

US Army (1942/43)

The United States had been preparing for war for several years when it finally arrived. Within months they were planning an invasion of Axis-controlled North Africa and launching counter-attacks in the Pacific. Although it would take several years for the US war machine to get into full swing, the arrival of US forces signalled a major turning point in the war.

US Army (1942/43)

This army list allows you to field a US army in a game of Warhammer Panzer Battles. Once you and your opponent have decided which scenario you are going to play, you will be able to choose your army using the army list and the force organisation chart.

The army list is split into five broad categories that contain troops, vehicles, and characters that you can include in your army. Each separate entry counts as one choice from the organisation chart.

Strategy

The rapid expansion of the US army meant that most officers were new to their roles. Commanding divisions with no real experience of battles and many of their experienced personnel withdrawn as cadres for more divisions. Despite these handicaps, the small size of the US army actually engaged meant that it learnt rapidly.

The United States has a strategy rating of 2.

Enemies

The United States officially entered the war when Japan attacked Pearl Harbour in December 1941. The preparations over the preceding two years paid off, and the US army launched its first offensives in 1942 in the Pacific and North Africa. Forces from the US Army (1942/43) list can be historically matched against the German Army (1941/43) list, the Fallschirmjäger (1943/45) list, and the Japanese Army (1942/45) list.

Special Rules

Stabilisers

US tanks were equipped with stabilisers. These maintained the elevation of the gun even while the tank was moving, allowing more accurate shooting on the move. Most of their allies did not use this feature due to doubts about its accuracy and effectiveness, but it seems to have been popular with US tankers.

Any tank equipped with a stabiliser counts as moving 6" less than it actually did for shooting, although at the cost of decreasing the BS rating by one, e.g. a M4 Sherman tank moves 10". Normally that would prevent it from shooting, but with a stabiliser it counts as moving only 4" and can fire once with its BS rating reduced to 2. If it moved only 4", then it could shoot twice at the reduced BS rating.

Extra Armour

Many US vehicle crews considered the armour of their vehicles to be inadequate. They covered their tanks and armoured cars with spare track links, sandbags, and railway sleepers in an effort to improve their protection. A vehicle fitted with such extra armour must show it on the model. Extra armour reduces any Damage Roll for Glancing Hits by -1, treating results of less than 1 as 1. Penetrating Hits reduced to Glancing Hits by the Hull Down rule are not affected.

USAAF – Air Superiority

The USAAF fought hard to gain superiority over the German *Luftwaffe* and were able to make their presence felt over the battlefield.

A US Army player may spend 100 points (for up to a 3000 point game) to have total air superiority. If this option is taken, D3 P40 Warhawk fighters attack any unit of enemy aircraft immediately before they arrive on table. P40 Warhawk fighters are armed with linked heavy machine-guns (Linked Heavy 2, Strength 4, BS 3).

US Army Glossary

- BAR – Browning Automatic Rifle
- Captain – company officer
- Colonel – senior officer
- Commander – naval officer
- GMC – gun motor carriage
- Guide – Staff Sergeant trained as a marksman and scout
- HEAT – High Explosive Anti-Tank, hollow-charge anti-tank ammunition
- HMC – howitzer motor carriage
- Lieutenant – platoon officer
- MGMC – multiple gun motor carriage
- MMC – mortar motor carriage
- PFC – Private First Class, common soldier
- Sergeant – squad or section leader
- Staff Sergeant – assistant platoon leader
- USAAF – United States Army Airforce
- USN – United States Navy

US Army Summary

	WS	BS	S	T	W	I	A	Ld	Sv
Colonel	3	3	3	3	1	3	1	8	6+
Captain	3	3	3	3	1	3	1	7	6+
PFC	3	3	3	3	1	3	1	6	6+
Staff Sergeant	3	3	3	3	1	3	1	6	6+
Veteran Staff Sergeant	4	4	3	3	1	4	2	8	6+
Sergeant	3	3	3	3	1	3	1	6	6+
Veteran Sergeant	4	4	3	3	1	4	2	8	6+
Gunner	2	3	3	3	1	2	1	6	6+
Lieutenant	3	3	3	3	1	3	1	7	6+
Guide	3	4	3	3	1	4	1	6	6+

Armour:	Front	Side	Rear	BS
Jeep or peep	5	5	5	3
M3 half-track	9	8	8	3
¾-ton truck	5	5	5	-
2½-ton and 7½-ton truck	5	5	5	3
M4 high-speed tractor	5	5	5	3
T30 half-track HMC	9	8	8	3
M3 half-track GMC	9	8	8	3
T19 half-track HMC	9	8	8	3
M8 Greyhound armored car	9	8	8	2
M6 GMC	6	5	5	3
M10 Wolverine GMC	11	11	11	3
M14 MGMC	9	8	8	4
M15 MGMC	9	8	8	3
M3 Stuart light tank	11	10	10	2
M3 Lee medium tank	12	11	11	3
M4 Sherman medium tank	12	11	11	3
M7 Priest HMC	11	10	8	3
M4 Sherman OP tank	12	11	11	3

US Army Weapons Summary

Infantry Weapons

Name	Range	Str.	AP Type
Colt .45" ACP pistol	12	2	6 Pistol
Shotgun	18	2	6 Assault 2
M1 or M3 submachine-gun	12	2	6 Assault 3
M1 carbine	18	2	6 Rapid-fire 2
M1903 Springfield sniper rifle	24	3	5 Heavy 1
M1 Garand rifle	24	3	5 Rapid-fire 2
Grenade Launcher	18	2	- Heavy 1/Blast
Or firing HEAT	18	5	6 Heavy 1
M1918 BAR automatic rifle	24	3	5 Rapid-fire 4
M1919 light machine-gun	24	3	5 Heavy 6
M1917 heavy machine-gun	36	3	5 Heavy 8
M1 60 mm light mortar	G 6-30	3	- Heavy 1/Blast
M1 81 mm medium mortar	G 12-36	4	- Heavy 1/Blast
Bazooka rocket firing HEAT	18	7	5 Heavy 2
Flame-thrower	Temp	4	5 Assault 1

Heavy Weapons

Name	Range	Str.	AP Type
Browning 0.30" tank machine-gun	24	3	5 Heavy 3
Browning 0.30" anti-aircraft machine-gun	24	3	5 Heavy 5
Browning 0.50" heavy anti-aircraft machine-gun	24	4	5 Heavy 4
Twin or quadruple 0.50" heavy machine-gun	24	4	5 Linked Heavy 4
M1 37 mm anti-aircraft gun	24	6	4 Heavy 3
M15 37 mm + twin 0.50" anti-aircraft gun	24	6	4 Linked Heavy 3
M6 37 mm anti-tank gun	24	6	4 Heavy 2
Or firing High Explosive	24	2	- Heavy 2/Blast
Or firing canister	Temp	2	- Heavy 2
M1 57 mm anti-tank gun	24	7	3 Heavy 2
Or firing High Explosive	24	3	- Heavy 2/Blast
M3 75 mm tank gun	36	7	3 Heavy 2
Or firing High Explosive	36	4	- Heavy 2/Blast
M5 3" anti-tank gun	36	8	3 Heavy 2
Or firing High Explosive	36	3	- Heavy 2/Blast

