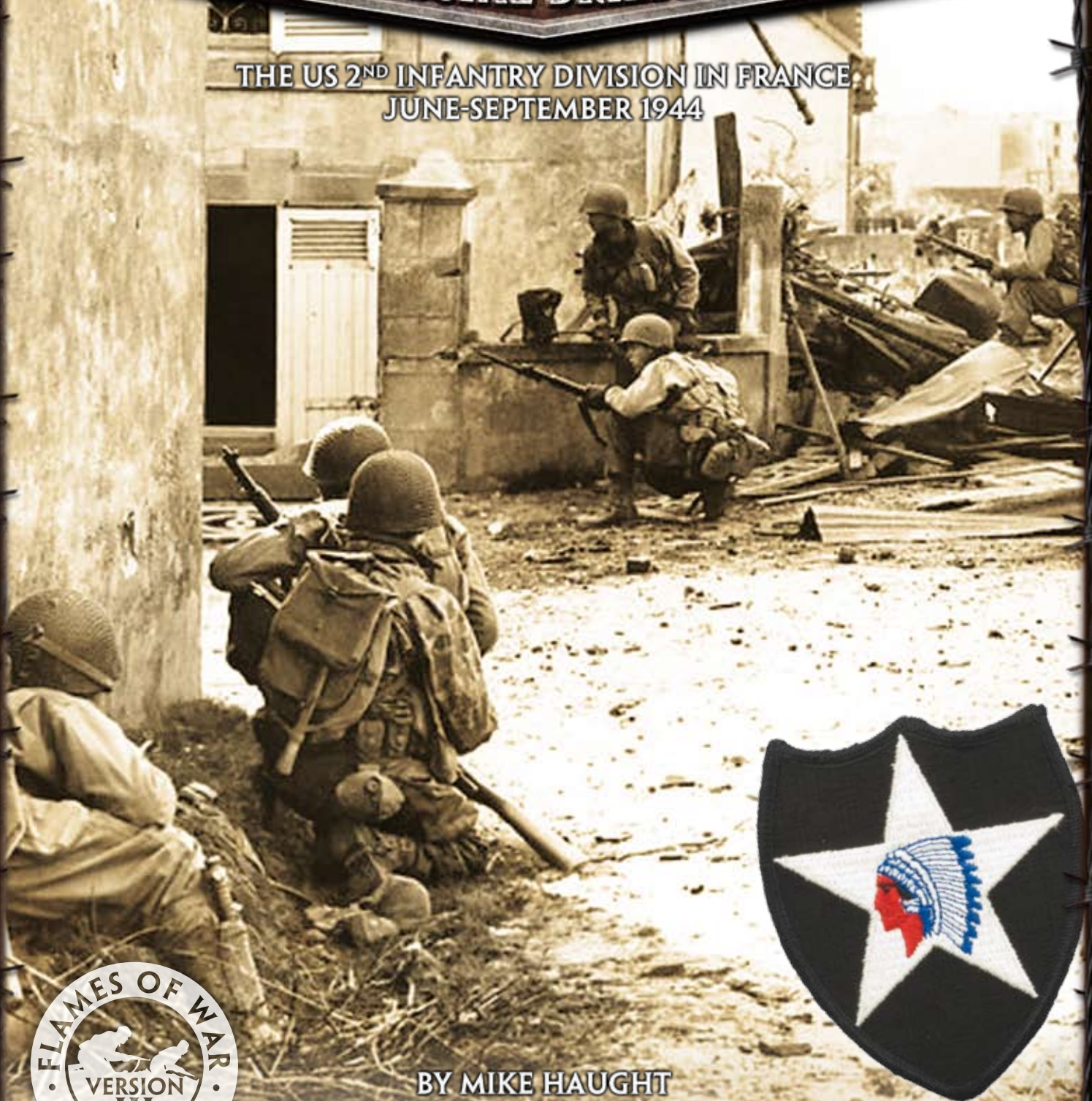


INDIANHEAD

OFFICIAL BRIEFING

THE US 2ND INFANTRY DIVISION IN FRANCE
JUNE-SEPTEMBER 1944



BY MIKE HAUGHT



FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME



US 2ND INFANTRY DIVISION



The 2nd Infantry Division was first formed in September 1917 during World War One. It was unique in that it comprised of both Army and Marine regiments. During the war it had two Marine commanders, the only time in American military history that a Marine commanded an Army division. They fought bravely at the battles of Belleau Wood and Château-Thierry helping to break the four-year long stalemate. They went on to participate in the Meuse-Argonne Offensive, which helped bring the war to an end in late 1918.

It was during World War One that the division received its insignia, an Indian's head on a white star. The symbol came from one of the division's truck drivers who had painted it on his truck. From there it was adopted as the divisional symbol and remains as the 2nd "Indianheads" Infantry Division's insignia to this day.

Between the wars the division remained active, stationed in Texas. The division was used as a test bed for new innovations in warfare. They led the other American divisions in anti-tank tactics and air mobile concepts and became the first American division to be reorganised with the modern 'triangular' formation with three separate regiments, giving them greater flexibility on the battlefield.

The division tested their special training in the Louisiana Manoeuvres, a giant full-scale wargame played by US Army in August-September 1941. As a member of the "Blue Army" the 2nd Infantry Division performed well, helping their side to victory.

After the Louisiana Manoeuvres, the division was transferred to the state of Wisconsin where the division trained for four

months in winter warfare. In 1943 the division was sent to England to prepare for the invasion of France.

The division, under the command of Major General Walter Robertson, landed on Omaha Beach on 7 June (D+1) 1944 and immediately set to work securing the beach, mopping up German resistance, and liberating the town of Trévières before moving inland.

SAINT-LÔ

The division took up the position in the front line between the US 1st and 29th Infantry Divisions as the US Army pushed out from the beach. With the beachhead secure, the division turned inland and fought through the bloody battles in northern Normandy's hedgerows.

In the American sector, the battles took the US V Corps to the city of Saint-Lô. This city was important because it was positioned on a critical road and railroad hub. It also had two bridges over the Vire River. If Saint-Lô could be captured, the Americans could break out of the bloody hedgerows and into the open ground beyond. The 1st, 2nd, and 29th Infantry Divisions led the way.

The Indianheads were tasked with capturing the vital Hill 192, the highest elevation in the Saint-Lô area. The Germans were using it to observe American targets for their artillery. Several attempts had been made to secure the hill, but the Indianheads were pushed back each time.

Finally on 11 July, Colonel Ralph Zwicker's 38th Infantry Regiment assaulted the hill backed by two Sherman medium tank companies, one Stuart light tank company, and some engineers.



The 2nd Infantry Division's artillery opened up on the hill, thrashing the defenders hapless enough not to be in their foxholes with over 45 tons of high explosives. When the dust settled the first of the Indianheads charged into the assault. German mortars opened up and took a toll on the American soldiers and the attack stalled. The Shermans went to work pounding the hillside relentlessly as the American infantry bounced back into action.

The fight for the hill continued to be tough. At one location, named "Kraut Corner", German paratroopers fired on the Americans from an elaborate system of concealed dugouts and tunnels. Frustrated by these crafty defenders, the Indianheads called up Sherman tanks fitted with bulldozer blades and simply buried the Germans—soldiers, weapons, and all—and then moved on to Hill 192. Very few, prisoners were taken at Kraut Corner, such was the intensity of the fight.

The 2nd Infantry Division pushed through the defenders and reached the hill's summit around noon. They had achieved success through close cooperation between tanks, infantry, engineers, and artillery.

With Hill 192 secure, the 2nd Infantry Division settled into the defensive along with the rest of the V Corps until 26 July. The American breakout during Operation Cobra propelled them across northern France. The Indianheads crossed the Vire River and liberated Tinchebray on 15 August 1944.

After the battles around Saint-Lô, the 2nd and 29th Infantry Division were transferred west to Brittany as a part of the newly formed VIII Corps. Their job was to capture the deep water port of Brest in what would become a very difficult and bloody fight.

BRITTANY

During the breakout of Operation Cobra, two American armoured divisions crashed into Brittany and raced for the seaport of Brest. The US VIII Corps was then organised to tackle the city itself with three infantry divisions: the 29th from the north, the 8th in the centre and the 2nd in the east. The Indianheads were also tasked with clearing out the Daoulas Peninsula to the south.

TASK FORCE B

The Daoulas Peninsula struck out into the ocean just south of Brest and contained high ground overlooking the city, which made it a prized objective for American artillery. The Germans also realised this and heavily fortified the area.

The 2nd Infantry Division assembled Task Force B to capture the peninsula. The force was built around the 38th Infantry Regiment with support from a company of Sherman tanks, a company of tank destroyers, three battalions of artillery, and Task Force A, a cavalry and tank destroyer unit.

On 22 August Task Force B moved to hit its first objective, the heavily fortified Hill 154. The Indianheads used the tactics they had learned in the hedgerows of Normandy. The men crawled flat on their stomachs slowly and deliberately toward the bunkers using each and every bush and rock to conceal their movement. Suddenly, they leapt up overran the German bunkers with flamethrowers and hand grenades. The surprise was so complete that one German taken prisoner

said, "I knew you were coming but I couldn't do anything. I could see no one to shoot. The first American soldier I saw was the one who captured me!"

