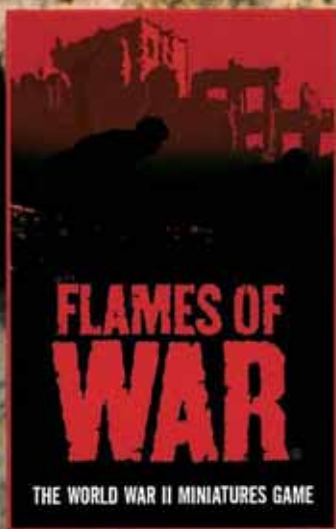
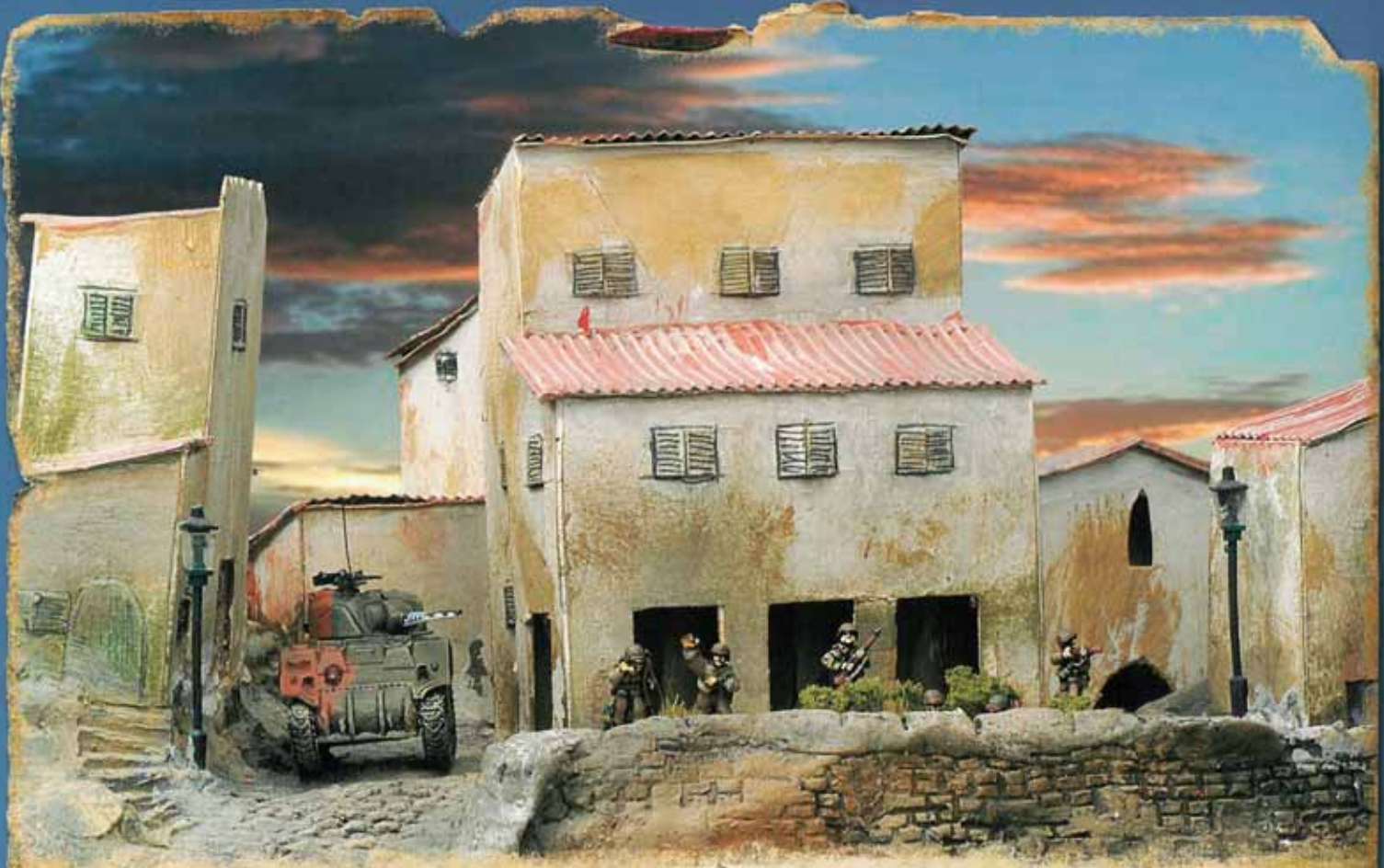


# OLD IRONSIDES

INTELLIGENCE HANDBOOK ON  
**US ARMORED FORCES**





# FLAMES OF WAR®

## WORLD IRONSIDES

### INTELLIGENCE HANDBOOK ON US ARMORED FORCES

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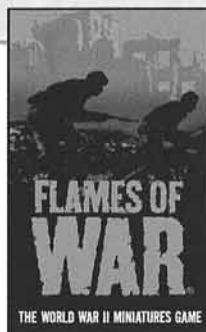
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This is a supplement for *Flames Of War*, the World War II miniatures game.

A copy of the rulebook for *Flames Of War* is necessary to fully use the contents of this book.

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# OLD IRONSIDES

*"Old Ironsides, the first of the mighty Armored Force, the pioneer in the art and science of armor, the father of other divisions, the first armored division overseas, the first to land on African soil, the first to engage the German troops in World War II, the instructor of others entering combat, the first into Rome, the first of the armored divisions in days of actual field service during World War II."*

— Office of the Chief of Military History

## The Armored Division

An armored division fields 14,620 soldiers in two armored regiments and one armored infantry regiment, with supporting artillery, engineers and reconnaissance. Each regiment has three battalions, each numbering some 2400 soldiers equipped with 54 tanks or 68 armored half-tracks. Between 1940 and 1942 the US Army activated six armored divisions.

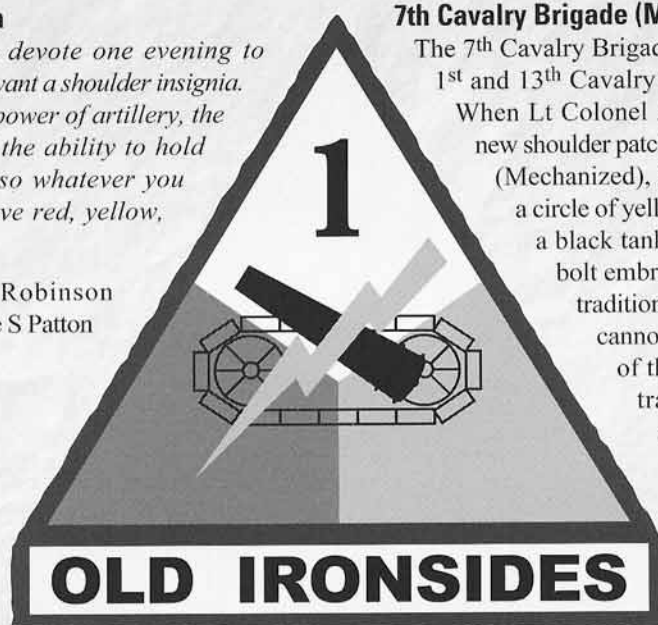
## US Tank Corps Insignia

*"I want you officers to devote one evening to something constructive. I want a shoulder insignia. We claim to have the firepower of artillery, the mobility of cavalry and the ability to hold ground of the infantry, so whatever you come up with it must have red, yellow, and blue in it."*

—Lieutenant Will G Robinson quoting Lt Colonel George S Patton

## 7th Cavalry Brigade (Mechanized) Insignia

The 7<sup>th</sup> Cavalry Brigade (Mechanized) combined 1<sup>st</sup> and 13<sup>th</sup> Cavalry Regiments (Mechanized). When Lt Colonel Adna R Chaffee created a new shoulder patch for the 7<sup>th</sup> Cavalry Brigade (Mechanized), he settled on an insignia of a circle of yellow felt with a black cannon, a black tank track, and a red lightning bolt embroidered on it. Yellow is the traditional colour of the cavalry, the cannon represented the firepower of the new formation, the tank track was to show its new source of mobility, and the lightning bolt was to show the speed and power of the new formation.



