

US Army (1944/45)

1944 saw the real might of the United States applied against Germany for the first time in the war. With the Normandy invasion, the huge resources of the United States steadily overwhelmed whatever resistance the Germans could offer. The United States was the only power whose strength was increasing as the war ended, with the 20th Armored Division entering battle only weeks before the war ended.

US Army (1944/45)

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 US Army was growing in strength by leaps and bounds. Every month saw new divisions ready for battle. With their huge material advantage, the US forces could force the Germans to fight everywhere and anywhere they wanted.

The United States has a strategy rating of 3.

Enemies

The United States and its allies knocked Italy out of the war in 1943. Only Germany and Japan remained to be subdued. Forces from the US Army (1944/45) list can be historically matched against the German Army (1944/45) list, the Waffen SS (1944/45) list, the Fallschirmjäger (1943/45) list, and the Japanese Army (1942/45) list.

Special Rules

Walkie-talkies

The US Army pioneered small portable radios and issued them widely. Any soldier equipped with a walkie-talkie radio may communicate with any walkie-talkie within 12" or any radio.

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.

Dozer Blades and Culin's Prong

A US tank battalion usually had several tank dozers fitted with bulldozer blades for clearing routes through obstacles. A tank fitted with a dozer blade and moving less than 6" without shooting may re-roll failed Difficult Terrain tests. Any vehicle following the route cleared by a tank dozer may also re-roll failed Difficult Terrain tests.

Culin's Prong is a series of steel prongs (invented by Sergeant Curtis G Culin III) fitted to the front of a tank enabling it to uproot banked hedgerows of the type particularly common in the Normandy Bocage. A tank fitted with Culin's prong may re-roll

failed Difficult Terrain tests in the same manner as a tank dozer, but only when crossing banked hedgerows.

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.

VIII Fighter Command, USAAF – Air Superiority

The USAAF had, with its allies, wrested almost total air superiority from the German *Luftwaffe* (airforce) by 1944.

A US Army player may spend 50 points (for up to a 3000 point game) to have total air superiority. If this option is taken, D3 P51 Mustang fighters attack any unit of enemy aircraft immediately before they arrive on table. P51 Mustang fighters are armed with linked heavy machine-guns (Linked Heavy 3, Strength 4, BS 3).

Ninth Airforce – Tactical Air Interdiction

The complete Allied domination of the skies posed a problem for the Germans. Not only did they face increasing attacks on the field of battle, but they also faced incredible difficulties moving reserves and supplies to the battlefields. A US Army player may spend 100 points (for up to a 3000 point game) to have the USAAF (US Army Air Force) strafe and bomb enemy reserves and lines of advance. If this option is taken, any reserves held by the enemy player roll on the following table to see when they arrive.

	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5+
Reserves arrive on ...	-	5+	4+	3+	2+

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

	<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>Sv</i>
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	3	4	3	1	4	1	6	6+

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
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
M21 MMC	9	8	8	3
T8 Recce Vehicle	11	10	10	3
M8 Greyhound armored car	9	8	8	2
M5 Stuart light tank	11	10	10	2
M8 Scott assault gun	11	10	10	2
Bulldozer	6	5	5	-
M10 Wolverine GMC	11	11	11	3
M18 Hellcat GMC	10	9	9	3
M36 Jackson GMC	11	11	11	3
M20 utility	9	8	8	3
M15 MGMC	9	8	8	3
M16 MGMC	9	8	8	4
M24 Chaffee light tank	11	10	10	3
M4 Sherman medium tank	12	11	11	3
M4 Jumbo assault tank	13	12	11	3
T26 Pershing heavy tank	13	12	12	3
M7 Priest HMC	11	10	8	3
M4 Sherman OP tank	12	11	11	3
M12 King Kong GMC	10	8	6	3

US Army Weapons Summary

Infantry Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP Type</i>
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	24	2	- Heavy 1/Blast
Or firing HEAT	24	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

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP Type</i>
Or firing HE	18	2	- Heavy 2
Flame-thrower	Temp	4	5 Assault 1

Heavy Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP Type</i>
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
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
M1 75 mm howitzer	24	4	5 Heavy 2/Blast
Or firing a barrage	G 48	4	- Heavy 1/Blast
M3 or M6 75 mm tank gun	36	7	3 Heavy 2
Or firing High Explosive	36	4	- Heavy 2/Blast
M1 76 mm or M5 3" anti-tank gun	36	8	3 Heavy 2
Or firing High Explosive	36	3	- Heavy 2/Blast
M1 90 mm anti-tank gun	36	9	2 Heavy 2
Or firing High Explosive	36	4	- Heavy 2/Blast
T34 Calliope rocket launcher ¹	G 24-48	5	- Ordnance 1/Blast One Shot
M17 Wizz-Bang rocket launcher ¹	G 24-60	7	- Ordnance 1/Blast One Shot

¹ These rocket launchers were extremely inaccurate. Double the scatter distance for these weapons.

