

29, LET'S GO

OFFICIAL BRIEFING

THE U.S. 29TH INFANTRY DIVISION
OCTOBER 1944-FEBRUARY 1945



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AND MIKE HAUGHT

FLAMES OF WAR
THE WORLD WAR II MINIATURES GAME

UNDER
REVIEW



The US 29th Infantry Division's brave actions on D-Day, 6 June 1944, are well known. This group of country boys, mostly from rural Virginia and Maryland, spearheaded the greatest amphibious operation ever attempted. Their story is compelling. They were truly a group of Citizen Soldiers, drawn from the National Guard to supplement the small professional US Army. They led the assault on the beaches of Normandy, pushed inland through the tough battles of St. Lô, and fought into Brittany where the division helped capture the port city of Brest. Moving east, the division prepared for the assault into Germany itself...

In September 1944, the 29th was shipped east to help with the drive toward Germany. By this time, the Allies were re-grouping for what was believed to be the final push for Germany itself. Initially the 29th would be placed in a defensive position to support other units, but it would not be long before they would take part in the final push into the German heartland.

THE SIEGFRIED LINE

The Battle of Aachen marked the first major battle within Germany itself. The enemy resisted fiercely and the battle would rage all through October. The 29th provided crucial flank protection for the US forces involved by engaging the 183rd Volksgrenadier Division and keeping it from reinforcing the embattled German forces at Aachen.

The division also put pressure on the German Siegfried Line, a string of fortifications along the frontier of Germany. The ultimate goal of the Allies was to sever this defensive system of tank traps and bunkers, and open the path to the heart of Germany.

On 2 October, 1st and 3rd Battalions of the 115th Infantry Regiment attacked Hatterath and Kreuzrath, achieving their objectives with the help of the 747th Tank Battalion. Close co-ordination was required to effectively attack the dogged German resistance.

By early October, the Birgden-Kreuzrath area was finally cleared. At this point, the 115th settled down to a period of active patrols and reconnaissance for future operations.

Throughout the month, the 29th learned more valuable lessons in urban warfare that would serve them well in future

operations. Building on actions in St. Lô and Brest, the soldiers found that fighting from house to house was very dangerous on the attack, and prone to being surrounded on the defence. Communications and artillery was key and every attempt was made to provide equipment and plans for calling in mortar fire and other assets for support. During this period, the 29th cemented its reputation as tough-minded assault troops.

ROER OPERATIONS

In the beginning of November, the division held positions northeast of Aachen and prepared for switching to the offensive. With the 2nd Armored Division on the left

On 16 November, the division switched to the offensive and attacked towards Jülich. With clear and pleasant weather, the 115th and 116th Infantry Regiments attacked toward Setterich. Bitter resistance was encountered, but the battle-hardened division moved forward relentlessly. The 747th Tank Battalion continued to support the infantry throughout the attack, providing crucial heavy fire support against tanks and fortified positions along the way. Attacks continued until the division claimed the town of Aldenhoven, with the next target being the fortress city of Jülich.

Earlier in the battle, captured documents revealed the German defence plan of Jülich. They intended to hold three small villages to the northwest, west and southwest of the city. These villages were on the on the left bank of the Roer, with most of Jülich on the right bank. The 29th attacked these villages, Koslar, Bourheim, and Kirchberg, in order to break the German defence. Continued coordination with artillery, tanks, tank destroyers, infantry, and air support was key

to the battle, as the enemy resisted violently fighting from house-to-house. By the end of 28 November, the division was in possession all three towns and paused to regroup for its assault across the Roer.

The 116th and 175th infantry regiments started off December in contact with the last remaining German elements on the west bank of the Roer. Defeating this enemy force was of prime importance, as it had to be dislodged before the final assault to capture Jülich. The attack was complicated by open areas and a commanding view of the area from enemy positions on the east bank.

1st Battalion, 116th, led the attack. Following the first day's relatively easy advance, progress was slowed by minefields and concentrated artillery fire. After regrouping, the regiment renewed the assault with heavy artillery and air support. This attack gained some ground, but eventually the 115th was called up from reserve to relieve the worn-down 116th. After very tough fighting, the west bank of the Roer was completely secured.

HOLDING THE FLANK

On 20 December, the 29th switched to defence, due to the recent outbreak of the German Ardennes Offensive, code-named *Wacht am Rhein*. The 29th guarded the flank during the Battle of the Bulge. They established a defensive position in-depth, incorporating all of the valuable lessons learned following D-Day. They knew what did and what did not work when facing a prepared enemy. Now, those bitterly learned lessons – interlocking fields of fire, front line and fall-back positions, establishment of rally-points, communications design, and more – would be put into practice for the Americans' advantage. Positions were set, trenches were dug, and wire laid by the Signal Corps - even the tanks and tank destroyers were provided with dug-in in defensive positions, should an attack occur.

This defensive posture was maintained throughout January. Patrols and raids were carried out across the river in an effort to maintain contact with the enemy and keep him on his toes. These operations were greatly hindered by the unbelievably cold, damp, and snowy weather and were generally not successful.

BATTLE FOR JÜLICH

February saw the division shifting from a defensive mindset to an offensive one. The 29th intended to cross the Roer and finally take Jülich. For this operation, the division would pair up with the 30th Infantry Division, 821st Tank Destroyer Battalion (SP), and the 747th Tank Battalion. The Roer was driven to flood stage by both unusually wet weather and the Germans releasing water upstream from dams they controlled.

By building temporary bridges and using assault boats and LVT-4 Amtrac armoured amphibious transports, the 115th assaulted across the river on the night of 23 February to the south of Jülich. A huge artillery bombardment was conducted to prepare the area for the attack and engineers started bridge construction. The Germans resisted fiercely and the bridge-building was greatly curtailed by incoming fire. However, the 175th pushed across the Roer on the foot bridges the engineers had managed to construct. The division established and then widened the bridgehead and finally entered the ruined city of Jülich.

On 24 February, E Company, 116th Infantry Regiment was joined by the 739th Tank Battalion and its four M4 Sherman Crocodile flame tanks to attack Jülich's strongpoint called the Citadel, which had been constructed and re-built continuously since Roman times. It took very little time for the flame-throwing tanks to get the Germans to withdraw, and Jülich was secured.

After taking Jülich, the division moved northeast, encountering ever weakening resistance. With the failure of Operation *Wacht am Rhein*, German resistance crumbled in front of the 29th. The push for final victory was on.

FINAL ASSAULT INTO GERMANY

The 29th marched forward toward Munchen-Gladbach on 1 March 1945. The advance took place at break-neck speed and only slowed upon entering the city itself. Once again, the 29th used its expertise in city-fighting to clear the area. By the end of the day, they had captured the largest German city yet by Allied forces.

For the rest of March, the 29th entered a period of rest, training and re-fit. The division stressed lessons learned, signal operations, discipline, live-fire exercises, physical fitness, urban fighting, cross-country movement, and more.

In April, the 29th found itself assigned to the XVI (16th) Corps reserve, with only the 116th Infantry Regiment assigned to the front in order to help contain the Ruhr Pocket. The remainder of the division set about administering the considerable area captured by the Allies. This meant solving traffic problems, dealing with the large number of refugees, food and sanitation, prisoners of war, and other administrative tasks. The war was mostly over for the 29th Infantry Division and everyone else.

The 29th fought in some of the toughest battles in the European Theatre and provided key support throughout late 1944 and 1945. Without the efforts of these Citizen Soldiers, the war would have surely extracted an even heavier toll.