## 1<sup>st</sup> Armored Division 'Old Ironsides' Insignia

When the new armored divisions were formed in 1940, they needed a shoulder patch. Since they combined the traditions of the old US Tank Corps and the 7<sup>th</sup> Cavalry Brigade (Mechanized), the new insignia combined the previous two insignia. The symbol of the mechanised cavalry was superimposed over the triangular patch of the Tank Corps coloured Yellow (for the cavalry), Red (for the artillery) and Blue (for the infantry). Initially divisions were only identified by the number in the top corner, but they quickly adopted nicknames which were displayed beneath the triangle.

## NAMING OLD IRONSIDES

During the Tennessee Manoeuvres of 1941 Brigadier-General George S Patton commented that his 2<sup>nd</sup> Armored Division would be *'Hell On Wheels'* when they met the Germans in battle. The name stuck and became their official nickname.

Everyone thought that 1<sup>st</sup> Armored Division should have a name too. General Magruder announced a contest to find a suitable name for his division. Although he received 200 suggestions like *'Fire and Brimstone'* and *'Kentucky Wonders'* none of them were right for the new division. Thinking this over in his study, Magruder saw a picture of the USS Constitution, one of the US Navy's first warships, known as *'Old Ironsides'* for her tough construction.

The parallels between this famous warship that founded the US Navy and the 1<sup>st</sup> Armored Division founding the new Armored Forces made *'Old Ironsides'* an easy choice for the new division.



# US ARMORED DIVISIONS

## IN THE MEDITERRANEAN

### 1<sup>ST</sup> ARMORED DIVISION 'OLD IRONSIDES'

Unit	Tanks	Battles
1 <sup>st</sup> Armored Regiment (formerly 1 <sup>st</sup> Cavalry, Mechanized)		
1 <sup>st</sup> Battalion (Light)	M3 Stuart	Operation Torch, Tunisia, Anzio, Rome (Disbanded)
2 <sup>nd</sup> Battalion (Medium)	M4 Sherman	Tunisia, Anzio, Rome (Disbanded)
3 <sup>rd</sup> Battalion (Medium)	M4 Sherman	Tunisia, Anzio, Rome (Became 1 <sup>st</sup> Tank Battalion)
13 <sup>th</sup> Armored Regiment (formerly 13 <sup>th</sup> Cavalry, Mechanized)		
1 <sup>st</sup> Battalion (Light)	M3 Stuart	Operation Torch, Tunisia, Anzio, Rome (Disbanded)
2 <sup>nd</sup> Battalion (Medium)	M3 Lee	Operation Torch, Tunisia, Anzio, Rome (Became 13 <sup>th</sup> Tank Battalion)
3 <sup>rd</sup> Battalion (Medium)	M3 Lee	Tunisia, Anzio, Rome (Became 4 <sup>th</sup> Tank Battalion)
6 <sup>th</sup> Armored Infantry Regiment		
1 <sup>st</sup> Battalion		Operation Torch, Tunisia, Monte Casino, Anzio, Rome (Became 6 <sup>th</sup> Armored Infantry Battalion)
2 <sup>nd</sup> Battalion		Operation Torch, Tunisia, Monte Casino, Anzio, Rome (Became 11 <sup>th</sup> Armored Infantry Battalion)
3 <sup>rd</sup> Battalion		Operation Torch, Tunisia, Anzio, Rome (Became 14 <sup>th</sup> Armored Infantry Battalion)
27 <sup>th</sup> Armored Field Artillery Battalion		Operation Torch, Tunisia, Salerno, Monte Casino, Anzio, Rome, Gothic Line, Po Valley
68 <sup>th</sup> Armored Field Artillery Battalion		Tunisia, Monte Casino, Anzio, Rome, Gothic Line, Po Valley
91 <sup>st</sup> Armored Field Artillery Battalion		Tunisia, Monte Casino, Anzio, Rome, Gothic Line, Po Valley
81 <sup>st</sup> Armored Reconnaissance Battalion		Operation Torch, Tunisia, Anzio, Rome, Gothic Line, Po Valley
16 <sup>th</sup> Armored Engineer Battalion		Operation Torch, Tunisia, Salerno, Monte Casino, Anzio, Rome, Gothic Line, Po Valley
701 <sup>st</sup> Tank Destroyer Battalion (attached)		Operation Torch, Tunisia, Monte Casino, Anzio, Gothic Line

*Light tank battalions replaced their M3 and M3A1 Stuart tanks with M5A1 Stuart tanks and medium tank battalions replaced their M3 Lee tanks with M4 Sherman tanks when the campaign in Tunisia ended.*

**When the regiments were disbanded in July 1944, the following battalions were created in their place:**

1 <sup>st</sup> Tank Battalion	Gothic Line, Po Valley
4 <sup>th</sup> Tank Battalion	Gothic Line, Po Valley
13 <sup>th</sup> Tank Battalion	Gothic Line, Po Valley
6 <sup>th</sup> Armored Infantry Battalion	Gothic Line, Po Valley
11 <sup>th</sup> Armored Infantry Battalion	Gothic Line, Po Valley
14 <sup>th</sup> Armored Infantry Battalion	Gothic Line, Po Valley

*While the number of battalions halved, each went from three companies of light or medium tanks to three companies of medium tanks and one of light tanks. Overall the number of medium tanks only fell from twelve companies to nine, while the light tanks fell from six companies to three.*

### 2<sup>ND</sup> ARMORED DIVISION 'HELL ON WHEELS'

Unit	Battles
66 <sup>th</sup> Armored Regiment (formerly 66 <sup>th</sup> Infantry, Light Tanks)	
1 <sup>st</sup> Battalion	Sicily, Normandy, Siegfried Line, Ardennes, Ruhr, Elbe
2 <sup>nd</sup> Battalion	Sicily, Normandy, Siegfried Line, Ardennes, Ruhr, Elbe
3 <sup>rd</sup> Battalion	Sicily, Normandy, Siegfried Line, Ardennes, Ruhr, Elbe
67 <sup>th</sup> Armored Regiment (formerly 67 <sup>th</sup> Infantry, Medium Tanks)	
1 <sup>st</sup> Battalion	Operation Torch, Sicily, Normandy, Siegfried Line, Ardennes, Ruhr, Elbe
2 <sup>nd</sup> Battalion	Operation Torch, Sicily, Normandy, Siegfried Line, Ardennes, Ruhr, Elbe
3 <sup>rd</sup> Battalion	Tunisia, Sicily, Normandy, Siegfried Line, Ardennes, Ruhr, Elbe
41 <sup>st</sup> Armored Infantry Regiment	
1 <sup>st</sup> Battalion	Sicily, Normandy, Siegfried Line, Ardennes, Ruhr, Elbe
2 <sup>nd</sup> Battalion	Sicily, Normandy, Siegfried Line, Ardennes, Ruhr, Elbe
3 <sup>rd</sup> Battalion	Sicily, Normandy, Siegfried Line, Ardennes, Ruhr, Elbe
14 <sup>th</sup> Armored Field Artillery Battalion	Sicily, Normandy, Siegfried Line, Ardennes, Ruhr, Elbe
78 <sup>th</sup> Armored Field Artillery Battalion	Sicily, Normandy, Siegfried Line, Ardennes, Ruhr, Elbe
92 <sup>nd</sup> Armored Field Artillery Battalion	Sicily, Normandy, Siegfried Line, Ardennes, Ruhr, Elbe
82 <sup>nd</sup> Armored Reconnaissance Battalion	Sicily, Normandy, Siegfried Line, Ardennes, Ruhr, Elbe
17 <sup>th</sup> Armored Engineer Battalion	Sicily, Normandy, Siegfried Line, Ardennes, Ruhr, Elbe



# INTO BATTLE

*"If the resistance is broken and the line pierced the tank must and will assume the role of pursuit cavalry and 'ride the enemy to the death'."*

— Lt Colonel George S Patton

In 1939, the German Army invaded Poland. The US Army was shocked at the speed with which the Panzer divisions demolished the Polish Army. Plans were immediately established to expand the small US Army to full wartime strength. During May 1940 the army held manoeuvres in Louisiana to test the new organisations. All of the available tanks were concentrated with the 6<sup>th</sup> Infantry Regiment to form the Provisional Tank Division for the manoeuvres.

