

# KNOW YOUR ENEMY

## US FORCES DOSSIER FOR MID WAR AND LATE WAR

### COUNTRY AND COMPANY SPECIAL RULES

US National Rules  
Bloody Omaha

Cobra  
Hell's Highway

Assault Company  
Ranger Company  
2nd & 3rd Armored Divisions  
Parachute Rifle Company

### WARRIORS

North Africa

Bloody Omaha  
D Minus 1  
Cobra  
Hell's Highway  
Wargames Illustrated 269

Major General Harmon, Ernest N.  
Colonel Darby, William 'Bill' O.  
Sergeant Kelly, Charles 'Commando'  
Staff Sergeant Jackson, Cole 'Reb'  
Brigadier General Cota, Norman 'Dutch'  
Lieutenant Turnbull, Turner  
Staff Sergeant Poole, Lafayette  
Major Cook, Julian  
Brigadier General Gavin, James  
Major General Taylor, Maxwell

### COMPLETE ARSENAL





# US SPECIAL RULES

These special rules reflect the superiority of American technology and their preference for fighting on the move that this technology allows them. These rules only apply to US teams and platoons.

## TANKS

### STABILISERS

*A moving tank fitted with a stabiliser can:*

- fire its main gun at its full ROF, but
- adds a penalty of +1 to the score needed to hit.

*Before shooting, a tank can choose not to use its stabiliser and fire at the normal rate if that would give it a better chance.*

### HEDGEROW CUTTERS

*When a tank fitted with a hedgerow cutter attempts to cross a Bocage Hedgerow (see D-Day, The Campaign for Normandy or [www.FlamesOfWar.com](http://www.FlamesOfWar.com) for the full Bocage rules), it successfully crosses on a roll of 2+ rather than a Skill Test. If it fails, the tank Bogs Down on the hedgerow as normal.*

*If it crosses successfully, then any other Fully-tracked Tank teams adjacent to the hedgerow can follow it through on a roll of 2+ instead of a Skill Test as well.*

## TANK DESTROYERS

### TANK DESTROYER DOCTRINE

*Self-propelled Anti-tank and Tank Destroyer Platoons use the Cautious Movement rules on page 63 and the Disengage rules from pages 150 to 153 of the rulebook to reflect their stealthy tactics. These platoons count as Reconnaissance Platoons for the purposes of these rules.*

*In addition, since the tank destroyers select their firing positions with retreat in mind, Self-propelled Anti-tank and Tank Destroyer Platoons may Disengage even if they fired in their own turn.*

### SEEK, STRIKE, AND DESTROY

*The tank destroyers in a Self-propelled Anti-tank or Tank Destroyer Platoon may either be deployed as normal at the start of the game, or held off-table with only the Carbine teams and their transports being deployed. If the tank destroyers are held off-table, you may place all of the tank destroyers on the table at the start of your turn so that they are:*

- Concealed and more than 16"/40cm away from all enemy teams, or are entirely out of Line of Sight of the enemy, and
- Within 6"/15cm of any Carbine team from the platoon (whether mounted in its transport or not).

*Tank destroyers placed on the table in this way can move and fight as normal during the turn they appear.*

*The Platoon Command team does not have to be present for the tank destroyers to deploy. As long as at least one Carbine team from the platoon is deployed, the tank destroyers that have been held off-table can join it. However, the usual restrictions for being Out of Command still apply.*

*If no Carbine teams from the platoon are left on the table and the tank destroyers are not yet deployed, they abandon the field, and the whole platoon counts as Destroyed.*

## TRANSPORTS

### DISMOUNTING MACHINE-GUNS

*Any Infantry team carried as a passenger in a transport vehicle may dismount the vehicle's passenger-fired .50 cal AA MG, becoming an M2 .50 cal Man-packed Gun team, or its passenger-fired AA MG becoming a LMG Man-packed Gun team.*

*An Infantry team can start the game dismounted with their vehicle's passenger-fired machine-gun.*

*You may not dismount a passenger-fired .50 cal AA MG or AA MG unless you have the appropriate model to replace the Infantry team that dismounted it.*

*Once the machine-gun has been dismounted from a vehicle, the empty vehicle is sent to the rear and the gun cannot remount its vehicle during the game.*

### MOUNTING HMG's AND LMG's

*Up to two HMG or LMG teams mounted in a half-track can fit their machine-guns to the sides of the vehicle, converting them to vehicle-mounted AA MG's. When the team dismounts, it takes its machine-gun with it.*