With the fall of Hill 154, German resistance on the peninsula fell apart. The Indianheads then set up Task Force X (later known as Ivory X), an artillery group consisting of 57 .50 cal machine-guns, 12 tank destroyers, and eight 40mm anti-aircraft guns. From their positions Ivory X was able to hit the Germans from behind. They kept up a hail of fire supporting the Indianheads during the assaults on Brest itself.

HILL 105

On September 1 the 23rd Infantry Regiment of the 2nd Infantry Division attacked Hill 105. Capturing this hill was the key to folding the German defences on the outside the city. Companies A and C of the 5th Rangers Battalion were attached to help them with this task.

The Indianheads and the Rangers assaulted with the help of Ivory X which pelted the defenders from behind with .50 calibre ammunition. The Americans poured around and over the top, capturing the important hill.

CITY FIGHTING

With Hill 105 captured, the 2nd advanced to the city itself. The journey was painfully slow, as the Germans had seeded the approaches with thousands of mines and booby traps, including rigged naval shells and torpedoes. Amongst these the Germans had machine-gun emplacements, but the ever-resourceful Indianheads called upon M12 155mm self-propelled guns to blast them apart at close range.

When the Indianheads reached the city they fought street-by-street eliminating each German strongpoint one by one. The advance was slow, but progress was being made, until the Indianheads hit the city wall on 16 September.

THE WALL

Brest's city wall was built in medieval days. It was 35 feet (11m) tall and 60 feet (18m) wide in some places, making it impervious to artillery fire. The Germans had also cleared everything in front of the wall out to 300 yards, giving them excellent fields of fire.

The ancient wall frustrated the Indianheads until a patrol found a neglected part of the wall that was only eight feet (2.4m) tall and only a foot (30cm) thick. The Indianheads blasted through and got behind the last of the German lines.

Soon the Indianheads met up with their comrades from the 29th Infantry Division and the two pressed home the attack. After sporadic fighting the Germans finally ran up the white flag. General Robertson accepted the surrender of Fortress Brest on 18 September 1944, only 39 days after Hitler had demanded the city resist for three months.

The 2nd Infantry Division left Brittany as an extremely well organised and highly professional unit. During the battle, the Indianheads had suffered 2,314 casualties, but captured over 13,000 prisoners, nearly half of the total taken at Brest.

2ND INDIANHEAD DIVISION SPECIAL RULES

A Rifle Company from the 2nd Indianhead Infantry Division uses all of the normal US special rules found on pages 236 to 240 of the rulebook as well as the following special rules.

WINTER TRAINING

The Indianheads received winter training in Sparta, Wisconsin. They trained intensely for four-months during the freezing winter conditions and blizzards of the American upper-Midwest.

Infantry and Man-packed Gun teams from the 2nd Infantry Division may move At the Double (using Truscott Trot) through Difficult Going.



The 2nd Infantry Division adopted the Indianhead and star during World War I.



TANK SPECIAL RULES

TANK TELEPHONES

Telephone boxes were welded to the back of tanks to help improve infantry-tank coordination in combat. This helped tanks find difficult targets in the dense terrain of northern France.

If a Tank team with a Tank Telephone and an adjacent Infantry team did not move in the Movement Step and are not Pinned Down, the Infantry team can use the Eyes and Ears rule (see page 195 of the rulebook) to Reveal one Gone to Ground enemy team to that Tank team as if the Infantry team was a Recce team. If other tanks in the platoon fire, they must either have their own Infantry team pointing out the target, or continue to treat the target as Gone to Ground.

HEDGEROW CUTTERS

Hedgerow cutters were remarkably simple. Just a few lengths of steel welded on the bow of a tank allowed it to tear out a section of Bocage hedgerow. Hedgerow cutters were simultaneously invented by several units, but Technical Sergeant Curtis G Culin is the most famous. Tanks fitted with the cutters are appropriately known as 'Rhinos'.

When a tank fitted with a hedgerow cutter attempts to cross a Bocage Hedgerow, it successfully crosses on a roll of 2+ rather than a Skill Test. If it fails, the tank Bogs Down on the hedgerow as normal, but ignores the Belly Up rule (see page 58 of the rulebook).

If it crosses successfully, then any other Fully-tracked Tank teams adjacent to the hedgerow can follow it through on a roll of 2+ instead of a Skill Test as well.

IVORY X SPECIAL RULES

IVORY X

Anti-aircraft and tank destroyer platoons linked up with the Ivory X's staff team to coordinate fire on enemy targets. It coordinated all of task force's fire, which was in turn linked to the 2nd Infantry Division's artillery network. Over the course of the battle Ivory X peppered the city with over a half million .50 calibre bullets!

You may purchase an Ivory X Staff Team for +25 points. Deploy the Ivory X Staff Team when you would deploy Independent Teams.

Anti-aircraft Artillery Platoons and Towed Tank Destroyer Platoons that have a Command team within 6"/15cm of the Ivory X Staff team can use it as a Staff Team to fire Bombardments.

Anti-aircraft Artillery Platoons and Towed Tank Destroyer Platoons that do not have a Command team within 6"/15cm of the Ivory X Staff Team cannot fire bombardments.

A Bombardment controlled by Ivory X uses all of the American Artillery special rules on page 240 of the rulebook, except for Time On Target.



Since the Ivory X Staff Team is a special team coordinating the task force's artillery fire, we recommend that you use the Forward Direction Center model (UBX23).

FIRE FROM DAOULAS

After Task Force B cleared the Daoulas Peninsula, the 174th Field Artillery Group moved in and organised Ivory X (named after the group's code name: Ivory). This battery grew in size as the battle for Brest wore on and eventually included 57 .50 calibre machine-guns, eight 40mm anti-aircraft guns, and 12 tank destroyers in addition to its normal guns. Ivory X tied itself into the 2nd Infantry Division's artillery and received fire missions to support the Indianheads' operations on Brest.

During the final assault on Brest, Ivory X fired over 72,000 rounds of .50 calibre ammunition in one afternoon. Over the course of the battle Ivory X peppered the city with over a half million .50 calibre bullets!



RIFLE COMPANY

2ND 'INDIANHEAD' INFANTRY DIVISION



(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

ANTI-TANK



Anti-tank Platoon

INFANTRY



Ammunition & Pioneer Platoon

REGIMENTAL SUPPORT PLATOONS

ANTI-TANK



Anti-tank Platoon

RECONNAISSANCE



Intelligence & Recon Platoon

ARTILLERY



Cannon Platoon

DIVISIONAL SUPPORT PLATOONS

ARMOUR



Tank Platoon

ARMOUR



Tank Destroyer Platoon

Towed Tank Destroyer Platoon

TRANSPORT



Truck Section

INFANTRY



Ranger Company

Engineer Combat Platoon

RECONNAISSANCE



Cavalry Recon Platoon

ARTILLERY



Field Artillery Battery

ARTILLERY



Field Artillery Battery

Chemical Mortar Platoon

Armored Field Artillery Battery

Heavy Anti-aircraft Artillery Platoon

ARTILLERY



Field Artillery Battery

Field Artillery Battery (155mm)

Corps Field Artillery Battery (155mm Gun SP)

Bunker Buster Platoon (155mm Gun SP)

ANTI-AIRCRAFT



Anti-aircraft Artillery Platoon

ANTI-AIRCRAFT



Anti-aircraft Artillery Platoon

AIRCRAFT



Air Support

AOP



Air Observation Post

MOTIVATION AND SKILL

The 2nd “Indianhead” Division has been selected often to experiment with new assault techniques and tactics. Now the time has finally arrived to put these experiments into action in Normandy and Brittany.

A Rifle Company from the 2nd Infantry Division is rated as **Confident Trained**.



HEADQUARTERS

RIFLE COMPANY HQ

HEADQUARTERS

Company HQ

15 points

OPTIONS

- Replace all Carbine teams with SMG teams for +10 points per Carbine team.
- Add Bazooka teams for +15 points per team.
- Add up to three Sniper teams for +50 points per team.



COMBAT PLATOONS

RIFLE PLATOON

PLATOON

HQ Section with:

3 Rifle Squads

155 points

2 Rifle Squads

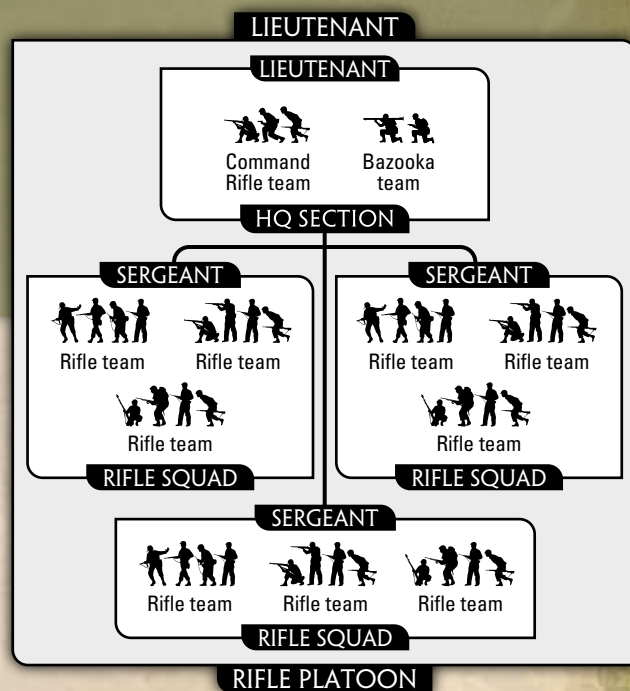
110 points

OPTION

- Replace all Rifle teams with SMG teams for +5 points per Rifle Squad.