## Small Beginnings

It was the German invasion of France while the manoeuvres were in progress that finally convinced the General Staff of the need for a large armored force. The 1st and 2nd Armored Divisions were quickly created from the Provisional Tank Division in July 1940. Creating an armored division from scratch is a massive task and most of 1941 and 1942 were spent gathering equipment, inducting new recruits, and training them to fight together.

In 1942, the 2<sup>nd</sup> 'Hell On Wheels' Armored Division continued training in the United States under Brigadier General George S Patton, while the 1<sup>st</sup> 'Old Ironsides' Armored Division shipped out for Northern Ireland in April under Major General Orland Ward.

The war they found themselves in was politically complex. France had surrendered to Germany who occupied northern France leaving the south and the colonies in North Africa under the pro-German Vichy government. In Egypt the British 8<sup>th</sup> Army were fighting for their lives against Rommel's Afrika Korps. If the US Army sailed to help the British in Egypt, their route would take them past the hostile shores of French North Africa. If they landed troops in French North Africa, there was a chance that their traditional allies, the French, would take up arms against the Germans again, rather than fighting for their hated conquerors.

## First Blood

Seizing the opportunity, the US Army went into action in Europe on 8 November 1942, when Operation Torch, the landings in pro-German French North Africa began.

Old Ironsides sailed from Britain to capture Oran in Algiers, while Hell On Wheels, now under Major General Ernest N Harmon, sailed directly from the United States to land at Safi and Port Lyautey in Morocco taking Casablanca from the rear.

Both landings were chaotic, but succeeded in the face of light opposition, with many Frenchmen greeting the Americans as liberators. The remaining French defenders responded by throwing all available reserves into the battle. Once the US troops managed to get ashore and organised, they advanced through stiff resistance and captured all of their objectives. By the time the French surrendered three days later on 11 November, casualties from the fighting amounted to 1500 US and British soldiers and nearly 4000 French soldiers.

## The Race For Tunis

While Hell On Wheels guarded Morocco against a German counter-invasion from Spain, Old Ironsides dashed eastward. Its aim was to liberate the city of Tunis in Tunisia, the last major city in French North Africa, before the Germans could arrive. Meanwhile, the Germans reacted swiftly to the French capitulation, taking control of Vichy France and pouring men and material into Tunisia.

26 November 1942 saw the first clashes between the tanks of Old Ironsides' 13th Armored Regiment and 10th Panzer Division near Tebourba. Over the next month the veteran German Panzers taught the inexperienced American tankers some bitter lessons in armored combat. By Christmas, rain had turned the ground into impassable mud. The Allied push had been halted, causing General Eisenhower to declare "Gentlemen, we have lost the race for Tunis."

## Harsh Lessons

Shipping restrictions had kept much of Old Ironsides in Britain throughout 1942. Finally in January 1943, these troops landed in North Africa bringing with them the new M4 Sherman tanks of the 1<sup>st</sup> Armored Regiment. Unfortunately, the division was still not able to fight as a coherent whole. Battalion-sized task forces were scattered over a hundred miles of front supporting the infantry of II Corps and XIX (French) Corps (now fighting with the Allies against the Germans) and holding key positions.

The first major battle of the new year saw Old Ironsides re-taking the Ousseltia Valley in support of the French



Corps. Their success was short-lived as the German forces launched a major attack in the drier areas of southern Tunisia. Taking Faïd Pass, Sidi Bou Zid and Sbeitla in quick succession, the German attack shattered the US defence. Both battalions of M4 Sherman tanks made isolated counterattacks and were wiped out.

The remaining parts of the division rallied behind Kasserine Pass. Major General Harmon was summoned to take control of the battle from the commander of II Corps, Lieutenant General Lloyd R Fredendall (later sacked for mishandling the battle). Together Harmon and II Corps halted the Germans west of Kasserine Pass.

### **Lessons Learned**

After the battle Major General Harmon returned to Hell On Wheels after recommending that the commander of I Corps in Morocco, Major General Patton, be given II Corps. Under Major General Patton, II Corps, containing all of the US troops in Tunisia, launched their own offensive in March. Their first thrust was towards Gabes on the coast. It aimed to cut off the Afrika Korps facing the British and link up with Montgomery's 8th Army. At the end of March, Old Ironsides won its first clear victory against the German Panzers at El Guettar. It was Major General Ward's last battle with Old Ironsides. After the battle, he was replaced by Major General Harmon.

Old Ironsides moved back to the northern sector and launched an attack towards the port of Bizerte on the coast in late April. Two weeks of hard fighting captured the port. Axis resistance ended on 12 May 1943. Over 250,000 German and Italian troops surrendered, finally bringing the African campaign to a close.

With the fighting over, Old Ironsides shifted west to Morocco to re-equip. The last of its old M3 Lee tanks were replaced with M4 Shermans and the heavy losses of the Tunisian campaign made good.

### **Europe's Soft Underbelly**

The next step to keep the pressure on the Germans, and hopefully knock the Italians out of the war, was Operation Husky, the invasion of Sicily. Seeing combat for the first time since landing in Morocco, 2nd 'Hell On Wheels' Armored Division landed at Gela on Sicily's southern coast on 10 July 1943. The Division played a critical part in defending the beachhead from German counterattacks on the first day. Hell On Wheels then dashed across western Sicily to capture Palermo. Sicily was secured by 17 August.

On 8 September 1943, Italy surrendered as the Allied Fifth Army came ashore at Salerno in southern Italy. Meanwhile Hell On Wheels had been sent to Britain to train for the D-Day landings, leaving Old Ironsides as the only US armored division to fight in Italy.

### **Sunny Italy**

Italy's mountainous terrain and swift rivers slowed the Allied advance to a crawl, allowing the Germans to fortify their Winter Line in front of Monte

Cassino, south of Rome. Old Ironsides spent the rest of 1943 in reserve waiting for the breakthrough that never came. Finally on 4 January 1944, 6th Armored Infantry Regiment was called forward to take Mt Porchia, helping drive the enemy out of the Winter Line and back to their reserve line, the Gustav Line on the heights above the Monte Cassino.

On 22 January 1944, Old Ironsides landed at Anzio, north of Monte Cassino. The Allied invasion force was attempting to break the stalemate by outflanking the Gustav Line. The landings were completely unopposed, yet the Allied commander General John P Lucas delayed, allowing the Germans to rush in reinforcements to seal off the beachhead. The German army launched a series of ferocious counter-attacks attempting to throw the invaders back into the sea.

For a month it was a close-run thing. Old Ironsides was always in the thick of the fighting, supporting whichever sector of the beachhead was at greatest risk. By 19 February, the defenders were beaten back to within 8 miles of Anzio, but a stubborn defence and a storm of artillery, air strikes and naval fire support turned the tide. Then the battle for Anzio bogged down in the spring mud.

The final Battle for Monte Casino started on 12 May 1944, breaking the Gustav Line, relieving Anzio, and allowing the troops in the beachhead to strike out for Rome. Old Ironsides attacked on 24 May, and finally captured Rome on 5 June, the day before the D-Day landings in France.

### **First To The End**

In July 1944, Old Ironsides reorganised doing away with the regimental structure and reducing from six to three armored battalions forming three balanced all-arms teams. This new organisation had been mandated a year earlier as a result of Old Ironsides finding itself with too many tanks (particularly light tanks) and not enough infantry to support them. The lessons they learned at such cost were used by all sixteen US armored divisions by the War's end, by which time Old Ironsides had crossed the Po River in the far north of Italy, finally completing the task it began three years earlier. German resistance in the Mediterranean had finally been broken and the Germans 'ridden to the death'.



*"No tank is to be surrendered, or abandoned to the enemy. If you are left alone in the midst of the enemy, keep shooting. If your gun is disabled, use your pistols and squash the enemy with your tracks.... If your motor is stalled and your gun is broken, still the infantry cannot hurt you. You hang on, help will come.... You must establish the fact that AMERICAN TANKS DO NOT SURRENDER.... As long as one tank is able to move it must go forward, its presence will save the lives of hundreds of infantry and will kill many Germans."*

—Lt Colonel George S Patton

## WHY COLLECT OLD IRONSIDES

Three years of war have exhausted Britain, and the Soviet Union is on the ropes waiting for the knockout blow. If the Nazis are going to be stopped, the United States will have to do it. In 1941 and 1942 the United States, backed by the immense might of American industry, has not only reequipped the tank forces of the British Army and sent thousands of tanks to the Soviet Union, but has also formed the best-equipped armored divisions in the world. While the troops may be fresh from training, they learn fast. The Germans are hard teachers, but it won't be long before the student is the master.