*As with all vehicle-mounted machine-guns, only the first may fire at full ROF. All additional machine-guns only fire at ROF 1.*

### FIELDS OF FIRE

*A half-track or armoured car that has more than one machine-gun mounted will have its .50 cal AA MG mounted to allow all-round fire and the others positioned to cover the sides.*

*These AA MG's are mounted one on each side of the vehicle firing off to the side. A line drawn down the side of the vehicle from straight ahead to straight behind gives the limits of their field of fire.*



## INFANTRY

### AUTOMATIC RIFLES

*Rifle and Carbine teams do not suffer the usual +1 to hit penalty for firing a ROF 1 weapon while moving or Pinned Down.*

*When not Pinned Down, Rifle and Carbine teams re-roll all failed rolls to hit in Defensive Fire during assaults.*

### THE TRUSCOTT TROT

*US Infantry teams, M1919 LMG teams, and M2 60mm mortar teams move 16"/40cm instead of the normal 12"/30cm when moving At the Double.*

## ARTILLERY

### EXCELLENT COMMUNICATIONS

*Platoon and 2iC Command teams can act as spotting teams and request artillery fire in the same manner as a Company Command team.*

### TIME ON TARGET

*If an artillery battery with a Staff team ranges in on their first attempt, they can fire a TOT bombardment.*

*Every team hit by a TOT bombardment re-rolls successful saves in the first turn of the bombardment, as they scramble for cover and batten down the hatches.*

*This is for the first turn of bombardment only and does not apply to artillery firing an All Guns Repeat! bombardment or ranged in using the Hit 'em With Everything You've Got rule.*

### HIT 'EM WITH EVERYTHING YOU'VE GOT

*When an Observer team from an artillery battery that has a Staff team has ranged in one battery and then orders an All Guns Repeat! bombardment (see page 126 of the rulebook) on the same*

*Aiming Point in a subsequent turn, they may attempt to range another battery that has a Staff team on the same Aiming Point while continuing to control the original battery firing the All Guns Repeat! bombardment.*

*Next turn the Observer team can order both batteries to fire All Guns Repeat! bombardments while Ranging In another battery, and so on. Roll to hit with each battery separately.*

### UNDER COMMAND

*The mortar and assault gun platoons cooperate closely with the combat companies. Constant practice and excellent radio communications allow them to bring down quick and effective fire to support their combat platoons.*

*Company, 2iC, and Platoon Command teams do not suffer their normal +1 penalty to range in when calling for artillery bombardments from platoons taken as Weapons platoon choices (including Weapons Platoons, Mortar Platoons, and Assault Gun platoons), as well as Cannon Platoons and Chemical Mortar Platoons taken as Support platoon choices.*

## AIR OBSERVATION POSTS

### LIAISON AIRCRAFT

*Air Observation Aircraft use many of the aircraft rules. However, one of the primary differences is that the Air Observation Aircraft starts the game on the table and remains there for the rest of the game until it is shot down or chased off, at which point it is permanently removed from the game.*

*In the Starting Step of each turn, you reposition your Air Observation Aircraft anywhere on the table (even within 16"/40cm of friendly troops) when you would position any other aircraft. If your opponent has air support, they can roll for Fighter Interception as usual and use this to attempt to shoot your Air Observation Aircraft down instead of intercepting Ground Attack Aircraft.*

### AIR OBSERVATION POST

*The Air Observation Aircraft carries no weapons and cannot make attacks by itself. Instead an Air Observation Aircraft counts as an Observer team that can act as the Spotting team for any artillery platoon that has a Staff team.*

*Treat it as an Observer team on the ground (although the model sits just above the table) when determining what it can see, as the Air Observation Aircraft fly low attempting to avoid enemy fighter interception and cannot see over terrain.*

*The Air Observation Aircraft does benefit from its height by allowing it to re-roll the third attempt to range in if it failed on that attempt.*

### COLUMN SECURITY

*If an L4 Grasshopper aircraft did not act as an Observer team in its own turn, then enemy Ambushing platoons may not deploy teams within 8"/20cm and in Line of Sight of the aircraft in their own turn.*