Artillery Weapons

Name	Range	Str.	AP Type
4.2" chemical mortar	G 18-48	5	- Heavy 1/Blast
M1 75 mm howitzer	24	4	5 Heavy 2/Blast
Or firing a barrage	G 48	4	- Heavy 1/Blast
M1917 75 mm field gun	36	7	3 Heavy 2
Or firing High Explosive	36	4	- Heavy 2/Blast
Or firing a barrage	G 60	4	- Heavy 1/Blast
M1 105 mm howitzer	36	7	3 Heavy 2
Or firing High Explosive	36	5	- Heavy 2/Blast
Or firing a barrage	G 84	5	- Heavy 1/Blast
M2 105 mm howitzer	24	6	3 Heavy 2
Or firing High Explosive	24	5	- Heavy 2/Blast
Or firing a barrage	G 60	5	- Heavy 1/Blast
M1918 155 mm howitzer	36	8	- Ordnance 1/Blast
Or firing a barrage	G 72	8	- Ordnance 1/Blast
M1 155 mm howitzer	36	8	- Ordnance 1/Blast
Or firing a barrage	G 84	8	- Ordnance 1/Blast
M1 155 mm long-range gun	48	10	2 Ordnance/1
Or firing High Explosive	48	8	- Ordnance 1/Blast
Or firing a barrage	G 96	8	- Ordnance 1/Blast
M1 8" super-heavy howitzer	G 96	10	- Ordnance 1/Blast

HEAT (High Explosive Anti-tank) is a shaped-charge, low-velocity anti-tank ammunition. Treat all Penetrating Hits from HEAT ammunition as Glancing Hits.

Transport

Armour:	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Jeep	5	5	5	-
Peep	5	5	5	3
M3 Half-track	9	8	8	3
¾-ton Truck	5	5	5	-
2½-ton Truck	5	5	5	3
7½-ton Truck	5	5	5	3
M4 high-speed tractor	5	5	5	3

carry twenty models and tow one towed weapon. 7½-ton trucks and high-speed tractors can carry ten models and tow one weapon.

Armament: Peeps and M3 half-tracks are armed with a Browning 0.30" anti-aircraft machine-gun that the passengers can fire if mounted.

Options: A Peep or M3 half-track may replace the 0.30" anti-aircraft machine-gun with a M2 Browning 0.50" anti-aircraft machine-gun for +3 points. You may increase a peep's front armour to 7 for +2 points.

2½-ton and 7½-ton trucks and M4 high-speed tractors may be armed with Browning 0.30" anti-aircraft machine-guns for +6 points or M2 Browning 0.50" anti-aircraft heavy machine-guns for +8 points.

Type: Jeeps and Peeps are fast, open-topped, wheeled vehicles. Half-tracks are open-topped light tanks. Trucks are open-topped wheeled vehicles. High-speed tractors are open-topped tanks.

Passengers: Jeeps and Peeps can carry three models. Half-tracks can carry thirteen models and tow one towed weapon. ¾-ton trucks can carry ten models and tow one towed weapon. 2½-ton trucks can

HQ

Infantry Headquarters

- Infantry Headquarters:**
- 1 Headquarters Section
 - 0 to 2 Machine-gun Sections
 - 0 to 2 Mortar Sections
 - 0 to 1 Anti-tank Platoon
 - 0 to 1 Cannon Platoon
 - 0 to 1 Transport Section

Headquarters Section.....55 points/75 points

The Headquarters Section co-ordinates the various components of a force. The Captain or Colonel devises the strategy for the coming battle, controlling and co-ordinating the groups under their command.

	<i>Points/ model</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Led by Colonel	75	3	3	3	3	1	3	1	8	6+
Led by Captain	55	3	3	3	3	1	3	1	7	6+
Staff Sergeant	-	3	3	3	3	1	3	1	6	6+
PFC	-	3	3	3	3	1	3	1	6	6+
Veteran Staff Sergeant	+15	4	4	3	3	1	4	2	8	6+

Squad: The Headquarters Section consists of 1 Colonel or Captain, 1 Staff Sergeant and 6 PFC's.

Weapons: M1 carbines and fragmentation grenades. The Colonel or Captain is armed with a Colt .45" ACP pistol or an M1 carbine.

Options: The Staff Sergeant may be armed with an M1 or M3 Submachine-gun for +1 point. Up to one PFC may be armed with a Bazooka anti-tank rocket launcher in addition to a rifle for +2 points. Up to one model may be armed with a shotgun for +1 point.

Company Weapons: Each Rifle Company had a weapons platoon containing light machine-gun and mortar teams. Each team consists of 3 PFC's armed with M1 carbines and a support weapon. These teams may be allocated to the Headquarters Section or any Platoon HQ Squad. For each Infantry Headquarters in the detachment you may allocate up to 2 teams equipped with a M1919 light machine-gun for +18 points per team and up to 3 teams equipped with a M1 60 mm light mortar for +22 points per team. Note that neither support weapon is a crewed weapon for movement purposes.

Characters: A Colonel or Captain are independent characters and follows all the rules for characters given in the Warhammer 40,000 rules. The Staff Sergeant may be upgraded to a Veteran Staff Sergeant for +15 points.

Transport: The Headquarters Section includes three jeeps.

Signaller: One PFC is equipped as a signaller.

Medic: One PFC may be upgraded to an aidman trained as a medic for +10 points.

Special Rules

Leadership: Any US squad or weapon crew within 12" of a Headquarters Section may use the Colonel's or Captain's Leadership characteristic for all Leadership tests.

Signaller: A signaller or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Aidman: An aidman or medic allows any one model within 12" to ignore the first failed saving throw it rolls in every turn. The medic may not save any model that has suffered 'Instant Death' (see page 53 of the Warhammer 40,000 rulebook) or that has been hit by a close combat weapon that allows no save at all. The medic may not save models while the medic is in base contact with an enemy model.

Transport Section40 points per two trucks

Infantry battalions were allocated a transport company as needed for long marches.

Section: A Transport Section consists of 1 to 3 pairs of 2½-ton trucks (i.e. 2, 4 or 6 trucks).

Each pair of trucks can transport a single Rifle Platoon at a time.

Machine-gun Section..... 20 points per machine-gun

Machine-gun sections at the battalion level provide extra firepower to the infantry in both attack and defence.

	WS	BS	S	T	W	I	A	Ld	Save
Sergeant	3	3	3	3	1	3	1	6	6+
PFC	3	3	3	3	1	3	1	6	6+

Section: A Machine-gun Section consists of a Sergeant and 1 or 2 heavy machine-guns. Each machine-gun has a crew of 3 PFC's.

Weapons: M1917 heavy machine-guns. Each PFC is armed with an M1 carbine.

Options: Up to one PFC may be armed with a Bazooka anti-tank rocket launcher in addition to a carbine for +3 points.

