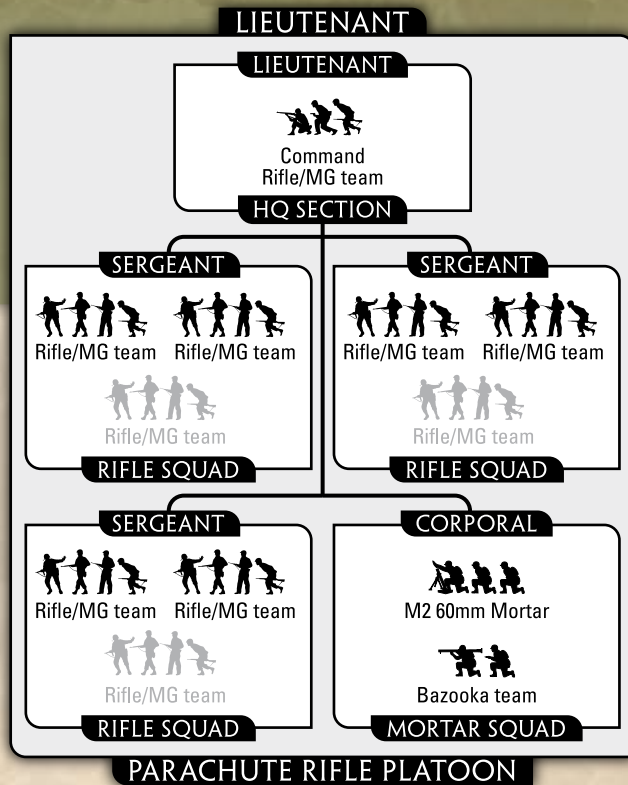
All paratroopers have undergone some of the most intensive training in the US Army and as a result they are very professional soldiers. A Parachute Rifle Platoon is rated **Fearless Veteran**.



### MASTER SERGEANT

Parachute missions are tricky and the loss of an officer can result in the failure of the mission. Therefore platoon sergeants are briefed on every detail of the mission in the event their officer is separated from the platoon.

*Parachute Rifle Platoons use the German Mission Tactics special rules (see page 242 of the rulebook).*



### GAMMON BOMBS

Gammon bombs were a British innovation that gave Allied paratroopers ready explosives for tackling armoured vehicles.

*All Rifle/MG teams in a Parachute Rifle Platoon carry Gammon Bombs giving them Tank Assault 3.*

## GLIDER RIFLE PLATOON

### PLATOON

HQ Section with:

3 Rifle Squads

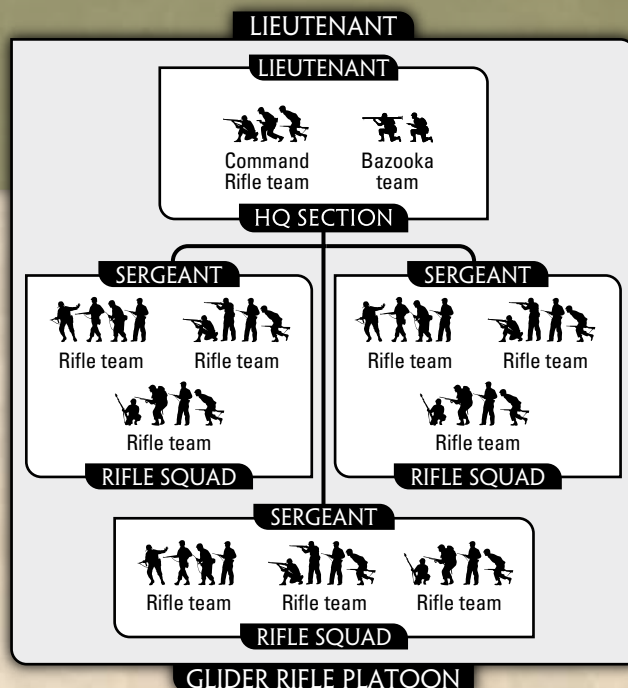
155 points

2 Rifle Squads

110 points

During the battle for the Contentin campaign, it was essential that the base of the peninsula was cut off at the base so that the Germans could not escape. The task was given to the 90<sup>th</sup> Infantry Division, which needed to pass through the 82<sup>nd</sup> Airborne Division's lines to get at the enemy.

The attack quickly bogged down and after some friendly fire incidents with the 325<sup>th</sup> Glider Infantry Regiment, the 90<sup>th</sup> was pulled from the front line. From that point on the 9<sup>th</sup> Infantry Division moved to the area to take over and the troubled 'Tough Ombres' had to be shepherded by the 82<sup>nd</sup> Airborne's paratroopers and glider troops through the rest of the campaign.





## ANTI-AIRCRAFT ARTILLERY PLATOON

### PLATOON

HQ Section with:

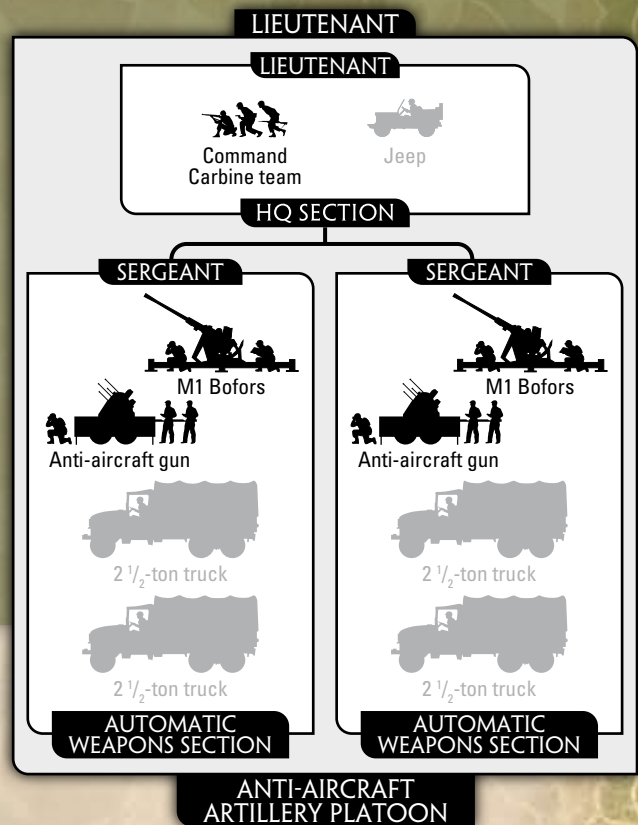
2 M1 Bofors	45 points
2 M1 Bofors and 2 M49 quad .50 cal AA	90 points
1 M1 Bofors and 1 M49 quad .50 cal AA	45 points
2 M1 Bofors and 2 M2 .50 cal AA	70 points
1 M1 Bofors and 1 M2 .50 cal AA	35 points

### OPTIONS

- Add Jeep and 2½-ton trucks to the platoon for +5 points.
- Replace any or all M49 quad .50 cal AA with M16 MGMC (quad .50 cal) half-tracks for +15 points per half-track.

*M2 .50 cal AA guns are carried Portee on their trucks counting as a Tank team.*

The mobile AAA platoons are more suited to defending the rear areas, keeping Luftwaffe raiders off the artillery and headquarters. Carefully deployed in dug-in positions, they can stop anything but the most determined raid.

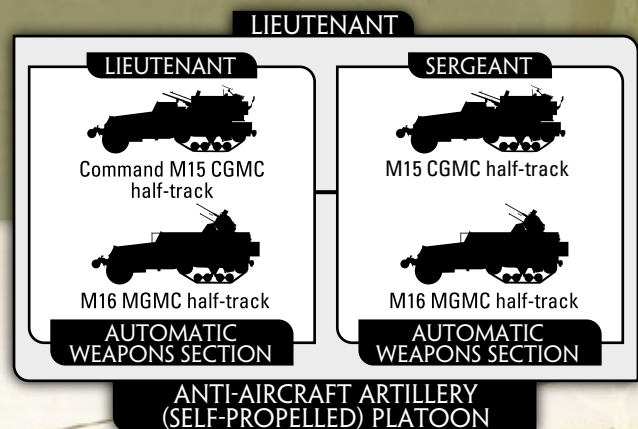


## ANTI-AIRCRAFT ARTILLERY (SELF-PROPELLED) PLATOON

### PLATOON

2 M16 MGMC (Quad .50 cal) and 2 M15 CGMC (37mm)	150 points
1 M16 MGMC (Quad .50 cal) and 1 M15 CGMC (37mm)	75 points

Corps anti-aircraft assets are useful for keeping the occasional German aircraft attacks away from your troops. However, it doesn't take much imagination to think of alternative ways to use their impressive amount of firepower!







## CHEMICAL MORTAR PLATOON

### PLATOON

HQ Section with:

2 Mortar Sections  
1 Mortar Section

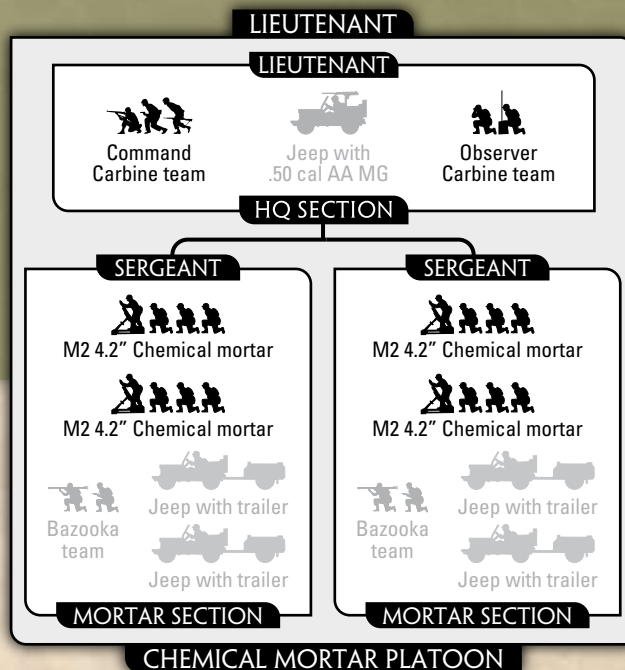
120 points  
70 points

### OPTIONS

- Add up to one Bazooka team per Mortar Section for +15 points per Bazooka team.
- Add Jeep with .50 cal AA MG and Jeeps with trailers to the platoon for +10 points for the platoon.

The chemical mortars were designed for firing gas shells. When it turned out that the Second World War would not see widespread gas warfare like the last war, they took on a new role firing high explosive shells in support of the infantry.

The chemical mortars shine in their new role. Their light-weight mobility and heavy hitting make them a favourite with the infantry, especially as their response time is much quicker than the field artillery.











