

# U.S. Reinforced Platoon

United States

Order Dice: 10

Platoon #1				
First Lieutenant (Armies of the United States page: 22)			Veteran	103

Qty Weapons	Range	Shots	Penetration	Special Rules
1 First 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				
Paratrooper squad (Armies of the United States page: 24)			Veteran	98

Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Rifle	24"	1	n/a	
1 Infantry with Light Machine gun (requires loader)	36"	4	n/a	
4 Infantry with Rifle	24"	1	n/a	

Paratrooper squad (Armies of the United States page: 24)			Veteran	87
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Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Submachine gun	12"	2	n/a	Assault
2 Infantry with Submachine gun	12"	2	n/a	Assault
3 Infantry with Rifle	24"	1	n/a	

Medic				
Medic (Armies of the United States page: 22)			Veteran	30

Qty Weapons	Range	Shots	Penetration	Special Rules
1 Medic				
with Pistol	6"	1	n/a	Assault

Forward Observer				
Air Force Forward Observer (Armies of the United States page: 22)			Veteran	103

Qty Weapons	Range	Shots	Penetration	Special Rules
1 Air Force Forward Observer				
with M1 carbine (rifle)	24"	1	n/a	
with Pistol	6"	1	n/a	Assault
with Submachine gun	12"	2	n/a	Assault
1 Infantry (equipped as modeled)		-	-	

Infantry				
Inexperienced Infantry squad (Armies of the United States page: 23)	full strength		Inexperienced	92

Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Submachine gun	12"	2	n/a	Assault
10 Infantry with Rifle	24"	1	n/a	
1 Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	

Mortar				
Light Mortar team (Armies of the United States page: 28)			Veteran	46

Qty Weapons	Range	Shots	Penetration	Special Rules
1 Light Mortar team (Paratrooper version)	12"-24"	1	HE	Team (2 men), Indirect fire, HE (1")

Anti-tank				
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Bazooka team (Armies of the United States page: 28)		Veteran	78
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Qty	Weapons	Range	Shots	Penetration	Special Rules
1	Bazooka team	24"	1	+5	Team (2 men), Shaped Charge

### Tanks and SP Guns

M4A1 Sherman 75mm medium tank (Armies of the United States page: 39)		Veteran	269
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Qty	Vehicle	Type	Transport	DamageValue	Special Rules
	Weapons	Range	Shots	Penetration	Special Rules
1	M4A1 Sherman 75mm medium tank	Tracked	-	9+	Easily catches fire, (75mm) HE (2")
	<i>Turret-mounted medium anti-tank gun</i>	60"	1	+5	HE (2"), Gyro-stabiliser (Veterans only)
	<i>Co-axial MMG</i>	36"	5	n/a	
	<i>Forward facing hull-mounted MMG</i>	36"	5	n/a	Front arc
	<i>Pintle-mounted HMG</i>	36"	3	+1	Flak, 360 degree arc

### Transports

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

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

**Platoon Points:** 1005

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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

### Shaped Charge

(p73) Never suffer the -1 penetration modifier for firing at long range.

### Team (2 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

### Easily catches fire

If a roll on the vehicle damage table results in the vehicle catching fire add D3 pin markers rather than just 1 before taking a morale test

### 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.

### Indirect fire

(p71)

**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)

**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)