Transport: Each machine-gun includes a ¾-ton truck at no cost.

Mortar Section..... 20 points per mortar

Mortar sections in battalion's weapons company provide firepower to the infantry in both attack and defence.

	WS	BS	S	T	W	I	A	Ld	Save
Sergeant	3	3	3	3	1	3	1	6	6+
PFC	3	3	3	3	1	3	1	6	6+

Section: A Mortar Section consists of a Sergeant and 1 or 2 mortars. Each mortar has a crew of 3 PFC's.

Weapons: M1 81 mm medium mortars. Each PFC is armed with an M1 carbine.

Options: Up to one PFC may be armed with a Bazooka anti-tank rocket launcher in addition to a carbine for +3 points.

Transport: Each mortar includes a ¾-ton truck at no cost.

Anti-tank Platoon 13 points per gun

The infantry's 37 mm anti-tank gun was unpopular, being considered inadequate for the task. This was later replaced by the equally unpopular 57 mm.

	WS	BS	S	T	W	I	A	Ld	Save
Staff Sergeant	3	3	3	3	1	3	1	6	6+
Gunner	2	3	3	3	1	2	1	6	6+

Platoon: An Anti-tank Platoon consists of a Staff Sergeant and 1 to 3 anti-tank guns. Each gun had a crew of 3 Gunners.

Weapons: M6 37 mm anti-tank gun. May be replaced by M1 57 mm anti-tank guns for +2 points. Each Gunner is armed with an M1 carbine.

Vehicles: Anti-tank Platoon includes a ¾-ton truck to tow each gun.

Cannon Platoon 30 points per gun

Following the German organisation, US infantry regiments had a cannon company for close support, however, these were often brigaded into a fourth artillery battalion in practice.

	WS	BS	S	T	W	I	A	Ld	Save
Staff Sergeant	3	3	3	3	1	3	1	6	6+
Gunner	2	3	3	3	1	2	1	6	6+

Platoon: A Cannon Platoon consists of a Staff Sergeant and 1 to 3 light howitzers. Each howitzer has a crew of three Gunners.

Weapons: M2 105 mm infantry howitzer. Each Gunner is armed with an M1 carbine.

Options: Up to one Gunner be armed with a Bazooka anti-tank rocket launcher in addition to a carbine for +1 point.

Vehicles: Cannon Platoons include a 2½-ton truck to tow each howitzer.

Armored Infantry Headquarters

Armored Infantry Headquarters: 1 Armored Infantry Headquarters Section

- 0 to 1 Assault Gun Platoon**
- 0 to 1 Mortar Platoon**
- 0 to 1 Anti-tank Platoon**

Armored Infantry HQ Section.....75 points/95 points

All of the infantry in a US armored division were mounted in half-tracks. No other country could afford such armoured mobility.

	Points/ model	WS	BS	S	T	W	I	A	Ld	Save
Led by Colonel	95	3	3	3	3	1	3	1	8	6+
Led by Captain	75	3	3	3	3	1	3	1	7	6+
Staff Sergeant	-	3	3	3	3	1	3	1	6	6+
PFC	-	3	3	3	3	1	3	1	6	6+
Veteran Staff Sergeant	+15	4	4	3	3	1	4	2	8	6+

Squad: The Armored Infantry Headquarters Section consists of 1 Colonel or Captain, 1 Staff Sergeant and 9 PFC's.

Weapons: M6 37 mm anti-tank gun. M1 carbines and fragmentation grenades. The Colonel or Captain is armed with a Colt .45" ACP pistol or an M1 carbine.

Options: The Staff Sergeant may be armed with an M1 or M3 Submachine-gun for +1 point. Up to one PFC may be armed with a Bazooka anti-tank rocket launcher in addition to a rifle for +3 points. Up to one model may be armed with a shotgun for +1 point.

Characters: A Colonel or Captain are independent characters and follows all the rules for characters given in the Warhammer 40,000 rules. The Staff Sergeant may be upgraded to a Veteran Staff Sergeant for +15 points.

Transport: The Armored Infantry Headquarters Section includes an M3 half-track to tow the anti-tank gun and carry the section and a jeep for the officer and escort.

Signaller: One PFC is equipped as a signaller.

Aid man: One PFC may be upgraded to an aid man trained as a medic for +10 points.

Special Rules

Leadership: Any US squad or weapon crew within 12" of an Armored Infantry Headquarters Section may use the Colonel's or Captain's Leadership characteristic for all Leadership tests.

Signaller: A signaller or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Aidman: An aid man or medic allows any one model within 12" to ignore the first failed saving throw it rolls in every turn. The medic may not save any model that has suffered 'Instant Death' (see page 53 of the Warhammer 40,000 rulebook) or that has been hit by a close combat weapon that allows no save at all. The medic may not save models while the medic is in base contact with an enemy model.

Assault Gun Platoon 65 points per gun

Each armored infantry battalion had a platoon of assault guns for artillery support.

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
T30 half-track HMC	65	9	8	8	3

Platoon: An Assault Gun Platoon consists of 1 to 3 T30 half-track HMC assault guns.

Type: T30 half-track HMC's (Howitzer Motor Carriage) are open-topped, light tanks tanks.

Armament: T30 half-track HMC's are armed with a M1 75 mm howitzer and a 0.30" Browning anti-aircraft machine-gun. Anti-aircraft machine-guns cannot be fired in the same turn as the howitzer.

Options: T30 half-track HMC's may replace their Browning 0.30" anti-aircraft machine-gun with an M2 Browning 0.50" heavy anti-aircraft machine-gun for +5 points.

Mortar Platoon 40 points per mortar

The M4 MMC (Mortar motor carriage) provided highly mobile support to the armored infantry.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Sergeant	3	3	3	3	1	3	1	6	6+
PFC	3	3	3	3	1	3	1	6	6+

Platoon: A Mortar Platoon consists of a Sergeant and 1 or 2 mortars. Each mortar has a crew of 3 PFC's.

Weapons: M1 81 mm medium mortars. Each PFC is armed with an M1 carbine.

Options: Up to one PFC may be armed with a Bazooka anti-tank rocket launcher in addition to a carbine for +3 points.

Vehicles: Mortar Sections may include a modified (M4 MMC) M3 half-track for each mortar. The vehicle may be further modified (M4A1 MMC) to allow the mortar to be fired from the vehicle for +10 points.

Armored Headquarters

- Armored Headquarters:**
- 1 Armored Headquarters Platoon
 - 0 to 1 Recon Platoon
 - 0 to 1 Assault Gun Platoon
 - 0 to 1 Mortar Platoon
 - 0 to 1 Mine-exploder Tank at 155 points
 - 0 to 1 Forward Air Controller at 300 points

Armored Headquarters Platoon

The commander of an armored company operated a converted tank with extra communications equipment and map tables.

Platoon: An Armored Headquarters Platoon consists of a command tank and up to one other tank selected from the Light Tank or Medium Tank Platoon Fast Attack choices. Being radio equipped, the tanks may operate independently and do not need to remain together as a unit.