The US Armored Division is the only formation in the world that has armored vehicles for every combat platoon. All of the infantry are mounted in armored half-tracks and all of the artillery have armored self-propelled guns. No other nation would match this achievement during the war.

No army can match the firepower of Old Ironsides on the move. Your tanks have stabilisers allowing them to fire accurately on the move. While other armies have to stop and dismount to engage, everything in your Old Ironsides force is ready to shoot at all times.

The armored infantry are organised into self-contained, hard hitting

platoons, equipped with machine-guns, mortars, and anti-tank guns, all transported in armored half-tracks giving them more firepower than almost any platoon in any other army and the mobility to match.

US armored forces are ideal for combined arms fire and movement tactics.

Man for man the soldiers of Old Ironsides are the equal of any. As yet they lack the experience of troops fighting since the start of the war, but they are learning fast.

Leading Old Ironsides, you will temper your freshly-trained beginners in the fires of battle, forging a confident force, ready and able to defeat all comers and save the world in the name of Democracy and Mom's apple pie.





# ORGANISATION AND EQUIPMENT

*"Violent and rapid attack with marching fire is the surest means of success in the use of armor."*

— General George S Patton

This section describes the organisation and equipment of a Tank Company and an Armored Rifle Company in the mid-war period. It gives you all the information you need to field Old Ironsides in your *Flames Of War* battles.



Every company has four parts: a Headquarters Platoon, Combat Platoons, Weapons Platoons, and Support Platoons.

## Organising A Tank Company

- Your Tank Company must have a **Headquarters Platoon**.
- It must also have two or three **Combat Platoons**.
- You may assign any or all of the available **Weapons Platoons** to your Tank Company.
- Your Tank Company may have up to two **Support Platoons** assigned from divisional assets for each Combat Platoon in your force.

## Organising An Armored Rifle Company

- Your Armored Rifle Company must have a **Headquarters Platoon**.
- It must have two or three **Combat Platoons**.
- You may assign any or all of the available **Weapons Platoons** to your Armored Rifle Company.
- Your Armored Rifle Company may also have up to two **Support Platoons** assigned from divisional assets for each Combat Platoon in your force.

This book entirely replaces the Tank Company, Armored Rifle Company, and the relevant Divisional Troops sections of the Intelligence Briefing on the US Army in the *Flames Of War* rulebook.

## Armored Recon Company

If tanks or infantry aren't your thing, you can always take the cavalry! The Armored Recon Company on page 27 allows you to field the armored cavalry of the divisional Armored Reconnaissance Battalion.

## PLATOON DESCRIPTIONS

The organisation charts describe each platoon in the following parts:

**Unit Name:** The title of the platoon and the number you can have in each company.

**Organisation Diagram:** Showing the composition and internal organisation of the platoon.

**Platoon:** A list of the basic platoon choices available and the points cost of each.

**Options:** Some platoons are given with part of the diagram in grey to show additional options. These are not part of the basic price for the platoon, but must be paid for separately if you wish to include them in your platoon.

**Restrictions:** In some cases there are additional restrictions on the availability of weapons and how many platoons of the same type your force may have.



# LIGHT TANKS

*US doctrine expected that armored divisions be held in reserve, waiting for the infantry to punch through the enemy defences.*

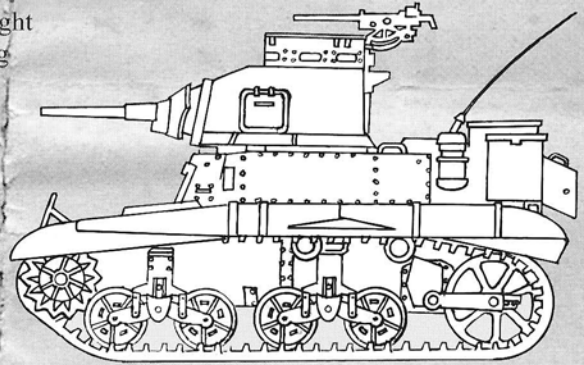
*Once the line had broken, the tanks would pour through like an unstoppable tide with the light tank battalions leading the charge. Equipped entirely with fast tanks, these units would race deep into the breach, taking the enemy by surprise, smashing artillery and overrunning retreating units.*

## M3 LIGHT TANK

Designed as a modern replacement for the pre-war M2 light tank, the new M3 mounted an M6 37mm gun in a rotating turret. Lightly armored and powered by a big seven-cylinder Wright-Continental aircraft engine, the M3's top speed of 36 mph (60 km/h) made it one of the fastest tanks on the battlefield.

As well as serving with US armored divisions, 5500 M3's were sent to Britain and 1600 to the Soviet Union. The British codenamed the tank 'General Stuart', after the famous American Civil War cavalry commander, and the name quickly caught on with US troops as well.

In combat, the Stuart was very reliable, and even though it had less armor and a smaller gun than the latest German Panzers, its small size and high speed made it ideal for scouting out the enemy.



### M3A1 Light Tank

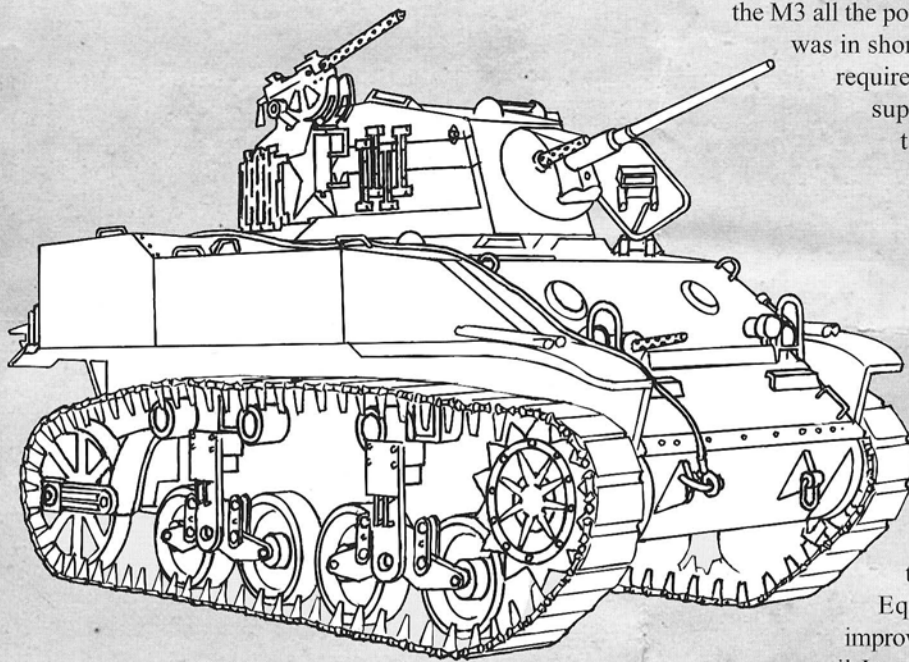
Once the M3 was in production, reports from troops at the front suggested that several modifications would improve the tank. The new version, designated the M3A1, was welded together instead of riveted, which reduced weight and eliminated any danger to the crew caused by rivets flying out and ricocheting around inside when the tank was hit. The 37mm gun was given a gyrostabiliser. This mechanism kept the gun level while the tank was moving, allowing the gunner to fire faster and more accurately.

## M5 LIGHT TANK

While the Wright-Continental aero engine provided the M3 all the power it could ever need, the engine was in short supply because it was urgently required for combat aircraft. To ease the supply problems, a new version of the Stuart was introduced.

Called the M5, the new design had a twin Cadillac V8 engine, coupled by a Hydramatic transmission. The new transmission gave a smooth ride and the M5 was even faster than the M3. The shape of the hull had to be changed to accommodate the new engine, and the opportunity was taken to give the tank thicker and better sloped armor.