RIFLE COMPANY



29TH INFANTRY DIVISION - GERMANY 1945

(INFANTRY COMPANY)

HEADQUARTERS

HEADQUARTERS



Rifle Company HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

INFANTRY



Rifle Platoon

INFANTRY



Rifle Platoon

INFANTRY



Rifle Platoon

MACHINE-GUNS & ARTILLERY



Weapons Platoon

WEAPONS PLATOONS

MACHINE-GUNS



Machine-gun Platoon

MACHINE-GUNS



Machine-gun Platoon

ARTILLERY



Mortar Platoon

INFANTRY



Ammunition & Pioneer Platoon

ANTI-TANK



Anti-tank Platoon

SUPPORT PLATOONS

ARMOUR



Tank Platoon

Flail Tank Platoon

ARMOUR



Sherman Crocodile Platoon

Tank Destroyer Platoon

RECONNAISSANCE



Cavalry Platoon

INFANTRY



Engineer Combat Platoon

Truck Section

ANTI-AIRCRAFT



Anti-aircraft Artillery Platoon

Anti-aircraft Artillery (Self-propelled) Platoon

ARTILLERY



Field Artillery Battery

ARTILLERY



Field Artillery Battery

Chemical Mortar Platoon

ARTILLERY



Field Artillery Battery

Field Artillery Battery (155)

AIRCRAFT



Air Support

AOP



Air Observation Post

REGIMENTAL SUPPORT PLATOONS

ANTI-TANK



Anti-tank Platoon

RECONNAISSANCE



Intelligence & Recon Platoon

ARTILLERY



Cannon Platoon

Assault Gun Platoon

Armored Mortar Platoon



This Intelligence Briefing and the points and rules within are for use in Late War.



MOTIVATION AND SKILL

The 29^{ers} have been in combat since D-Day, 6 June 1944. They stormed and broke Hitler's Atlantik Wall, smashed open Fortress Brest, and now they are preparing to tackle the Siegfried Line—Germany's last fortified line. A Rifle Company from the 29th Infantry Division is rated as **Confident Veteran**.



29TH INFANTRY
DIVISION

RELUCTANT

CONSCRIPT

CONFIDENT

TRAINED

FEARLESS

VETERAN

HEADQUARTERS

RIFLE COMPANY HQ

HEADQUARTERS

Company HQ

15 points

OPTIONS

- Replace all Command Carbine teams with Command SMG teams for +10 points per team.
- Add up to three Sniper teams for +50 points per team.
- Add an LVT-4 Amtrac for +10 points.

CAPTAIN

CAPTAIN

Company Command
Carbine team

2iC Command
Carbine team



LVT-4 Amtrac

COMPANY HQ

RIFLE COMPANY HQ

If your Company HQ or any of your platoons in your Rifle Company are equipped with LVT-4 Amtracs, your force becomes a Mechanised Company.

The 29th Infantry Division has stormed Omaha Beach, assaulted through bocage to take the city of St. Lô, and flattened the fortified city of Brest. Now, facing the Siegfried Line, the 29th will ply its trade once more to open the way to final victory.

COMBAT PLATOONS

RIFLE PLATOON

PLATOON

HQ Section with:

3 Rifle Squads

200 points

2 Rifle Squads

145 points

OPTIONS

- Replace Command Rifle team with a Command SMG team for +5 points.
- Replace up to one team in any or all Rifle Squads with a Bazooka team for +5 points per Bazooka team.
- Replace all teams with Pioneer teams equipped with their normal weapons for +15 points per Rifle Squad.
- Add a Transport Section for +25 points.

The division's three infantry battalions are some of the most experienced and able assault formations in the US Army. They have faced and breached Hitler's Atlantic Wall, tore through the bocage country of Normandy, and reduced the fortifications of Brittany. They have learned and incorporated all of the lessons all of the way down to each individual soldier.

For the Roer crossing operations, the 29th has been assigned the 739th Tank Battalion (Mine Exploder). This unit provides the Blues and Greys with mine-clearing tanks and flame-tanks. They have also provided drivers and crews for LVT-4 Amtrac amphibious transports, which will help the 115th Regiment's assault troops to cross the river and establish a bridgehead.

LIEUTENANT

LIEUTENANT

Command
Rifle team

Bazooka
team

HQ SECTION

SERGEANT

Rifle team Rifle team

Rifle team

RIFLE SQUAD

SERGEANT

Rifle team Rifle team

Rifle team

RIFLE SQUAD

SERGEANT

Rifle team Rifle team

Rifle team

RIFLE SQUAD

CORPORAL



LVT-4 Amtrac



LVT-4 Amtrac

TRANSPORT
SECTION

RIFLE PLATOON

WEAPONS PLATOON

PLATOON

HQ Section, Mortar Section, and:

1 Machine-gun Section with: 2 M1919 LMG	115 points
2 Machine-gun Sections with: 4 M1919 LMG	155 points
3 M1919 LMG	135 points

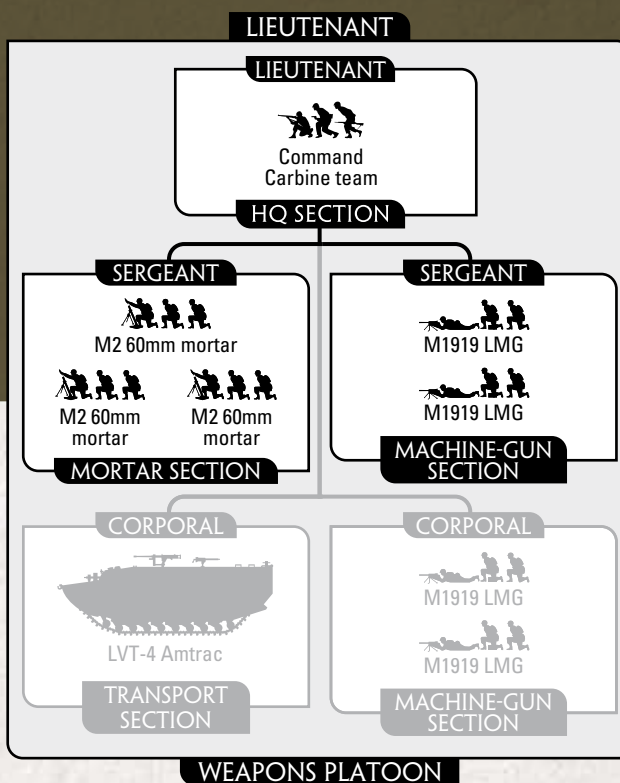
OPTION

- Add an LVT-4 Amtrac for +10 points.

A Weapons Platoon may make Combat Attachments to Rifle Platoons.

The Weapons Platoon offers the rifle company its own exclusive and excellent source of firepower. The 60mm mortars can put down a bombardment to help keep the enemy pinned down, while the platoon's M1919 .30 cal light machine-guns will provide a base of maneuver for your troops as well as see off any enemy infantry attacks.

As with the riflemen, an LVT-4 has been provided to help move the platoon across the Roer River.



COMBAT PLATOONS

MACHINE-GUN PLATOON

PLATOON

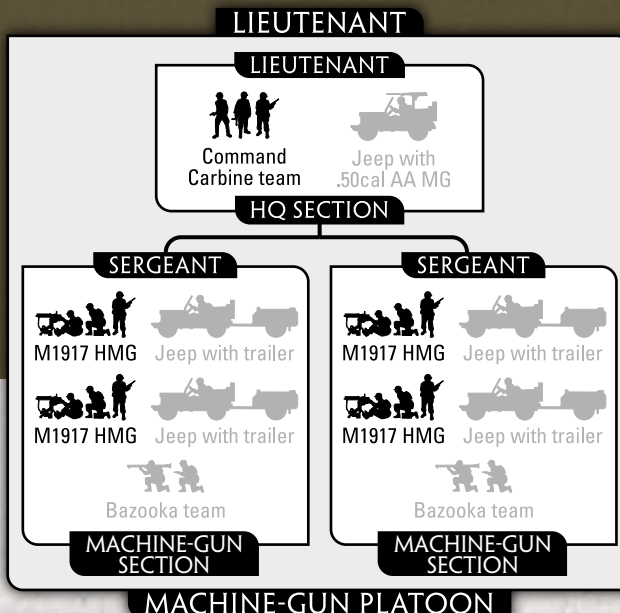
HQ Section with:

2 Machine-gun Sections	130 points
1 Machine-gun Section	65 points

OPTION

- Add a Bazooka team to any or all Machine-gun Sections for +20 points per Bazooka team.
- Add Jeep with .50 cal AA MG and Jeeps with trailers for +10 points for the platoon.