Command Tank: A Command Tank is any tank from the Light Tank or Medium Tank Platoon Fast Attack choices equipped with extra communications equipment for +15 points.

Special Rules

Armored Headquarters: A detachment containing an Armored Headquarters may take Light Tank and Medium Tank Fast Attack choices as Troops choices.

Signaller: A command tank can call artillery fire as a character and counts as a signaller and can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Recon Platoon..... 16 points per vehicle

The recon platoon provided the armored commander with a light reconnaissance force.

Platoon: A Recon Platoon consists of up to 5 peeps.

Assault Gun Platoon

Each armored battalion had a platoon of self-propelled guns for artillery support.

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
M3 half-track GMC	70	9	8	8	3
T19 half-track HMC	85	9	8	8	3

Platoon: An Assault Gun Platoon consists of up to two GMC's or HMC's. Being radio equipped, the assault guns may operate independently and do not need to remain together as a unit.

Type: M3 GMC's (Gun Motor Carriage) and T19 HMC's (Howitzer Motor Carriage) are open-topped, light tanks.

Armament: M3 GMC's are armed with a M1917 75 mm field gun. T19 HMC's are armed with a M1 105 mm howitzer.

Options: M3 GMC's and T19 HMC's may have a Browning 0.30" anti-aircraft machine-gun for +5 points. Anti-aircraft machine-guns cannot be fired while the main weapon is being fired.

Mortar Platoon 40 points per mortar

Tank units included mortars for quick, high-angle fire support.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Sergeant	3	3	3	3	1	3	1	6	6+
PFC	3	3	3	3	1	3	1	6	6+

Platoon: A Mortar Platoon consists of a Sergeant and 1 or 2 mortars. Each mortar has a crew of 3 PFC's.

Weapons: M1 81 mm medium mortars. Each PFC is armed with an M1 carbine.

Options: Up to one PFC may be armed with a Bazooka anti-tank rocket launcher in addition to a carbine for +3 points.

Vehicles: Mortar Sections may include a M3 half-track for each mortar. The vehicle may be modified to allow the mortar to be fired from the vehicle for +10 points.

Artillery Headquarters

Artillery Headquarters: **1 Artillery Headquarters Section at 30 points**
0 to 1 Naval Gunfire Officer at 200 points.

Artillery Headquarters Section

Artillery headquarters combined a number of specialist sections to ensure rapid and accurate artillery support.

Troop: An Artillery Headquarters Section consists of an office-bodied truck.

Options: The Artillery Headquarters Section may include a Survey Section for +30 points and a Counter-battery Section for +25 points.

Special Rules

Signaller: An Artillery Headquarters Section counts as having a signaller and can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Artillery Survey: If the Survey Section will begin the game on the table, the US player may draw a map and measure the position of terrain features before either side deploys.

Time-On-Target: US artillery technology enabled their fire control to calculate the firing times for individual guns to ensure that the first round from each gun arrived on target simultaneously. The effect of such a sudden deluge of shells was devastating.

If the Survey Section began the game on the table, one US character per turn may fire a TOT barrage. Units suffering casualties from a Time-On-Target (TOT) barrage must pass a Leadership test as usual with the following additional modifier to avoid being pinned down:

-1 For coming under fire from a TOT barrage.

Counter-battery: A counter-battery section can locate any one weapon with a range greater than 60", or any rocket artillery, that fired a barrage last turn. This allows the Headquarters to call and observe barrages aimed at the located artillery.

Naval Gunfire Officer

While the US Army was operating in Normandy, it frequently called on the US Navy's warships for heavy fire support.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
NGFO	3	3	3	3	1	3	1	7	6+
Gunner	2	3	3	3	1	3	1	7	6+

NGFO: A Naval Gunfire Officer (NGFO) is accompanied by a Gunner equipped as a signaller.

Weapon: The NGFO is armed with a Colt .45" ACP pistol. The Gunner is armed with a M1 carbine.

Vehicle: A Naval Gunfire Officer (NGFO) travels in either a light truck at no cost or an M3 half-track for +100 points.

Special Rules

Naval Gunfire: Every second turn, a NGFO can call and observe fire for a salvo of D3 naval guns. Each gun is Ordnance 1/ Blast, Strength 10.

Signaller: A signaller or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Elites

Recon Platoon

Rifle Platoon: **0 to 1 Armored Car Section**
 0 to 2 Scout Squads

Armored Car Section

The US Cavalry was forced to give up their horses at the start of the war, but they continued in their traditional role as the eyes and ears of the army. Each cavalry reconnaissance squadron had three recon troops of three recon platoons as well as its light tank and assault gun troops.

	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
M8 Greyhound Armored Car	30	9	8	8	2

Section: An Armored Car Section consists of 1 to 3 M8 armored cars. Being radio equipped, the armoured cars may operate independently and do not need to remain together as a unit.

Type: M8 armored cars are fast, open-topped, wheeled vehicles.

Armament: M8 armored cars are armed with a M6 37 mm anti-tank gun and a Browning tank machine-gun.

Options: M8 armored cars may add a ring-mounted M2 Browning 0.50" anti-aircraft heavy machine-gun for +10 points. If firing the anti-aircraft machine-gun, an armored car cannot fire any other weapon. M8 armored cars may be fitted with extra armour for +5 points.

Special Rules

Scouts: The Cavalry's role was to scout ahead of the main body, seeking out enemy positions and relaying the information back.

To represent this, any Recon Platoons in the army may be deployed at the start of the battle, even in scenarios where they could not normally be deployed. For example, if you were the defender in a Take and Hold mission, then your Recon Platoon would set up at the start of the battle instead of being placed in reserve with the rest of the Elite units. If you're playing a scenario where you can only deploy a limited number of units then any Recon Platoons you deploy are not counted against the limit for the scenario.

In addition to this rule, after both sides have deployed, any Recon Platoons may make a 'free move'. The move happens before the first turn takes place. All of the normal movement rules apply.

Scout Squad..... 80 points

The Scout Section of two scout squads enabled the Recon Platoon to undertake dismounted actions.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Sergeant	3	3	3	3	1	3	1	6	6+
PFC	3	3	3	3	1	3	1	6	6+
Veteran Sergeant	4	4	3	3	1	4	2	8	6+

Squad: A Scout Squad consists of a Sergeant and 8 PFC's.

Weapons: M1 carbines and fragmentation grenades.

Options: Any models may be armed with a M1 Garand rifle for +2 points or a M1 or M3 Submachine-gun for +1 point. 1 or 2 PFC's must be armed with M1918 BAR automatic rifles for +11 points per model. Up to one model may be armed with a shotgun for +1 point. Up to one PFC may be armed with a grenade launcher as well as a M1 Garand rifle for +1 point. Up to one PFC may be armed with a Bazooka anti-tank rocket launcher in addition to a carbine or rifle for +3 points.

Character: The Sergeant may be upgraded to a Veteran Sergeant for +15 points.