## CORPS ARMORED FIELD ARTILLERY BATTERY

### PLATOON

HQ Section with:

6 M7 Priest GMC

300 points

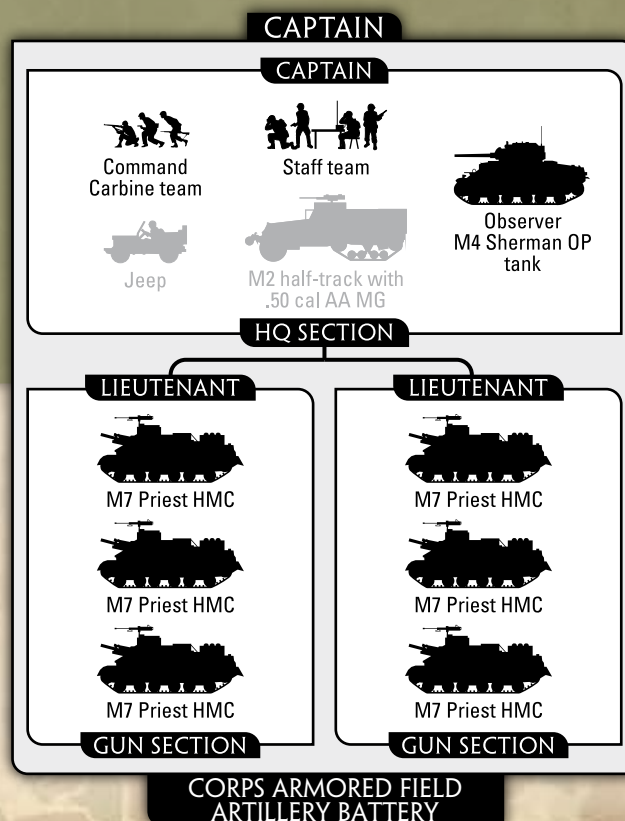
3 M7 Priest GMC

170 points

### OPTIONS

- Add a Jeep and an M2 half-track with .50 cal AA MG for +5 points for the battery.
- Replace Jeep with an M2 half-track with AA MG for +5 points.

The US Army is the only force in the world that can field entirely mechanised divisions. Even a few of the corps artillery batteries are equipped with M7 Priest HMC self-propelled guns to respond quickly to the needs of the infantry. The armoured artillery have the mobility to keep up with the advance and, with their armour, don't have to dig in so they get into battle faster.







## CORPS FIELD ARTILLERY BATTERY (155 GUN SP)

### PLATOON

HQ Section with:

4 M12 155mm GMC	260 points
2 M12 155mm GMC	135 points

### OPTION

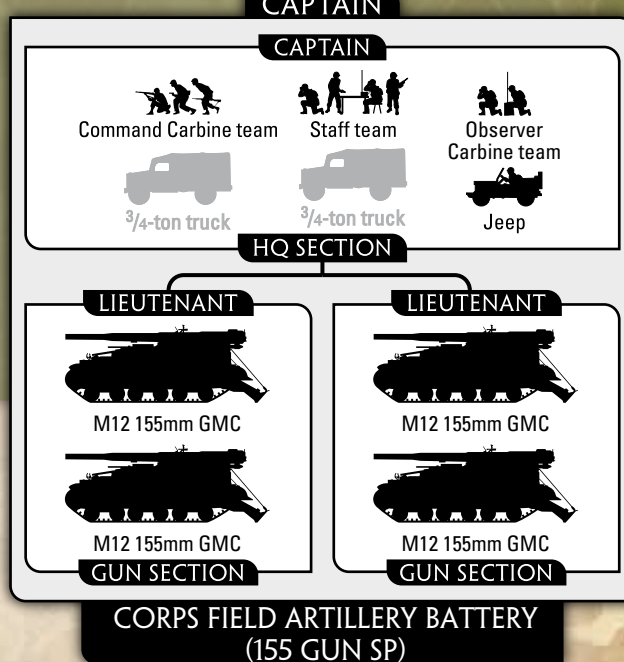
- Add ¾-ton trucks for +5 points for the battery.

*You may not field a Corps Field Artillery Battery (155 Gun SP) unless you are also fielding an artillery battery with at least three M2A1 105mm howitzers or M7 Priest HMC.*

The 174<sup>th</sup>, 258<sup>th</sup> and 987<sup>th</sup> Field Artillery Battalions' M12 155mm Gun Motor Carriages were rare beasts as only 100 of the vehicles were ever built.

The long 155mm guns are the pinnacle of artillery development with their great range and firepower. Even heavy battle tanks are not safe from their heavy shells. These big guns have a secondary role as bunker busters when German fortifications slow down the advance.

The 174<sup>th</sup> Field Artillery Battalion (155 Gun SP) was tasked with supporting the 6<sup>th</sup> 'Super Sixth' Armored Division and the 83<sup>rd</sup> 'Thunderbolts' Infantry Divisions during the



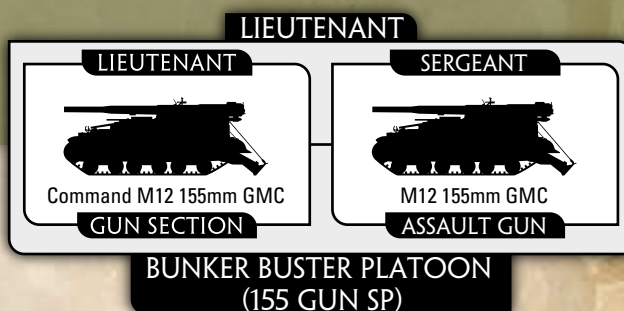
Normandy breakout. The 258<sup>th</sup> Field Artillery Battalion (155 Gun SP) supported the 2<sup>nd</sup> 'Hell On Wheels' and 3<sup>rd</sup> 'Spearhead' Armored Divisions. The 987<sup>th</sup> was tasked with supporting the 9<sup>th</sup> 'Old Reliables' Infantry Division.