Machine-gun Platoons may make Combat Attachments to Rifle Platoons (page 5) or a Weapons Platoon (page 6).





MORTAR PLATOON

Platoon

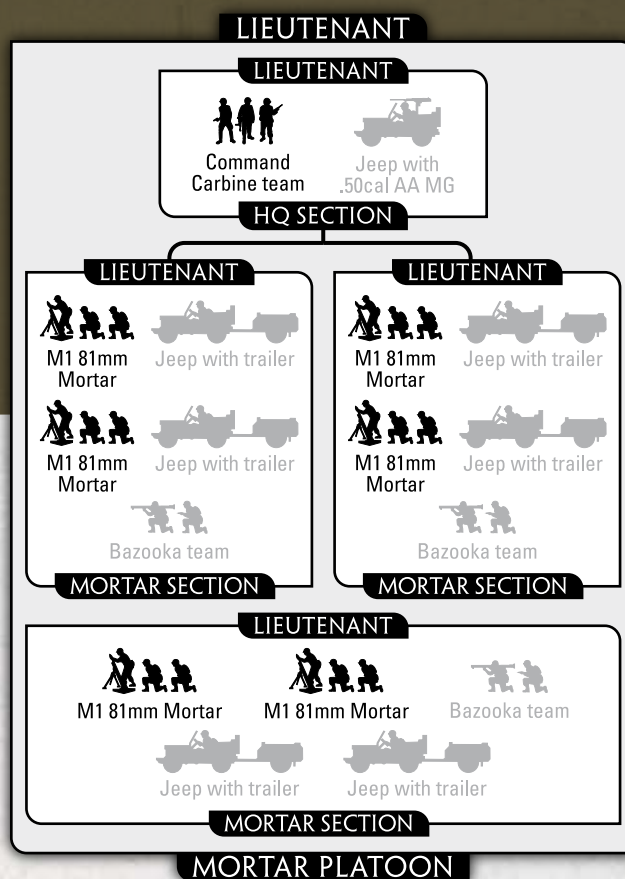
HQ Section with:

3 Mortar Sections	155 points
2 Mortar Sections	110 points
1 Mortar Section	55 points

OPTIONS

- Add a Bazooka team to any or all Mortar Sections for +20 points per Bazooka team.
- Add Jeep with .50 cal AA MG and Jeeps with trailers for +10 points for the platoon.

The mortar platoon provides the rifle company with its own integral artillery support. Their weapons will support the infantry assault sooner and with greater accuracy than the field artillery, making them vital for setting up and executing offensive operations. In addition to their high-explosive rounds, they carry a large amount of smoke ammunition to help cover advances and help the riflemen get to where they are needed in relative safety.



AMMUNITION & PIONEER PLATOON

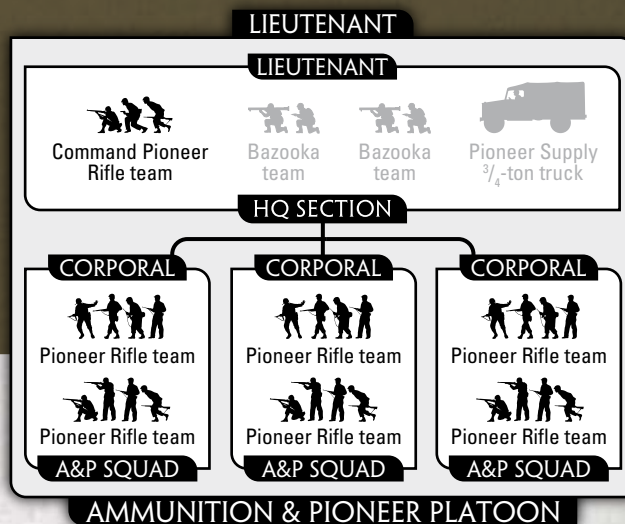
PLATOON

HQ Section with:

3 A&P Squads	165 points
2 A&P Squads	115 points

OPTIONS

- Add up to two Bazooka teams to the platoon for +20 points per Bazooka team.
- Add Pioneer Supply ¾-ton truck for +25 points.



HELMET, STEEL, M1 (POST-WAR, AUTHOR'S COLLECTION)

This example is a rear-seam post war model with swivel bales with a war time liner. This helmet also has the correct green British-made net worn by the 29th. The distinctive 29th division ying-yang patch was ordered applied to the front of all helmets by Major General Charles H. Gerhart, Commander of the 29th Division. General Gerhart was also very strict in requiring his men to fasten their chinstrap on all occasions. This would routinely be ignored by General Norman "Dutch" Cota.

ANTI-TANK PLATOON

PLATOON

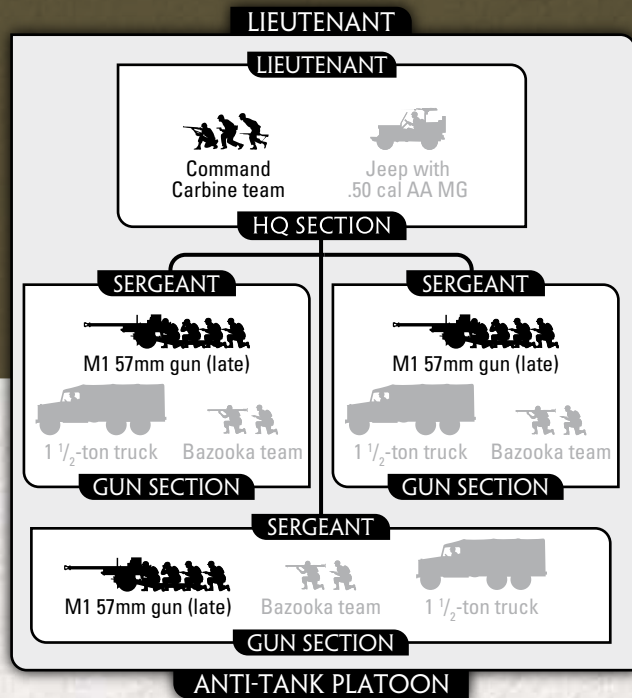
HQ Section with:

3 Gun Sections	100 points
2 Gun Sections	60 points

OPTION

- Add a Bazooka team to any or all Gun Sections for +20 points per Bazooka team.
- Add Jeep with .50 cal AA MG and 1 ½-ton trucks for +10 points for the platoon.

The 57mm anti-tank gun is older, but it is still a lethal weapon in the right hands. Build them into your defensive lines or roll them forward to support your advance with an HE barrage.



REGIMENTAL SUPPORT PLATOONS

INTELLIGENCE & RECON PLATOON

PLATOON

HQ Section with:

3 I&R Squads	85 points
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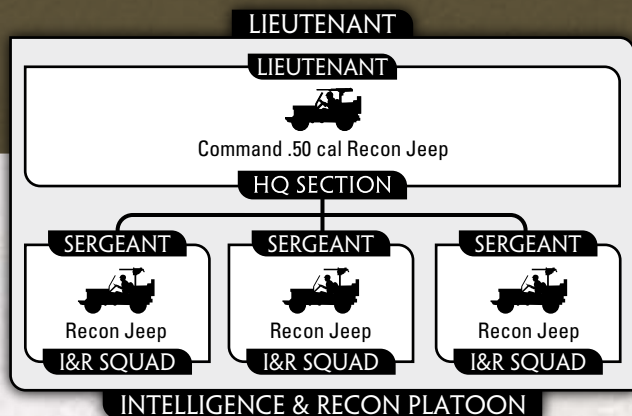
An Intelligence & Recon Platoon is a Reconnaissance Platoon.