Vehicles: A cavalry squad includes three Peeps.

Dismounted Actions: The cavalry troopers can dismount their vehicles weapons and use them in place of their carbines. Bazooka anti-tank rocket launchers cannot be fired while mounted. While the troopers are dismounted, their vehicles' weapons cannot be fired from the vehicles (no-one is left to fire them!)

Combat Engineer Platoon

Combat Engineer Platoon: **0 to 1 Combat Engineer HQ Squad at 40 points**
 1 to 3 Combat Engineer Squads at 80 points each
 0 to 1 Bulldozer at 35 points

Combat Engineer HQ Squad

The combat engineer battalion was usually divided up so that each Combat Command or Regimental Combat Team had one company attached.

	WS	BS	S	T	W	I	A	Ld	Save
Lieutenant	3	3	3	3	1	3	1	7	6+
Staff Sergeant	3	3	3	3	1	3	1	6	6+
PFC	3	3	3	3	1	3	1	6	6+
Veteran Staff Sergeant	4	4	3	3	1	4	2	8	6+

Squad: The Combat Engineer HQ Squad consists of 1 Lieutenant, 1 Staff Sergeant and 4 PFC's.

Weapons: M1 carbines and fragmentation grenades. The Lieutenant is armed with a Colt .45" ACP pistol or an M1 carbine.

Options: The Staff Sergeant may be armed with an M1 or M3 Submachine-gun for +1 point. Any models may be armed with a M1 Garand rifle for +2 points. Up to one model may be armed with a shotgun for +1 point. Up to one PFC may be armed with a Bazooka anti-tank rocket launcher in addition to a carbine or rifle for +3 points.

Characters: The Lieutenant is a character and follows the rules for characters given in the Warhammer 40,000 rules. The Staff Sergeant may be upgraded to a Veteran Staff Sergeant for +15 points.

Transport: The Combat Engineer HQ Squad includes a jeep and a 2½-ton truck as transport.

Special Rules

Leadership: Any Combat Engineer Squad within 12" of an Combat Engineer HQ Squad may use the Lieutenant's Leadership characteristic for all Leadership tests.

Engineers: Combat Engineer Platoons are combat engineers.

Demolitions and Obstacles: A player with an Combat Engineer Squad in their detachment may place D3 minefields, booby traps, razor wire obstacles, or craters in their deployment area for each Combat Engineer Squad before deploying any of their troops.

Mine Clearance: Infantry and engineers may attempt to gap a minefield while moving at D6" per turn. Troops attempting to gap a minefield may not shoot. Engineers attempting to gap a minefield only trigger mines on a roll of 6. If a model attempting to gap a minefield crosses the minefield successfully, that section of minefield is destroyed. Note that engineers crossing the minefield normally do not destroy minefield sections.

Combat Engineer Squad

US combat engineers were primarily concerned with creating field defences, minefields and demolitions, rather than being assault engineers on the German model.

	WS	BS	S	T	W	I	A	Ld	Save
Sergeant	3	3	3	3	1	3	1	6	6+
PFC	3	3	3	3	1	3	1	6	6+
Veteran Sergeant	4	4	3	3	1	4	2	8	6+

Squad: A Combat Engineer Squad consists of a Sergeant and 10 PFC's.

Weapons: M1 carbines and fragmentation grenades.

Options: The Sergeant may be armed with an M1 or M3 Submachine-gun for +1 point. Any models may be armed with a M1 Garand rifle for +2 points per model. 1 or 2 PFC's must be armed with M1918 BAR automatic rifles for +11 points per model. Up to one model may be armed with a shotgun for +1 point. Up to one PFC may be armed with a Bazooka anti-tank rocket launcher in addition to a carbine or rifle for +3 points. Up to two PFC's may be armed with a flame-thrower for +5 points.

Character: The Sergeant may be upgraded to a Veteran Sergeant for +15 points.

Transport: Combat Engineer Squads include a 2½-ton truck as transport.

Armored Engineers: Combat Engineer Squads may be Armored Engineer Squads with an M3 half-track for transport instead of a truck for +20 points.

Bulldozer

The US Army did not favour specialist vehicles, preferring to put its faith in more conventional troops. Bulldozers were in common use.

Armour:	Front	Side	Rear	BS
Bulldozer	6	5	5	-

Type: Bulldozers are slow, open-topped tanks.

Options: A bulldozer may be armoured with an Armour Value of 7 for +10 points.

Special Rules

Bulldozer: A Bulldozer may re-roll failed Difficult Terrain tests. Any vehicle following the route cleared by a bulldozer may also re-roll failed Difficult Terrain tests.

Tank Destroyer Platoon

	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
M6 GMC (Gun Motor Carriage)	18	6	5	5	3
M3 half-track GMC (Gun Motor Carriage)	45	9	8	8	3
M10 Wolverine GMC (Gun Motor Carriage)	110	11	11	11	3

Rejecting the defensive posture implied by anti-tank batteries, the US armed forces created the Tank Destroyer arm with the motto 'Seek, Strike, Destroy'. The mission of the Tank Destroyers was just that, to destroy enemy tanks and allow friendly tanks and infantry to get on with the battle. To this end, they developed fast open-topped vehicles intended to get a big gun into position fast. Jeeps accompanied these to scout for enemy tanks and locate suitable firing positions.

Platoon: A Tank Destroyer Platoon consists of 1 to 4 tank destroyers and up to 2 peeps. Being radio equipped, the tank destroyers and peeps may operate independently and do not need to remain together as a unit.

Type: M6 GMC's are open-topped, wheeled vehicles. M3 GMC's are open-topped, light tanks. M10 Wolverine GMC's are open-topped, medium tanks.

Armament: M6 GMC's are armed with a M6 37 mm anti-tank gun. M3 GMC's are armed with a M1917 field gun. M10 Wolverine GMC's are armed with a M7 3" anti-tank gun and a M2 Browning 0.50" anti-aircraft heavy machine-gun.

If firing the anti-aircraft machine-gun, a tank destroyer cannot fire any other weapon.

M3 GMC's may not fire barrages.

Options: M3 GMC's may be armed with a Browning 0.30" anti-aircraft machine-gun for +5 points.

Towed Tank Destroyer Platoon

	<i>Points/gun</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Staff Sergeant	13	3	3	3	3	1	3	1	6	6+
Gunner	-	2	3	3	3	1	2	1	6	6+

There was considerable debate as to the merits of towed tank destroyers. Their main asset was their small size making concealment much easier.

Platoon: A Towed Tank Destroyer Platoon consists of a Staff Sergeant and 1 or 2 anti-tank guns. Each anti-tank gun has a crew of 3 Gunners.

Weapons: M6 37 mm anti-tank guns. May be replaced with M1 57 mm anti-tank guns for +2 points. Each Gunner is armed with an M1 carbine.

Vehicles: Each gun includes a truck at no additional cost or M3 half-track for +10 points per model to tow each gun.