## BUNKER BUSTER PLATOON (155 GUN SP)

### PLATOON

2 M12 155mm GMC	120 points
1 M12 155mm GMC	60 points

The 174<sup>th</sup> Field Artillery Battalion (155 Gun SP) broke off some of their M12 155mm GMC guns and sent them to support the 2<sup>nd</sup>, 8<sup>th</sup>, and 29<sup>th</sup> Infantry Divisions as well as several Ranger units. Their firepower helped knock out German bunkers. Some German fortifications were so tough that the M12 crews had to position their vehicles at point blank ranges in order to blow them up.





## AIR SUPPORT

### PRIORITY AIR SUPPORT

P-38 Lightning	190 points
P-47 Thunderbolt	190 points

### LIMITED AIR SUPPORT

P-38 Lightning	150 points
P-47 Thunderbolt	150 points

Having swept the Luftwaffe, the German Air Force, from the skies, the Allied Air Forces have exposed the German Army to their fighter-bombers. The ability to hit and destroy targets anywhere on the battlefield with near impunity has made air support an expected and welcome addition to defeating German ground forces.

P-47 Thunderbolts and P-38 Lightnings were fast and delivered a serious amount of firepower quickly. Their operations were directed from the ground by air force personnel attached to the infantry division.

### FLIGHT LIEUTENANT

### FLIGHT LIEUTENANT



Aircraft

### FLIGHT

### AIR SUPPORT

## NAPALM IN BRITTANY

One of the first recorded uses of napalm happened in the Brittany campaign. Using petroleum bombs, the US Army Air Force hit several German fortified locations, however the results were not conclusive. Owing to the unknown nature of these new weapons, the targets were intentionally selected far away from US troops and many hours before the infantry attack went in. As a result, by the time the American infantry got to the target, the German troops had not only recovered from the attack, they were pretty angry!

## AIR OBSERVATION POST

### AOP

L4 Grasshopper AOP	40 points
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L4 Grasshoppers provided essential service to the US Army during the battles of Normandy and Brittany. They provided artillery observation, reported enemy targets for air strikes, and provided column security for advancing ground troops.

### FLIGHT LIEUTENANT

### FLIGHT LIEUTENANT



L4 Grasshopper AOP

### AOP

### AIR OBSERVATION POST







# THE INFANTRY'S TANKS

## SEPARATE TANK BATTALIONS IN NORTHERN FRANCE



*The insignia of  
US armored forces.*

Generally speaking, the Sherman tank served the US Army in two major roles. The first was to provide the backbone of the US armoured divisions. The second was in support of the infantry as separate tank battalions.

The armored divisions' exploits are well known in their rapid advances across France after Operation Cobra had torn

asunder the German lines near St. Lô. However, their success had much to do with their brothers-in arms in the infantry divisions. It was usually up to the doughboys of the infantry to break open a hole in the German lines so that the armoured divisions could pour into the gap and make their rapid advance.

### ORIGINS OF THE TANK BATTALIONS

Taking to heart the lessons learned in the First World War, the US Army realized that for the infantry to do their job, they need firepower to overcome the enemy's fortified positions. Like many nations, the USA adopted infantry support tanks to fill this role.

In an effort to consolidate designs and maximize production output, the US Army chose the M4 Sherman to serve the infantry in this capacity. Its all-round protection was suitable in the early years of the US involvement of the war, and it was relatively cheap and fast to produce.

### TANK BATTALION DOCTRINE

Each infantry division was to have a battalion of Sherman tanks directly attached to give the infantry the capability of overcoming enemy positions. These battalions were not of-

ficially part of the division, but the majority of them stayed with their assigned division throughout the war.

They were organized exactly like a tank battalion from an armored division with three tank companies with medium tanks, and one company with light tanks. Each battalion had a battery of six assault guns and a small platoon of self-propelled 81mm mortars to provide smoke cover.

A tank battalion of an infantry division had a different mission than that of their armored division counterparts. The infantry's four tank companies were to provide direct fire support to the division's 27 rifle companies. As would be expected, these tankers were in high demand, and always involved in the thick of the action, blasting the enemy's defences at close-range, counterattacking enemy breakthroughs, and reinforcing the strength and spirit of the men on the front lines.

The tankers of the infantry faced the bulk of the enemy's anti-tank weaponry, such as anti-tank guns, tank-hunters, assault guns, and, occasionally, enemy tanks. The bulk of their opposition was the enemy's infantry holding the front line. They encountered many hand-held anti-tank launchers such as Panzerfausts and Panzerschrecks. To deal with these weapons, the men of the tank battalions frequently added extra protection such as sand bags and logs. But their best protection came from their infantry comrades who were right there with them, fighting alongside them and taking out anti-tank weapons. In turn, the tanks took out the anti-infantry weapons, such as machine-guns. In this way an infantry-tank team would accomplish breakthroughs.

### IN THE FIELD IN NORMANDY

Normandy posed some serious challenges for the troops fighting there. Chief among them was bocage country with its tall impassable hedgerows sectioning the main battlefield into hundreds of tiny miniature battlefields. Just passing





through a hedgerow as an infantryman was difficult enough, let alone doing it under fire. The tank battalions found it even more frustrating and slow, if not entirely impossible.

Traditional solutions, such as simply blowing a hole in the hedge using C4 explosives worked, but required preparation and often broadcasted the infantry's intention to breach the hedgerow to the enemy. Dozer blades attached to the Sherman tank were also somewhat successful, but unpredictable and unreliable when large or wide hedges were encountered.

Sergeant Curtis G. Culin is credited to coming up with the ingenious solution. By fixing steel prongs to the front of a tank, it could run up to the hedgerow and plow its way through without losing much speed. It not only gave the tankers an answer to the hedgerow problem, it helped them retain the element of surprise as they could just suddenly smash through the hedge and catch the Germans on the other side before they could react. Furthermore, the hole left behind could be used by the infantry and support vehicles to support the tank. Soon about 60% of US tanks in Normandy had these Culin Cutters, or Rhinos, attached and were leading the way during some of the most critical breakthroughs of the campaign.