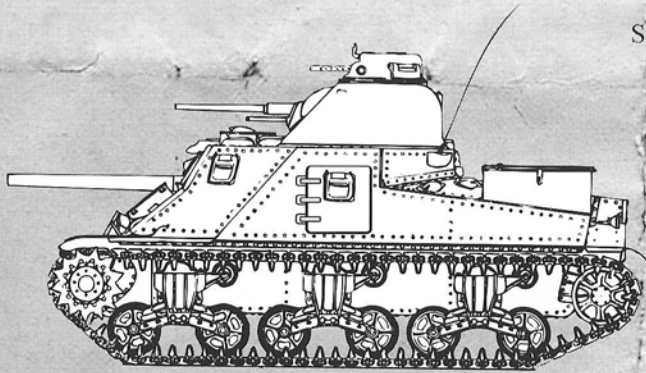
Equipped with a new turret, the improved M5A1 remained in production until June 1944, and saw service until the end of the war.



## MEDIUM TANKS

*The US Army watched with interest when the German army invaded France in May 1940. The 50mm and 75mm guns arming the latest German tanks were much more powerful than the 37mm gun mounted on US Army tanks. A new medium tank was clearly needed. A crash programme was immediately begun to design and produce a tank capable of defeating any tank in existence.*

### M3 MEDIUM TANK



Since no US tank had a turret big enough to take a 75mm gun, a brand new design was necessary, but this would take a long time to produce. As a temporary solution the hull of a prewar M2A1 medium tank was modified to take a short M2 75mm gun in a limited traverse sponson in the right front of the hull, while retaining a 37mm gun in the turret. The designers realised that this was not ideal, but the result was a good tank that was ready for action in a shorter time than any tank yet designed. This tank was designated the M3 Medium.

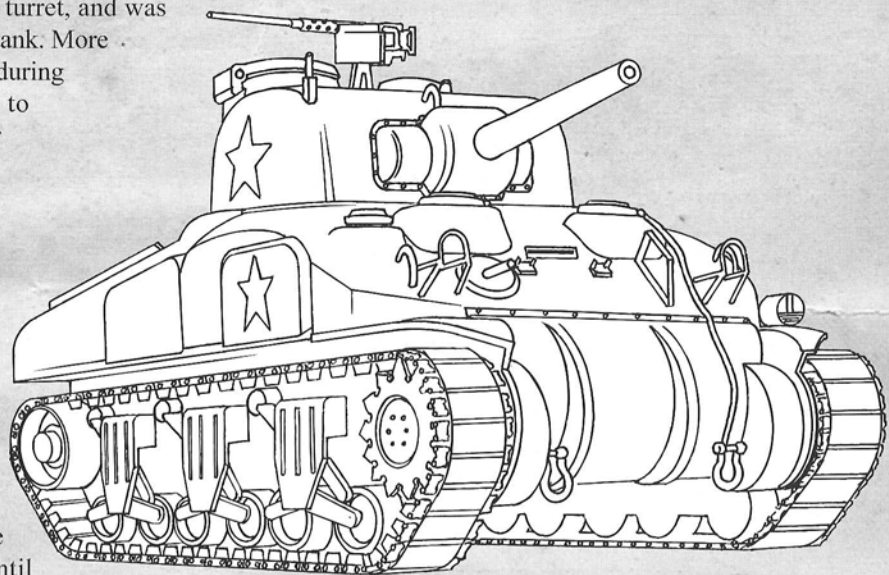
The British Army were immediately impressed with the new tank, giving it the codename 'General Lee'. They requested a new turret design and ordered 200 straight off the plans. The British version of the M3 was codenamed 'General Grant', but this name was commonly used for both types. As expected, the very limited field of fire of the main gun posed tactical problems, but the M3 Lee still proved to be a tough, hard-hitting tank, and a huge shock to the Germans.

The M3 Lee was quickly upgraded to include stabilisers for both guns, the most obvious distinguishing feature being a large counterweight at the muzzle of the 75mm gun. When the longer, more powerful M3-version of the 75mm gun became available, that was fitted to the last production runs.

### M4 MEDIUM TANK

The M3 Lee was a good tank, but the new design, called the M4, was even better. This tank mounted a stabilised long M3 75mm gun in a fully rotating turret, and was a match for any German medium tank. More than 44,000 M4's were produced during the war, many being delivered to Britain and the Soviet Union under the Lend-Lease agreements. Almost every other Allied country used it as well. The British codename was "General Sherman", and this name became standard in the US Army as well.

The M4 Sherman was a great success. Available in large numbers, mobile and very reliable, it was the main tank in all US armored divisions from the end of the Tunisian campaign until the war ended. Its only drawback was a tendency to catch fire when hit, and even this problem was solved when the tank was upgraded later in the war.



# OLD IRONSIDES SPECIAL RULES

*These special rules reflect the superiority of American technology and the speed with which they can request artillery support as a result.*

## Excellent Communications

No army has the communications resources of a US armored force. Plentiful radios give every officer the facility to request and range in artillery fire.

Platoon and 2iC Command teams can act as observers and request artillery fire in the same manner as a Company Command team.

## Under Command

The mortar and assault gun platoons cooperate closely with the combat companies. Constant practice and excellent radio communications allow them to bring down quick and effective fire.

When calling for artillery bombardments from Mortar and Assault-gun Platoons chosen as Weapons Platoons, Company, 2iC, and Platoon Command teams do not suffer their normal +1 penalty to range in.

## Time On Target

Every US artillery staff team has a fire control computer of immense sophistication. After checking the wind, temperature, and range, the battery staff officer selects the corresponding book and looks up the settings for every gun. This scientific marvel allows the officer to compute the flight time for each shell. By working backwards, they can have every shell land at the same time without warning. With no time to react, troop concentrations caught in such a 'time on target' (TOT) bombardment are smashed before they have time to find cover.

If an Armored Field Artillery Battery with a staff team ranges in on their first attempt, they can fire a TOT bombardment. Every team hit by a TOT bombardment re-rolls successful saves as they scramble for cover and batten down the hatches.

## APCBC AMMUNITION

When they first faced the Germans, the soldiers of Old Ironsides were appalled to see their shots bouncing off the front of German tanks. Cursing the weapons designers, they were forced to manoeuvre onto the flanks of the German tanks to score kills.

The problem was revealed two months later when at the end of December 1942, a visiting General asked why they were still using obsolete AP armor-piercing ammunition when other divisions had been using APCBC (Armor Piercing Capped, Ballistic Capped) ammunition for months! It turned out that no one had thought to send any to Old Ironsides training in Ireland, leaving them to go into battle with the old ammunition. Stocks of APCBC ammunition were quickly rushed to the troops in the front line, giving them a fair chance against German tanks.

### How APCBC Works

Normal AP ammunition bounces off German hardened armor if it hits the armor at an angle. APCBC ammunition is designed to solve this problem. Its soft cap bites onto the armor allowing the shot to punch through. The blunt shape of the cap ruins the shot's flight (ballistic) characteristics, so a light ballistic cap is fitted over the top to streamline the round in flight.

### Creating A Force For Operation Torch

If you wish to build an Old Ironsides force for the initial fighting in late 1942, use the standard organisations from the following pages with these changes:

No guns in your force have APCBC ammunition.

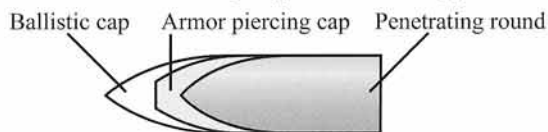
The point costs of the following platoons change to reflect this:

- M3 and M3A1 Stuart tanks cost 5 points less per HQ Platoon or 10 points less per Tank Platoon.
- M3 Lee tanks cost 5 points less per tank.
- M3 75mm GMC tank destroyers cost 5 points less per section of two tank destroyers.

Your force may not include any of the following:

- M5A1 Stuart tanks,
- M3 Lee tanks with long 75mm guns,
- M8 Scott HMC assault guns,
- M10 3" GMC tank destroyers,
- M13 MGMC half-tracks,
- M15 CGMC half-tracks,
- M7 Priest HMC SP guns, or
- Bazooka teams.