Chemical Mortar Platoon

	<i>Points/mortar</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Staff Sergeant	20	3	3	3	3	1	3	1	6	6+
PFC	-	3	3	3	3	1	3	1	6	6+

Initially intended for firing poison gas, the chemical mortar battalions were almost disbanded before they demonstrated their value as light artillery.

Platoon: A Chemical Mortar Platoon consists of a Staff Sergeant and 1 to 3 chemical mortars. Each mortar has a crew of 3 PFC's.

Weapons: 4.2" chemical mortar. Each PFC is armed with an M1 carbine.

Vehicles: Chemical Mortar Platoons may include a ¾-ton truck for +5 points.

Self-propelled Anti-aircraft Artillery Platoon

	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
M14 MGMC (Multiple Gun Motor Carriage)	40	9	8	8	3
M15 MGMC (Multiple Gun Motor Carriage)	65	9	8	8	3

The US forces were well supplied with anti-aircraft weapons, particularly mobile ones. This was fortunate since the Luftwaffe gave them particular attention.

Platoon: A Self-propelled Anti-aircraft Artillery (AAA) Platoon consists of up to 3 MGMC's.

Type: M14 and M15 MGMC's are open-topped, light tanks.

Armament: M14 MGMC's are armed with twin Browning 0.5" anti-aircraft machineguns. M15 MGMC's are armed with a 37 mm and twin 0.50" anti-aircraft mounting.

Light Anti-aircraft Artillery Platoon

	<i>Points/gun</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Staff Sergeant	20	3	3	3	3	1	3	1	6	6+
Gunner	-	2	3	3	3	1	2	1	6	6+

Of course, not all anti-aircraft artillery was self-propelled. At least half of the battalions were towed weapons.

Platoon: A Light Anti-aircraft Artillery (AAA) Platoon consists of a Staff Sergeant and 1 to 3 anti-aircraft guns. Each gun has a crew of 3 Gunners.

Weapons: Quadruple Browning 0.50" heavy anti-aircraft machine-gun. May be replaced with M1 37 mm anti-aircraft gun at no cost. Each Gunner is armed with an M1 carbine.

Vehicles: Light Anti-aircraft Artillery Platoons include a 2½-ton truck to tow each gun.

Quadruple-mounted machine-guns: The sheer volume of fire of quadruple Browning 0.5" heavy anti-aircraft machine-guns increases the Ballistic Skill (BS) of the Gunner by +1.

USAAF Flight

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
P40 Warhawk fighter-bomber	115	7	7	7	3

The USAAF provided fighter support for the army.

Aircraft: You may include between 1 and 4 aircraft as a single Elites choice. They may either form a single unit or arrive and move independently.

Type: P40 Warhawk fighter-bombers are aircraft.

Armament: P40 Warhawk fighter-bombers may attack with either bombs (Ordnance 1/Blast, Range Guess 6, Strength 7, AP -) or machine-guns (Linked Heavy 4, Range 24, Strength 4, AP 5).

Airborne and Rangers

You may use any choice from the Airborne list or Rangers list as an Elites choice.

Troops

Rifle Platoon

Rifle Platoon: **1 Rifle HQ Squad at 30 points**
 2 to 3 Rifle Squads at 60 points each.

Rifle HQ Squad

The basic component of the US Army was the Rifle platoon.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Lieutenant	3	3	3	3	1	3	1	7	6+
Staff Sergeant	3	3	3	3	1	3	1	6	6+
Guide	3	4	3	3	1	4	1	6	6+
PFC	3	3	3	3	1	3	1	6	6+
Veteran Staff Sergeant	4	4	3	3	1	4	2	8	6+

Squad: A Rifle HQ Squad consists of 1 Lieutenant, 1 Staff Sergeant, 1 Guide and 2 PFC's.

Weapons: M1 Garand rifles and fragmentation grenades. The Lieutenant is armed with a Colt .45" ACP pistol or an M1 carbine.

The Guide is trained as a sniper and armed with a M1903 Springfield sniper rifle

Options: The Staff Sergeant may be armed with an M1 or M3 Submachine-gun for +1 point. Up to one model may be armed with a shotgun for +1 point. Up to one PFC may be armed with a Bazooka anti-tank rocket in addition to a rifle for +3 points. Up to one PFC may be armed with a flame-thrower for +3 points.

Up to one Guide in your detachment may be upgraded to a Master Sniper with a Ballistic skill of 5 for +20 points. When a Master Sniper fires his sniper rifle you may choose which of your opponent's models to fire at. For example you could choose to fire at a machine-gunner or a sergeant.

Characters: The Lieutenant is a character and follows the rules for characters given in the Warhammer 40,000 rules. The Staff Sergeant may be upgraded to a Veteran Staff Sergeant for +15 points.

Medic: One PFC may be upgraded to an aidman trained as a medic for +10 points.

Special Rules

Leadership: Any Rifle Squad within 12" of a Rifle HQ Squad may use the Lieutenant's Leadership characteristic for all Leadership tests.

Guide: Units suffering casualties from sniper rifles must test to avoid pinning as for a barrage.

Camouflage: Guides are masters at camouflage. A Guide gains a +1 to any cover save roll when they go to ground.

Aidman: An aidman or medic allows any one model within 12" to ignore the first failed saving throw it rolls in every turn. The medic may not save any model that has suffered 'Instant Death' (see page 53 of the Warhammer 40,000 rulebook) or that has been hit by a close combat weapon that allows no save at all. The medic may not save models while the medic is in base contact with an enemy model.

Rifle Squad

These are the GI's the grunts who always get the dirtiest jobs.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Sergeant	3	3	3	3	1	3	1	6	6+
PFC	3	3	3	3	1	3	1	6	6+
Veteran Sergeant	4	4	3	3	1	4	2	8	6+

Squad: A Rifle Squad consists of a Sergeant and 11 PFC's.

Weapons: M1 Garand rifles and fragmentation grenades.

Options: The Sergeant may be armed with an M1 or M3 Submachine-gun for +1 point. 1 or 2 PFC's must be armed with M1918 BAR automatic rifles for +9 points per model. Up to one model may be armed with a shotgun for +1 point. Up to one PFC may be armed with a grenade launcher as well as a rifle for +1 point.

Character: The Sergeant may be upgraded to a Veteran Sergeant for +15 points.

Armored Infantry Platoon

Armored Infantry Platoon: **1 Armored HQ Squad at 70 points**
 0 to 1 Mortar Section at 60 points
 0 to 1 Machine-gun Section at 65 points
 1 or 2 Armored Rifle Squads at 90 points each.

Armored HQ Squad

Unusually, the US Armoured infantry platoon was almost a small army in its own right, including artillery, machine-guns and anti-tank guns as well as it's infantry complement.

	WS	BS	S	T	W	I	A	Ld	Save
Lieutenant	3	3	3	3	1	3	1	7	6+
Staff Sergeant	3	3	3	3	1	3	1	6	6+
PFC	3	3	3	3	1	3	1	6	6+
Veteran Staff Sergeant	4	4	3	3	1	4	2	8	6+

Squad: The HQ Squad consists of 1 Lieutenant, 1 Staff Sergeant and 8 PFC's.