DISMOUNT

Before deployment you may choose to dismount all of your jeeps. If you do this, all of the platoon's vehicles are permanently removed from the game. Replace each:

- Recon Jeep with a Rifle or M1919 LMG team.
- .50 cal Recon Jeep with a Rifle or .50 cal MG team.

Designate one of the teams as the Platoon Command team. The platoon remains a Reconnaissance Platoon.



The Intel and Recon boys will keep your troops informed on the whereabouts of the enemy. This should make sure that your troops attack successfully and help your troops secure the area.



CANNON PLATOON

PLATOON

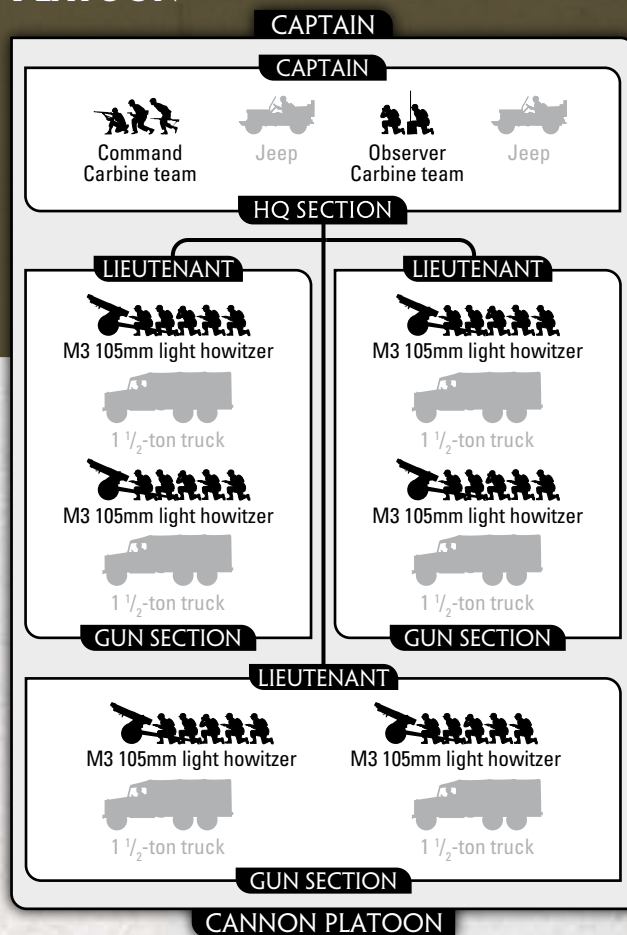
HQ Section with:

6 M3 105mm	205 points
4 M3 105mm	140 points
2 M3 105mm	75 points

OPTIONS

- Add Jeeps and 1½-ton trucks for +5 points for the platoon.

The M3 105mm light howitzers of the cannon company provide heavy immediate support for the riflemen. In combination with the battalion's mortars, this battery will help shift defenders from their prepared positions. In some cases you might be able to use these powerful guns on the offense, rolling them up to knock out nests and stubborn defenders over open sights.



TELEPHONE, EE-8 A (ORIGINAL, AUTHOR'S COLLECTION)

Powered by two D-Cell batteries, the EE-8 was the most plentiful piece of communications gear available to the US Company Commander. Two wires connected to the posts with an EE-8 on the other end would provide communications over several miles. This design was used in combat through the Vietnam war. The leather case pictured here was replaced during the war, as deterioration was found to be unacceptable, especially in the Pacific theatre.

SUPPORT PLATOONS

MOTIVATION AND SKILL

The 29'ers and their supporting comrades are seasoned veterans. Unless otherwise noted, all Support Platoons are rated as **Confident Veteran**.

CORPS SUPPORT PLATOONS

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

TANK PLATOON

PLATOON

5 M4 or M4A1 Sherman	415 points
4 M4 or M4A1 Sherman	335 points
3 M4 or M4A1 Sherman	250 points

Replace up to two tanks with:

M4A1 (76mm) (late)	+50 points
M4A3 (76mm)	+55 points

Replace up to one tank with:

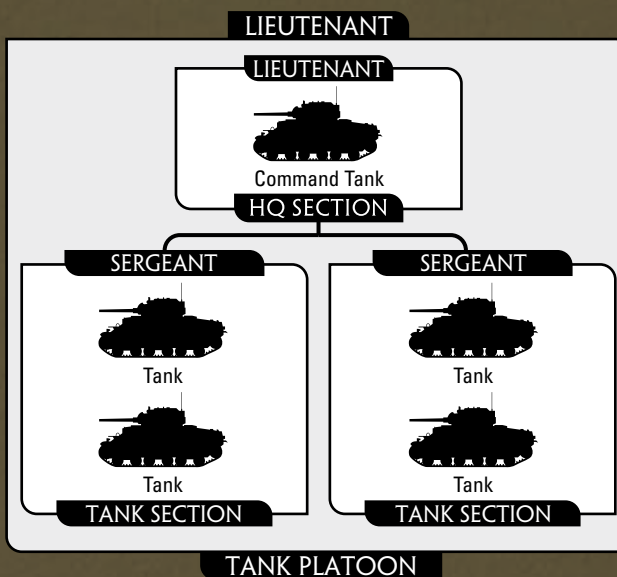
M4A3E2 Jumbo	+60 points
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Replace any or all tanks with:

M4A3	+5 points
M4A3 (late)	+20 points

OPTION

- Fit any or all tanks with Improved Armour for +5 points per tank.



TANK DESTROYER PLATOON

PLATOON

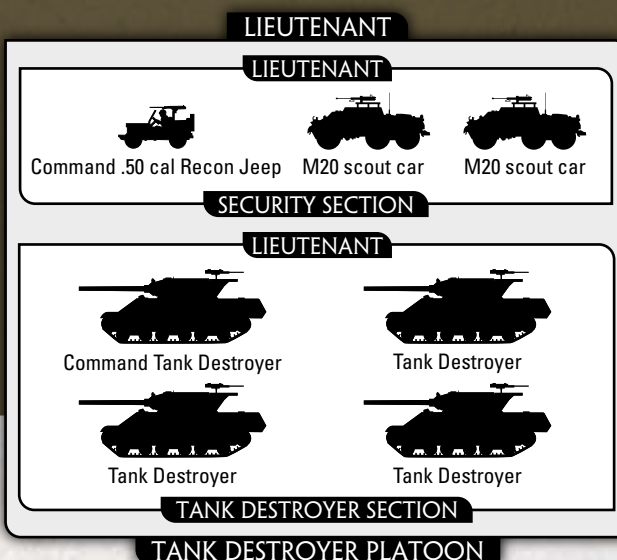
Security Section and Tank Destroyer Section with:

4 M10 3" GMC	405 points
2 M10 3" GMC	225 points

OPTION

- Fit any or all Tank Destroyers with Improved Armour for +5 points per tank.
- Upgrade all Tank Destroyers with Top Armour 1 for +5 points per tank.

Tank Destroyer Platoons use the US Tank Destroyers special rules on page 238 of the rulebook.





FLAIL TANK PLATOON

PLATOON

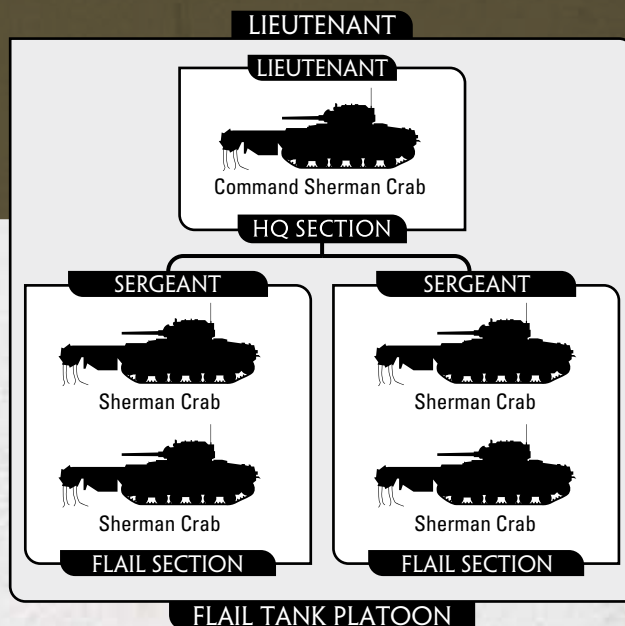
5 Sherman Crabs	200 points
4 Sherman Crabs	160 points
3 Sherman Crabs	120 points
2 Sherman Crabs	80 points

The 739th Tank Battalion (Mine Exploder) is ready to test its special equipment and training in combat.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

A Flail Tank Platoon is rated **Confident Trained**.