### The APCBC (Armor Piercing Capped, Ballistic Capped) Round



# TANK COMPANY

1



**OLD IRONSIDES**

Everyone in Old Ironsides wears the armored forces patch, see, 'cos we are an armored division, and that means tanks. Without tanks, this division ain't nothin'. The tanks lead the way. The tanks do the fightin' and if they have to, the tanks do the dyin'. It don't matter none tho', 'cos we always win in the end. We're the First and we're the best—Old Ironsides!

—Lieutenant Dan Thomas, Arkansas

A force based around a Tank Company must contain:

- a Company HQ, and
- two or three Tank Platoons.

Weapons Platoons available to a Tank Company are:

- a Mortar Platoon,
- Recon Platoons, and
- Assault Gun Platoons.

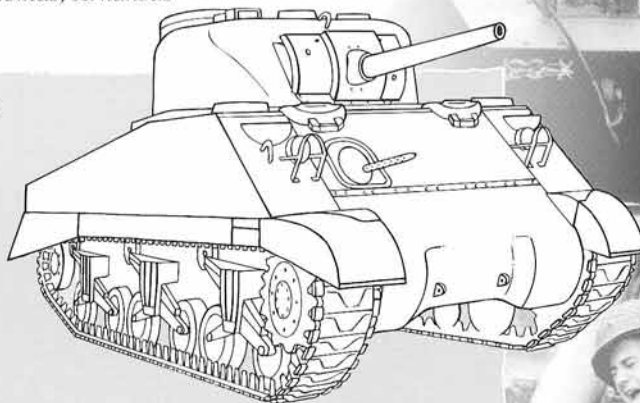
Support Platoons for a Tank Company can be:

- Armored Rifle Platoons, and
- Divisional Support Platoons.

You may have up to **two** Support Platoons attached to your company for each Tank Platoon that you are fielding.

## Motivation And Experience

The US may be new to the war, but the tankers are keen, well-trained, and learning fast. A Tank Company is **Confident Trained**.



## HQ PLATOON

### 1 Company HQ

#### Platoon

Company HQ with

2 M3 or M3A1 Stuart **95 points**

- Equip all M3A1 Stuart tanks with stabilisers for +5 points for the platoon.

2 M5A1 Stuart **110 points**

2 M3 Lee **210 points**

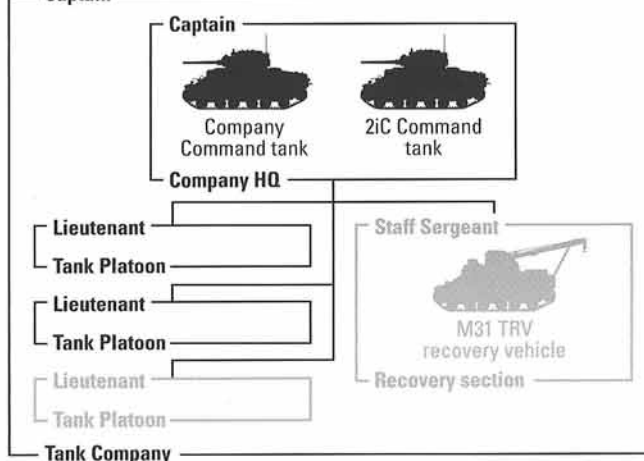
- Fit any or all M3 Lee tanks with long 75mm guns for +10 points per tank.

2 M4 or M4A1 Sherman **230 points**

#### Options

- Add an M31 TRV recovery vehicle to a Company HQ with M4 or M4A1 Sherman tanks for +10 points.

Captain



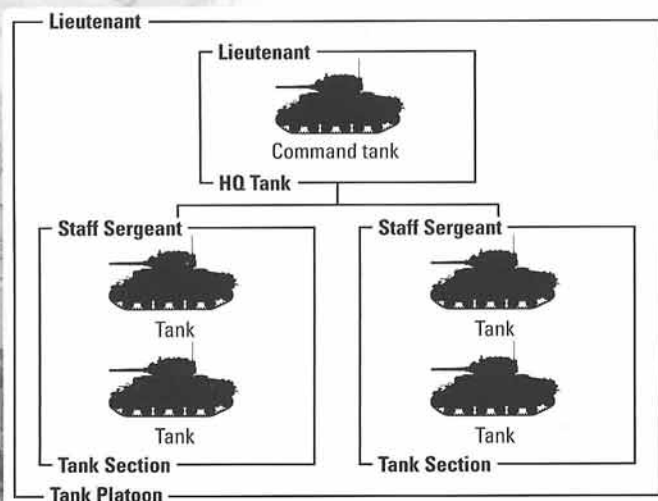
The company commander runs the tank battle from his command tank. Following your battle plan, the tank platoons outmanoeuvre and outfight the enemy. When the going gets tough, you'll have the Captain leading from the front, keeping the fight going until you are victorious.

The M31 TRV is invaluable for fixing tanks bogged down in rough terrain using the vehicle recovery rules on page 43 of the *Flames Of War* rulebook.



## COMBAT PLATOONS

### 2 or 3 Tank Platoons



#### Platoon

5 M3 or M3A1 Stuart	245 points
4 M3 or M3A1 Stuart	195 points
3 M3 or M3A1 Stuart	145 points

- Equip all M3A1 Stuart tanks with stabilisers for +10 points for the platoon.

5 M5A1 Stuart	275 points
4 M5A1 Stuart	220 points
3 M5A1 Stuart	165 points

5 M3 Lee	525 points
4 M3 Lee	420 points
3 M3 Lee	315 points

- Fit any or all M3 Lee tanks with long 75mm guns for +10 points per tank.

5 M4 or M4A1 Sherman	575 points
4 M4 or M4A1 Sherman	460 points
3 M4 or M4A1 Sherman	345 points

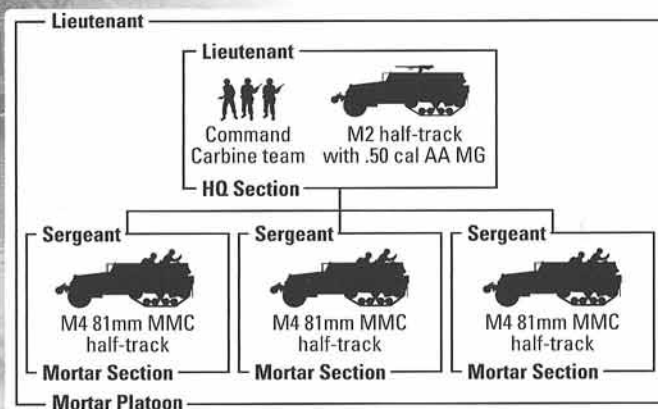
The USA provides its tankers with some of the best and most reliable tanks in the world. The light tank battalions with their fast M3 Stuart tanks and the medium tank battalions with the powerful M3 Lee and M4 Sherman tanks both outmanoeuvre any enemy that they don't outgun.

Don't forget that your M3 Lee tanks can fire both their 75mm main gun and the 37mm turret gun at the same time using the Multiple Guns rule on page 63 of the *Flames Of War* rulebook.



## WEAPONS PLATOONS

### 0 to 1 Mortar Platoon



#### Platoon

HQ Section with	
3 Mortar Sections	125 points
2 Mortar Sections	90 points

#### Options

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

*Your force may not contain more than one Mortar Platoon, even if it has more than one Tank or Armored Rifle Company.*

The one thing tanks aren't well equipped to handle are anti-tank guns. They leave them to the battalion Mortar Platoon. Firing from behind cover, the mortars can bombard and smoke out or destroy anti-tank guns without fear of retribution.

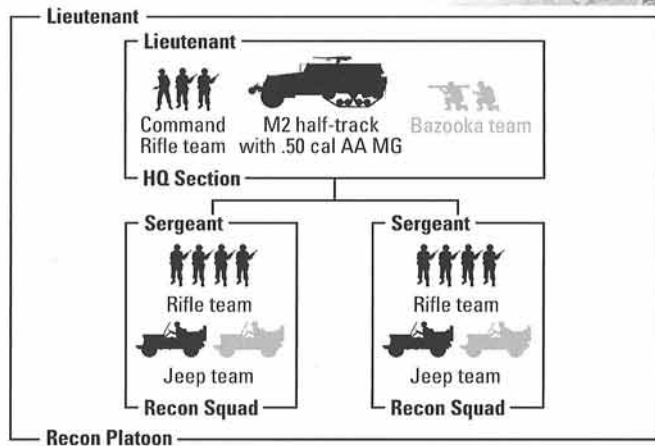


**Recon Platoon**

<b>Platoon</b>	
HQ Section with	
2 Recon Squads	<b>70 points</b>
1 Recon Squad	<b>50 points</b>
<b>Option</b>	
<ul style="list-style-type: none"> <li>• Add a Bazooka team for +15 points.</li> <li>• Arm any or all Jeep teams with an AA MG for +5 points per Jeep team.</li> </ul>	

The soldiers of the regimental Recon Platoons are known as Intelligence Agents. They are equally capable of spying out enemy positions or fighting them. Their task is to locate enemy ambushes and scout suitable routes for tank attacks.