One last innovation that transformed infantry-tank tactics was the tank telephone. Installed in the rear of the tank, this device would allow an infantry squad to communicate directly with the tank commander without having to expose either to unnecessary risk. This helped make sure that the infantry wouldn't get bogged down by enemy machine-guns so long as a tank was nearby.

## BEYOND THE HEDGEROWS

The fighting in Normandy had a major impact on how each infantry division would fight the rest of the war. They began taking on specific roles, stemming from the battles they were asked to fight. These roles would have an impact on how the tank battalion allocated its assets to the infantry.

Some divisions excelled at methodical tank-infantry cooperation to achieve breakthroughs. These divisions tended to maximize their tank battalion across the entire frontage where their attack was happening. Assault companies could usually rely on about five tanks to help them with their mission. A slow methodical advance gave the infantry the time it needed to ensure the safety of the low number of assets, and likewise the tanks could make the most of their firepower.

Other divisions were held in reserve to attack German counterattacks or bail out another infantry division in trouble. Such missions required the division to be relatively mobile. In addition to its own transport company, the counter-attacking or advancing infantry divisions often employed the tank battalions as improvised transports to get places quick.

Rifle companies mounted up on M4 Shermans were a common sight, but some divisions took this a step further. Using the tank as a tactical transport rather than a strategic one they created quick reaction task forces. In the case of the 35<sup>th</sup> Infantry Division, one regiment's battalion was paired with the entire tank battalion and used to launch a wide















flank attack on the Germans surrounding the 30<sup>th</sup> Infantry Division's 'lost battalion' on Hill 314. The attacking infantry rode the tanks into battle, dismounting only to clear the way for the tanks. This tactic helped relieve the cut-off battalion, and the division and tank battalion added the tactic to their playsheet for future operations.

Some divisions adopted a middle-of-the-road approach, allocating all of the tank battalion to a regimental attack, which would in turn keep the tanks together in company formations to support a battalion's assault company. This gave the rifle company a good amount of tank support exactly where it was needed the most. This was particularly useful for attacks on very narrow assault frontages, such as in the case of the 2<sup>nd</sup> Infantry Division at Hill 192 or the 4<sup>th</sup> Infantry Division in the breakout assault for Operation Cobra. The divisions' assault companies usually had two to three tank platoons in support during the attack, helping to overwhelm their German opposition.

## FURTHER READING

For further reading I would recommend Harry Yeide's *The Infantry's Armor*, which follows the story of all independent tank battalions during the war.

## TANK BATTALIONS ATTACHED TO INFANTRY DIVISIONS

Infantry Division Other Associated Battalions	Main Tank Bn
 <b>1<sup>st</sup> Infantry Division</b> 741 <sup>st</sup> , 743 <sup>rd</sup> , 747 <sup>th</sup>	745 <sup>th</sup>
 <b>2<sup>nd</sup> Infantry Division</b> 709 <sup>th</sup> , 744 <sup>th</sup> , 747 <sup>th</sup> , 759 <sup>th</sup>	741 <sup>st</sup>
 <b>4<sup>th</sup> Infantry Division</b>	70 <sup>th</sup>
 <b>5<sup>th</sup> Infantry Division</b>	735 <sup>th</sup>
 <b>8<sup>th</sup> Infantry Division</b>	709 <sup>th</sup>
 <b>9<sup>th</sup> Infantry Division</b>	746 <sup>th</sup>
 <b>28<sup>th</sup> Infantry Division</b>	744 <sup>th</sup>
 <b>29<sup>th</sup> Infantry Division</b> 709 <sup>th</sup> , 743 <sup>rd</sup>	747 <sup>th</sup>
 <b>30<sup>th</sup> Infantry Division</b>	743 <sup>rd</sup>
 <b>35<sup>th</sup> Infantry Division</b>	737 <sup>th</sup>
 <b>79<sup>th</sup> Infantry Division</b>	749 <sup>th</sup>
 <b>80<sup>th</sup> Infantry Division</b>	702 <sup>nd</sup>
 <b>83<sup>rd</sup> Infantry Division</b> 70 <sup>th</sup> , 746 <sup>th</sup> , 749 <sup>th</sup> , 709 <sup>th</sup> , 774 <sup>th</sup>	-
 <b>90<sup>th</sup> Infantry Division</b> 764 <sup>th</sup>	712 <sup>th</sup>



## TANK BATTALIONS IN FLAMES OF WAR

Due to the mission of an infantry division's tanks, it would be somewhat rare for a tank battalion to appear as a normal company in *Flames Of War*. With a ratio of four tank companies to 27 rifle companies in an infantry division, a typical Rifle Company in *Flames Of War* would be lucky indeed to get support from a platoon of the Tank Battalion, let alone more than that. This is represented in the typical US Rifle Company diagrams. However, some diagrams give you the option to take two platoons, reflecting the fact that your force is obviously pulled the lucky job of leading the assault and your divisional commander has allocated extra tanks to your command.

But what of those rare situations where a Tank Battalion's companies remained intact, such as at Hill 314? Using the following company diagram, you can field such a force.

### MORE OR LESS INFANTRY AND TANKS

This force represents a balanced tank-infantry combat team. It is unusual in that you are required to take an equal number of infantry and tank platoons. If you wish to take less infantry,

I would suggest using a normal US Tank Company force (however, a Tank Battalion wouldn't risk its tank companies in independent operations without its infantry support). For more infantry, I would recommend using a normal Rifle Company force.