Artillery Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP Type</i>
4.2" chemical mortar	G 18-48	5	- 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
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:	Front	Side	Rear	BS
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

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

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

One 2½-ton and 7½-ton truck or M4 high-speed tractor in each unit may be armed with a M2 Browning 0.50" anti-aircraft heavy machine-guns for +8 points.

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 +3 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.

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.

	<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+

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. Up to one PFC may have a walkie-talkie radio for +10 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.

	<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+

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. Up to one PFC may have a walkie-talkie radio for +10 points.

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

Anti-tank Platoon 15 points per gun

The infantry's 57 mm anti-tank gun was unpopular, being considered inadequate for the task.

	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: M1 57 mm anti-tank gun. Each Gunner is armed with an M1 carbine.

Options: Up to one Gunner may carry a walkie-talkie radio for +10 points.

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 +3 points. Up to one Gunner may carry a walkie-talkie radio for +10 points.

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

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.

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 Headquarters 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 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 +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 and a jeep.

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 110 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>
M7 Priest HMC	110	11	10	8	3

Platoon: An Assault Gun Platoon consists of 1 to 3 M7 Priest HMC assault guns. Being radio equipped, the assault guns may operate independently and do not need to remain together as a unit.

Type: M7 Priest HMC's (Howitzer Motor Carriage) are open-topped, medium tanks.

Armament: M7 Priest HMC's are armed with a M1 105 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: M7 Priest 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 50 points per mortar

The M21 MMC (Mortar motor carriage) provided highly mobile support to the armored infantry.

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
M21 MMC	50	9	8	8	3

Platoon: A Mortar Platoon consists of 1 to 3 M21 MMC mortars.

Type: M21 MMC's (Mortar Motor Carriage) are open-topped, light tanks.

Armament: M21 MMC's are armed with a M1 81 mm Mortar and a Browning 0.50" heavy anti-aircraft machine-gun. The anti-aircraft machine-gun cannot be fired in the same turn as the mortar.

Anti-tank Platoon 25 points per gun

The infantry's 57 mm anti-tank gun was unpopular, being considered inadequate for the task. Each company included a platoon of anti-tank guns.

	<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	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: M1 57 mm anti-tank gun. Each Gunner is armed with an M1 carbine.

Options: Up to one Gunner may carry a walkie-talkie radio for +10 points.

Vehicles: Anti-tank Platoons include an M3 half-track to tow each gun.

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, or a T8 Utility.

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
T8 utility (based on M5 or M8)	75	11	10	10	3

Type: T8 utilities are open-topped, fast tanks.

Armament: T8 utilities are armed with a Browning 0.5" anti-aircraft heavy machine-gun and a Browning tank machine-gun.

Options: T8 utilities may be fitted with Culin's Prong for +15 points and extra armour for +5 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 tanks or self-propelled guns for artillery support. Initially these were M7 Priest howitzers, but later they were Sherman tanks.

Armour:	Points/ Model	Front	Side	Rear	BS
M7 Priest HMC	110	11	10	8	3
M4 Sherman 105 tank	125	12	11	11	3
M4 Sherman tank with T34 'Calliope' rocket launcher	165	12	11	11	3
M4 Sherman tank with M17 'Wizz-Bang' rocket launcher	175	12	11	11	3

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

Type: M7 Priest HMC's (Howitzer Motor Carriage) are open-topped, medium tanks. Sherman tanks are medium tanks.

Armament: M7 Priest HMC's are armed with a M1 105 mm howitzer and a 0.30" Browning anti-aircraft machine-gun. M4 Sherman 105 tanks are armed with an unstabilised M2 105 mm howitzer, two Browning tank machine-guns, a 0.30" Browning anti-aircraft machine-gun and a smoke launcher. M4 Sherman tanks with T34 'Calliope' rocket launchers are armed with an unstabilised M3 75 mm tank gun, a one-shot T34 Calliope rocket launcher and two Browning tank machine-guns and a smoke launcher. M4 Sherman tanks with M17 'Wizz-Bang' rocket launchers are armed with an unstabilised M3 75 mm tank gun, a one-shot M17 'Wizz-Bang' rocket launcher and two Browning tank machine-guns and a smoke launcher.