Sherman Crab tanks from a Flail Tank Platoon are always Non-assaulting teams when involved in an assault.



SHERMAN CROCODILE PLATOON

PLATOON

4 M4 Sherman Crocodiles	280 points
3 M4 Sherman Crocodiles	210 points
2 M4 Sherman Crocodiles	140 points

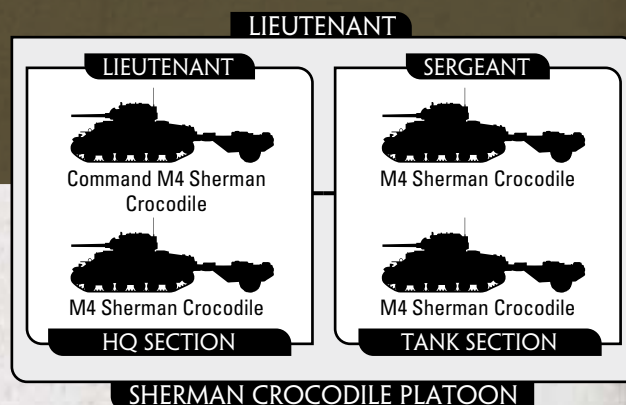
A Rifle Company with a Sherman Crocodile Platoon Always Attacks (see page 257 of the rulebook).

FUEL TRAILER

M4 Sherman Crocodile tanks are not affected by the Fuel Tanks rule like normal tank flame-throwers.

In addition, M4 Sherman Crocodile tanks from a Sherman Crocodile Platoon are always Non-assaulting teams when involved in an assault.

The 739th Tank Battalion (Mine Exploder) operates the only four M4 Sherman Crocodiles in the ETO. These were developed from the British Churchill Crocodile by adding a fuel trailer to an M4 Sherman. British Crocodiles supported the 29th in Brittany, so they know how to work with them and are happy to have these new weapons available to deal with the citadel in Jülich.



The 739th Tank Battalion (Mine Exploder) is ready to test its special equipment and training in combat.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

A Sherman Crocodile Platoon is rated **Confident Trained**.

CAVALRY PLATOON

PLATOON

3 Cavalry Recon Patrols	270 points
2 Cavalry Recon Patrols	180 points
1 Cavalry Recon Patrol	90 points

OPTION

- Equip any or all Jeeps with a Hull MG for +5 points per jeep.

DISMOUNT

Before deployment you may choose to dismount your Cavalry Platoon. If you do this, all of the Cavalry Recon Patrols from the same platoon operate as a single platoon.

If you dismount, all of the platoon's vehicles are permanently removed from the game. Replace all of the vehicles in each Patrol with any two of the following teams for each Patrol:

- Carbine teams
- M1919 LMG teams
- up to one .50 cal MG team per Cavalry Recon Patrol
- up to one Bazooka team per Cavalry Recon Patrol
- up to one M2 60mm mortar team per Cavalry Recon Patrol

Designate any one of the teams as the Platoon Command team. The platoon remains a Reconnaissance Platoon.

LIEUTENANT

LIEUTENANT



CAVALRY RECON PATROL

SERGEANT



CAVALRY RECON PATROL

SERGEANT



CAVALRY RECON PATROL

CAVALRY PLATOON

Cavalry Recon Patrols operate as separate platoons, each with their own Command team.

Cavalry Recon Patrols are Reconnaissance Platoons.

Every infantry division has a cavalry squadron under command to keep an eye on the enemy. The cavalry troops kept well ahead of the infantry, looking for gaps in the enemy line. When resistance was encountered, the cavalry fell back and brought up the infantry and supported them as best they could.



LIFE PRESERVER, BELT (ORIGINAL, AUTHOR'S COLLECTION)

M-1926 Life preserver issued to D-Day landing troops. Near the belt clasp were two CO2 cartridges to inflate the belt, with backup tubes for blowing up manually. The belt was designed to be worn under the armpits, but was improperly fitted to many troops, low around the waist, which led to some instances of drowning on D-Day.



ENGINEER COMBAT PLATOON

PLATOON

HQ Section and
Weapons Squad with:

2 Operating Squads	195 points
1 Operating Squad	145 points
No Operating Squads	100 points

OPTIONS

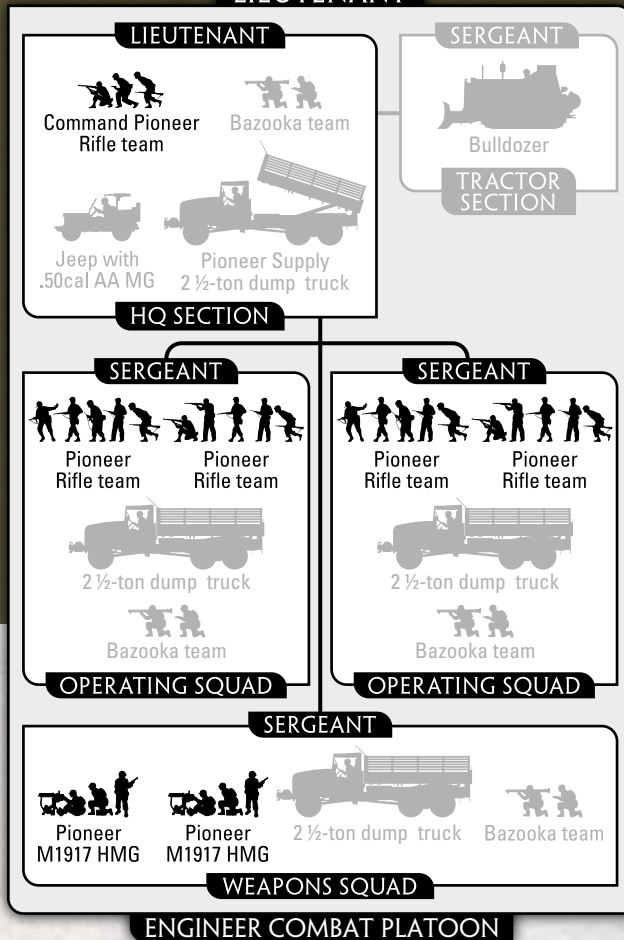
- Add a D7 Bulldozer for +15 points, a turretless M4 Sherman dozer for +20 points, or an M4 Sherman Dozer for +90 points.
- Add a Bazooka team to the HQ Section and any or all Squads for +20 points per Bazooka team.
- Add Pioneer Supply 2½-ton dump truck for +25 points.
- Add a Jeep with .50 cal AA MG and a 2½-ton dump truck to each Operating Squad for +10 points for the platoon.

You may replace all Pioneer HMG teams with Pioneer Rifle teams at the start of the game before deployment.

You may replace up to one Pioneer Rifle team per Operating Squad with a Flame-thrower team at the start of the game before deployment.

The engineers are the key to assaulting an enemy line that has been well-prepared. They have the expertise and equipment to burn or blow open holes in the line.