You may replace up to one Rifle team or SMG team per platoon with a Flame-thrower team at the start of the game before deployment.

The 2nd Infantry Division's soldiers were among the best in the US Army. They have trained with a wide variety of equipment including flame-throwers, Thompson submachine-guns and demolitions. These came in handy in the hedgerows of Normandy and will serve well in Brittany too.



THE INDIANHEADS & THEIR SUBMACHINE-GUNS

The 2nd Infantry Division received a number of Thompson submachine-guns as an experiment to test their worth in city fighting. The submachine-guns were given out to companies which were free to use them as they saw fit. Some companies equipped all of their rifle platoons with Thompsons, while others were a bit more conservative and issued them in conjunction with the more powerful rifles.

The Indianheads also received a limited supply of experimental fully automatic M1 carbines. The feedback was mixed as some reports indicated they were inaccurate and didn't have enough firepower. Clever field modifications included extending the magazine from 15 rounds to 30 and installing a compensator to help curb the gun's tendency to pull up when firing, improving its accuracy.

WEAPONS PLATOON

PLATOON

HQ Section with:

Mortar Section and

2 Machine-gun Sections

1 Machine-gun Section

120 points

90 points

OPTION

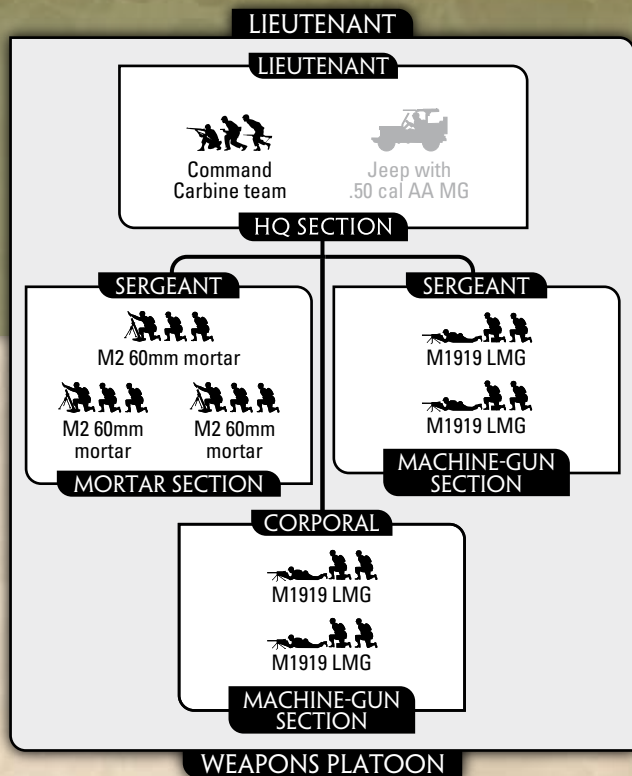
- Add Jeep with .50 cal AA MG for +5 points.

A Weapons Platoon may make Combat Attachments to Combat Platoons.

The 60mm mortars of the weapons platoon are excellent tools to knock out improvised bunkers and dug in troops with their high-explosive rounds.

Alternatively, you can group them together and fire bombardments to shatter enemy troops caught in the open.

The platoon's light machine guns are an essential asset to give your rifle platoons additional firepower and support.



WEAPONS PLATOONS

MACHINE-GUN PLATOON

PLATOON

HQ Section with:

2 MG Sections

1 MG Section

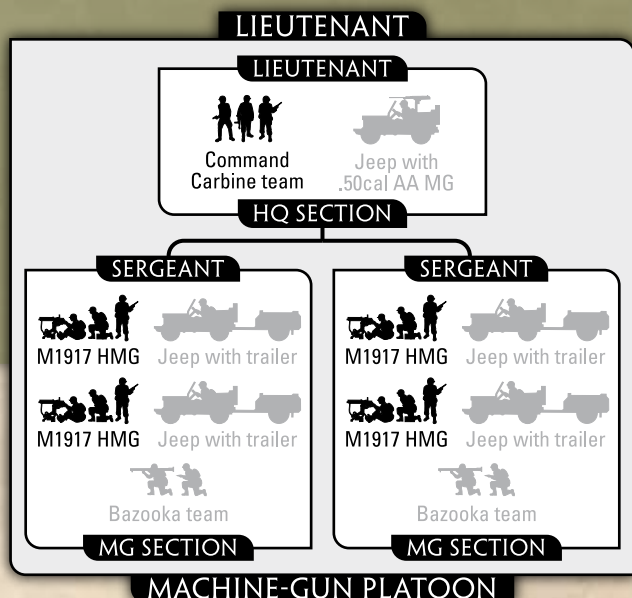
100 points

50 points

OPTIONS

- Add Bazooka teams for +15 points per team.
- Add Jeep with .50 cal AA MG for +5 points.
- Add Jeeps with trailers for +5 points for the platoon.

For every army the machine gun represents the pinnacle of infantry killing firepower. Of course this means that guns, mortars, and artillery are going to be shooting at them. So careful employment of your heavy machine-guns is important if they are going to last. When defending put them just behind the forward line of your own troops where they can sweep the ground in front of your position and stop the enemy formations. In the attack use them on a flank, advancing into cover within range of enemy infantry and opening up to keep the enemy's heads down while your own infantry assaults to clear the objective.



A Machine-gun Platoon may make Combat Attachments to Combat Platoons.

MORTAR PLATOON

PLATOON

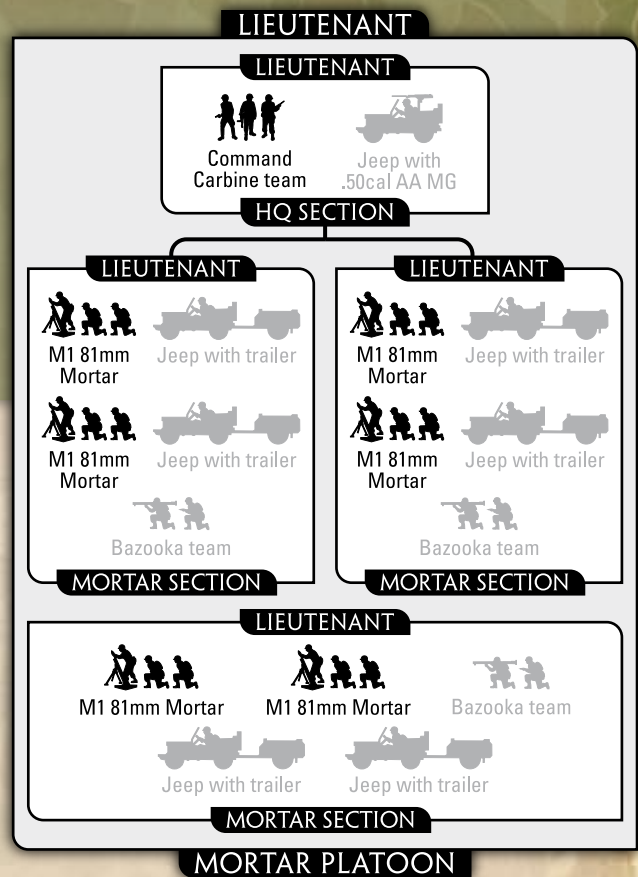
HQ Section with:

3 Mortar Sections	120 points
2 Mortar Sections	85 points
1 Mortar Section	45 points

OPTIONS

- Add Bazooka teams for +15 points per team.
- Add Jeep with .50 cal AA MG for +5 points.
- Add Jeeps with trailers for +5 points for the platoon.

American mortars provide quick accurate fire for your infantry teams. While they don't have their own observer, each platoon leader and the company commander has been trained to call for fire and has some of the finest communications gear available to do it with. This gives you greater flexibility when calling for fire than any other nation's army.



ANTI-TANK PLATOON

PLATOON

HQ Section with:

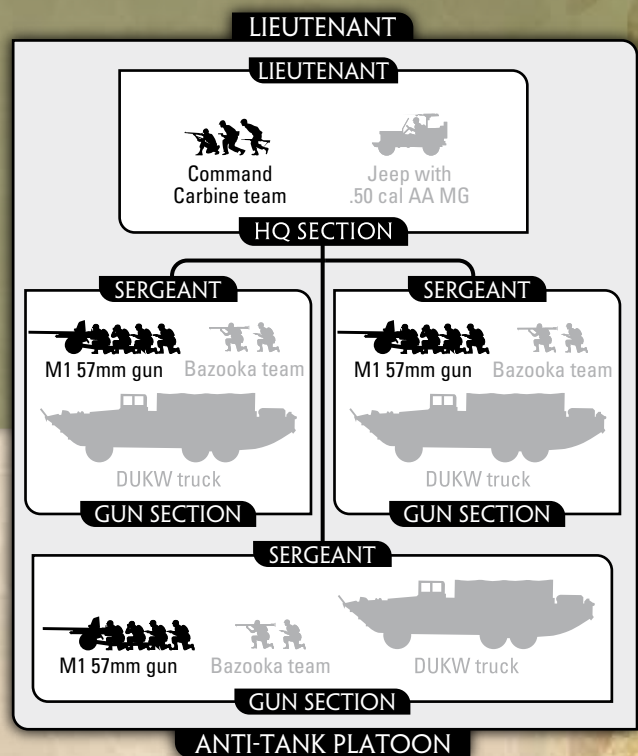
3 Gun Sections	70 points
2 Gun Sections	45 points

OPTIONS

- Add Bazooka teams for +15 points per team.
- Add Jeep with .50 cal AA MG and DUKW trucks for +5 points for the platoon.
- Replace all DUKW trucks with 1 ½-ton trucks at no cost.