### ANTI-AIRCRAFT FIRE

*The opposing player can fire anti-aircraft fire at your Air Observation Aircraft at the end of the Shooting Step, after all other shooting is complete, but just before aircraft make their attacks, just as they can at any other aircraft. This is conducted just like firing at Ground-attack Aircraft, including the limits on anti-aircraft guns' ability to see over terrain.*

*A team firing anti-aircraft fire must choose between firing at the Air Observation Aircraft or at Ground-attack Aircraft. A single team cannot shoot at both in the same turn.*

*Since the Air Observation Aircraft isn't actually attacking anything, Self-defence Anti-aircraft Weapons cannot shoot at it.*





## T14 ASSAULT TANK

### JUMBOS LEAD THE WAY

When shooting at a US tank platoon with T14 assault tanks:

Treat T14 assault tanks and M4 Sherman tanks as if they have the same armour ratings for the Hit Weakest Armour First rule (page 70 of the rulebook). This allows the T14 assault tanks before the M4 Sherman tanks.

Treat T14 assault tanks and M4 Sherman tanks as having the same chassis, making them only distinguishable using the Gun Tanks rule (page 68 of the rulebook). The shooting player can attempt to choose which type of tank they hit using this rule.



## M6 HEAVY TANK

### CO-AX MOUNT

With two loaders the M6 heavy tank can fire the 3in and 37mm guns at the same time using the Multiple Weapons rule on page 85 of the rulebook, treating one of the guns as having ROF 1.



## ASSAULT COMPANY

### ASSAULT COMPANY

An Assault Company will always attack against any other Infantry Company in a mission with the Defensive Battle special rule.

### PIONEER EQUIPMENT

Rifle teams in Boat Sections count as Pioneer teams when attempting to cross or gap Barbed Wire Entanglements and when assaulting Bunkers.

### AIR COVER

An Assault Company will only receive a Ground-attack Aircraft Flight on a roll of 6 instead of the usual 5+. However, its Air Support will successfully intercept enemy Ground-Attack Aircraft Flights on a roll of 5+ instead of the usual 6.

### NAVAL GUNFIRE SUPPORT

When using this force to conduct an amphibious landing use the rules in the D-Day book (see page 15) for Naval Gunfire Support.

For all other mission use the following rules:

If you have Naval Gunfire Support, your force will field a NGFS Observer Carbine team. It is an Observer team for an artillery battery of four Confident Trained 8" naval guns sitting off table using the Across the Volga Rules (see page 225 in the rulebook).

Weapon	Range	ROF	Anti-tank	Firepower
8" naval gun	112"/200cm	-	6	1+





## RANGER COMPANY

RANGERS



### I SHALL NEVER FAIL MY COMRADES

A Ranger Company never has to take a Company Morale Check for being below half strength. They still take Platoon Morale Checks as normal though.

However, if the total number of destroyed Ranger Platoons (the Combat platoons) exceeds the number still on the table, the Ranger player must roll a die at the start of each turn. On a roll of 3+ the force fights on, heedless of its losses. On any other roll the remaining rangers withdraw to conserve their remaining strength and the

game ends. If there are no remaining Ranger Company Command teams then this roll is automatically failed.

### RANGERS LEAD THE WAY

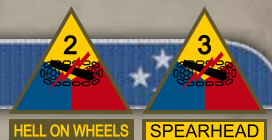
Ranger Infantry teams may move At the Double (using the Truscott Trot) through Difficult Going.

### NO OBSTACLE TOO TOUGH

Ranger Infantry and Man-packed Gun teams are Mountaineers.



## 2<sup>ND</sup> AND 3<sup>RD</sup> ARMORED DIVISIONS



### SPEARHEAD

Any force from the US 2<sup>nd</sup> or 3<sup>rd</sup> Armored Divisions is always the attacker in any mission that uses the Defensive Battle special rule or requires a die roll to determine who will be the attacker.

When they are the attacker in a mission, a player commanding a force from the US 2<sup>nd</sup> or 3<sup>rd</sup> Armored Divisions may make an additional Reconnaissance Deployment move (see page 194 of the rulebook) with any one non-recce platoon (even though it is not a Recce Platoon), provided that the Reconnaissance Deployment move takes the whole platoon out of its deployment area.

### TANK TELEPHONES

If a Sherman tank from the US 2<sup>nd</sup> or 3<sup>rd</sup> Armored Division and an adjacent Infantry team did not move in the Movement Step and are not Pinned Down, the Infantry team can point out targets for the tank instead of shooting.