LIEUTENANT



TRUCK SECTION

PLATOON

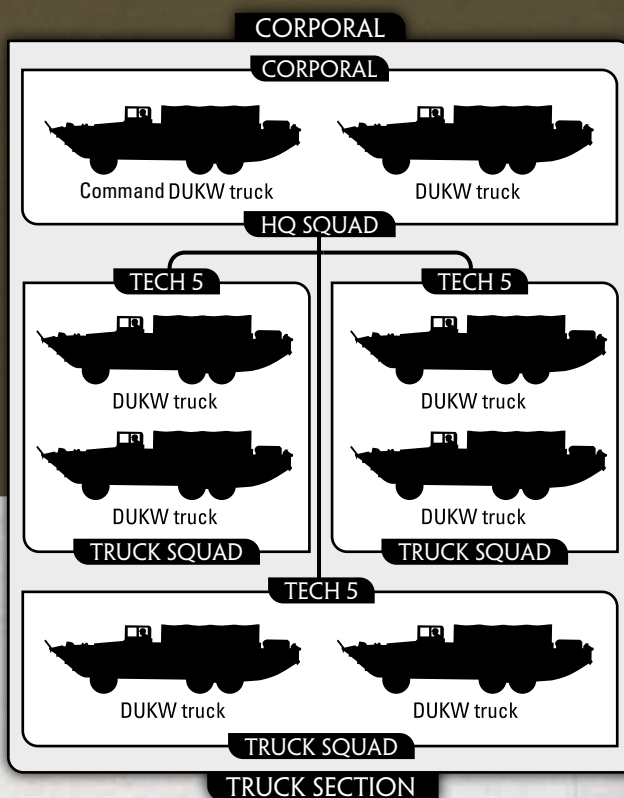
8 DUKW trucks	35 points
6 DUKW trucks	30 points
4 DUKW trucks	25 points
2 DUKW trucks	20 points
8 2½-ton trucks	30 points
6 2½-ton trucks	25 points
4 2½-ton trucks	20 points
2 2½-ton trucks	15 points

OPTION

- Arm up to one DUKW or 2½-ton truck per Truck Squad with a .50 cal AA MG for +5 points per vehicle.

A Transport Section follows the rules for Transport Platoons found on pages 47 and 48 of the rulebook.

While US infantry had trucks to carry or tow all of its heavy weapons, the GIs still had to march. If the corps commander wanted the division to move faster than the dogfaces could march, they attached a truck platoon from the Quartermasters company.



ANTI-AIRCRAFT ARTILLERY PLATOON

PLATOON

HQ Section with:

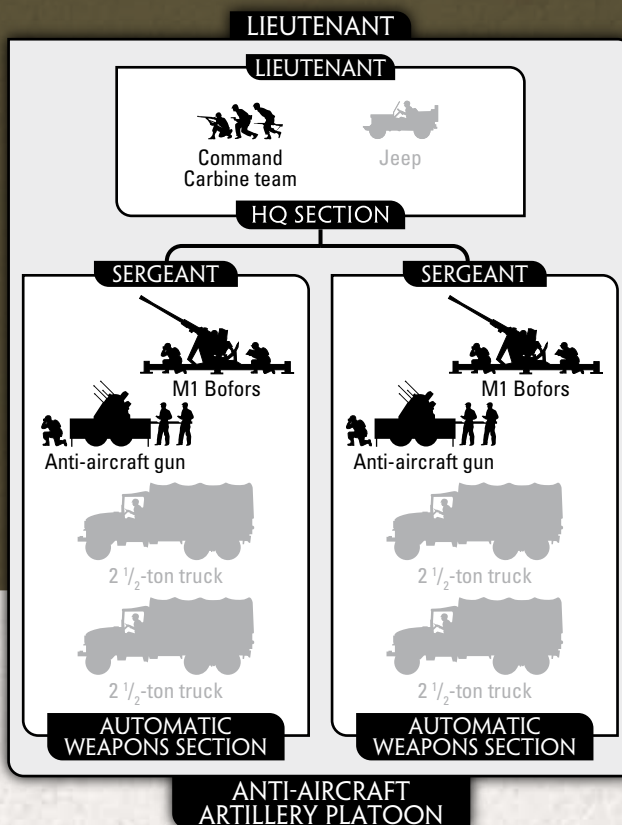
2 M1 Bofors and 2 M49 quad .50 cal AA	120 points
1 M1 Bofors and 1 M49 quad .50 cal AA	60 points
2 M1 Bofors and 2 M2 .50 cal AA	90 points
1 M1 Bofors and 1 M2 .50 cal AA	45 points

OPTIONS

- Add Jeep and 2½-ton trucks to the platoon for +5 points.
- Replace any or all M49 quad .50 cal AA with M16 MGMC (quad .50 cal) half-tracks for +15 points per half-track.

M2 .50 cal AA guns are carried Portee on their trucks counting as a Tank team.

The mobile AAA platoons are more suited to defending the rear areas, keeping Luftwaffe raiders off the artillery and headquarters. Carefully deployed in dug-in positions, they can stop anything but the most determined raid.

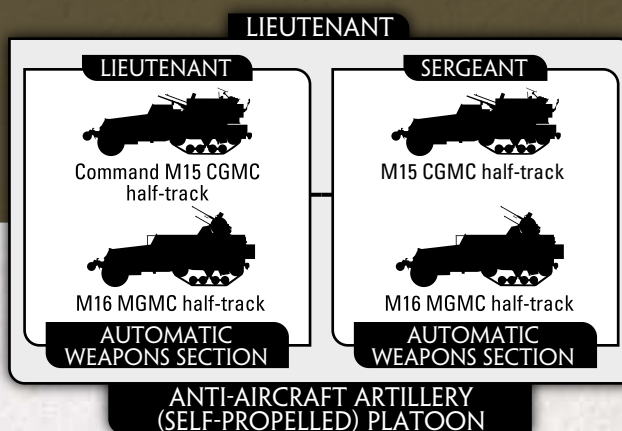


ANTI-AIRCRAFT ARTILLERY (SELF-PROPELLED) PLATOON

PLATOON

2 M16 MGMC (Quad .50 cal) and 2 M15 CGMC (37mm)	200 points
1 M16 MGMC (Quad .50 cal) and 1 M15 CGMC (37mm)	100 points

Corps anti-aircraft assets are useful for keeping the occasional German aircraft attacks away from your troops. However, it doesn't take much imagination to think of alternative ways to use their impressive amount of firepower!



ARMORED MORTAR PLATOON

PLATOON

HQ Section with:

3 Mortar Sections

110 points

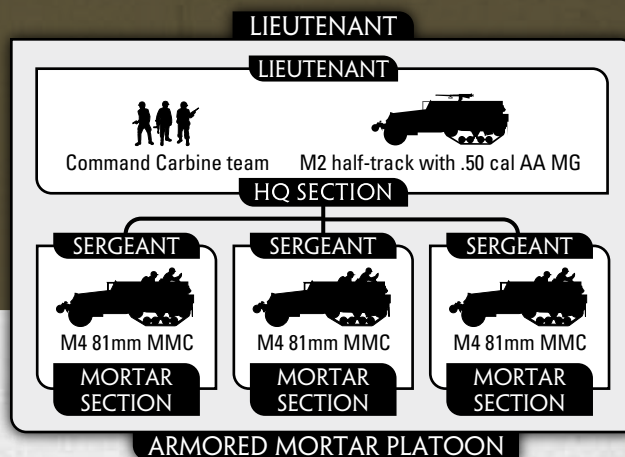
2 Mortar Sections

80 points

OPTION

- Arm any or all M4 81mm MMC half-tracks with .50 cal AA MG for +5 points per half-track.

The infantry's tank battalion also had an armoured mortar platoon. In theory these were meant to support the tanks, but in reality these proved a bit redundant. Instead, these vehicles were attached directly to the infantry division to bolster their mortar barrages and provide covering fire for assaults.



