



USA

USA

USA

USA

PLATOON LEADER

SQUAD LEADER

RIFLEMAN

BAR



Morale/Panic
6/7



Morale/Panic
5/7



Morale/Panic
4/5

ELITE



Morale/Panic
5/6

ELITE

CCV	GM/PIN	LM	0/+1/+2
SMG	9/5	Pts	57/67/77

CCV	GM/PIN	Points
SMG	8/4	54

CCV	GM/PIN	Points
RIFLE	9/5	23
SMG	7/3	23

CCV	GM/PIN	WF/REP	Points
BAR	7/3	-7/1+	58



USA

M191A6



Morale/Panic
5/6

CLOSE	MEDIUM	LONG	EXTREME
+ 2 (+1)	+2 (+1)	+2 (+1)	+1 (+0)

ELITE

CCV	GM/PIN	WF/REP	Points
M191A6	5/1	-7(-5)/0+	90

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

60mm MORTAR



Morale/Panic
4/5

ELITE

CCV	GM/PIN	WF/REP	Points
60mm	4/1	-5(-2)/2+	73

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	-	-	-

BAZOOKA

BAZOOKA



Morale/Panic
4/5

ELITE

CCV	GM/PIN	WF/REP	Points
Bazooka	4/1	-7/1+	63



USA

GUN CREWMAN



Morale/Panic
3/4

ELITE

CCV	GM/PIN	Points
Rifle	8/4	19



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4/5



Morale/Panic
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ELITE

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ELITE

CCV	GM/PIN	LM	0/+1/+2
SMG	9/5	Pts	57/67/77

CCV	GM/PIN	Points
SMG	8/4	54

CCV	GM/PIN	Points
RIFLE	9/5	23
SMG	7/3	23

CCV	GM/PIN	WF/REP	Points
BAR	7/3	-7/1+	58



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

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

60mm MORTAR

BAZOOKA

USA

M191A6

60mm MORTAR

BAZOOKA

GUN CREWMAN



Morale/Panic
5/6

CLOSE	MEDIUM	LONG	EXTREME
+2 (+1)	+2 (+1)	+2 (+1)	+1 (+0)

ELITE



Morale/Panic
4/5

CLOSE	MEDIUM	LONG	EXTREME
+2 (+1)	+2 (+1)	+2 (+1)	+1 (+0)

ELITE



Morale/Panic
4/5

CLOSE	MEDIUM	LONG	EXTREME
+2 (+1)	+2 (+1)	+2 (+1)	+1 (+0)

ELITE



Morale/Panic
3/4

CLOSE	MEDIUM	LONG	EXTREME
+2 (+1)	+2 (+1)	+2 (+1)	+1 (+0)

ELITE

CCV	GM/PIN	WF/REP	Points
M191A6	5/1	-7(-5)/0+	90

CCV	GM/PIN	WF/REP	Points
60mm	4/1	-5(-2)/2+	73

CCV	GM/PIN	WF/REP	Points
Bazooka	4/1	-7/1+	63

CCV	GM/PIN	Points
Rifle	8/4	19

Add "To Hit" result to HE (to hit must inc "0")
 Two man crew "To Hit" -1
 One man crew "To Hit" -2
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

Add "To Hit" result to HE (to hit must inc "0")
 Two man crew "To Hit" -1
 One man crew "To Hit" -2
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

RANGE	To Hit	AP	HE
CLOSE	0-5	9	0
MEDIUM	0-3	7	0
LONG	0-1	5	0
EXTREME	1	4	0

RANGE	To Hit	AP	HE
CLOSE	0-5	9	0
MEDIUM	0-3	7	0
LONG	0-1	5	0
EXTREME	1	4	0

57mm AT GUN

57mm AT GUN

57mm AT GUN

57mm AT GUN



Dam/Des
5/9



Dam/Des
5/9

WF/REP
-5/2+

Points
161

WF/REP
-5/2+

Points
161