### SUPPORT

Your support platoons are from an infantry division source. For example, your infantry support are Rifle Platoons. Artillery and anti-aircraft should probably be towed, though M7 Priests were often assigned to infantry divisions from Corps to help with big attacks (if you're fielding a Tank Battalion's tank company, you are about to make big attack!).

### RATINGS

Typically all Tank Battalions were new to combat, so your the force is rated Confident Trained, but your infantry can come from multiple sources, including veteran ones. However, all of your platoons' symbols must match.

## SPECIAL RULES

An Independent Tank Company uses all of the normal US special rules (pages 236-240 of the rulebook). In addition, the tanks from the Independent Tank Company HQ and Independent Tank Platoons use the Tank Telephone special rule below.

### TANK TELEPHONES

In the dense terrain of the Bocage it is very difficult for tanks to find targets and almost impossible for infantry to advance without proper tank fire support. The solution that has evolved is to weld a box containing a field telephone on the rear of each tank. When they need fire support a brave infantryman runs up to the back of the tank and tells the tank crew where the target is located.

*All Stuart and Sherman tanks in an Independent Tank Company HQ and Independent Tank Platoon are equipped with Tank Telephones.*

*If a Tank team with a Tank Telephone and an adjacent Infantry team did not move in the Movement Step and are not Pinned Down, the Infantry team can use the Eyes and Ears rule (see page 195 of the rulebook) to Reveal one Gone to Ground enemy team to that Tank team as if the Infantry team was a recon team.*

*If other tanks in the platoon fire, they must have their own Infantry team pointing out the target, or continue to treat the target as Gone to Ground.*

### INFANTRY DIVISION SPECIAL RULES

*When you build your Independent Tank Company, you must choose one of the Infantry Divisions featured from pages 3 to 22. The Independent Tank Company uses all of the special rules associated with the division you have selected.*



# INDEPENDENT TANK COMPANY

## SEPARATE TANK BATTALION

(TANK COMPANY)

HEADQUARTERS

HEADQUARTERS



Independent Tank Company HQ

46

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

When you add your Rifle Platoons to your force, you must choose one of the Infantry Divisions featured above. All support platoons must have the same symbol as your chosen infantry division or no symbol at all.

COMBAT PLATOONS

ARMOUR



Independent Tank Platoon

46

ARMOUR



Independent Tank Platoon

46

ARMOUR



Independent Tank Platoon

46

WEAPONS PLATOONS

ARTILLERY



Armored Mortar Platoon

47

ARMOUR



Assault Gun Platoon

47

COMBAT TEAM SUPPORT PLATOONS

INFANTRY



Rifle Platoon

24

INFANTRY



Rifle Platoon

24

MACHINE-GUNS



Machine-gun Platoon

25

ARTILLERY



Mortar Platoon

26

ARTILLERY



Cannon Platoon

28

RECONNAISSANCE



Intelligence & Recon Platoon

27

SUPPORT PLATOONS

ARMOUR



Tank Destroyer Platoon

34

TRANSPORT



Truck Section

29

INFANTRY



Engineer Combat Platoon

29

RECONNAISSANCE



Cavalry Recon Platoon

30

ARTILLERY



Field Artillery Battery

37

ARTILLERY



Field Artillery Battery

37

Field Artillery Battery (155)

32

Chemical Mortar Platoon

37

ARTILLERY



Field Artillery Battery

37

Corps Field Artillery Battery (155)

38

Corps Armored Field Artillery Battery

38

AIRCRAFT



Air Support

41

AOP



Air Observation Post

41



## MOTIVATION AND SKILL

France is the first combat test for all but one independent Tank Battalion (the 70<sup>th</sup> Tank Battalion, supporting the 4<sup>th</sup> Infantry Division, participated in the Torch landings in Sicily). For the remainder of the infantry divisions in Normandy, the tankers were keen and green. As such, an Independent Tank Company is rated **Confident Trained**.



## HEADQUARTERS

### INDEPENDENT TANK COMPANY HQ

#### HEADQUARTERS

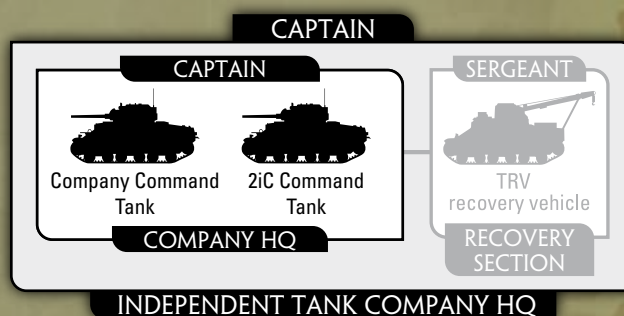
Company HQ with:

2 M4 or M4A1 Sherman 130 points

2 M5A1 Stuart 80 points

#### OPTIONS

- Fit either or both Command tanks with Hedgerow Cutters for +5 points.
- Fit either or both Command tanks with Improvised Armour for +5 points per tank.
- Fit one M4 or M4A1 Sherman tank with a dozer blade making it a Bulldozer for +5 points.
- Add an M31 TRV recovery vehicle for +10 points or an M32 TRV recovery vehicle for +15 points.



*You must field at least two Tank Platoons entirely equipped with the same model of tank as the Company HQ.*

Each infantry division was assigned a battalion of tanks directly attached to give the infantry the capability of overcoming enemy positions. These battalions were not officially part of the division, but the majority of them stayed with their assigned division throughout the war.