Weapons: M6 37 mm anti-tank gun. M1 Garand rifles and fragmentation grenades. The Lieutenant is armed with a Colt .45" ACP pistol or an M1 carbine. The Staff Sergeant is armed with an M1 carbine.

Options: The Staff Sergeant may be armed with an M1 or M3 Submachine-gun for +1 point. Up to one model may be armed with a shotgun for +1 point. Up to one PFC may be armed with a Bazooka anti-tank rocket launcher in addition to a rifle for +3 points.

Characters: The Lieutenant is a character and follows all the rules for characters given in the Warhammer 40,000 rules. The Staff Sergeant may be upgraded to a Veteran Staff Sergeant for +15 points.

Transport: Armored HQ squads include an M3 half-track to carry the squad and tow the anti-tank gun. The crew may dismount the half-track's machine-gun and fire it from a ground mount. The HQ Squad's half-track normally carried a 0.5" heavy anti-aircraft machine-gun.

Medic: One PFC may be upgraded to an aidman trained as a medic for +10 points.

Special Rules

Leadership: Any Armored Weapons Section or Armored Rifle Squad within 12" of an Armored HQ Squad may use the Lieutenant's Leadership characteristic for all Leadership tests.

Aidman: An aidman or medic allows any one model within 12" to ignore the first failed saving throw it rolls in every turn. The medic may not save any model that has suffered 'Instant Death' (see page 53 of the Warhammer 40,000 rulebook) or that has been hit by a close combat weapon that allows no save at all. The medic may not save models while the medic is in base contact with an enemy model.

Mortar Section

Each rifle platoon had one or two 60 mm mortar squads for flexible artillery support.

	WS	BS	S	T	W	I	A	Ld	Save
Sergeant	3	3	3	3	1	3	1	6	6+
PFC	3	3	3	3	1	3	1	6	6+
Veteran Sergeant	4	4	3	3	1	4	2	8	6+

Section: A Mortar Section consists of a Sergeant and 7 PFC's.

Weapons: M1 60 mm mortar. M1 carbines.

Options: Up to two PFC's may be armed with M1 Garand rifles for +3 points per model. Up to one PFC may be armed with a Bazooka anti-tank rocket launcher in addition to a carbine for +3 points. Up to one PFC may have a walkie-talkie radio for +10 points.

Character: The Sergeant may be upgraded to a Veteran Sergeant for +15 points.

Vehicles: Mortar Sections include an M3 half-track.

Machine-gun Section

The platoons machine-gun squads provided a good base of fire for the platoon when manoeuvring.

	WS	BS	S	T	W	I	A	Ld	Save
Sergeant	3	3	3	3	1	3	1	6	6+
PFC	3	3	3	3	1	3	1	6	6+
Veteran Sergeant	4	4	3	3	1	4	2	8	6+

Section: A Machine-gun Section consists of a Sergeant and 10 PFC's.

Weapons: M1 carbines. Two PFC's are armed with M1919 light machine-guns.

Options: Up to five PFC's may be armed with M1 Garand rifles for +3 points per model. Up to one PFC may be armed with a Bazooka anti-tank rocket launcher in addition to a carbine for +3 points. Up to one PFC may have a walkie-talkie radio for +10 points.

Character: The Sergeant may be upgraded to a Veteran Sergeant for +15 points.

Vehicles: Machine-gun Sections include an M3 half-track. The Machine-gun Section's half-track normally carried a 0.5" heavy anti-aircraft machine-gun.

Armored Rifle Squad

Still just GI's, at least they didn't have to walk!

	WS	BS	S	T	W	I	A	Ld	Save
Sergeant	3	3	3	3	1	3	1	6	6+
PFC	3	3	3	3	1	3	1	6	6+
Veteran Sergeant	4	4	3	3	1	4	2	8	6+

Squad: An Armored Squad consists of a Sergeant and 9 PFC's.

Weapons: M1 Garand rifles and fragmentation grenades.

Options: The Sergeant may be armed with an M1 or M3 Submachine-gun for +1 point. Up to 2 PFC's may be armed with M1918 BAR automatic rifles for +15 points per model. Up to one model may be armed with a shotgun for +1 point. Up to one PFC may be armed with a grenade launcher as well as a rifle for +2 points. Up to one PFC may be armed with a Bazooka anti-tank rocket launcher in addition to a rifle for +3 points.

Character: The Sergeant may be upgraded to a Veteran Sergeant for +15 points.

Transport: Armored Rifle Squads include an M3 half-track. The crew may dismount the half-track's machine-gun and fire it from a ground mount.

Fast Attack

Light Tank Platoon

	Points/Model	Front	Side	Rear	BS
M3 Stuart light tank	95	11	10	10	2

The 1942 Armored Division had separate light and medium tank battalions. Unfortunately the light tanks were found to be unable to contribute to the main battle and were soon relegated to subsidiary roles.

Platoon: A Light Tank Platoon consists of up to 5 light tanks. Being radio equipped, the light tanks may operate independently and do not need to remain together as a unit.

Type: M3 Stuart light tanks are fast tanks.

Armament: M3 Stuart light tanks are armed with a stabilised M6 37 mm anti-tank gun, two Browning tank machine-guns, and a Browning 0.30" anti-aircraft machine-gun.

Anti-aircraft machine-guns cannot be fired while any other turret weapon is being fired.

Medium Tank Platoon

	Points/Model	Front	Side	Rear	BS
M3 Lee medium tank	110	12	11	11	3
M4 Sherman medium tank	160	12	11	11	3

Each Armored Division had two regiments each with two battalions of medium tanks and one of light tanks. In Tunisia many of these were still the interim M3 Lee, but these were soon replaced with the much better M4 Sherman.

Platoon: A Medium Tank Platoon consists of up to 5 tanks. Being radio equipped, the tanks may operate independently and do not need to remain together as a unit.

Type: M3 Lee and M4 Sherman tanks are medium tanks.

Armament: Lee medium tanks are armed with a stabilised M2 or M3 75 mm tank gun, a stabilised M6 37 mm tank gun and two Browning tank machine-guns. M4 Sherman tanks are armed with a stabilised M3 75 mm tank gun, two Browning tank machine-guns, a Browning 0.30" anti-aircraft machine-gun.

Anti-aircraft machine-guns cannot be fired while any other turret weapon is being fired.

Options: Any M4 Sherman tank may replace its Browning 0.30" anti-aircraft machine-gun with an M2 Browning 0.50" heavy anti-aircraft machine-gun for +5 points.

Special Rules

Sponson-mounted gun: M3 Lee medium tanks have their 75 mm gun mounted in a hull sponson with the other weapons in the turret. This made it difficult to co-ordinate the fire of all weapons. If a M3 Lee medium tank fires the more than one weapon (counting the turret 37 mm and its co-axial machine-gun as one) at the same time, the vehicle's BS is reduced to 2.