Anti-tank guns provide the infantry with a way to stop those pesky tanks from assaulting your troops. You can field both the battalion anti-tank platoon and one of the regimental platoons in support of your company.

Unlike the tank destroyers with their longer range, your 57mm guns are for point defence of vulnerable areas. Dig them in behind terrain so the enemy can't shoot them. Wait for the enemy to drive into your kill zone where you can get point blank range flank shots into the advancing armour. With their high rate of fire your 57mm guns will keep enemy tanks away from your infantry.



AMMUNITION & PIONEER PLATOON

PLATOON

HQ Section with:

3 A&P Squads

125 points

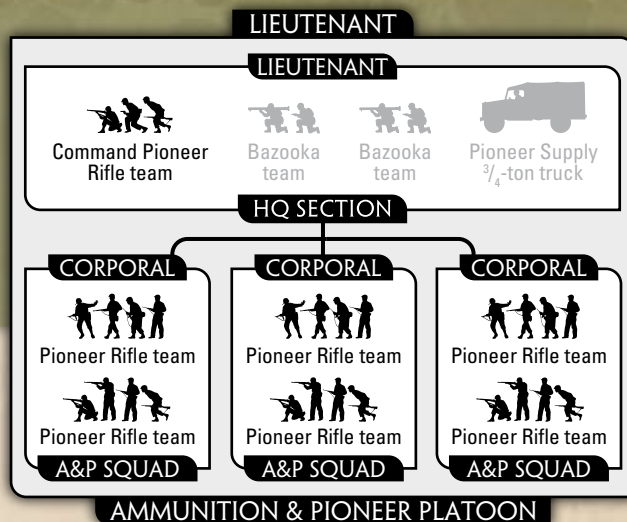
2 A&P Squads

90 points

OPTION

- Add Bazooka teams for +15 points per team.
- Add Pioneer Supply truck for +25 points.

The Ammunition & Pioneer Platoon blasts away the enemy's fortifications, allowing your rifle platoons to flood in and capture the objective. Alternatively, they are excellent tank-hunters, with two bazookas and enough explosives to open enemy tanks like tin cans!



REGIMENTAL SUPPORT PLATOONS

CANNON PLATOON

PLATOON

HQ Section with:

3 Gun Sections

155 points

2 Gun Sections

105 points

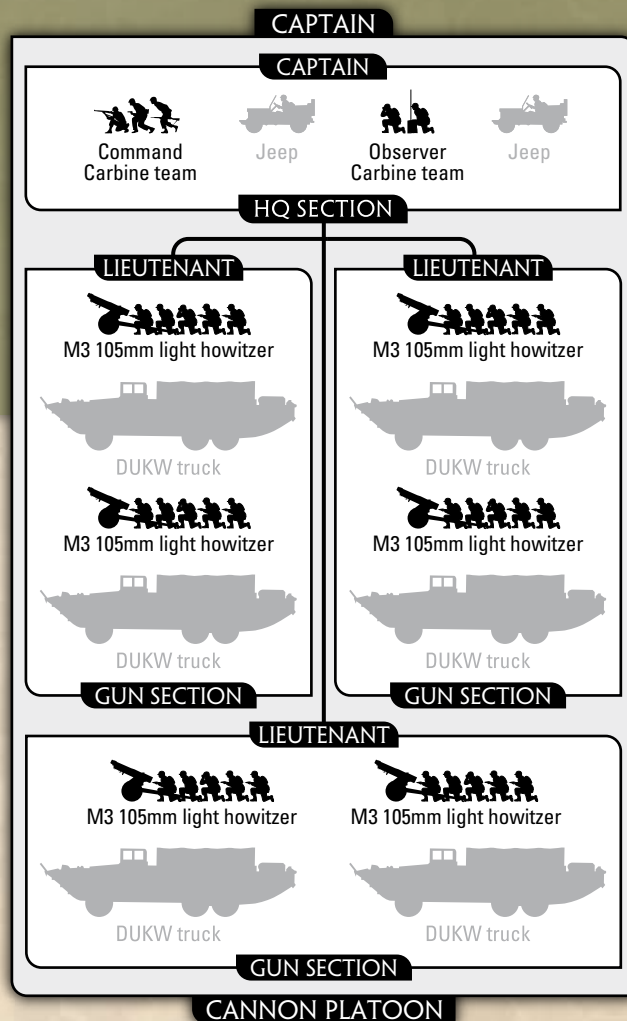
1 Gun Section

55 points

OPTIONS

- Add Jeeps and DUKW trucks for +5 points for the platoon.
- Replace all DUKW trucks with 1½-ton trucks at no cost.

The cannon platoon is equipped with light 105mm howitzers. These guns offer the infantry quick artillery to support assaults by firing large smoke screens to mask the assaulting troops. The guns are not meant to sustain long artillery strikes like their divisional counterparts, but instead to pin down the enemy and lend quick and decisive firepower to the attacking infantry.



INTELLIGENCE & RECON PLATOON

PLATOON

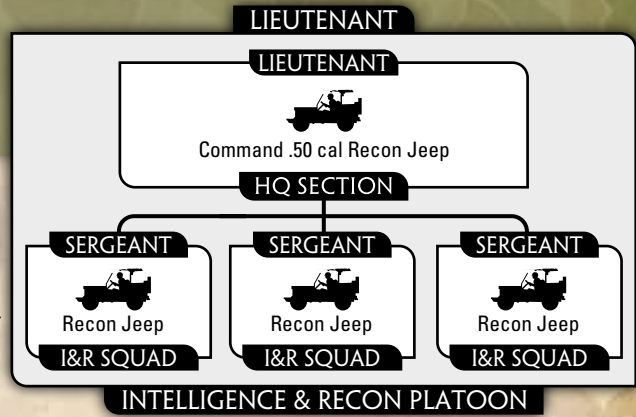
HQ Section with:

3 I&R Squads

65 points

Intelligence & Recon Platoons are Reconnaissance Platoons.

A good commander knows that it is foolhardy to go into a battle blind so he will always have a small contingent of scouts to lay the brickwork for the forthcoming attack.



CORPS & DIVISIONAL SUPPORT PLATOONS

VIII Corps was organised to carry out the liberation of Brittany. It included many of the fresh troops from Normandy and were well equipped with heavy weapons to accomplish their mission.

Support platoons are rated **Confident Trained**.



TANK PLATOON

PLATOON

5 M4 or M4A1 Sherman

345 points

4 M4 or M4A1 Sherman

275 points

3 M4 or M4A1 Sherman

205 points

- Fit up to half of the platoon's tanks with Hedgerow Cutters for +5 points for the platoon.
- Equip one M4 or M4A1 Sherman tank with a dozer blade making it a Bulldozer for +5 points.

5 M5A1 Stuart

235 points

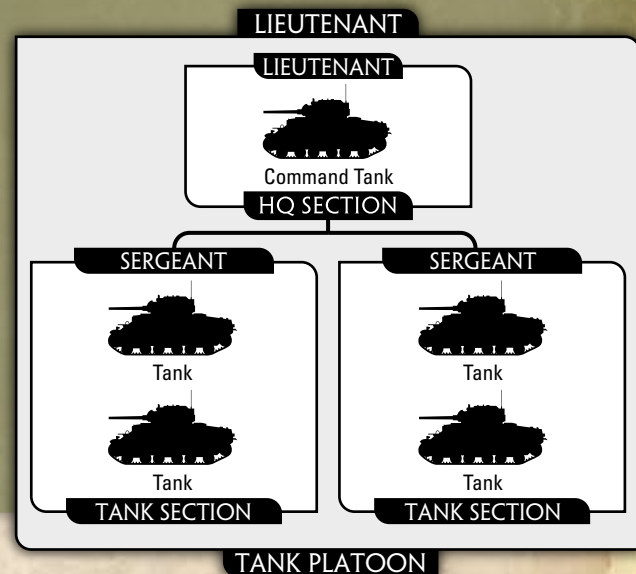
4 M5A1 Stuart

190 points

3 M5A1 Stuart

145 points

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



The Indianhead Division has had a lot of opportunities to work closely with their tank support since the bloody hedgerow fighting around St. Lô.

Sherman and Stuart tanks in a Tank Platoon use the Tank Telephones and Hedgerow Cutters special rules found on page 4.

