



USA



USA



USA



USA

PLATOON LEADER

SQUAD LEADER

RIFLEMAN 1943-45

RIFLEMAN 1942



Morale/Panic

5/7



Morale/Panic

5/7



Morale/Panic

3/5



Morale/Panic

3/5

VETERAN

VETERAN

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VETERAN

CCV	GM/PIN	LM	0/+1/+2
SMG	8/4	Pts	55/65/75

CCV	GM/PIN	Points
Rifle	10/6	55

CCV	GM/PIN	Points
M1 Garand	8/4	16

CCV	GM/PIN	Points
Springfield 1903	8/4	14



USA



USA



USA

Add "To Hit" result to HE (to hit must inc "0")			
Add "To Hit" result to AP			
Target Acquired: "To Hit" +1			
Target Moving: Positive "To Hit" #			
No moving fire.			
RANGE		To Hit #	
crewed/uncrewed		AP/HE	
CLOSE	0-3	0-1	2/0
MEDIUM	0-1	2	2/0
LONG	-	-	-
EXTREME	-	-	-

USA

USA

USA

BAZOOKA

BAR



MMG

HMG

BAZOOKA






Morale/Panic
4/5

CLOSE	MEDIUM	LONG	EXTREME
+3 (+1)	+3 (+1)	+3 (+1)	+3 (+1)

Morale/Panic
4/6

0-12"	12"-36"	36"-60"	60"+
+3 (+1)	+3 (+1)	+3 (+1)	+3 (+1)
AP 0*	AP -1	-	-

* see page 13

Morale/Panic
4/6




Morale/Panic
3/5

VETERAN

VETERAN

VETERAN

VETERAN

CCV	GM/PIN	WF/REP	Points
BAR	6/2	-7/1+	44

CCV	GM/PIN	WF/REP	Points
MMG	4/0	-7(-5)/0+	115

CCV	GM/PIN	WF/REP	Points
HMG	4/0	-7(-5)/0+	120

CCV	GM/PIN	WF/REP	Points
Bazooka	3/0	-2(0)/4+	52



USA



USA

Add "To Hit" result to FV (To Hit must inc "0")
Target Acquired: "To Hit" +1
Target Moving: Positive "To Hit" #
Target in Wood/Jungle/Orchard
Ignore Terrain CV

RANGE	To Hit #	crewed/ uncrewed	FV
CLOSE	NA	NA	-
MEDIUM	0-3	0-1	1
LONG	0-1	1	1
EXTREME	1	2	1

60mm MORTAR

FLAMETHROWER

GUN CREWMAN

60mm MORTAR



CLOSE
+5

Morale/Panic
4/6

VETERAN



Morale/Panic
2/4

VETERAN



Morale/Panic
3/5

VETERAN

CCV	GM/PIN	WF/REP	Points
FT	3/0	-5/7	73

CCV	GM/PIN	Points
Rifle	7/3	11

CCV	GM/PIN	WF/REP	Points
60mm	3/0	-5(-2)/2+	61

RANGE	To Hit #	AP	HE	MC
CLOSE	0-5	0-3	9	2
MEDIUM	0-3	0-1	7	2
LONG	0-1	1	5	2
EXTREME	1	2	4	2
Add "To Hit" result to HE FV (if to Hit inc "0") Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #				

RANGE	To Hit #	AP	HE	MC
CLOSE	0-5	0-3	7	-1
MEDIUM	0-3	0-1	5	-1
LONG	0-1	1	3	-1
EXTREME	1	2	2	-1
Add "To Hit" result to HE FV (if to Hit inc "0") Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #				

RANGE	To Hit #	AP	HE	MC
CLOSE	0-5	-	9	2
MEDIUM	0-3	-	7	2
LONG	0-1	-	5	2
EXTREME	1	-	4	2
Add "To Hit" result to HE FV (if to Hit inc "0") Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #				

RANGE	To Hit #	AP	HE
CLOSE	0-5	7	+1*
MEDIUM	0-3	5	-1
LONG	0-1	3	-1
EXTREME	1	2	-1
*Canister "0-16"			
Add "To Hit" result to HE FV (if to Hit inc "0") Two man crew "To Hit" -1 One man crew "To Hit" -2 Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #			

M4A1

M2A1

M3 GMC

37mm AT GUN

M4A1

M2A1

M3 GMC

37mm AT GUN



FRONT	6	5	4
K/S/I			
SIDE	4	3	2

Morale/CE
4/9



FRONT	4	3	2
K/S/I			
SIDE	3	2	1

Morale/CE
4/9



FRONT	0	-1	-1
K/S/I			
SIDE	0	-1	-2

Morale/CE
4/9



Dam/Des
5/9

OVR	4/2	WF/Rep	Points
BOG	7/6	-5(-7)/2+	418
CE/BU			

OVR	3/1	WF/Rep	Points
BOG	9/8	-5(-7)/2+	308
CE/BU			

OVR	3	WF/Rep	Points
BOG	5	-5(-7)/2+	310
CE/BU			

WF/REP	Points
-5/2+	152