

# 1944 - Normandy

United States

La Nueve

Order Dice: 9

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
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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				
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Regular Infantry squad (Early/Mid) (page: 23)			Regular	98
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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				
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57mm Anti-tank Gun M1 (page: 34)			Regular	75
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Qty	Weapons	Range	Shots	Penetration	Special Rules
1	57mm Anti-tank Gun M1	60"	1	+5	Team (3 men), Gun shield, Fixed, HE (1")

Tanks and SP Guns				
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M4A1 Sherman 75mm medium tank (page: 39)			Veteran	254
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Qty	Vehicle	Type	Transport	DamageValue	
	Weapons	Range	Shots	Penetration	Special Rules
1	M4A1 Sherman 75mm medium tank	Tracked	-	9+	(75mm) HE (2")
	Turret-mounted medium anti-tank gun	60"	1	+5	HE (2"), Gyro-stabiliser (Veterans only)
	Co-axial MMG	36"	5	n/a	
	Forward facing hull-mounted MMG	36"	5	n/a	Front arc

Transports				
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M3 half-track (page: 50)			Regular	99
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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

M3 half-track (page: 50)			Regular	99
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Qty	Vehicle	Type	Transport	DamageValue	
	<i>Weapons</i>	<i>Range</i>	<i>Shots</i>	<i>Penetration</i>	<i>Special Rules</i>
1	M3 half-track <i>Pintle-mounted HMG</i>	Half-track 36"	up to 12 3	7+ +1	Open-topped <i>Flak, 360 degree arc</i>

*Tow: any anti-tank or anti-aircraft gun, light or medium howitzer*

M3 half-track (page: 50)		Regular	99
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Qty	Vehicle	Type	Transport	DamageValue	
	<i>Weapons</i>	<i>Range</i>	<i>Shots</i>	<i>Penetration</i>	<i>Special Rules</i>
1	M3 half-track <i>Pintle-mounted HMG</i>	Half-track 36"	up to 12 3	7+ +1	Open-topped <i>Flak, 360 degree arc</i>

*Tow: any anti-tank or anti-aircraft gun, light or medium howitzer*

			Platoon Points:	1000
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### 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

#### HE (2")

(p68) PEN: +2, PIN: D3 (D6 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.

#### Gyro-stabiliser (Veterans only)

Weapon does not suffer the -1 'to hit' penalty for shooting and moving if the crew are Veteran. This does not apply to vehicles with Inexperienced or Regular crew, nor does it apply to any co-axial machine gun.

#### (75mm) HE (2")

Instead of using the 1" template, use the 2" template (75mm gun tanks)

#### 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.