Heavy Support

Field Artillery Platoon

Field Artillery Platoon: 1 Platoon HQ at 50 points
1 to 3 Howitzers

Platoon HQ 50 points
A division's field artillery provided it with the heavy support it needed to destroy all but the heaviest enemy positions or break up enemy attacks.

	WS	BS	S	T	W	I	A	Ld	Save
Lieutenant	3	3	3	3	1	3	1	7	6+
Gunner	2	3	3	3	1	2	1	6	6+

Troop: A Platoon HQ consists of a Lieutenant and a Gunner equipped as a signaller.

Weapon: The Lieutenant is armed with a Colt .45" ACP pistol. The Gunner is armed with an M1 carbine.

Character: The Lieutenant is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

Vehicle: The Platoon HQ includes a Jeep.

Signaller: A signaller or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Light Howitzer 40 points per gun
Infantry divisions had three battalions of the standard 105 mm howitzer as well as one of the heavier 155 mm's.

	WS	BS	S	T	W	I	A	Ld	Save
Sergeant	3	3	3	3	1	3	1	6	6+
Gunner	2	3	3	3	1	2	1	6	6+

Gun: A Light Howitzer has a crew of a Sergeant and four Gunners.

Weapons: M1 105 mm howitzer. Each Gunner is armed with an M1 carbine.

Options: Up to one Gunner be armed with a Bazooka anti-tank rocket launcher in addition to a carbine for +4 points.

Vehicle: Light Howitzers include a 2½-ton truck at no cost or a M4 High-speed Tractor for +15 points to tow the gun.

Special Rules

Leadership: Any field gun crew within 12" of a Platoon HQ may use the Leadership score of the Lieutenant for all Leadership tests.

Heavy Howitzer 90 points per gun
The 155 mm howitzers provided heavier support to the infantry divisions.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Sergeant	3	3	3	3	1	3	1	6	6+
Gunner	2	3	3	3	1	2	1	6	6+

Gun: A Heavy Howitzer has a crew of a Sergeant and six Gunners.

Weapons: M1918 155 mm howitzer. May be replaced with M1 155 mm howitzers for +5 points. Each Gunner is armed with an M1 carbine.

Options: Up to one Gunner be armed with a Bazooka anti-tank rocket launcher in addition to a carbine for +4 points.

Vehicle: Heavy Howitzers include a 2½-ton truck at no cost or a M4 High-speed Tractor for +65 points to tow the gun.

Armored Artillery Platoon

	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
T19 half-track HMC (Howitzer Motor Carriage)	85	9	8	8	3
M7 Priest HMC (Howitzer Motor Carriage)	110	11	10	8	3
M4 Sherman OP tank	100	12	11	11	3

US armored divisions had three battalions of armored artillery, making them the only divisions in the world with all of their artillery in self-propelled carriages.

Platoon: An Armored Artillery Platoon consists of 1 to 3 T19 or M7 HMC's and up to one attached M4 Sherman OP tank.

Type: T19 HMC's (Howitzer Motor Carriage) are open-topped, light tanks. M7 Priest HMC's are open-topped, turretless tanks. M4 Sherman observation post tanks are tanks. Being radio equipped, the armoured artillery platoon's vehicles may operate independently and do not need to remain together as a unit.

Armament: T19 HMC's are armed with a M1 105 mm howitzer. M7 Priest HMC's are armed with a M1 105 mm howitzer and a Browning 0.30" anti-aircraft machine-gun. M4 Sherman observation post tanks are armed with two Browning tank machine-guns and a Browning 0.30" anti-aircraft machine-gun

Anti-aircraft machine-guns cannot be fired while any other weapon is being fired.

Options: T19 HMC's may have a Browning 0.30" anti-aircraft machine-gun for +5 points. M7 Priest HMC's or M4 Sherman observation post tanks may replace their Browning 0.30" anti-aircraft machine-gun with an M2 Browning 0.50" heavy anti-aircraft machine-gun for +10 points.

Special Rules

Observation Posts: Sherman observation post tanks can call artillery fire as a character and counts as having a signaller who can communicate with any other model within 12" and with any other signaller model, regardless of distance.

Heavy Artillery Platoon

Heavy Artillery Platoon: 1 Platoon HQ at 50 points
1 to 3 Guns or Howitzers

Platoon HQ 50 points
Heavy artillery was allocated to divisions from the Corps artillery battalions.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Lieutenant	3	3	3	3	1	3	1	7	6+
Gunner	2	3	3	3	1	2	1	6	6+

Troop: A Platoon HQ consists of a Lieutenant and a Gunner equipped as a signaller.

Weapon: The Lieutenant is armed with a Colt .45" ACP pistol. The Gunner is armed with an M1 carbine.

Character: The Lieutenant is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

Vehicle: The Platoon HQ includes a Jeep.

Special Rules

Leadership: Any field gun crew within 12" of a Platoon HQ may use the Leadership score of the Lieutenant for all Leadership tests.

Signaller: A signaller or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Long-range Guns..... 110 points per gun
The big 'Long Tom' guns were capable of engaging enemy artillery at very long ranges.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Sergeant	3	3	3	3	1	3	1	6	6+
Gunner	2	3	3	3	1	2	1	6	6+

Gun: A Long-range Gun has a crew of a Sergeant and six Gunners.

Weapons: M1 155 mm 'Long Tom' long-range gun. Each Gunner is armed with an M1 carbine.

Options: Up to one Gunner be armed with a Bazooka anti-tank rocket launcher in addition to a carbine for +4 points.

Vehicle: Long-range Guns include a 2½-ton truck to carry the crew and either a 7½-ton truck at no cost or an M4 high-speed tractor for +50 points to tow the weapon.

Super-heavy Howitzer 140 points per gun

8" howitzers provided the really heavy firepower against concrete fortifications and other hard targets.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Sergeant	3	3	3	3	1	3	1	6	6+
Gunner	2	3	3	3	1	2	1	6	6+

Gun: A Super-heavy Howitzer has a crew of a Sergeant and eight Gunners.

Weapons: M1 8" howitzer. Each Gunner is armed with an M1 carbine.

Options: Up to one Gunner be armed with a Bazooka anti-tank rocket launcher in addition to a carbine for +4 points.

Vehicle: Super-heavy Howitzers include a 2½-ton truck to carry the crew and either a 7½-ton truck at no cost or an M4 high-speed tractor for +50 points to tow the weapon.

US Army Appendices

Force Structure

Infantry

'Never stop shooting' is the key to success using a detachment from the US Army. Their rapid-fire Garand rifles allow them to fire while moving, 'marching fire' as it was called. Choose an Infantry HQ with its signaller to command the infantry.

Tanks

As with the infantry, US tanks can fire on the move using their stabilisers. Your tanks should not stop shooting while there is an enemy in sight. Halted fire is more effective, but firing on the move is still a worthwhile option.

Artillery

With their TOT barrages, US artillery is extremely effective. Always send the Platoon HQ forward to observe for the guns (in addition to other characters). Choose an Artillery HQ to command your artillery. The HQ Staff remains near the batteries providing signals support for them.

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