TANK DESTROYER PLATOON

PLATOON

Security Section and Tank Destroyer Section with:

4 M18 3in GMC

320 points

2 M18 3in GMC

195 points

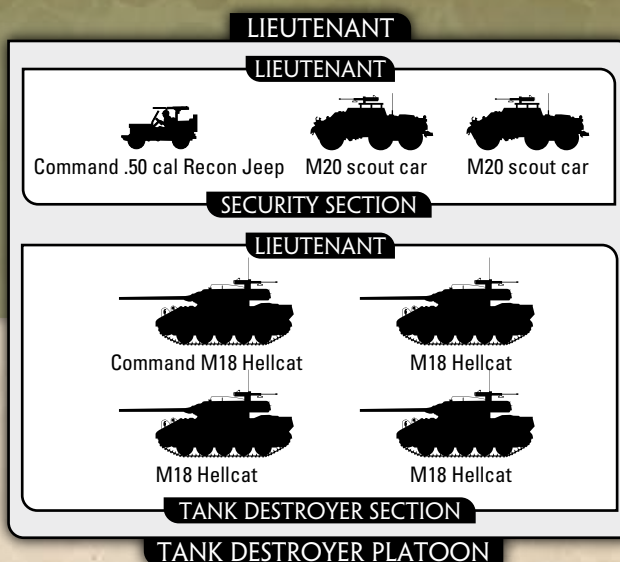
OPTION

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

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

Tank Destroyer Platoons are Reconnaissance Platoons.

Tank Destroyer were critical in the Brittany campaign, offering their guns to blind bunkers and blast infantry positions.



TOWED TANK DESTROYER PLATOON

PLATOON

Security Section and Tank Destroyer Section with:

4 M5 3in

200 points

2 M5 3in

125 points

OPTIONS

- Add up to one Bazooka team per gun for +15 points per team.
- Add M3 half-tracks with .50 cal AA MG for +5 points per half-track.

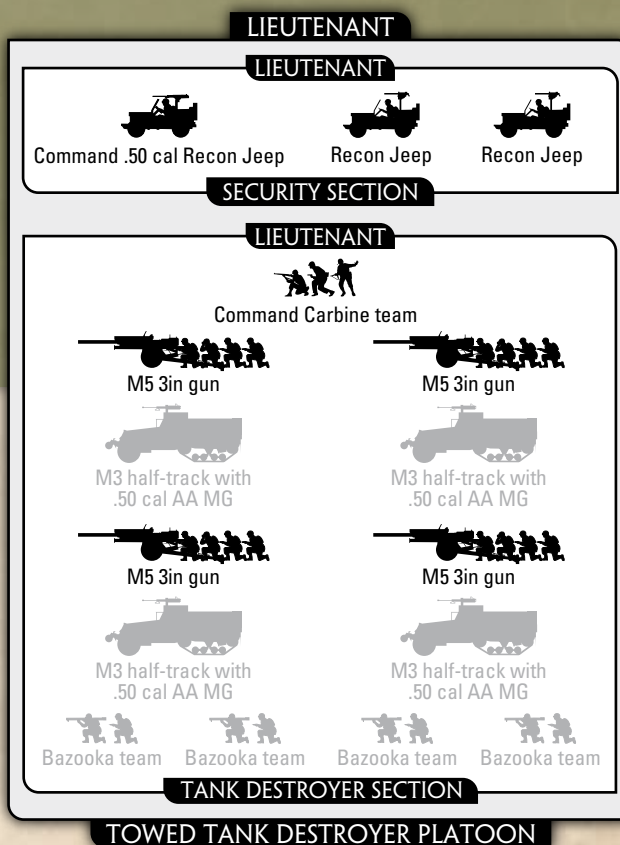
Towed Tank Destroyer Platoons that do not begin the game linked to Ivory X use the US Tank Destroyers special rules on page 238 in the rulebook.

*Towed Tank Destroyer Platoons that begin the game linked to Ivory X **do not** use the US Tank Destroyers special rules and only deploy the Tank Destroyer Section on the table.*

Towed Tank Destroyer Platoons are Reconnaissance Platoons.

Tank Destroyer doctrine called for some of the Tank Destroyer battalions to be converted to towed 3" anti-tank guns. These are much easier to conceal than a self-propelled gun and pack a mean punch.

On one occasion a company from the 612th (Towed) Tank Destroyer Battalion was called upon to put down harassing fire as a part of Ivory X, however ammunition shortages prevented them from launching full-scale bombardments.



IVORY X SUPPORT

Ivory X was supported by the guns of 12 tank destroyers.

A Towed Tank Destroyer Platoon can only fire a bombardment using the Ivory X special rule.

TRUCK SECTION

PLATOON

HQ Squad with:

8 DUKW trucks	30 points
6 DUKW trucks	25 points
4 DUKW trucks	20 points
2 DUKW trucks	15 points

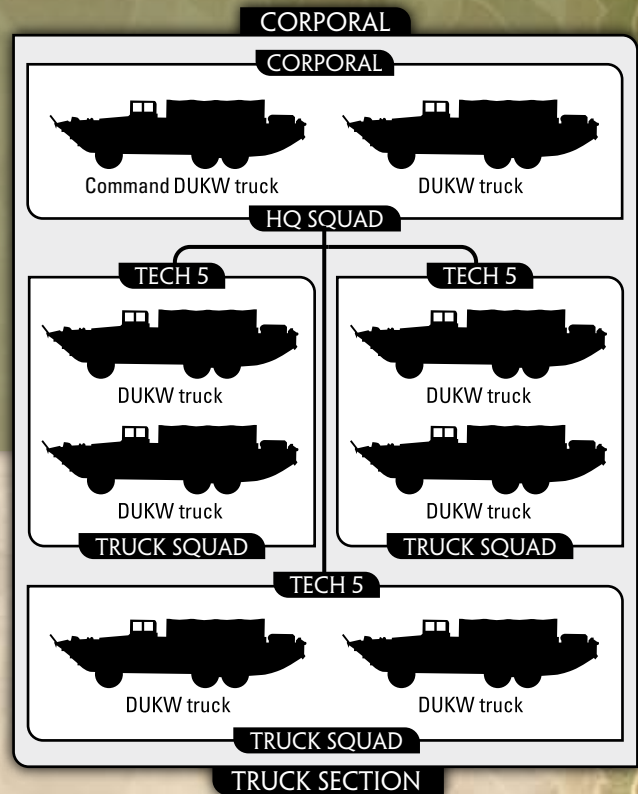
OPTIONS

- Replace all DUKW trucks with 2½-ton trucks for -5 points for the platoon.
- Arm up to two DUKW or 2½-ton trucks with .50 cal AA MG for +10 points per truck.

TRANSPORTS

A Transport Section follows the rules for Transport Platoons found on pages 17, 47, and 48 of the rulebook.

With the front lines expanding from the beachhead, the need to get the troops forward and into the fight becomes critical. The famous 'Deuce and a Half' (2½-ton) trucks line the roads delivering men, ammunition, and supplies to the front lines.



ENGINEER COMBAT PLATOON

PLATOON

HQ Section and

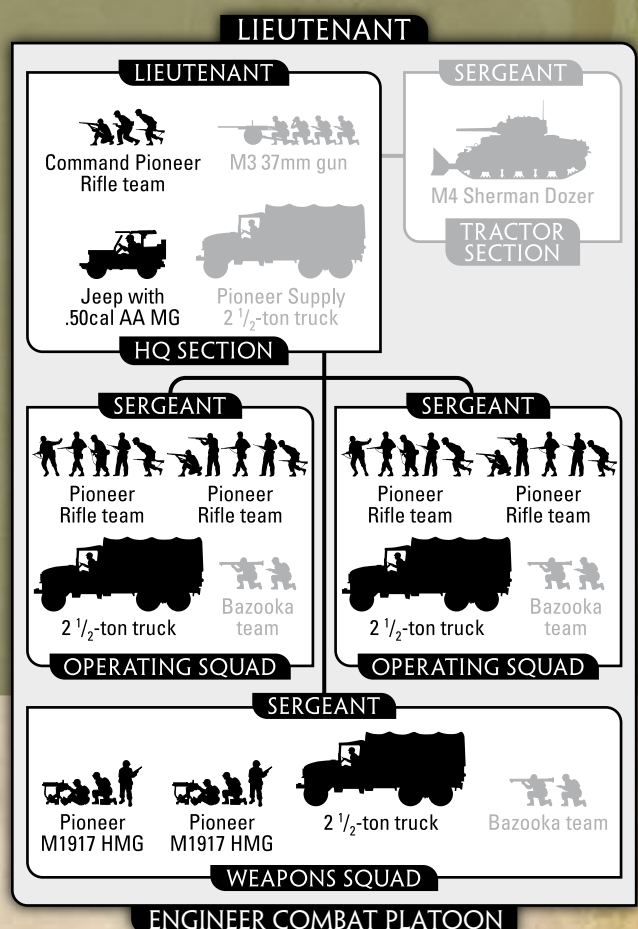
Weapons Squad with:	
2 Operating Squads	155 points
1 Operating Squad	115 points
No Operating Squads	80 points

OPTIONS

- Add M3 37mm gun for +15 points.
- Replace the M3 37mm gun with a Bazooka team at no cost.
- Add Bazooka teams for +15 points per team.
- Add Pioneer Supply 2½-ton truck for +25 points.
- Add a Bulldozer for +5 points, a turretless M4 Sherman dozer for +10 points, or an M4 Sherman tank fitted with a dozer blade for +70 points.
- Arm up to two 2½-ton trucks with .50cal AA MG for +10 points per truck.