Rocket launchers and anti-aircraft machine-guns cannot be fired while any other turret or main weapon is being fired.

Options: M7 Priest HMC's and M4 Sherman tanks may replace their Browning 0.30" anti-aircraft machine-gun with an M2 Browning 0.50" heavy anti-aircraft machine-gun for +5 points.

M4 Sherman 105 tanks may be fitted with the track grousers or HVSS suspension and wider tracks for +40 points. This makes them heavy tanks.

Mortar Platoon

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

Armour:	Points/ Model	Front	Side	Rear	BS
M21 MMC	50	9	8	8	3

Platoon: A Mortar Platoon consists of 1 to 3 M21 MMC mortars.

Type: M21 MMC's (Mortar Motor Carriage) are open-topped, light tanks.

Armament: M21 MMC's are armed with a M1 81 mm Mortar and a Browning 0.30" anti-aircraft machine-gun. The anti-aircraft machine-gun cannot be fired in the same turn as the mortar.

Mine-exploder Tank

The US Army did not favour specialist vehicles, preferring to put its faith in more conventional troops. The Aunt Jemima mine-exploder was never common.

Armour:	Front	Side	Rear	BS
M4 Sherman tank with M1 'Aunt Jemima' mine-exploder	12	11	11	3

Type: M4 Sherman tanks with mine-exploders are treated as light tanks (due to their cumbersome equipment).

Armament: M4 Sherman tanks with M1 'Aunt Jemima' mine-exploders are armed with a stabilised M3 75 mm tank gun, a Browning tank machine-gun, a Browning 0.30" anti-aircraft machine-gun and a smoke launcher.

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

Options: M4 Sherman tanks 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

Mine Clearing: An M4 Sherman 'Aunt Jemima' tank may attempt to gap minefields at 6" per turn. Mine-exploders attempting to gap a minefield only trigger mines on a roll of 6. If a model crosses the minefield successfully, that section of minefield is destroyed.

Air Control Post

The US Army Air Force attached pilots to army units in order to closely co-ordinate air strikes with ground operations.

Armour:	Front	Side	Rear	BS
Air Control Post	12	11	11	3
P47 Thunderbolt fighter-bomber	8	8	8	3

Type: Air Control Posts (ACP) travel in modified Sherman tanks, which are tanks. Thunderbolt fighter-bombers are fighter aircraft.

Armament: ACP Sherman tanks are armed with two Browning tank machine-guns and a 0.30" Browning anti-aircraft machine-gun.

Thunderbolt fighter-bombers may attack with either 5" Rockets (Ordnance 1/Blast, Range Guess 24, Strength 7, AP 3) or machine-guns (Linked Heavy 5, Range 24, Strength 4, AP 5).

Special Rules

Cab Rank: An ACP is in constant contact with a 'cab rank' of fighter-bombers waiting overhead. The ACP may call one Thunderbolt fighter-bomber from the cab rank each turn. Bring on a new Thunderbolt fighter at the start of each turn as if it had just arrived from reserves. The aircraft must attack a target visible to the ACP. Do not roll to see if the aircraft attacks the wrong target, it is always under the owning player's control.

Losses: Each Thunderbolt fighter-bomber damaged by the enemy gains them 60 victory points. Each Thunderbolt fighter-bomber destroyed by the enemy gains them 120 victory points.

Artillery Headquarters

Artillery Headquarters: **1 Artillery Headquarters Section at 30 points**
 0 to 1 Air Observation Post at 75 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.

The Counter-battery Section may be equipped with anti-aircraft radar for counter-mortar operations 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.

Victor Target: US artillery developed techniques pioneered by British artillery units that allowed entire battalions, divisions or even corps (Victor targets) to fire on any target whenever needed.

If the Survey Section began the game on the table, US characters can call fire from any and all units that they can communicate with, rather than just one unit as usual.

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.

Anti-aircraft Radar: When operating as counter-mortar radar, anti-aircraft radar allows the counter-battery section to locate weapons with a range as little as 24" that fired a barrage last turn.

Air Observation Post

Artillery officers flew Cessna L4 Piper light aircraft giving them a better position to observe the fire of their guns.

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Cessna L4 Piper Air Observation Post	7	7	7	-

Type: An Air Observation Post (AOP) is an aircraft.

Artillery Observer: The AOP may call and observe the fire of any US artillery, counting as a character and a signaller.

Special Rules

Long Sorties: Unlike normal aircraft, the AOP may remain on the table from turn to turn. Once it leaves the table, it may never return.

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.

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
 0 to 1 Assault Gun Section

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.