ASSAULT GUN PLATOON

PLATOON

6 M4 (105mm)

410 points

3 M4 (105mm)

205 points

2 M4 (105mm)

135 points

6 M4A3 (105mm)

420 points

3 M4A3 (105mm)

210 points

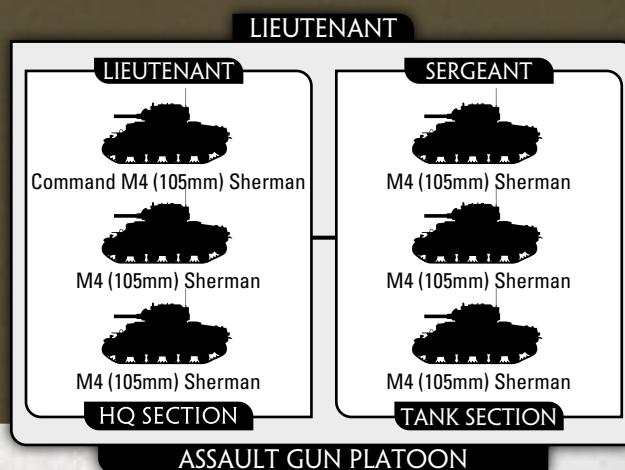
2 M4A3 (105mm)

140 points

OPTIONS

- Fit up to half of the platoon's tanks with Hedgerow Cutters for +5 points for the platoon.

For important missions, the infantry division's tank battalion would lend its assault guns to provide artillery support. These were usually deployed to cover where the regimental cannons could not, ensuring an all-round even spread of close artillery support.



BAYONET (ORIGINAL, AUTHOR'S COLLECTION)

Shown with the M7 scabbard, the top bayonet is a newly manufactured M1. The lower bayonet is a M-1905 E1 which was cut-down from WWI vintage bayonets, which can be identified by the fuller going all the way to the end of the blade.

FIELD ARTILLERY BATTERY

PLATOON

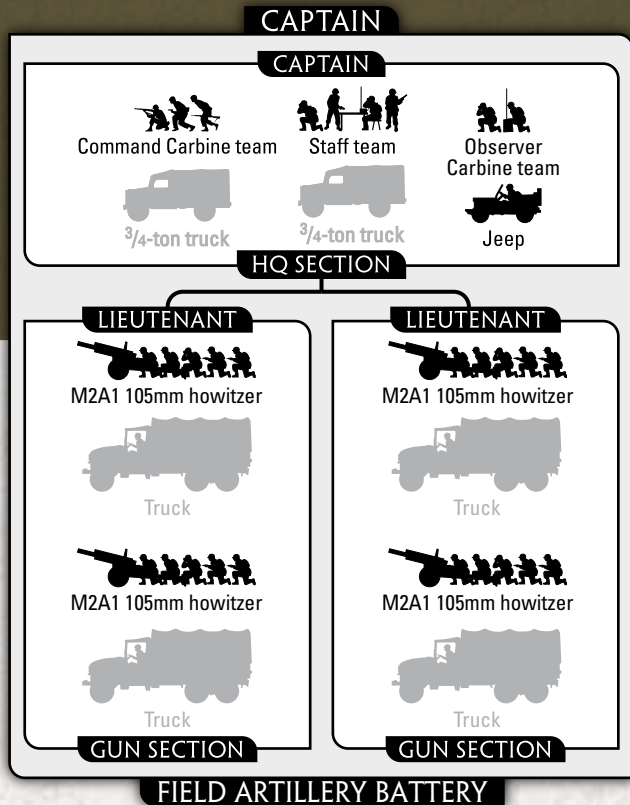
HQ Section with:

4 M2A1 105mm	185 points
2 M2A1 105mm	100 points

OPTION

- Add ¾-ton trucks to the HQ Section and 2½-ton trucks to both Gun Sections for +5 points for the platoon.

The field artillery has a long and proud tradition of supporting the infantry. Each division has three battalions of 105mm howitzers and one battalion of 155mm howitzers. The lighter 105mm weapons are quite powerful and capable of destroying enemy troops dug in on your objective. Their training and rapid response will catch the Germans out in the open and maximize their casualties.



FIELD ARTILLERY BATTERY (155)

PLATOON

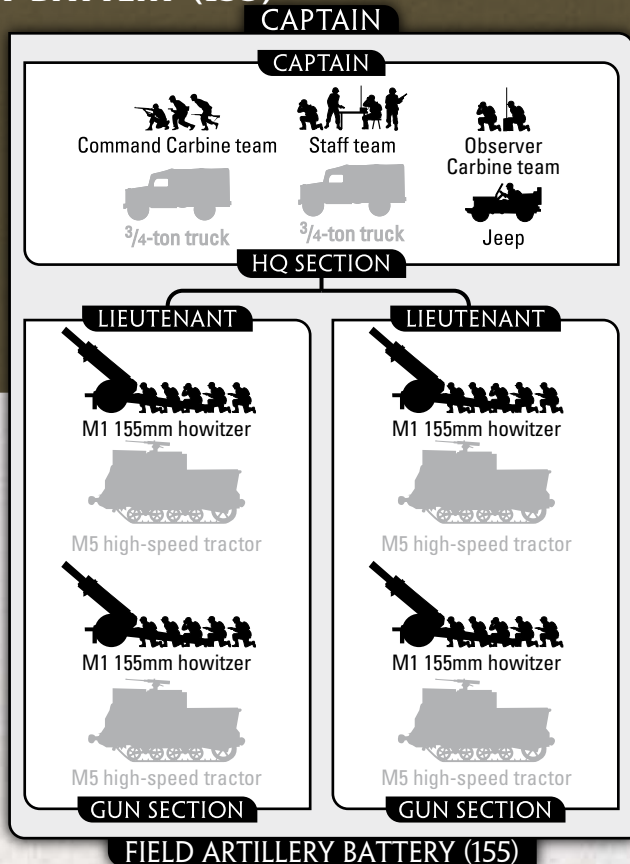
HQ Section with:

4 M1 155mm	275 points
2 M1 155mm	145 points

OPTIONS

- Add ¾-ton trucks and M5 high-speed tractors to the battery for +5 points.
- Arm any or all M5 high-speed tractors with a .50 cal AA MG for +5 points per tractor.

When the Germans dig in, its time to call up the big guns. The divisional 155mm howitzers are the most potent weapon in the unit, and they will utterly destroy what they hit. Combine their efforts with the rest of your Div Arty and your troops will have little left to engage once the field batteries have stopped firing!



CHEMICAL MORTAR PLATOON

PLATOON

HQ Section with:

2 Mortar Sections

160 points

1 Mortar Section

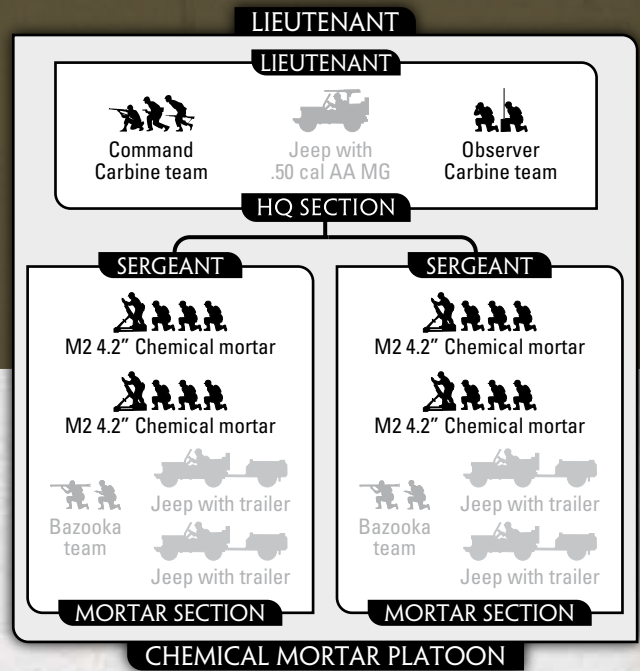
85 points

OPTIONS

- Add up to one Bazooka team per Mortar Section for +15 points per Bazooka team.
- Add Jeep with .50 cal AA MG and Jeeps with trailers to the platoon for +10 points for the platoon.

