

## PLATOON #1

U.S. Reinforced Platoon  
Perry 500 pt \*\*\*\*\*

## OFFICER

**Second Lieutenant (Armies of the United States page 22)**

**Regular**

**70**

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant with Pistol				Assault
	with Submachine gun				Assault
	with M1 carbine (rifle)				
2	Infantry (equipped as modeled)		-	-	

## INFANTRY SQUADS

**Regular Infantry squad (Late) (Armies of the United States page 23)**

**Regular**

**90**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle	24"	1	n/a	
2	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	

**Regular Infantry squad (Late) (Armies of the United States page 23)**

**Regular**

**90**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle	24"	1	n/a	
2	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	

## MEDIC

**Medic (Armies of the United States page 22)**

**Regular**

**23**

Qty	Weapons	Range	Shots	Pen	Special
1	Medic with Pistol				Assault

## INFANTRY

**Veteran Infantry Squad (Armies of the United States page 6)**

**Veteran**

**114**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle	24"	1	n/a	
2	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	

## MORTAR

**Medium Mortar team (Armies of the United States page 29)**

**Regular**

**60**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
1	Spotter				Spotter

## SNIPER

**Sniper team (Armies of the United States page 28)**

**Regular**

**52**

Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team with Pistol	36"	1	n/a	Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol) Assault
1	with Pistol replaced by Submachine gun	12"	2	n/a	Assault

## SPECIAL RULES

**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.

**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.

**HE (2")**

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken

**Indirect fire**

(p71)

**Sniper (Sniper with rifle & pistol- Spotter with pistol)**

(p91) When a sniper shoots using a Fire or Ambush order, the player can decide to use his scope. Rifle range changes to 36". If target is within 12" the shot misses automatically. Shot ignores negative to-hit modifiers except pinning markers and for missing assistant. Shot ignores gun shield and extra protection rules. If successful, always counts as exceptional damage and can pick any model in the unit. When not using scope, all members of team can fire any weapon they have and in assault can use the assault rule if pistol/submachine gun.

**Spotter**

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon. Errata: Note that spotters are always ignored for the purpose of victory conditions (e.g. they cannot capture/control/hold objectives and areas of the table, move out of the table to score points, etc).

**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.

**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.

**Pick List**

United States Infantry (equipped as modeled)	2
United States Infantry with BAR M1918A2 Automatic rifle	6
United States Infantry with Rifle	15
United States Medic	1
United States Medium Mortar team	1
United States NCO with Rifle	3
United States Second Lieutenant	1
United States Sniper team	1
United States Spotter	1
United States with Pistol replaced by Submachine gun	1