

# U.S. Reinforced Platoon

United States

Inexperienced 1942 Rifle Platoon

Order Dice: 13

Platoon #1				
First Lieutenant (Armies of the United States page: 22)			Inexperienced	67
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
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				
Inexperienced Infantry squad (Armies of the United States page: 23)			Inexperienced	70
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 NCO with Rifle	24"	1	n/a	
9 Infantry with Rifle	24"	1	n/a	
Inexperienced Infantry squad (Armies of the United States page: 23)			Inexperienced	70
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 NCO with Rifle	24"	1	n/a	
9 Infantry with Rifle	24"	1	n/a	
Machine Gun				
Medium Machine Gun team (Armies of the United States page: 26)			Inexperienced	35
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 Medium Machine gun team	36"	5	n/a	Team (3 men), Fixed
Medium Machine Gun team (Armies of the United States page: 26)			Inexperienced	35
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 Medium Machine gun team	36"	5	n/a	Team (3 men), Fixed
Mortar				
Light Mortar team (Armies of the United States page: 28)			Inexperienced	28
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 Light Mortar team	12"-24"	1	HE	Team (3 men), Indirect fire, HE (1")
Anti-tank				
Bazooka team (Armies of the United States page: 28)			Inexperienced	42
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 Bazooka team	24"	1	+5	Team (2 men), Shaped Charge
Artillery				
37mm Anti-tank Gun M3 (Armies of the United States page: 33)			Inexperienced	40
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 37mm Anti-tank Gun M3	48"	1	+4	Team (3 men), Gun shield, Fixed, HE (1")
Transports				
M3 half-track (Armies of the United States page: 50)			Inexperienced	79

Qty	Vehicle	Type	Transport	DamageValue	Special Rules
	<i>Weapons</i>	<i>Range</i>	<i>Shots</i>	<i>Penetration</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 (Armies of the United States page: 50)		Inexperienced	79
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Qty	Vehicle	Type	Transport	DamageValue	Special Rules
	<i>Weapons</i>	<i>Range</i>	<i>Shots</i>	<i>Penetration</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 (Armies of the United States page: 50)		Inexperienced	79
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Qty	Vehicle	Type	Transport	DamageValue	Special Rules
	<i>Weapons</i>	<i>Range</i>	<i>Shots</i>	<i>Penetration</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 (Armies of the United States page: 50)		Inexperienced	79
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Qty	Vehicle	Type	Transport	DamageValue	Special Rules
	<i>Weapons</i>	<i>Range</i>	<i>Shots</i>	<i>Penetration</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*

M2 half-track (Armies of the United States page: 49)		Inexperienced	76
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Qty	Vehicle	Type	Transport	DamageValue	Special Rules
	<i>Weapons</i>	<i>Range</i>	<i>Shots</i>	<i>Penetration</i>	
1	M2 half-track <i>Front pintle-mounted HMG</i>	Half-track 36"	up to 10 3	7+ +1	Open-topped <i>Flak, Front arc</i>

*Tow: Light, medium or heavy anti-tank gun; light or medium howitzer; light or heavy anti-aircraft gun*

<b>Platoon Points:</b>		779
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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.

#### 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

**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)

**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 sight 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.