The chemical mortars were designed for firing gas shells. When it turned out that the Second World War would not see widespread gas warfare like the last war, they took on a new role firing high explosive shells in support of the infantry.

The chemical mortars shine in their new role. Their light-weight mobility and heavy hitting make them a favourite with the infantry, especially as their response time is much quicker than the field artillery.



AIR SUPPORT

PRIORITY AIR SUPPORT

P-38 Lightning

190 points

P-47 Thunderbolt

190 points

LIMITED AIR SUPPORT

P-38 Lightning

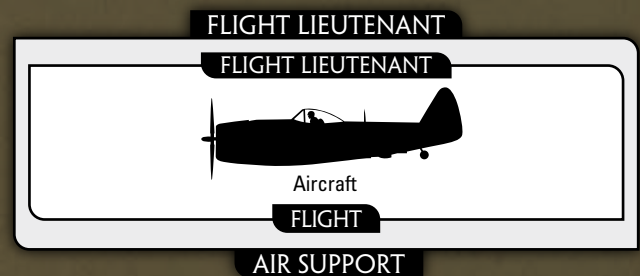
150 points

P-47 Thunderbolt

150 points

OPTION

- Equip P-47 Thunderbolt or P-38 Lightning aircraft with 5" HVAR rockets in addition to their normal weapons for +30 points.



AIR OBSERVATION POST

AOP

L4 Grasshopper AOP

40 points

L4 Grasshoppers provided essential service to the US Army during the battles of Normandy and Brittany. They provided artillery observation, reported enemy targets for air strikes, and provided column security for advancing ground troops.



ARSENAL

TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
TANKS					
M4 or M4A1 Sherman M3 75mm gun	Standard Tank 32"/80cm	6 2	4 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Tank telephone. Smoke, Stabiliser.
M4A3 Sherman M3 75mm gun	Standard Tank 32"/80cm	6 2	4 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Detroit's finest, Tank telephone. Smoke, Stabiliser.
M4A3 Sherman (late) M3 75mm gun	Standard Tank 32"/80cm	7 2	4 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Detroit's finest, Protected ammo, Tank telephone. Smoke, Stabiliser.
M4A1 (76mm) Sherman (late) M1 76mm gun (late)	Standard Tank 32"/80cm	7 2	4 13	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Protected ammo, Tank telephone. Stabiliser.
M4A3 (76mm) Sherman M1 76mm gun (late)	Standard Tank 32"/80cm	7 2	4 13	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Detroit's finest, Protected ammo, Tank telephone. Stabiliser.
M4A3E2 Jumbo M3 75mm gun	Slow Tank 32"/80cm	12 2	8 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Jumbos Lead the Way, Tank telephone. Smoke, Stabiliser.
ENGINEERING TANKS					
Sherman Crab M3 75mm gun	Standard Tank 32"/80cm	6 2	4 10	1 3+	Co-ax MG, .50 cal AA MG, Overloaded, Mine flail. Smoke, Stabilisers.
M4 Sherman Crocodile M3 75mm gun Crocodile flame-gun	Standard Tank 32"/80cm 6"/15cm	6 2 5	3 10 -	1 3+ 5+	Co-ax MG, Hull MG, .50 cal AA MG. Smoke, Stabilisers. Hull-mounted, Flame-thrower, Fuel trailer.
TANK DESTROYERS					
M10 3in GMC M7 3in gun (late)	Standard Tank 32"/80cm	4 2	2 13	0 3+	.50 cal AA MG. Slow traverse.
SUPPORT WEAPONS					
M4 (105mm) Sherman M4 105mm howitzer Firing bombardments	Standard Tank 24"/60cm 48"/120cm	7 1 -	4 9 4	1 2+ 4+	Co-ax MG, Hull MG, .50 cal AA MG, Protected ammo. Breakthrough gun, Slow traverse, Smoke.
M4A3 (105mm) Sherman M4 105mm howitzer Firing bombardments	Standard Tank 24"/60cm 48"/120cm	7 1 -	4 9 4	1 2+ 4+	Co-ax MG, Hull MG, .50 cal AA MG, Detroit's finest, Protected ammo. Breakthrough gun, Slow traverse, Smoke.
ANTI-AIRCRAFT (SELF-PROPELLED)					
M15 CGMC (37mm) M15 37mm combination mount	Half-tracked 24"/60cm	1 4	0 5	0 4+	Anti-aircraft.
M16 MGMC (Quad .50 cal) M45 quad .50 cal gun	Half-tracked 16"/40cm	1 6	0 4	0 5+	Anti-aircraft.
RECONNAISSANCE					
M8 armoured car M6 37mm gun	Wheeled 24"/60cm	1 2	0 7	0 4+	Co-ax MG, .50 cal AA MG, Recce.
M20 Scout car	Jeep	1	0	0	.50 cal AA MG, Recce.
Recon Jeep	Jeep	-	-	-	AA MG, Recce.
.50 cal Recon Jeep	Jeep	-	-	-	.50 Cal AA MG, Recce.
Mortar Jeep M2 60mm mortar Firing Bombardments	Jeep 24"/60cm 32"/80cm	- 2 -	- 1 1	- 3+ 6	Recce. Hull mounted, Portee, Minimum range 8"/20cm.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Carbine team	8"/20cm	1	1	6	Automatic rifles.
Rifle team	16"/40cm	1	2	6	Automatic rifles.
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Bazooka team	8"/20cm	1	10	5+	Tank assault 4.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams and teams equipped with Gammon Bombs are rated as Tank Assault 3.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
M1919 LMG	Man-packed	16"/40cm	5	2	6	ROF 2 when pinned down or moving.
M1917 HMG team	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
M2 60mm mortar	Man-packed	24"/60cm	2	1	3+	Minimum range 8"/20cm.
Firing bombardments		32"/80cm	-	1	6	
M1 81mm mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
4.2in Chemical mortar	Light	48"/120cm	-	3	4+	Smoke bombardment.
M2 .50 cal AA gun	Heavy	16"/40cm	4	4	5+	Anti-aircraft, Turntable.
M49 quad .50 cal AA gun	Heavy	16"/40cm	6	4	5+	Anti-aircraft, Turntable.
M1 Bofors gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable.
M1 57mm gun (late)	Medium	24"/60cm	3	10	4+	Gun shield.
M3 105mm light howitzer	Heavy	16"/40cm	1	7	2+	Breakthrough gun, Smoke.
Firing bombardments		56"/140cm	-	4	4+	Smoke bombardment.
M2A1 105mm howitzer	Immobile	24"/60cm	1	9	2+	Breakthrough gun, Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
M1 155mm howitzer	Immobile	24"/60cm	1	10	1+	Bunker buster, Gun shield, Smoke.
Firing bombardments		88"/220cm	-	5	2+	Smoke bombardment.

TRANSPORT TEAMS

Vehicle	Mobility	Armour Front	Side	Top	Equipment and Notes
TRUCKS					
Jeep	Jeep	-	-	-	Optional Passenger-fired AA MG or .50 cal AA MG.
Dodge 1½-ton, or GMC 2½-ton truck	Wheeled	-	-	-	Optional Passenger-fired AA MG or .50 cal AA MG.
M5 high-speed tractor	Standard Tank	-	-	-	Optional .50 cal AA MG.

ARMoured PERSONNEL CARRIERS

LVT-4 Amtrac	Slow Tank	1	0	0	Two .50 cal AA MG, Hull MG, Two side-mounted MG, Amphibious.
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RECOVERY AND ENGINEER VEHICLES

D7 Bulldozer	Very Slow Tank	0	0	0	Bulldozer.
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AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
P-47 Thunderbolt	MG	2+	6	5+	Optional.
	Bombs	4+	5	1+	
	Rockets	3+	6	3+	
P-38 Lightning	Cannon	3+	7	5+	
	Bombs	4+	5	1+	