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

The engineers helped keep the way open for supplies to reach the front as well as remaining on hand to take down a difficult bunker with explosives.



RANGER COMPANY

COMPANY

2 Ranger Platoons

270 points

1 Ranger Platoon

135 points

OPTIONS

- Upgrade the Command Rifle/MG team to a Command SMG team at no cost.
- Add M2 60mm mortars to all platoons for +20 points per mortar.

At the start of the game before deployment you may make any or all of the following changes to each Ranger Platoon at no additional cost:

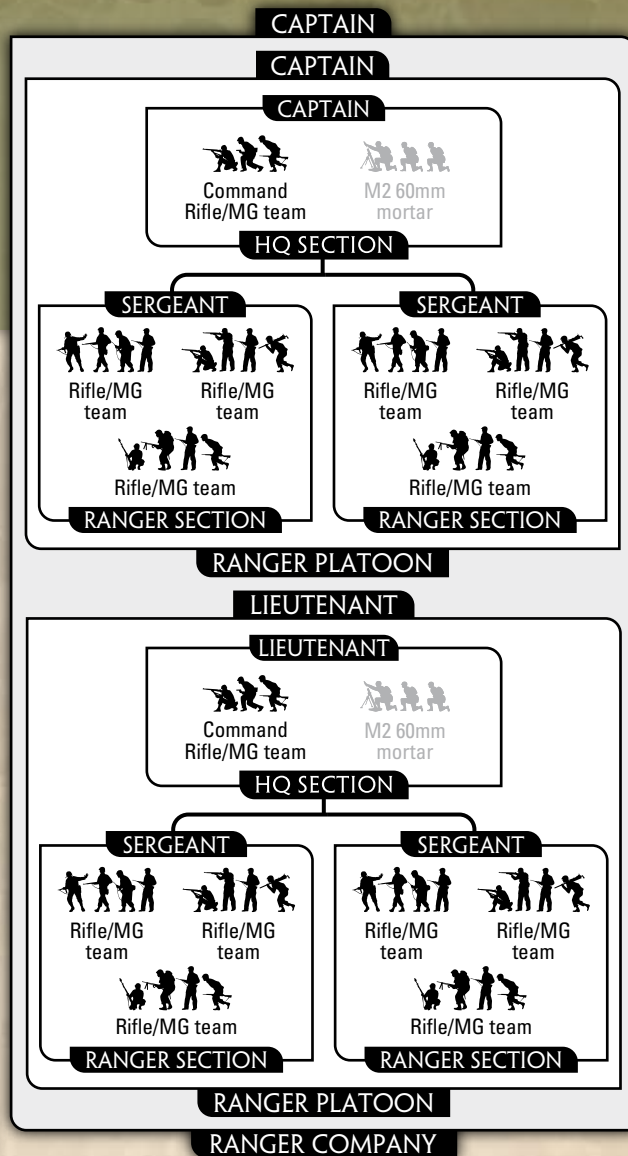
- Replace up to one Rifle/MG team with a Bazooka team.
- Replace up to one Rifle/MG team with a Pioneer Rifle team.
- Replace all Rifle/MG teams with Rifle teams.
- Replace all M2 60mm mortars with M1 81mm mortars.

At the start of the game before deployment you may group both of a company's mortars into one of its Ranger Platoons.

Ranger Platoons operate as separate platoons, each with their own command team.

The Rangers are well motivated and tough volunteers.

A Ranger Battalion is rated Fearless Trained.



The Rangers joined the Indianhead division once the other flank was secure. They lent their expertise in clearing bunkers and leading assaults.

RANGER SPECIAL RULES

NO OBSTACLE TOO TOUGH

Rangers are trained in climbing cliffs and other seemingly impassable obstacles allowing them to go anywhere.

Ranger Infantry and Man-packed Gun teams are Mountaineers.

RANGERS LEAD THE WAY

While the infantry practised speed marching, the rangers took it a step further. They speed marched through the toughest terrain they could find!

Ranger Infantry teams may move At the Double (using the Truscott Trot) through Difficult Going.

CAVALRY RECON PLATOON

PLATOON

3 Cavalry Recon Patrols
2 Cavalry Recon Patrols
1 Cavalry Recon Patrol

210 points
140 points
70 points

Your corps will provide excellent reconnaissance using its Cavalry group. These troops will scout ahead of your force, identifying possible ambushes and concealed troops.

DISMOUNT

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

If you do this, 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
- .50 cal MG teams
- M1919 LMG teams
- 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



Command M8 armored car



Mortar Jeep



Recon Jeep

CAVALRY RECON PATROL

SERGEANT



Command M8 armored car



Recon Jeep



Mortar Jeep

CAVALRY RECON PATROL

SERGEANT



Command M8 armored car



Recon Jeep



Mortar Jeep

CAVALRY RECON PATROL

CAVALRY RECON PLATOON

Cavalry Recon Patrols are Reconnaissance Platoons.

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



FIELD ARTILLERY BATTERY

PLATOON

HQ Section with:

2 Gun Sections

140 points

1 Gun Section

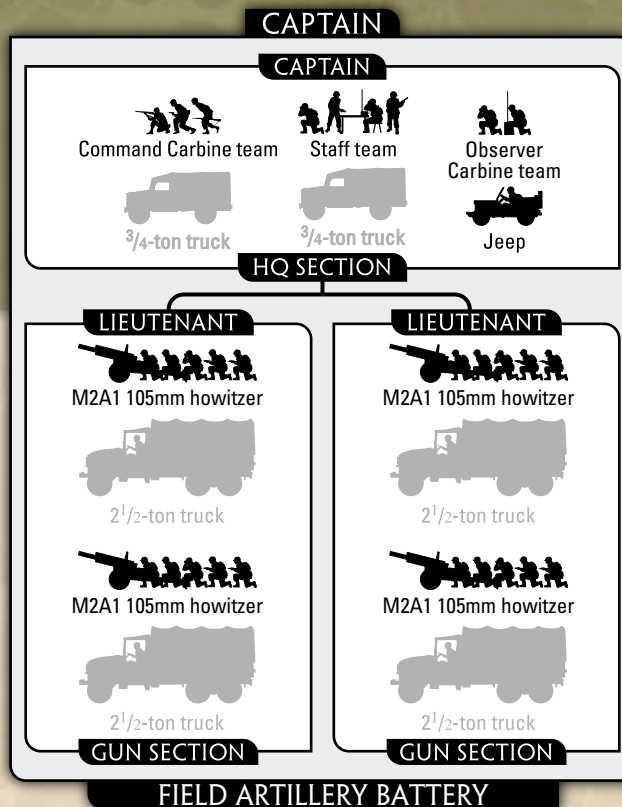
75 points

OPTION

- Add ¾-ton and 2½-ton trucks to the battery for +5 points.

The M2A1 howitzer has proven itself time and again throughout North Africa, Sicily, Italy, and now in Normandy. The Field Artillery batteries are well-trained to deliver massed firepower on top of the German positions with devastating result.

Their accurate barrages keep the enemy pinned down and soften them up for the assaulting infantry. Use them to prepare the way for your assault or to break up enemy attacks before they hit your line. Your riflemen should be able to mop up what ever is left!



FIELD ARTILLERY BATTERY (155MM)

PLATOON

HQ Section with:

2 Gun Sections

210 points

1 Gun Section

110 points

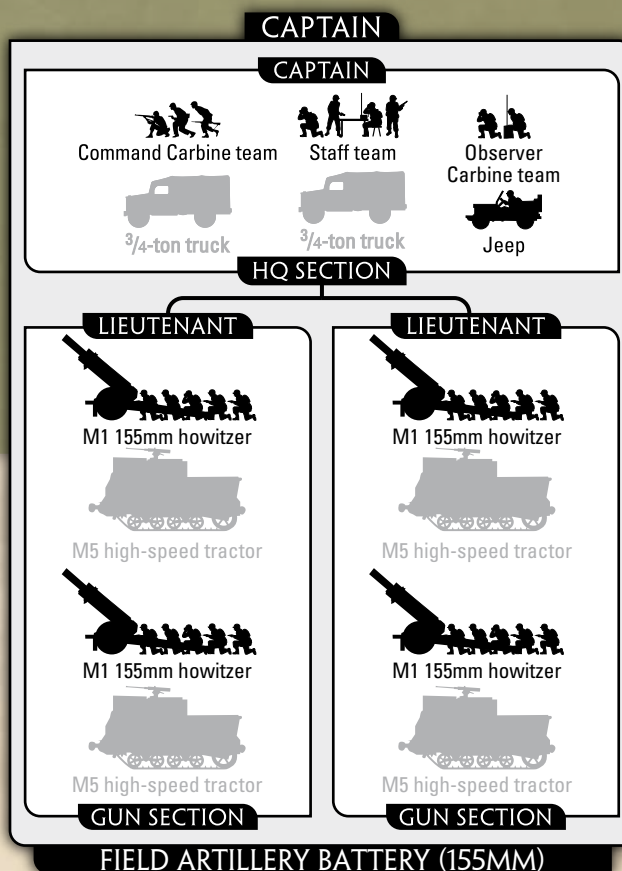
OPTION

- Add ¾-ton trucks and M5 high-speed tractors to the battery for +5 points.