	Points/Model	Front	Side	Rear	BS
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.

	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 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. Up to one PFC may carry a walkie-talkie radio for +10 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 vehicle's 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!)

Assault Gun Section

The M8 Scott arrived too late for its intended role as an assault gun for armoured units, being superseded by the 105 mm-armed Shermans. Instead they were issued to the assault-gun troop of cavalry recon squadrons.

	Points/Model	Front	Side	Rear	BS
M8 Scott HMC	95	11	10	10	2

Section: An Assault Gun Section consists of 1 or 2 M8 Scott HMC's (howitzer motor carriage). Being radio equipped, the HMC's may operate independently and do not need to remain together as a unit.

Type: M8 Scott HMC's are fast tanks.

Armament: M8 Scott HMC's are armed with a M1 75 mm howitzer and a Browning 0.30" anti-aircraft machine-gun.

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

Options: M8 Scott HMC's may be fitted with Culin's Prong for +15 points and extra armour for +5 points.

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. Up to one PFC may carry a walkie-talkie radio for +10 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 a 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 11 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. Up to one PFC may carry a walkie-talkie radio for +10 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>
M10 Wolverine GMC (Gun Motor Carriage)	110	11	11	11	3
M18 Hellcat GMC (Gun Motor Carriage)	135	10	9	9	3
M36 Jackson GMC (Gun Motor Carriage)	130	11	11	11	3
M20 Utility	30	9	8	8	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 lightweight, fast open-topped vehicles intended to get a big gun into position fast. Jeeps and utility vehicles 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 M20 utilities. Being radio equipped, the tank destroyers and utilities may operate independently and do not need to remain together as a unit.

Type: M10 Wolverine and M36 Jackson GMC's are open-topped, medium tanks. M18 Hellcat GMC's are fast, open-topped, medium tanks. M20 Utilities are fast, open-topped, wheeled vehicles.

Armament: M10 Wolverine and M18 Hellcat GMC's are armed with a M7 3" or M1 76 mm anti-tank gun and a M2 Browning 0.50" anti-aircraft heavy machine-gun. M36 Jackson GMC's are armed with a M1 90 mm anti-tank gun, a Browning tank machine-gun and a M2 Browning 0.50" anti-aircraft heavy machine-gun. M20 Utilities are armed with a Browning 0.30" anti-aircraft machine-gun.

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

Options: A M20 Utility may replace the 0.30" machine-gun with a M2 Browning 0.50" 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	25	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: M5 3" anti-tank gun. Each Gunner is armed with an M1 carbine.

Options: Up to one Gunner may carry a walkie-talkie radio for +10 points.

Vehicles: Towed Tank Destroyer Platoons include a 2½-ton truck at no additional cost or M3 half-track for +15 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.

Options: Up to one PFC may carry a walkie-talkie radio for +10 points.

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>
M15 MGMC (Multiple Gun Motor Carriage)	65	9	8	8	3
M16 MGMC (Multiple Gun Motor Carriage)	50	9	8	8	4

The US forces were well supplied with anti-aircraft weapons, particularly mobile ones. Unfortunately, the Luftwaffe was unable to provide them with much activity.

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

Type: M15 and M16 MGMC's are open-topped, light tanks.

Armament: M15 MGMC's are armed with a 37 mm and twin 0.50" anti-aircraft mounting. M16 MGMC's are armed with quadruple Browning 0.5" anti-aircraft machineguns.

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.

Options: Up to one PFC may carry a walkie-talkie radio for +10 points.

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.

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 and 4 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 PFC may have a walkie-talkie radio for +10 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 65 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 95 points each.

Armored HQ Squad

The armored infantry of the US armored divisions considered themselves as an elite. They were the most mechanised infantry in the world, and exploited their vehicles to carry the extra weapons they 'acquired'.

	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 4 PFC's.

Weapons: M1 Garand rifles 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. 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. Up to one PFC may have a walkie-talkie radio for +10 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. 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 10 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 3 PFC's may be armed with M1918 BAR automatic rifles for +12 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. 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.

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

	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
M5 Stuart light tank	90	11	10	10	2
M24 Chaffee light tank	170	11	10	10	3

In 1944, the 'heavy' Armored Division of 1942, with its separate light and medium tank battalions, had largely given way to the 'light' Armored Division with a light company in each tank battalion. Light tanks were used as flank guards and support for the armored infantry. Occasionally they were used to launch diversionary attacks, relying on their speed to close with the enemy, enabling the slower medium tanks to get into effective range.

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: M5 Stuart and M24 Chaffee light tanks are fast tanks.