## COMBAT PLATOONS

### INDEPENDENT TANK PLATOON

#### PLATOON

5 M4 or M4A1 Sherman 320 points

4 M4 or M4A1 Sherman 255 points

3 M4 or M4A1 Sherman 190 points

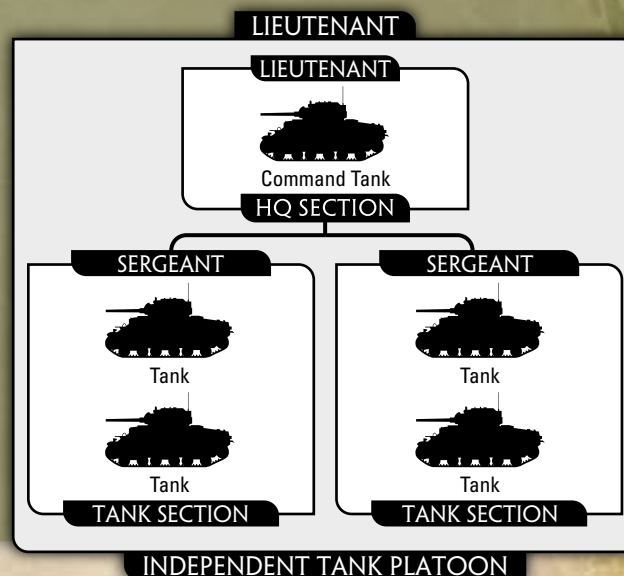
5 M5A1 Stuart 200 points

4 M5A1 Stuart 160 points

3 M5A1 Stuart 120 points

#### OPTIONS

- Fit up to half of the platoon's tanks with Hedgerow Cutters for +5 points for the platoon.
- Fit any or all of the platoon's tanks with Improvised Armour for +5 points per tank.
- Fit up to one M4 or M4A1 Sherman tank with a dozer blade making it a Bulldozer for +5 points.





## WEAPONS PLATOONS

### ARMORED MORTAR PLATOON

#### PLATOON

HQ Section with:

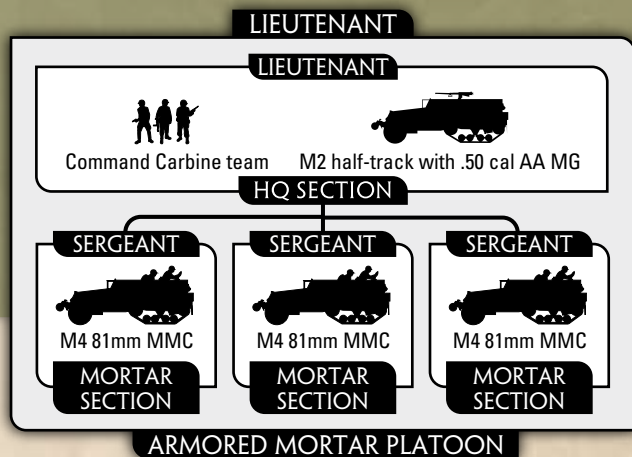
3 Mortar Sections  
2 Mortar Sections

85 points  
60 points

#### OPTION

- Arm any or all M4 81mm MMC half-tracks with .50 cal AA MG for +5 points per half-track.

The infantry's tank battalion also had an armoured mortar platoon. In theory these were meant to support the tanks, but in reality these proved a bit redundant. Instead, these vehicles were attached directly to the infantry division to bolster their mortar barrages and provide covering fire for assaults.



### ASSAULT GUN PLATOON

#### PLATOON

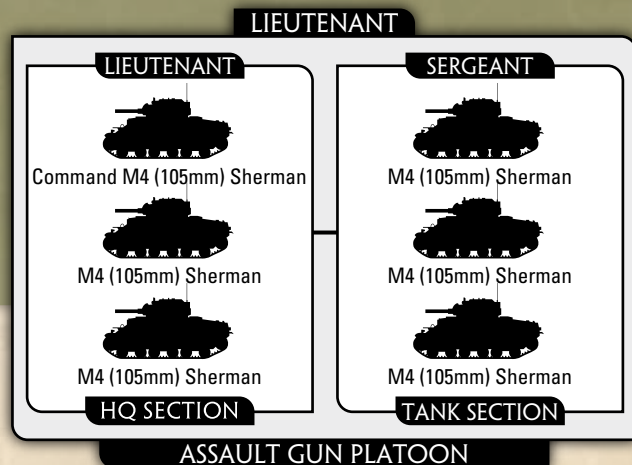
6 M4 (105mm)  
3 M4 (105mm)  
2 M4 (105mm)

310 points  
155 points  
105 points

#### OPTIONS

- Fit up to half of the platoon's tanks with Hedgerow Cutters for +5 points for the platoon.

For important missions, the infantry division's tank battalion would lend its assault guns to provide artillery support. These were usually deployed to cover where the regimental cannons could not, ensuring an all-round even spread of close artillery support.





# ARSENAL

## TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
<b>TANKS</b>					
M5A1 Stuart M6 37mm gun	Light Tank 24"/60cm	4 2	2 7	1 4+	Co-ax MG, Hull MG, AA MG. Stabiliser.
M4 or M4A1 Sherman M3 75mm gun	Standard Tank 32"/80cm	6 2	4 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG. Smoke, Stabiliser.
M4 or M4A1 Sherman dozer M3 75mm gun	Standard Tank 32"/80cm	6 2	4 10	1 3+	Co-ax MG, .50 cal AA MG, Bulldozer. Smoke, Stabiliser.

## SUPPORT WEAPONS

M4 81mm MMC M1 81mm mortar Firing bombardments	Half-tracked 24"/60cm 40"/100cm	1 2 -	0 2 2	0 3+ 6	Optional .50 cal AA MG Hull mounted, Portee, Minimum range 8"/20cm, Smoke. Smoke bombardment.
M4 (105mm) Sherman M4 105mm howitzer Firing bombardments	Standard Tank 24"/60cm 48"/120cm	7 1 -	4 9 4	1 2+ 4+	Co-ax MG, Hull MG, .50 cal AA MG, Protected ammo. Breakthrough gun, Slow traverse, Smoke.