You may not field a Field Artillery Battery (155mm) unless you are also fielding a Field Artillery Battery or an Armored Field Artillery Battery with at least three guns.

The heavy M1 155mm howitzer is an extremely powerful gun. Its shells will dig out even the most determined defender and leave their fortifications a tangled mess of wire and mud.

The heavy bombardment of 155mm shells is also quite deadly against enemy tank formations. Their very presence on the battlefield will force tank platoons to spread out, making it much easier to amush them with your anti-tank guns.



CHEMICAL MORTAR PLATOON

PLATOON

HQ Section with:

2 Mortar Sections

120 points

1 Mortar Section

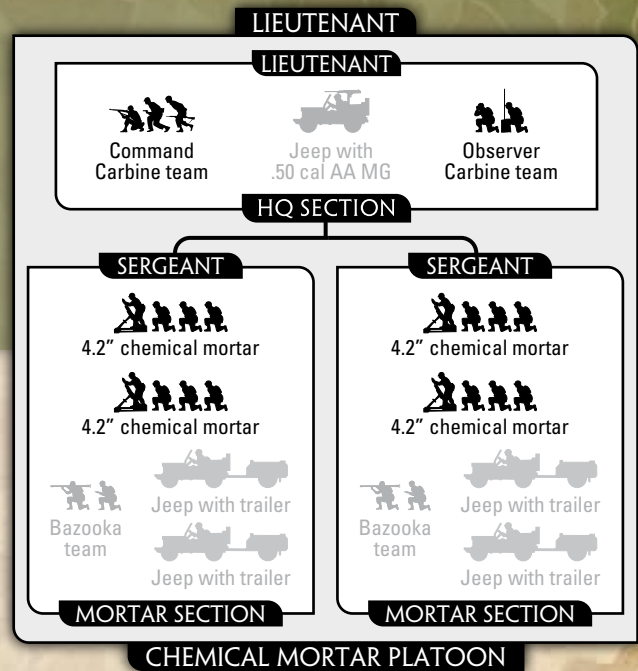
70 points

OPTIONS

- Add Bazooka teams for +15 points per team.
- Add Jeep with .50 cal AA MG for +5 points.
- Add Jeeps with trailers to the platoon for +5 points.

The chemical mortar platoon provides US forces with the quick and accurate fire support of a mortar combined with the explosive payload of large-calibre artillery. Able to blast dug in troops and guns from the cover of trenches, the large mortars add tremendously to the volume of fire supporting your troops.

With their short range, the mortars must be placed close to the enemy, so position them behind cover to keep them safe from direct fire. Their only real disadvantage over normal artillery is their lack of a fire control centre and plentiful ammunition supply. This limits them to short, sharp bombardments.



ARMORED FIELD ARTILLERY BATTERY

PLATOON

HQ Section with:

2 Gun Sections

300 points

1 Gun Section

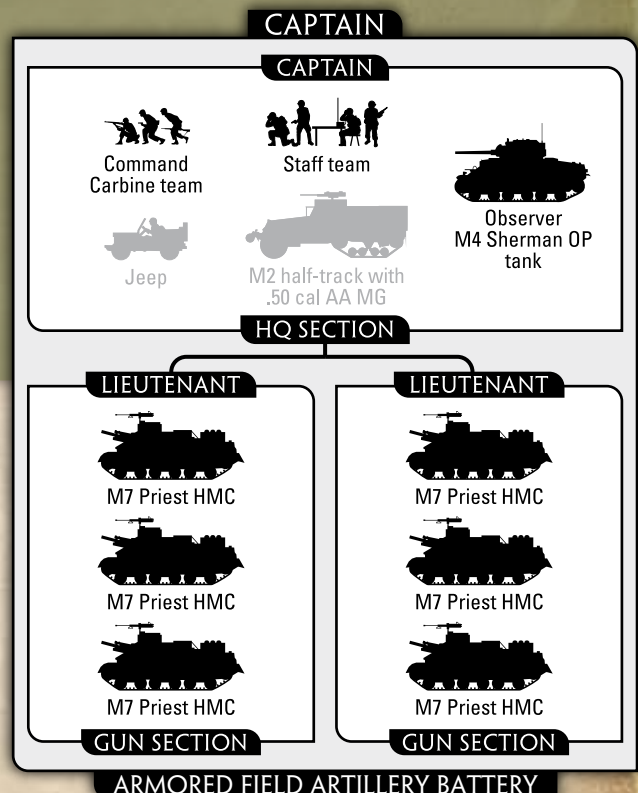
170 points

OPTIONS

- Add Jeep and M2 half-track with .50 cal AA MG to the battery for +5 points.
- Replace Jeep with M2 half-track with an AA MG for +5 points.

An Observer Sherman OP tank is an Independent team.

D-Day planners felt the invading infantry needed immediate fire support while coming ashore and artillery that could move forward across the shingle bank at the top of the beach without engineering support. To meet this need the planners gave armoured field artillery batteries to the infantry for the landings. In a pinch they could be used as assault guns by firing directly at bunkers blocking the beach exits.



CORPS FIELD ARTILLERY BATTERY (155MM GUN SP)

PLATOON

HQ Section with:

2 Gun Sections

280 points

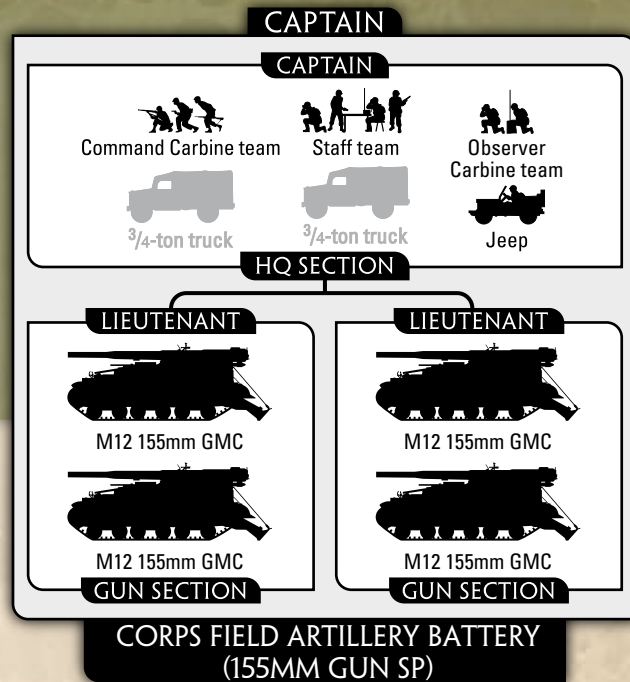
1 Gun Section

150 points

OPTION

- Add ¾-ton trucks at no cost.

You may not field a Corps Field Artillery Battery (155mm Gun SP) unless you are also fielding a Field Artillery Battery or an Armored Field Artillery Battery with at least three guns.



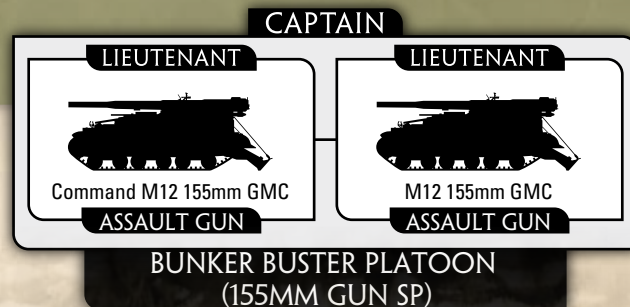
BUNKER BUSTER PLATOON (155MM GUN SP)

PLATOON

2 M12 155mm GMC

130 points

The 174th Field Artillery battalion (155 Gun SP) broke off some of their M12 155mm GMC guns and sent them to support the 29th Infantry Division in knocking out German bunkers. Some German fortifications were so tough that the M12 crews had to position their vehicles at point blank ranges in order to blow them up.



HEAVY ANTI-AIRCRAFT ARTILLERY PLATOON

PLATOON

HQ Section with:

2 M1 90mm guns

130 points

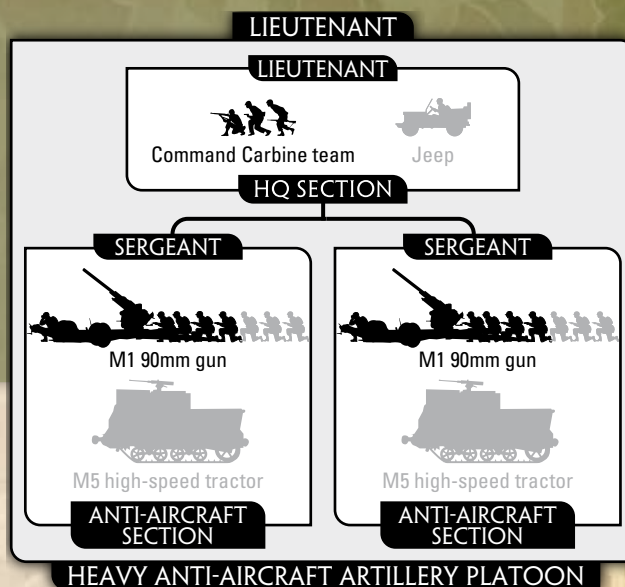
1 M1 90mm gun

65 points

OPTIONS

- Model 90mm Anti-aircraft gun with eight or more crew and increase their ROF to 3 for +10 points per gun.
- Add a Jeep and M5 high-speed tractors for +5 points for the platoon.