The Infantry team pointing out targets for the tank counts as a Recce Platoon using the Eyes and Ears rule (page 149 of the rulebook) to reveal a Gone to Ground enemy team for that tank. If other tanks in the platoon fire, they must either have their own Infantry team pointing out the target, or continue to treat the target as Gone to Ground.



## PARACHUTE RIFLE COMPANY



### MASTER SERGEANT

Parachute Rifle, Airborne Engineer and Airborne Divisional Recon Platoons use the German Mission Tactics special rule (see page 166 of the rulebook).





# US WARRIORS



NORTH AFRICA



MAJ. GEN.  
ERNEST N  
HARMON

## CHARACTERISTICS

Harmon is a Warrior and a Higher Command Transport team rated as **Fearless Trained**.

Harmon is always mounted in a Jeep. He can join any Tank or Armored Rifle Company for +40 points.

## GET MOVING

*Each turn one platoon that is not Pinned Down and is within 6"/15cm of Harmon may attempt to move again at the end of the Movement Step after all other movement. Roll a die. On a roll of 4+ the platoon may move a further 4"/10cm. All of the normal rules apply for this movement. The platoon may still shoot and assault after making this extra move.*

## OLD GRAVEL VOICE

*At the start of the Shooting step Harmon may attempt to rally one platoon within 6"/15cm.*

- *If the platoon is Pinned Down, roll a Motivation Test. If it is successful, the platoon rallies and is no longer Pinned Down.*
- *Any Bailed Out vehicles in the platoon take a Motivation Test and if successful remount immediately*



NORTH AFRICA



COLONEL  
WILLIAM  
'BILL' O  
DARBY

## CHARACTERISTICS

Darby is an Infantry team, a Warrior and a Higher Command team rated as **Fearless Trained**, and can join any Ranger Company for +30 points.

He is armed with an M1 Garand rifle rated as follows: Range: 16"/40cm, ROF: 1, Anti-tank: 2, Firepower: 6, with the Automatic Rifle special rule.

## KEEP MOVING

*Each turn Darby and one Ranger platoon that is not Pinned Down and is within 6"/15cm of Darby may attempt to move again at the end of the Movement Step after all other movement. Roll a die. On a roll of 4+ the platoon may move a further 4"/10cm. All of the normal rules apply for this movement. The platoon may still shoot and assault after making this extra move.*

## RED LEG

*Darby does not suffer the usual +1 to hit penalty for being a Command team rather than an Observer team when ranging in artillery.*

*All mortars in Ranger Platoons and Chemical Mortar Platoons Ranged In by Darby count as Veteran when rolling to hit teams under the template.*



NORTH AFRICA



SGT. CHARLES  
'COMMANDO'  
KELLY

## CHARACTERISTICS

Kelly is an Infantry team and a Warrior. He can replace a Rifle team in any Rifle Platoon for +20 points.

## ONE MAN ARMY

*Kelly uses his BAR and every other weapon that comes to hand, from rifles to bazookas and even 37mm guns. His characteristics are: Range 16"/40cm, ROF 3, Anti-tank 2, and Firepower 5+.*

*When shooting at armoured vehicles, if Kelly scores more than one hit he may discard a hit to increase the Anti-tank rating of another hit to 5, or two hits to increase it to 7.*

*Every hit caused by Kelly counts as two hits for the purposes of Pinning Down the enemy.*

## NO BRAVER MAN

*Kelly ignores all the effects of being Pinned Down. If Kelly's platoon fails a Platoon Morale Check, roll a die. On a roll of 4+, Kelly fights on alone, although the rest of the platoon are Destroyed. In this case the platoon consists of just Kelly.*

*When his platoon is Destroyed, Kelly has no Command team, so he cannot move (even in assaults, although he can Counterattack any one in range). Kelly passes all Motivation Tests on a roll of 2+ if the rest of the platoon is Destroyed*



## CHARACTERISTICS

Jackson is a Warrior. He is rated as **Confident Trained**.

Jackson may join a Tank Platoon taking over any tank in the platoon, except the Platoon Command tank, for +25 points.

