

**\*\* v3 Armies of the U.S. - Rifle Platoon \*\* (LW)**  
**US Winter Mobile**

## Platoon Commander (Armies of the United States (v3) page 27)

## INFANTRY

## US Army Rifle Squad (Armies of the United States (v3) page 32)

US Army Rifle Squad (Armies of the United States (v3) page 32)

## ANTI-TANK

## TRANSPORTS

## M3 Half-track (Armies of the United States (v3) page 81)

Jeep (Armies of the United States (v3) page 83)

\*v3 Armies of the U.S. - Armoured Platoon (LW)

## COMMAND VEHICLE

M15 Multiple Gun Motor Carriage (Armies of the United States (v3) page 75)							Regular	125
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special			
1	M15 Multiple Gun Motor Carriage	Half-track	-	7+	Open-topped			
	Turret-mounted heavy autocannon	72"	2	+3	HE (1"), Flak			
	2 Turret-mounted HMGs	48"	6	+1	(6 shots total), Flak, 360 degree arc, (12 shots at airplanes)			
CMD VEHICLE OPTIONS								
Command Vehicle rule (v3) (Version 3 Rulebook page 188)								10
Command Vehicle special rule								
VEHICLE								
M16 Multiple Gun Motor Carriage (Armies of the United States (v3) page 76)							Regular	125
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special			
1	M16 MGMC	Half-track	-	7+	Open-topped			
	Four turret-mounted HMGs	48"	12	+1	Flak, 360-degree arc, (12 shots total) (24 shots at airplanes)			
PLATOON #3								
*v3 Armies of the U.S. - Heavy Weapon Platoon(LW)								
PLATOON COMMANDER								
Platoon Commander (Armies of the United States (v3) page 27)							Regular	50
Qty	Weapons	Range		Shots	Pen	Special		
1	Officer with Rifle	24"		1	n/a			
2	Infantry with Rifle	24"		1	n/a			
HEAVY WEAPONS								
Heavy Machine Gun Team (Armies of the United States (v3) page 43)							Regular	70
Qty	Weapons	Range		Shots	Pen	Special		
1	Heavy Machine gun team	48"		6	+1	Team (4 men), Fixed		
Medium Mortar Team (Armies of the United States (v3) page 49)							Regular	55
Qty	Weapons	Range	Shots	Pen	Special			
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")			
	Spotter				Spotter			
MORTAR								
Medium Mortar Team (Armies of the United States (v3) page 49)							Regular	55
Qty	Weapons	Range	Shots	Pen	Special			
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")			
	Spotter				Spotter			
ANTI-TANK								
Bazooka Anti-tank Team (Armies of the United States (v3) page 44)							Regular	60
Qty	Weapons	Range	Shots	Pen	Special			
1	Bazooka team	24"	1	+5	Team (2 men), Shaped Charge			
Bazooka Anti-tank Team (Armies of the United States (v3) page 44)							Regular	60
Qty	Weapons	Range	Shots	Pen	Special			
1	Bazooka team	24"	1	+5	Team (2 men), Shaped Charge			
TRANSPORTS								
Jeep (Armies of the United States (v3) page 83)							Regular	18
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special			
1	Jeep	Wheeled	3	6+				
Tow: Light anti-tank gun, light howitzer, light anti-aircraft gun								

**Unit Special Rules**

**Command Vehicle**

(v3 page 149) Adds a morale bonus of +1 to itself and to any other friendly vehicle within 12" (not cumulative with morale bonus, and other command vehicles). In addition, when it activates, it can use one 'You men, snap to action!' extra dice on any one friendly vehicle within 12", except for other command vehicles. Command

vehicles count as platoon commanders for the purpose of receiving orders from other officers.

### **Fixed**

(v3 page 96) When ordered to *Fire*, fixed weapons can only target an enemy unit that lies at least partially within their front arc (.i. within an angle of 45 degrees to each side of their barrel). Targets outside of this arc cannot be shot at with a *Fire* order. When ordered to *Advance*, fixed weapons do not move from their position, but can instead be rotated on the spot to face any direction, and can then fire suffering the normal -1 to hit for 'fire on the move'. When ordered to *Run*, fixed weapons that are carried and crewed by infantry teams move the normal 12" over open ground or 6" over rough ground, obstacles, etc. Fixed weapon units can never assault other units. If assaulted by an enemy, the gun itself is ignored and the crew models are assaulted as normal. Exceptions for artillery fixed weapons are listed in the Artillery section on page 123 (Any artillery piece defined as light or medium can be moved by the crew with a *Run* order, as normal for fixed weapons - except that these units can only move 6" rather than 12" with a *Run* order. Heavy and super-heavy anti-tank guns and heavy howitzers, as well as any lighter gun whose crew is reduced to a single man, cannot be moved by their crew with a *Run* order (though they may be rotated by way of an *Advance* order, as normal for fixed weapons). They can only be moved by means of a tow. Page 125 note: 'platform-mounted', 'rotating platform' or 'turntable' guns can rotate for free (no -1 movement penalty).