## TANK DESTROYERS

M10 3in GMC M7 3in gun	Standard Tank 32"/80cm	4 2	2 12	0 3+	.50 cal AA MG. Slow traverse.
M20 scout car	Jeep	1	0	0	.50 cal AA MG.

## ARMoured ARTILLERY

M7 Priest HMC M2A1 105mm howitzer Firing bombardments	Standard Tank 24"/60cm 72"/180cm	1 1 -	0 9 4	0 2+ 4+	.50 cal AA MG. Hull mounted, Breakthrough gun, Smoke. Smoke bombardment.
M12 155mm GMC M1918M1 155mm gun Firing bombardments	Standard Tank 24"/60cm 104"/260cm	0 1 -	0 13 5	0 1+ 2+	Awkward layout, Hull mounted, Bunker buster.
M4 or M4A1 Sherman OP M3 75mm gun	Standard Tank 32"/80cm	6 1	4 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG. Smoke.

## ARMoured ANTI-AIRCRAFT

M15 CGMC (37mm) M15 37mm combination mount	Wheeled 24"/60cm	1 4	0 5	0 4+	Anti-aircraft.
M16 MGMC (Quad .50 cal) M45 quad .50 cal gun	Half-tracked 16"/40cm	1 6	0 4	0 5+	Anti-aircraft.

## RECONNAISSANCE

M8 armored car M6 37mm gun	Wheeled 24"/60cm	1 2	0 7	0 4+	Co-ax MG, .50 cal AA MG, Recce.
Recon Jeep	Jeep	-	-	-	AA MG, Recce.
Mortar Jeep M2 60mm mortar Firing Bombardments	Jeep 24"/60cm 32"/80cm	- 2 -	- 1 1	- 3+ 6	Recce. Hull mounted, Minimum range 8"/20cm.

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Carbine team	8"/20cm	1	1	6	Automatic rifles.
Rifle team	16"/40cm	1	2	6	Automatic rifles.
Rifle/MG team	16"/40cm	2	2	6	
Bazooka team	8"/20cm	1	10	5+	Tank assault 4.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team	16"/40cm	1	2	6	Automatic rifles, Moves as a Heavy Gun team.

## ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams and teams equipped with Gammon Bombs are rated as Tank Assault 3.



## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
<b>MACHINE-GUNS</b>						
M2 .50 cal MG	Man-packed	16"/40cm	3	4	5+	
M1919 LMG	Man-packed	16"/40cm	5	2	6	ROF 2 when pinned down or moving.
M1917 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
<b>MORTARS</b>						
M2 60mm mortar	Man-packed	24"/60cm	2	1	3+	Minimum range 8"/20cm.
Firing bombardments		32"/80cm	-	1	6	
M1 81mm mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
M2 4.2in Chemical mortar	Light	48"/120cm	-	3	4+	Smoke bombardment.
<b>ANTI-AIRCRAFT GUNS</b>						
M2 .50 cal AA gun	Heavy	16"/40cm	4	4	5+	Anti-aircraft, Turntable.
M49 quad .50 cal AA gun	Heavy	16"/40cm	6	4	5+	Anti-aircraft, Turntable.
M1 Bofors gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable.
<b>ANTI-TANK GUNS</b>						
M1 57mm gun	Medium	24"/60cm	3	10	4+	Gun shield, No HE.
M5 3in gun	Immobile	32"/80cm	2	12	3+	Gun shield.
<b>ARTILLERY</b>						
M3 105mm light howitzer	Heavy	16"/40cm	1	7	2+	Breakthrough gun, Smoke.
Firing bombardments		56"/140cm	-	4	4+	Smoke bombardment.
M2A1 105mm howitzer	Immobile	24"/60cm	1	9	2+	Breakthrough gun, Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
M1 155mm howitzer	Immobile	24"/60cm	1	10	1+	Bunker buster, Gun shield, Smoke.
Firing bombardments		88"/220cm	-	5	2+	Smoke bombardment.
M1A1 155mm Long Tom gun	Immobile	24"/60cm	1	13	1+	Bunker buster, Smoke.
Firing bombardments		104"/260cm	-	5	2+	Smoke bombardment.

## TRANSPORT TEAMS

Vehicle Weapon	Mobility Range	Armour			Equipment and Notes
		Front ROF	Side Anti-tank	Top Firepower	
Jeep or Jeep with Trailer	Jeep	-	-	-	Optional Passenger-fired AA MG or .50 cal AA MG.
Dodge ¾-ton, Dodge 1½-ton, GMC 2½-ton, or 2½-ton Dump truck	Wheeled	-	-	-	Optional Passenger-fired .50 cal AA MG.
DUKW truck	Wheeled	-	-	-	Optional Passenger-fired .50 cal AA MG, Amphibious.
M5 high-speed tractor	Standard	-	-	-	Optional Passenger-fired .50 cal AA MG.

## ARMoured PERSONNEL CARRIERS

M2 or M3 half-track	Half-tracked	1	0	0	Optional Passenger-fired AA MG or .50 cal AA MG.
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## RECOVERY AND ENGINEER VEHICLES

Turretless M4 Sherman dozer	Standard Tank	6	4	0	Bulldozer, May assault bunkers.
D7 Bulldozer	Very Slow Tank	0	0	0	Bulldozer, May assault bunkers.
Pioneer Supply Truck	Wheeled	-	-	-	

## AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
P-38 Lightning	Cannon	3+	7	5+	
	Bombs	4+	5	1+	
P-47 Thunderbolt	MG	2+	6	5+	
	Bombs	4+	5	1+	