### LIKE A ROCK

*If Jackson's tank is required to take a Motivation Test and fails, re-roll the test. If Jackson's platoon is required to take a Motivation Test and fails, Jackson can re-roll the test for his tank. If the re-roll passes, treat Jackson's tank as passing the test, but the rest of the platoon as failing it. This can*

*lead to Jackson fighting on alone after the rest of the platoon fail a Platoon Morale Check. In this case the platoon now consists of just Jackson's tank.*

### GO FIX IT

*If the Platoon Command team is Destroyed, treat Jackson as the Platoon Command team.*

NORTH AFRICA



STAFF  
SERGEANT  
COLE 'REB'  
JACKSON



## CHARACTERISTICS

Brigadier General Cota is a Warrior and a Higher Command Carbine team rated as **Fearless Veteran**.

Cota may join any Assault Company for +25 points.

### GET OFF THIS BEACH

*Cota starts the game off table. In the Starting Step of any turn that Cota is off table, when rolling for Reserves roll a die.*

- On a roll of 5+, if Cota has not been Destroyed, he is placed adjacent to the Platoon Command team (if present, otherwise any team in the platoon) of any platoon in an Assault Company anywhere on the table.
- On any other roll, Cota remains off the table.

### I WON'T BE ABLE TO

#### DO IT FOR YOU NEXT TIME

*In the Starting Step of any turn in which Cota is on the table, when rolling for Reserves, roll a die.*

- On a roll of 3+, Cota remains where he is.
- On any other roll, Cota has finished what he came to do and moves off to another part of the battlefield. Remove him from the table. Next turn roll for him to return again using the Get Off this Beach special rule.

### RANGERS LEAD THE WAY

*Any platoon led by Cota will pass Motivation tests on a roll of 3+.*

### THAT'S HOW IT'S DONE

*Cota always hits on a roll of 2+ in an assault*

OMAHA



BRIG. GEN.  
NORMAN  
'DUTCH'  
COTA



## CHARACTERISTICS

Turnbull is a Command Rifle/MG team and a Warrior. He is rated **Fearless Veteran**.

He can replace the Command team in any US Parachute Rifle Platoon for +25 points

### MASTER TACTICIAN

*Any platoon commanded by Turnbull doubles the number of dice rolled for each of its weapons in Defensive Fire. ROF 1 weapons that are Pinned Down still add +1 to their Score required to hit, but roll two dice instead of one.*



LT.  
TURNER  
TURNBULL







STAFF SGT.  
LAFAYETTE  
POOL

### CHARACTERISTICS

Pool is a Warrior and an Independent team. He is rated as Fearless Veteran.

Pool may join any Tank Platoon taking over any tank in the platoon, except the Platoon Command tank, for +25 points.

### EYEBROWS OFF A GNAT

Pool's tank may shoot using its Stabiliser without incurring the normal +1 to hit penalty.

### HARD CHARGER

If Pool's tank moved at least 6"/15cm towards any enemy team or objective in its previous Movement

Step, and is hit in the enemy Shooting Step, roll a die for each hit he is allocated.

- On a roll of 5+, Pool's headlong charge puts the enemy off their aim and the hit is ignored.
- On any other roll the hit is resolved as normal.



MAJOR  
JULIAN  
COOK

### CHARACTERISTICS

Major Julian Cook is a Warrior and a Higher Command Rifle team rated as Fearless Veteran. Major Cook is an Independent team.

Major Cook may join a US Parachute Rifle Company from the 82nd Airborne Division for +50 points.

### A DARING PLAN

A force led by Major Julian Cook may include a second Airborne Engineer Platoon as an additional Support Platoon. If you choose to do so, your force will always attack against any other Infantry Company in a mission with the Defensive Battle Special Rule.

### AMPHIBIOUS ASSAULT

When crossing rivers using the River Crossing special rules, Parachute Rifle and Airborne Engineer Platoons in a force commanded by Cook that are not Pinned Down may attempt to Get Out of the river during the Assault Step.

- Roll a Motivation Test for each platoon attempting to move out of the river:
- If they pass the Motivation Test, the platoon may Get Out of the river and immediately move or assault up to 4"/10cm.

If they fail the Motivation Test, the platoon cannot move any further this turn and must wait until its next Movement Step to Get Out as normal.

### HAIL MARY...

Cook, and any platoon he is currently leading, always passes Motivation Tests on a roll of 2+.

### SOFTEN 'EM UP!

Parachute Field Artillery Batteries and Parachute Mortar Platoons in a force commanded by Cook may fire a bombardment using the Soften 'Em Up! special rule. This is a mixed bombardment of high-explosive and smoke shells and must be fired at the beginning of the Shooting Step along with any Smoke Bombardments before any other shooting.