VIII Corps set up a pair of 90mm anti-aircraft guns on the tip of the Daoulas Peninsula and began pounding the city from afar. Unfortunately, its flat trajectory meant it had to be deployed in view of the German artillery, which promptly opened fire in retaliation. The guns were eventually withdrawn and placed back in the main line as normal AA guns.



ANTI-AIRCRAFT ARTILLERY PLATOON

PLATOON

HQ Section with:

2 M1 Bofors & 2 M2 .50 cal AA

105 points

1 M1 Bofors & 1 M2 .50 cal AA

55 points

2 M1 Bofors & 2 M49 quad .50 cal AA

120 points

1 M1 Bofors & 1 M49 quad .50 cal AA

60 points

OPTION

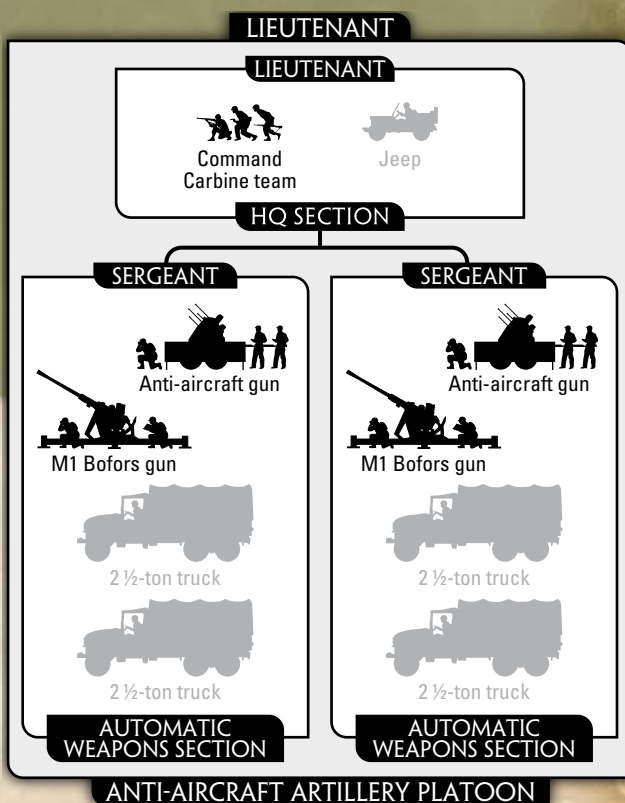
- Add Jeep and 2½-ton trucks for +5 points for the platoon.

Ivory X provided the Indianhead Division with plenty of firepower in the form of .50 cal and 40mm anti-aircraft guns. Their harassing fire helped keep the Germans from moving freely through the outskirts and hills of Brest, allowing the Indianheads to easily move in and outflank the enemy.

M49 QUAD .50 CAL IN BOMBARDMENT

The high rate of fire from a M49 Quad .50 cal could put twice as many rounds in the air as a single .50 cal.

Each M49 quad .50 cal AA gun counts as two weapons when firing an Ivory X bombardment.



AIR SUPPORT

PRIORITY AIR SUPPORT

P-47 Thunderbolt

190 points

LIMITED AIR SUPPORT

P-47 Thunderbolt

150 points

Having swept the *Luftwaffe*, the German Air Force, from the skies, the Allied Air Forces have exposed the German Army to their fighter-bombers. The ability to hit and destroy targets anywhere on the battlefield with near impunity has made air support an expected and welcome addition to defeating German ground forces.

FLIGHT LIEUTENANT

FLIGHT LIEUTENANT



Aircraft

FLIGHT

AIR SUPPORT

AIR OBSERVATION POST

AOP

L4 Grasshopper AOP

40 points

An AOP uses the Air Observation Post rules on page 139 and page 239 of the rulebook.

FLIGHT LIEUTENANT

FLIGHT LIEUTENANT



L4 Grasshopper AOP

AOP

AIR OBSERVATION POST

US ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
TANKS					
M5A1 Stuart <i>M6 37mm gun</i>	Light Tank <i>24"/60cm</i>	4 2	2 7	1 4+	Co-ax MG, Hull MG, AA MG, Tank telephone. <i>Stabiliser.</i>
M4 or M4A1 Sherman <i>M3 75mm gun</i>	Standard Tank <i>32"/80cm</i>	6 2	4 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Tank telephone. <i>Smoke, Stabiliser.</i>
M4 or M4A1 Sherman dozer <i>M3 75mm gun</i>	Standard Tank <i>32"/80cm</i>	6 2	4 10	1 3+	Co-ax MG, .50 cal AA MG, Bulldozer, Tank telephone. <i>Smoke, Stabiliser.</i>

TANK DESTROYERS

M18 Hellcat GMC <i>M1 76mm gun</i>	Light Tank <i>32"/80cm</i>	2 2	0 12	0 3+	.50 cal AA MG.
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ARTILLERY

M7 Priest HMC <i>M2A1 105mm howitzer</i> <i>Firing bombardments</i>	Standard Tank <i>24"/60cm</i> <i>72"/180cm</i>	1 1 -	0 9 4	0 2+ 4+	.50 cal AA MG. <i>Hull mounted, Breakthrough gun, Smoke.</i> <i>Smoke bombardment.</i>
M12 155mm GMC <i>M1918M1 155mm gun</i> <i>Firing bombardments</i>	Standard Tank <i>24"/60cm</i> <i>104"/260cm</i>	0 1 -	0 13 5	0 1+ 2+	Awkward layout. <i>Hull mounted, Bunker buster.</i>
M4 or M4A1 Sherman OP <i>M3 75mm gun</i>	Standard Tank <i>32"/80cm</i>	6 1	4 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG. <i>Smoke.</i>

RECONNAISSANCE

M8 armored car <i>M6 37mm gun</i>	Wheeled <i>24"/60cm</i>	1 2	0 7	0 4+	Co-ax MG, .50 cal AA MG.
M20 scout car	Jeep	1	0	0	.50 cal AA MG.
Recon Jeep	Jeep	-	-	-	AA MG.
.50 cal Recon Jeep	Jeep	-	-	-	.50 cal AA MG.
Mortar Jeep <i>M2 60mm mortar</i> <i>Firing Bombardments</i>	Jeep <i>24"/60cm</i> <i>32"/80cm</i>	- 2 -	- 1 1	- 3+ 6	<i>Hull mounted, Portee, Can fire over friendly troops.</i>

VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if other weapons fire.

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.
Rifle/MG team	16"/40cm	2	2	6	
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.
Staff team	16"/40cm	1	2	6	Automatic rifles, Moves as a Heavy Gun team.
Ivory X Staff team	16"/40cm	1	2	6	Automatic rifles, Cannot move.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
M2 .50 cal MG	Man-packed	16"/40cm	3	4	5+	
M1919 LMG team	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+	Minimum range 8"/20cm, Smoke.
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.
Firing Ivory X bombardments		40"/100cm	-	-	-	
M49 quad .50 cal AA gun	Heavy	16"/40cm	6	4	5+	Anti-aircraft, Turntable.
Firing Ivory X bombardments		40"/100cm	-	-	-	
M1 Bofors gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable.
Firing Ivory X bombardments		48"/120cm	-	-	-	
M1 90mm gun	Immobile	40"/100cm	2	13	3+	Heavy Anti-aircraft, Turntable.
M3 37mm gun	Light	24"/60cm	3	7	4+	Gun shield.
M1 57mm gun	Medium	24"/60cm	3	10	4+	Gun shield, No HE.
M5 3in gun	Immobile	32"/80cm	2	12	3+	Gun shield.
Firing Ivory X bombardments		64"/160cm	-	-	-	
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 Weapon	Mobility Range	Armour			Equipment and Notes
		Front ROF	Side Anti-tank	Top Firepower	

TRUCKS

Jeep	Jeep	-	-	-	Optional Passenger-fired AA MG or .50 cal AA MG.
Dodge ¾-ton or GMC 2 ½-ton truck	Wheeled	-	-	-	
DUKW truck	Wheeled	-	-	-	Optional Passenger-fired .50 cal AA MG, Amphibious.
M5 high-speed tractor	Standard Tank	-	-	-	.50 cal AA MG.

ARMoured PERSONNEL CARRIERS

M2 or M3 half-track	Half-tracked	1	0	0	Optional Passenger-fired AA MG or .50 cal AA MG.
M20 utility	Jeep	1	0	0	Passenger-fired .50 cal AA MG.

RECOVERY AND ENGINEER VEHICLES

Turretless M4 Sherman dozer	Standard Tank	6	4	0	Bulldozer.
Bulldozer	Very Slow Tank	-	-	-	Bulldozer.

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
P-47 Thunderbolt	MG	2+	6	5+	
	Bombs	4+	5	1+	