**Recon Platoons are reconnaissance platoons and may use the Reconnaissance rules on page 20 to avoid enemy fire.**

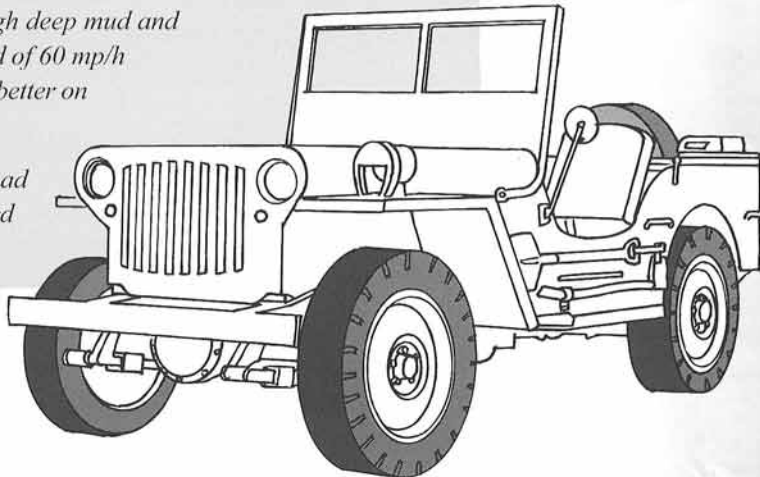


The Jeeps special rule applies to the jeep teams of the Recon Platoon. You may model each team with either one or two jeeps.

**THE JEEP**

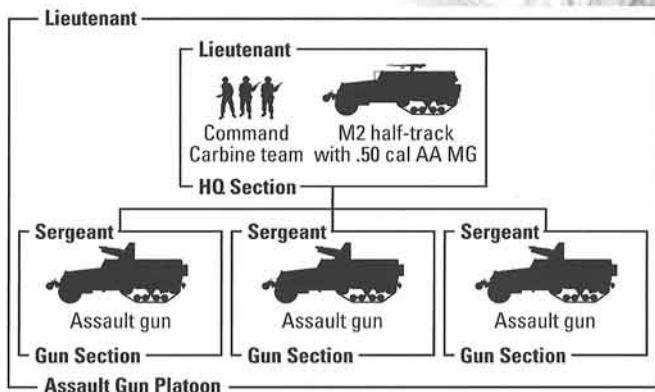
*The Willys Jeep, officially known as Truck, 1/4-ton, 4x4, Command Reconnaissance, was capable of carrying light loads almost anywhere. Its four-wheel drive allowed it to clamber over mountain passes, through deep mud and snow, while its top speed of 60 mp/h (100 km/h) made it even better on roads.*

*By 1945 over 625,000 had been made and they served in every Allied army.*



**Assault Gun Platoon**

<b>Platoon</b>	
HQ Section with	
3 T30 75mm HMC	<b>145 points</b>
2 T30 75mm HMC	<b>105 points</b>
<ul style="list-style-type: none"> <li>• Arm any or all T30 75mm HMC assault guns with a .50 cal AA MG for +5 points per vehicle.</li> </ul>	
3 M8 Scott HMC	<b>230 points</b>
2 M8 Scott HMC	<b>160 points</b>



The regimental Assault Gun Platoons are versatile. They usually operate as artillery firing long-range bombardments supporting the tanks' advance. However, when necessary, they close with particularly tough targets and destroy them with point-blank fire.



# HALF-TRACKS

*The United States Army had been experimenting with half-tracked artillery tractors since the mid 1930's. In 1940 the Army converted an M3A1 armored car into a half-track, leading to the M2 and M3 series of half-tracks. Over 50,000 half-tracks were produced by the end of 1944.*

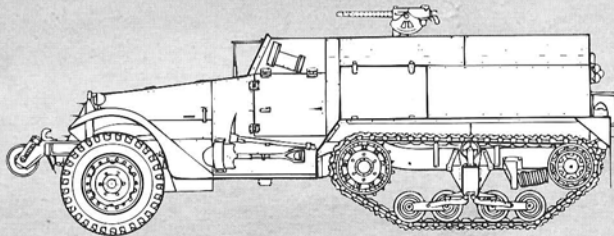
## M3A1 ARMORED CAR

The M3A1 Armored Car provided the armored divisions with a superb reconnaissance vehicle. With a high power-to-weight ratio it was fast and mobile, making it perfect for scouting, but it was unsuitable for carrying heavy loads cross-country.

The divisional armored reconnaissance companies were the main users of the M3A1 armored car. They appreciated its mobility and the firepower afforded by the car's three machine-guns.



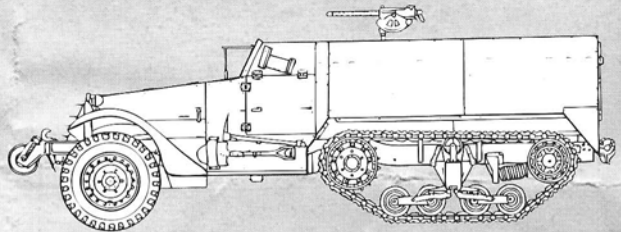
## M2 HALF-TRACK CAR



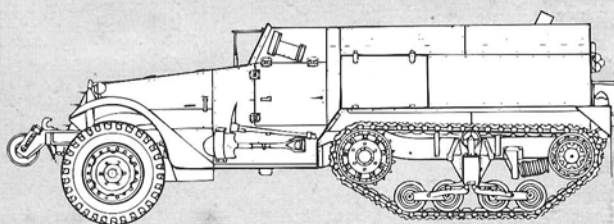
To improve the armored car's off-road performance, a tracked assembly was added in place of its rear wheels to create the M2 half-track. The M2 played an essential role as a weapons carrier and gun tractor throughout the war.

## M3 HALF-TRACK PERSONNEL CARRIER

Since the internal capacity of the M2 half-track was insufficient to transport a full squad of infantry, the design was modified to allow it to carry 13 men. Called the M3 half-track, this vehicle became the workhorse of the armored divisions.



## M4 81mm MORTAR MOTOR CARRIAGE

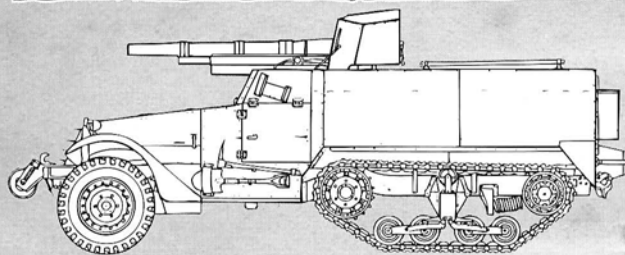


In order to provide light, readily available artillery support for the armored infantry, an M1 81mm mortar was fitted to the M2 half-track, resulting in the M4 81mm MMC. While it normally fired over the back of the half-track, the mortar could also be dismounted for defensive operations.





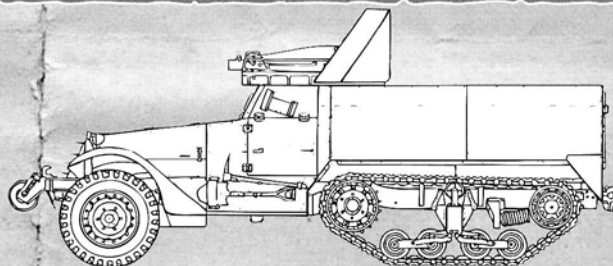
## M3 75mm GUN MOTOR CARRIAGE



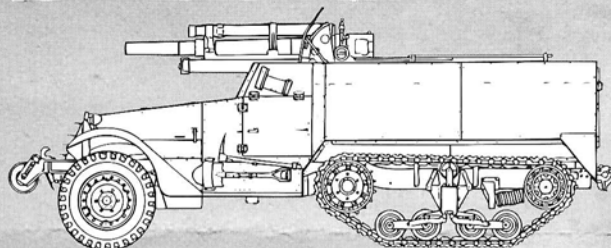
Designed as a tank destroyer, the M3 75mm GMC mounted a M1897A5 75mm field gun in an M3 half-track. Harder hitting than the older truck-mounted M6 37mm GMC, the M3 GMC remained in service until after Operation Husky in 1943.