When using the Soften 'Em Up! rule to fire a bombardment with three or four weapons, place a Smoke Screen under the same template used for the bombardment. The bombarding platoon counts as only having two weapons firing and must re-roll successful to Hit rolls.

The Smoke Screen is always one template in size and is aligned with the bombardment's template rather than the wind.

As with normal Smoke Bombardments, a bombardment using the Soften 'Em Up special rule cannot use the All Guns Repeat! rule, nor may it use the Time On Target special rule.



## CHARACTERISTICS

Brigadier General James Gavin is a Warrior and a Higher Command Rifle team (Automatic rifle). He is rated **Fearless Veteran** and is an Independent Team.

Brigadier General James Gavin may join a US Parachute Rifle Company (from the 82<sup>nd</sup> Airborne Division found in *Hell's Highway*) or a Glider Rifle Company (found on our website: [www.FlamesOfWar.com](http://www.FlamesOfWar.com)) for +40 points.

### ISOLATE THE BATTLEFIELD

*Before your opponent rolls for Reserves you may roll one die for each Combat and Weapons Platoon from your company currently held in Reserve.*

- On each roll of 6 your opponent rolls one less die when rolling for Reserves this turn.
- On any other roll, the enemy platoon arrives as normal.

### COUNT ON IT

*Each time a Parachute Rifle Platoon led by Gavin has Moved at the Double, roll a Skill Check for the platoon:*

- If successful, the platoon is not considered to have Moved at the Double during the opponent's next turn,
- Otherwise, the platoon Moves at the Double as normal.



BRIGADIER  
GENERAL  
JAMES  
GAVIN

## CHARACTERISTICS

Major General Maxwell Taylor is a Warrior and a Higher Command Carbine team rated **Fearless Veteran**. Taylor is an Independent Team.

Major General Maxwell Taylor may join a US Parachute Rifle Company (from the 101<sup>st</sup> Airborne Division found in *Hell's Highway*) or a Glider Rifle Company (found on our website: [www.FlamesOfWar.com](http://www.FlamesOfWar.com)) for +35 points.

### INDIAN COUNTRY

The 101<sup>st</sup> Airborne's launched spoiler attacks against the Germans to put them on their back foot and force them to have to react and defend. Taylor likened his job to that of the US Cavalry during the Indian Wars in the American West.

*A force led by Taylor may make an additional Reconnaissance Deployment move (see page 194 of the rulebook) with any non-reconnaissance platoon (even though its not a Reconnaissance Platoon), provided that the Reconnaissance Deployment move takes the whole platoon out of its deployment area.*

### BRING UP THE GUNS!

During the fight at Son Bridge, Taylor personally tracked down a parachute anti-tank gun and brought it up to fire on the advancing German armour.

*When Taylor is leading an Airborne Anti-tank Platoon, it may use the German Stormtrooper special rule (see page 166 of the rulebook).*



MAJOR  
GENERAL  
MAXWELL  
TAYLOR





# US ARSENAL & SPECIAL RULES



## TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
<b>TANKS</b>					
M3 or M3A1 Stuart M6 37mm gun	Fully-tracked 24"/60cm	3 2	2 7	1 4+	Co-ax MG, Hull MG, AA MG, Light tank.
M5A1 Stuart M6 37mm gun	Fully-tracked 24"/60cm	4 2	2 7	1 4+	Co-ax MG, Hull MG, AA MG, Light tank. Stabiliser.
M3 Lee M6 37mm gun	Fully-tracked 24"/60cm	5 3	3 7	1 4+	Co-ax MG, Cupola MG. Stabiliser.
M2 75mm gun	32"/80cm	2	9	3+	Hull-mounted, Smoke, Stabiliser.
With long M3 75mm gun	32"/80cm	2	10	3+	Hull-mounted, Smoke, Stabiliser.
M4, M4A1 or M4A3 Sherman M3 75mm gun	Fully-tracked 32"/80cm	6 2	4 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG. Smoke, Stabiliser.
M4A1 (76mm) Sherman M1 76mm gun	Fully-tracked 32"/80cm	7 2	4 12	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Protected ammo. Stabiliser.

