

Combat Quality = Regular **US Regular Infantry (1944)** **350 Points**

CQtest = 4+ | CAC Duel '0'
HQ & Troop Teams 5 SP
Lt. Mortar - MMG Team 3 SP



MOVEMENT	
Road	10"
Clear	8"
Rough	6"
Soft	4"
Unsafe	3"

Pass = Yes | FAO* 2d6 Deviation
 Para = No | FAC* 3d6 Deviation
 *CiC is FAC - ALL HQ are FAO

FIRING					
HQ Team (1) with Bazooka	Open	Light	Heavy	Dug-In	ATRL vs. Troops
Roll 3d6: range up to 3"	3	2	1	1 + CQ	roll 3d6 to 3", hit on "2" any Cover
Bazooka 2d6 Accuracy = '8' up to 6" Armor Penetration = 3d6+11					

Lt Mtr (1) & MMG Team (1)	Open	Light	Heavy	Dug-In	Lt. Mtr v AFV-Veh
Lt Mtr roll 5d6: range 3" to 60"	3	2	1	1 + CQ	roll 1d6 up to 30"
MMG roll 5d6: range up to 30"	3	2	1	1 + CQ	FAV -6 PAV -3
Lt Mtr only Troop Target Teams Hit are +1 to d20 Damage Rolls					
					Vehicle/Gun +1

Troop Team (6)	Open	Light	Heavy	Dug-In	vs. AFV-Veh Stats
Roll 5d6: range up to 3"	3	2	1	1 + CQ	roll 2d6 up to 3"
Roll 3d6: range from 3+" to 18"	3	2	1	1 + CQ	FAV -7 PAV -5
					All Other '0'

Personal Combat Modifiers	
Outnumber (2 to 1: +1) (3+ to 1 +2)	
Special Forces +2	FAV Crew +5
Elite + 1	PAV Crew +4
Regular "0"	Dug-In Team +3
Poor -1	Heavy Cover +2
Irregular -2	Light Cover +1
Team Pinned or Shaken -1	
Troop Team Critical -2	
Vehicle or AFV Team M or F Kill -3	

Hit Results (d20)	
20	KIA!
19	3 SP Lost
17-18	2 SP Lost
14-16	1 SP Lost
10-13	Pinned
6-9	Retreat
4-5	Panicked
1-3	No Effect
Data Card Copyright © 2011 Lee T. Sowers	

Combat Quality = Elite* **US Combat Engineer Platoon *** **600 Points**

CQtest = 3+ | CAC Duel +1
HQ & Troop Teams 7 SP
Flame/MG/Bazooka 4 SP
 *You may field TWO Engineer Platoons for each 1500 Points



MOVEMENT	
Road	11"
Clear	9"
Rough	7"
Soft	5"
Unsafe	3"

Pass = Yes | FAO* 2d6 Deviation
 Para = No | FAC* 3d6 Deviation
 *CiC is FAC - ALL HQ are FAO

FIRING					
HQ Team (1)* Bazooka (1)	Open	Light	Heavy	Dug-In	Bazooka v Troops
HQ roll 6d6: to 6"; 3d6 6+ to 15"	4	3	2	1	roll 3d6 to 6", hit on "2" any Cover
Bazooka 2d6 Accuracy = '9' up to 6" Armor Penetration = 3d6+11					
* HQ Team also has a Bazooka; both Teams have unlimited Bazooka Ammunition					

MMG (3) Flamethrower (1)*	Open	Light	Heavy	Dug-In	Flamethrower
MMG roll 6d6: range up to 30"	3	2	1	1 + CQ	up to 2" CQtest
Flamethrower* roll 3d6 up to 2" Automatic	5	4	3	3	FAV +2 PAV +4
* Each Flamethrower Team has 2 uses then it becomes a Troop Team					
*Uses 1/8 Page Template - Aiming Point up to 2" - roll 3d6 each Team touched by Template					

Troop Teams (4)	Open	Light	Heavy	Dug-In	Sticky Bombs
Roll 7d6: range up to 3"	4	3	2	1	up to 1" CQtest
Roll 3d6: range from 6+" to 15"	4	3	2	1	FAV -4 PAV -2
					Other Teams '0'

***EVERY Team in Platoon has 1 Demo Charge - see Rules Section 17 - page 36 for use**

Personal Combat Modifiers	
Outnumber (2 to 1: +1) (3+ to 1 +2)	
Special Forces +2	FAV Crew +5
Elite + 1	PAV Crew +4
Regular "0"	Dug-In Team +3
Poor -1	Heavy Cover +2
Irregular -2	Light Cover +1
Team Pinned or Shaken -1	
Troop Team Critical -2	
Vehicle or AFV Team M or F Kill -3	

Hit Results (d20)	
20	KIA!
19	3 SP Lost
17-18	2 SP Lost
15-16	1 SP Lost
10-14	Pinned
8-9	Retreat
6-7	Panicked
1-5	No Effect
Data Card Copyright © 2011 Lee T. Sowers	