Armament: M5 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. M24 Chaffee tanks are armed with a stabilised M5 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: M5 Stuart light tanks may be fitted with Culin's Prong for +15 points. M5 Stuart and M24 Chaffee light tanks may be fitted with extra armour for +5 points.

Medium Tank Platoon

	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
M4A3 Sherman medium tank	160	12	11	11	3
M4A3E2 Jumbo assault tank	130	13	12	11	3
T26 Pershing heavy tank	210	13	12	12	3

Each Armored Division had three battalions of medium tanks. Almost as many tanks were held in independent tank battalions allocated to infantry divisions as required.

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: M4 Sherman and Jumbo, and T26 Pershing tanks are medium tanks.

Armament: M4 Sherman and Jumbo tanks are armed with a stabilised M3 75 mm tank gun, two Browning tank machine-guns, a Browning 0.30" anti-aircraft machine-gun and a smoke launcher.

T26 Pershing tanks are armed with a stabilised M1 90 mm tank gun, two Browning tank machine-guns, a Browning 0.30" anti-aircraft machine-gun and a smoke launcher.

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

Options: Any 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.

M4 Sherman and Jumbo tanks may be re-armed with a 76 mm gun in place of the 75 mm gun for +5 points.

M4 Sherman and Jumbo tanks may be fitted with the track grousers or HVSS suspension and wider tracks for +40 points. This makes them heavy tanks.

M4 Sherman and Jumbo tanks may be fitted with dozer blades for +50 points, Culin's Prong for +20 points, and extra armour for +5 points.

If the entire Tank Troop consists of Sherman medium tanks, they may be fitted as Sherman DD amphibious tanks for +15 points.

Limited Standard: T26 Pershing tanks are limited standard issue. You may not have more than 3 of them in your detachment.

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.

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.

Captured Artillery

By late 1944, the US Army in Europe was desperately short of ammunition. The unexpectedly high ammunition expenditure during the Normandy campaign combined with the shortage of fuel after the breakout put severe limits on the artillery. In response a number of units were equipped with captured weapons for which ammunition was more readily available.

A Field Artillery Platoon may include German artillery pieces (including those captured by the Germans!) as field howitzers.

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 +3 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.

Heavy Howitzer 100 points per gun
The 155 mm howitzers provided heavier support to the infantry divisions.

	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 Heavy Howitzer has a crew of a Sergeant and six Gunners.

Weapons: M1 155 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 +3 points.

Vehicle: Heavy Howitzers include a 2½-ton truck at no cost or a M4 High-speed Tractor for +50 points to tow the gun.

Armored Artillery Platoon

	Points/Model	Front	Side	Rear	BS
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 M7 Priest HMC's and up to one attached M4 Sherman OP tank.

Type: 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: 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: 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: M4 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 +3 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 +3 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.

0-1 Self-propelled Heavy Artillery Platoon

	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
M12 'King Kong' GMC (Gun Motor Carriage)	340	10	8	6	3

As with everything, the US forces had an armoured, self-propelled mount even for the heaviest artillery.

Platoon: A Self-propelled Heavy Artillery Platoon consists of 1 to 3 M12 GMC's. Being radio equipped, the self-propelled guns may operate independently and do not need to remain together as a unit.

Type: M12 GMC's are open-topped, turretless tanks.

Armament: M12 King Kong GMC's are armed with a M1 155 mm long-range gun.

Crew and Ammunition Vehicle: An identical (but unarmed) vehicle accompanies each M12 GMC to carry the crew and ammunition.

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. Using Walkie-talkie radios, the US Army can operate in a more open and mobile fashion, but still relay calls for support to the mortars, infantry guns and any supporting artillery batteries.

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.

Veteran Divisions

Although most US Divisions in Europe were fresh from training, some divisions had been fighting since 1942. These veteran divisions (such as 'Big Red One', the 1st Infantry Division) had learned a lot about combat and generally performed better. A detachment representing a veteran division increases the Leadership characteristic of all troops except Veteran Sergeants (who are already veterans) by +1 at a cost of +5 points per unit

French Divisions

The French Army was re-equipped by the United States for the invasion of Europe. The French were eager to revenge their humiliation at the hands of the German Army in 1940. French troops may re-roll failed Moral Tests caused by German forces at a cost of +5 points per unit.

1st Brazilian Division

The Brazilian Division was equipped by the US and fought in Italy. Treat it as an ordinary US Army Division (until someone tells me why it should be different!)

Warhammer is a trademark of Games Workshop Limited. It is used without their permission, however no challenge to their status is intended.