### **Flak**

(v3 page 117) All enemy with the Flak special rule automatically fire at the attacking aircraft if the token model lies within their range and firing arc, regardless of whether they have already taken an action or not that turn. Flak fire does not require an action and takes place outside of the normal turn sequence. Firing a pintle-mounted machine gun flak weapon against an attacking aircraft does not make the vehicle count as open-topped for the turn. Any flak units in *Ambush* retain their *Ambush* status if they shoot at an aircraft. Hidden lose their hidden status. Friendly units must test to hold their fire (Inexperienced 4+, Regular 3+, Veteran 2+) - in case of Rookie pilot all flak units open fire automatically. Measure range - Line of Site ignored. Flak weapons not pinned hit on 5+, pinner hit on 6 - ignore all other modifiers. If HE hits, multiply as for inside a building. If 3 or more hits, shot down.

### **HE (1")**

(v3 page 97) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken (rounded up).

### **HE (2")**

(v3 page 97) PEN: +2, PIN: D2 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken (rounded up).

### **Indirect fire**

(v3 page 101) - cannot hit targets withing their minimum range, measured from the centre the weapon itself. Units hit by indirect fire receive no cover saves of any kind. However, if the target unit is or goes *Down* when shot at with indirect fire, the number of hits suffered is still halved. When fired against vehicles, hits from indirect fire weapons always strike the top armour, counting the +1 penetration modifier to damage regardless of the actual position of the firer. If an open-topped armoured vehicle is hit by indirect fire add the +1 penetration modifier to the roll to damage, and also add +1 to the die roll on the Armoured Vehicle Damage Results Tables. Cannot fire indirect fire weapons from *Ambush*. Indirect fire weapons can fire smoke (page 128).

### **Open-topped**

(v3 page 149) 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 against top armour then add an additional +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**

(v3 page 103) Never suffer the -1 penetration modifier for firing at long range, nor the +1 Pen for point-blank range.

### **Spotter**

(v3 page 102) Cannot be placed within coherency of the weapon crew. Either the weapon crew or the spotter can be given an order - but not both. Spotters can never assault or fire any weapon against enemy units. Spotter without an order die next to it counts as *Down*. (Errata 6 Feb 2025: Spotters have the Infiltrators special rule - page 120. Spotter/observer can only spt for a single Indirect Fire weapon per game turn. If firing unit switches to a different spotter it resets ranging-in process.) Cannot spot for inexperienced indirect fire weapon. When associated weapons unit is destroyed, spotter is removed also. Spotters are always ignored for the purpose of victory conditions. If spotter destroyed, the weapons team or artillery unit is not affected (other than no spotter). If already ranged in when spotter destroyed, can continue firing at 2+.

### **Team (2 men)**

(v3 page 103) A Team weapon shoots at full effectiveness so long as there are at least two team members to serve it. If only one man remains to serve a team weapon, then the weapon suffers a -1 'to hit' penalty. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### **Team (3 men)**

(v3 page 103) A Team weapon shoots at full effectiveness so long as there are at least two team members to serve it. If only one man remains to serve a team weapon, then the weapon suffers a -1 'to hit' penalty. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### **Team (4 men)**

(v3 page 103) A Team weapon shoots at full effectiveness so long as there are at least two team members to serve it. If only one man remains to serve a team weapon, then the weapon suffers a -1 'to hit' penalty. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

## **United States Army Special Rules**

### **Fire and Manoeuvre**

All rifle/carbine-armed infantry units roll bonus dice when shooting. For every three men shooting rifles/carbines roll one extra die - so four riflemen would roll one extra die, for example. These extra shots can be assumed to come from any of the men shooting.

### **Gyro-Stabilisers**

When a weapon is described as gyro-stabilised in a vehicle's entry, it 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 crw, nor does it apply to any co-axial machine gun.

**Air Superiority**

The forward air observer unit may call an air-strike twice instead of once per game. Resolve the first air-strike as normal. Then, after the first air-strike has been resolved, the FAO may call a second (when issued a *Fire* order).

**Modern Communications**

When units take an order test to move from reserve onto the table, do not apply the usual -1 penalty, but use their basic morale value instead.

PickList	
United States Bazooka team	3
United States Heavy Machine gun team	1
United States Infantry with BAR Automatic rifle	3
United States Infantry with Rifle	30
United States Jeep	2
United States M15 Multiple Gun Motor Carriage	1
United States M16 MGMC	1
United States M3 half-track	2
United States Medium Mortar team	2
United States NCO with Rifle	3
United States Officer with Rifle	2
United States Spotter	2