

1944 - Normandy

United States

La Nueve

Order Dice: 8

Platoon #1				
Second Lieutenant (page: 22)			Regular	60
Qty Weapons	Range	Shots	Penetration	Special Rules
1 Second Lieutenant				
with Pistol	6"	1	n/a	Assault
with Submachine gun	12"	2	n/a	Assault
with M1 carbine (rifle)	24"	1	n/a	
1 Infantry (equipped as modeled)		-	-	
Infantry Squads				
Regular Infantry squad (Early/Mid) (page: 23)			Regular	108
Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Submachine gun	12"	2	n/a	Assault
8 Infantry with Rifle	24"	1	n/a	
1 Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	
Regular Infantry squad (Early/Mid) (page: 23)			Regular	108
Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Submachine gun	12"	2	n/a	Assault
8 Infantry with Rifle	24"	1	n/a	
1 Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	
Infantry				
Regular Infantry squad (Early/Mid) (page: 23)			Regular	98
Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Submachine gun	12"	2	n/a	Assault
7 Infantry with Rifle	24"	1	n/a	
1 Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	
Artillery				
57mm Anti-tank Gun M1 (page: 34)			Regular	75
Qty Weapons	Range	Shots	Penetration	Special Rules
1 57mm Anti-tank Gun M1	60"	1	+5	Team (3 men), Gun shield, Fixed, HE (1")
Transports				
M3 half-track (page: 50)			Regular	99
Qty Vehicle	Type	Transport	DamageValue	
Weapons	Range	Shots	Penetration	Special Rules
1 M3 half-track	Half-track	up to 12	7+	Open-topped
Pintle-mounted HMG	36"	3	+1	Flak, 360 degree arc
Tow: any anti-tank or anti-aircraft gun, light or medium howitzer				
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Tow: any anti-tank or anti-aircraft gun, light or medium howitzer				
			Platoon Points:	746

Special Rules

Open-topped

(p118) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins. If hit by indirect fire then add +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

Team (3 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

HE (1")

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go down to halve the hits taken

Assault

(p66) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as tough fighters (page 91). When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

Gun shield

(p95) The die roll an enemy requires to score damage from the front arc of the gun is increased by +1. The die roll is modified by the penetration value of the weapon in the usual way. Hits from HE (both direct and indirect), flame throwers, and close quarters attacks ignore the gun shield rule.

Flak

All enemy units not currently down automatically fire at the attacking aircraft if it is within their firing arc and range, regardless of whether they have already taken an action or not that turn. Flak fire does not require an action. Line of site ignored. Rolls to hit aircraft are always at a -2 penalty. Friendly flak units must test to hold their fire (page 67)

Fixed

(p66) When given Advance order, fixed weapons can rotate on the spot suffering a -1 to-hit penalty. Non-artillery Fixed can move normal 12" when given Run order.