## SUPPORT WEAPONS

M4 81mm MMC M1 81mm mortar	Half-tracked 40"/100cm	1 -	0 2	0 6	Hull mounted, Portee, Smoke bombardment.
T30 75mm HMC M1A1 75mm howitzer	Half-tracked 16"/40cm	1 2	0 6	0 3+	Hull mounted, Smoke.
Firing bombardments	64"/160cm	-	3	6	Smoke bombardment.
M8 Scott HMC M1A1 75mm howitzer	Fully-tracked 16"/40cm	3 2	2 6	0 3+	.50 cal AA MG, Light tank. Smoke.
Firing bombardments	64"/160cm	-	3	6	
M4 (105mm) Sherman M4 105mm howitzer	Fully-tracked 24"/60cm	7 1	4 9	1 2+	Co-ax MG, Hull MG, .50 cal AA MG, Protected ammo. Slow traverse, Smoke.
Firing bombardments	48"/120cm	-	4	4+	

## TANK DESTROYERS

M6 37mm GMC M3 37mm gun	Wheeled 24"/60cm	- 3	- 7	- 4+	
M3 75mm GMC M1897 75mm gun	Half-tracked 32"/80cm	1 2	0 9	0 3+	Hull mounted, Smoke.
M10 3in GMC M7 3in gun	Fully-tracked 32"/80cm	4 2	2 12	0 3+	.50 cal AA MG. Slow traverse.
M18 Hellcat GMC M1 76mm gun	Fully-tracked 32"/80cm	2 2	0 12	0 3+	.50 cal AA MG, Light tank.

## ARTILLERY

T19 105mm HMC M2 105mm howitzer	Half-tracked 24"/60cm	1 1	0 9	0 2+	Awkward layout. Hull mounted, Smoke.
Firing bombardments	72"/180cm	-	4	4+	Smoke bombardment.
M7 Priest HMC M2A1 105mm howitzer	Fully-tracked 24"/60cm	1 1	0 9	0 2+	.50 cal AA MG. Hull mounted, Smoke.
Firing bombardments	72"/180cm	-	4	4+	Smoke bombardment.
M12 155mm GMC M1918M1 155mm gun	Fully-tracked 24"/60cm	0 1	0 13	0 1+	Awkward layout. Hull mounted, Bunker buster.
Firing bombardments	104"/260cm	-	5	2+	
M4, M4A1, M4A3 Sherman OP M3 75mm gun	Fully-tracked 32"/80cm	6 1	4 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG. Smoke.

## VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if other weapons fire.



Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
<b>ANTI-AIRCRAFT</b>					
M13 MGMC (Twin .50 cal) <i>M33 twin .50 cal MG</i>	Half-tracked 16"/40cm	1 5	0 4	0 5+	Awkward layout. <i>Anti-aircraft.</i>
T28E1 CGMC (37mm) <i>T28E1 37mm combination mount</i>	Half-tracked 24"/60cm	0 4	0 5	0 4+	Awkward layout. <i>Anti-aircraft.</i>
M15 CGMC (37mm) <i>M15 37mm combination mount</i>	Wheeled 24"/60cm	1 4	0 5	0 4+	Awkward layout. <i>Anti-aircraft.</i>
M16 MGMC (Quad .50 cal) <i>M45 quad .50 cal MG</i>	Half-tracked 16"/40cm	1 6	0 4	0 5+	Awkward layout. <i>Anti-aircraft.</i>

## ARMoured CARS

M3A1 armoured car	Jeep	1	0	0	.50 cal AA MG, two AA MG.
M8 armored car <i>M6 37mm gun</i>	Wheeled 24"/60cm	1 2	0 7	0 4+	Co-ax MG, .50 cal AA MG.
Mortar Jeep <i>M2 60mm mortar</i> <i>Firing bombardments</i>	Jeep 24"/60cm 32"/80cm	- 2 -	- 1 1	- 3+ 6	<i>Can fire over friendly troops.</i>
Recon Jeep <i>With AA MG</i> <i>With .50 cal AA MG</i>	Jeep 16"/40cm 16"/40cm	- 3 3	- 2 4	- 6 5+	
Armored Recon Jeep .50 cal AA MG	Jeep 16"/40cm	0 3	0 4	0 5+	Overloaded.

## MID-WAR MONSTERS

T14 <i>M3 75mm gun</i>	Fully-tracked 32"/80cm	9 2	5 10	2 3+	Co-ax MG, Hull MG, Slow tank, Unreliable, Wide tracks <i>Smoke, Stabiliser</i>
M6 heavy tank <i>M7 3in gun</i> <i>M6 37mm gun</i> <i>Twin .50 cal MG</i>	Fully-tracked 32"/80cm 24"/60cm 16"/40cm	8 2 3 4	6 12 7 4	2 3+ 4+ 5+	.50 cal AA MG, Slow tank, Unreliable, Wide tracks <i>Co-ax mount, Stabiliser.</i> <i>Co-ax mount, Stabiliser.</i> <i>Hull mounted, Twin MG. ROF 2 if other weapons fire</i>
M27 medium tank <i>M1 76mm gun</i>	Fully-tracked 32"/80cm	7 2	4 12	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Overloaded, Unreliable <i>Stabiliser</i>
T55 3in GMC <i>M7 3in gun</i>	Jeep 32"/80cm	0 2	0 12	0 3+	.50 cal AA MG. <i>Hull mounted</i>

## 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	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Bazooka team	8"/20cm	1	10	5+	Tank assault 4.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team			cannot shoot		Moves as a Heavy Gun team.

## ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3. Teams with Gammon bombs are rated as Tank Assault 3.

## AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
P38 Lightning	Cannon	3+	7	5+	
	Bombs	4+	5	2+	
P-40 Warhawk	MG	2+	6	5+	
	Bombs	4+	5	2+	
P47 Thunderbolt	MG	2+	6	5+	
	Bombs	4+	5	1+	



## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
M2 .50 cal MG	Man-packed	16"/40cm	3	4	5+	
M1919 LMG team	Man-packed	16"/40cm	5	2	6	ROF 2 when pinned down.
M1917 HMG team	Man-packed	24"/60cm	6	2	6	ROF 2 when pinned down.
M2 60mm mortar	Man-packed	24"/60cm	2	1	3+	Can fire over friendly troops.
Firing bombardments		32"/80cm	-	1	6	
M1 81mm mortar	Man-packed	40"/100cm	-	2	6	Smoke bombardment.
4.2in Chemical mortar	Light	48"/120cm	-	3	4+	Smoke bombardment.
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.
M3 37mm gun	Light	24"/60cm	3	7	4+	Gun shield.
M1 57mm gun	Medium	24"/60cm	3	10	4+	Gun shield, (No HE Midwar and D-1).
M5 3in gun	Immobile	32"/80cm	2	12	3+	Gun shield.
M1A1 75mm pack howitzer	Light	16"/40cm	2	6	3+	Smoke
Firing bombardments		64"/160cm	-	3	6	Smoke bombardment
M3 105mm light howitzer	Heavy	16"/40cm	1	7	2+	Smoke.
Firing bombardments		56"/140cm	-	4	4+	Smoke bombardment.
M2A1 105mm howitzer	Immobile	24"/60cm	1	9	2+	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.

### ADDITIONAL SPECIAL RULES

M1919 LMG teams and M2 60mm mortar teams may use the US special rule Truscott Trot as if they were Infantry teams.

## TRANSPORT TEAMS

Vehicle	Mobility	Front	Armour Side	Top	Equipment and Notes
<b>TRUCKS</b>					
Jeep	Jeep	-	-	-	Optional Passenger-fired AA MG or .50 cal AA MG.
Dodge ¾-ton or GMC 2½-ton truck	Wheeled	-	-	-	
DUKW truck	Wheeled	-	-	-	Amphibious.

### HIGH-SPEED TRACTOR

M5 high-speed tractor	Fully-tracked	-	-	-	.50 cal AA MG
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### ARMoured PERSONNEL CARRIERS

M2 or M3 half-track	Half-tracked	1	0	0	Optional Passenger-fired AA MG or .50 cal AA MG.
M2 half-track with M3 37mm gun	Half-tracked	1	0	0	
M3 37mm gun	24"/60cm	3	7	4+	Hull-mounted.
M20 utility	Jeep	1	0	0	Passenger-fired .50 cal AA MG.

### RECOVERY AND ENGINEER VEHICLES

M31 TRV recovery vehicle	Fully-tracked	5	3	0	Recovery vehicle.
M32 TRV recovery vehicle	Fully-tracked	6	4	0	.50 cal AA MG, Recovery vehicle.
Bulldozer	Fully-tracked	-	-	-	Bulldozer, Very Slow.
Turretless M4 Sherman dozer	Fully-tracked	6	4	0	Bulldozer.
Pioneer Supply Handcart	Wagon	-	-	-	