## T30 75mm HOWITZER MOTOR CARRIAGE

An M1A1 75mm howitzer was fitted to an M3 half-track to create the T30 75mm HMC, giving the tank battalions and armored reconnaissance battalions their own light artillery. The T30 saw action in Tunisia, Sicily and Italy.



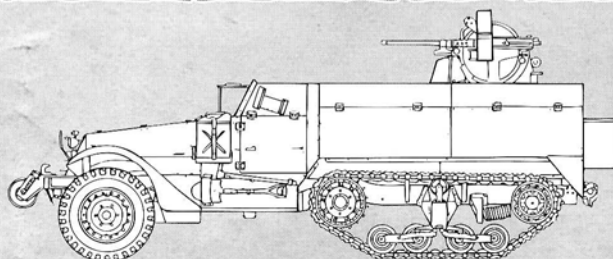
## T19 105mm HOWITZER MOTOR CARRIAGE



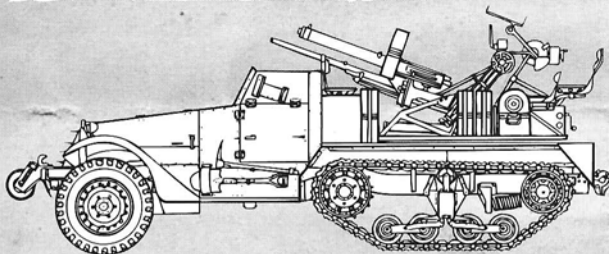
Armed with an M2A1 105mm howitzer, the T19 105mm HMC gave the armored divisions self-propelled artillery that could keep up with the tanks more easily than towed guns. The T19 saw extensive action during the Tunisian campaign.

## M13 MULTIPLE GUN MOTOR CARRIAGE

To protect the armored divisions from enemy air attack, an anti-aircraft version of the M3 was developed. Produced as the M13 MGMC, this vehicle had twin .50 cal heavy machine-guns in an electrically powered Maxon turret.

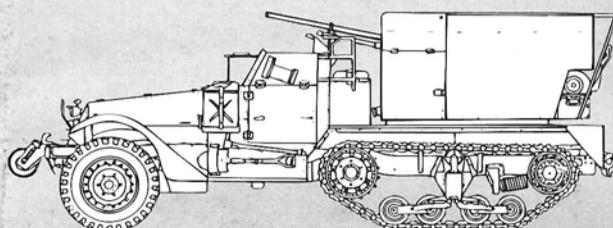


## T28E1/M15 COMBINATION GUN MOTOR CARRIAGE



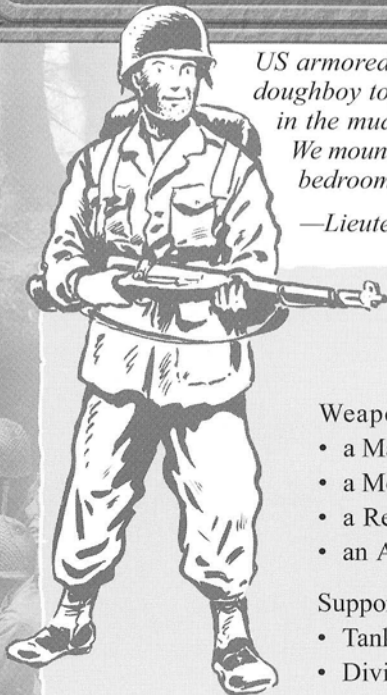
The T28E1 CGMC was another anti-aircraft version of the M3, mounting two water-cooled .50 cal heavy machine guns and an M1A2 37mm autocannon. When the design was upgraded to include an armored turret, and air-cooled machine-guns, the vehicle was standardized as the M15 CGMC.

Although the gun shield of the M15 CGMC provided the crew with much better protection, the extra weight on an already overloaded chassis severely reduced the vehicle's cross-country performance.



# ARMORED RIFLE COMPANY

(MECHANISED INFANTRY COMPANY)



*US armored infantry call ourselves Blitzdoughs, you know, put blitzkrieg and doughboy together, you get Blitzdoughs. Like it says, we're doughboys fighting in the mud, shedding our blood. But once the tanks start moving, it's all on. We mount our half-tracks and move out, leading the blitz all the way to Hitler's bedroom!*

—Lieutenant Jebidiah Hope, Kentucky

A force based around an Armored Rifle Company must contain:

- a Company HQ, and
- two or three Armored Rifle Platoons.

Weapons Platoons available to an Armored Rifle Company are:

- a Machine-gun Platoon,
- a Mortar Platoon,
- a Recon Platoon, and
- an Assault Gun Platoon.

Support Platoons for an Armored Rifle Company can be:

- Tank Platoons, and
- Divisional Support Platoons.

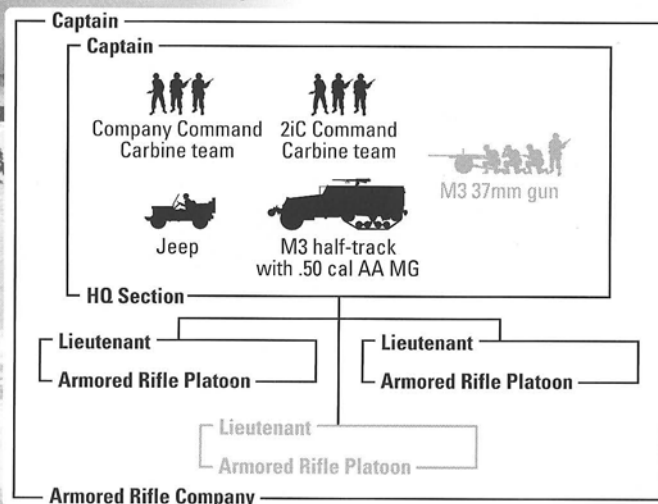
You may have up to **two** Support Platoons attached to your company for each Armored Rifle Platoon that you are fielding.

## Motivation And Experience

The Blitzdoughs are ready and eager to prove their training in the heat of battle. An Armored Rifle Company is **Confident Trained**.

## HQ PLATOON

### 1 Company HQ



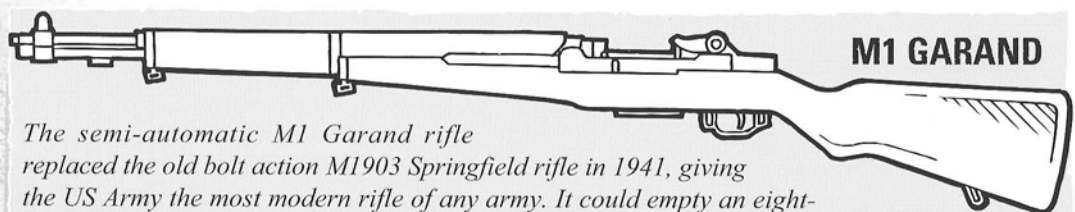
### Platoon

Company HQ    **45 points**

### Options

- Add an M3 37mm gun for +15 points.
- Replace M3 37mm gun with a Bazooka team at no cost.
- Arm the Jeep with an AA MG for +5 points.

Your half-tracks may look like Gypsy caravans, but your men will follow you anywhere. In the heat of battle, the Captain is at the hottest point, directing the battle and urging the men on.



**M1 GARAND**

*The semi-automatic M1 Garand rifle replaced the old bolt action M1903 Springfield rifle in 1941, giving the US Army the most modern rifle of any army. It could empty an eight-round clip as fast as the trigger could be pulled*



## COMBAT PLATOONS

### 2 or 3 Armored Rifle Platoons

#### Platoon

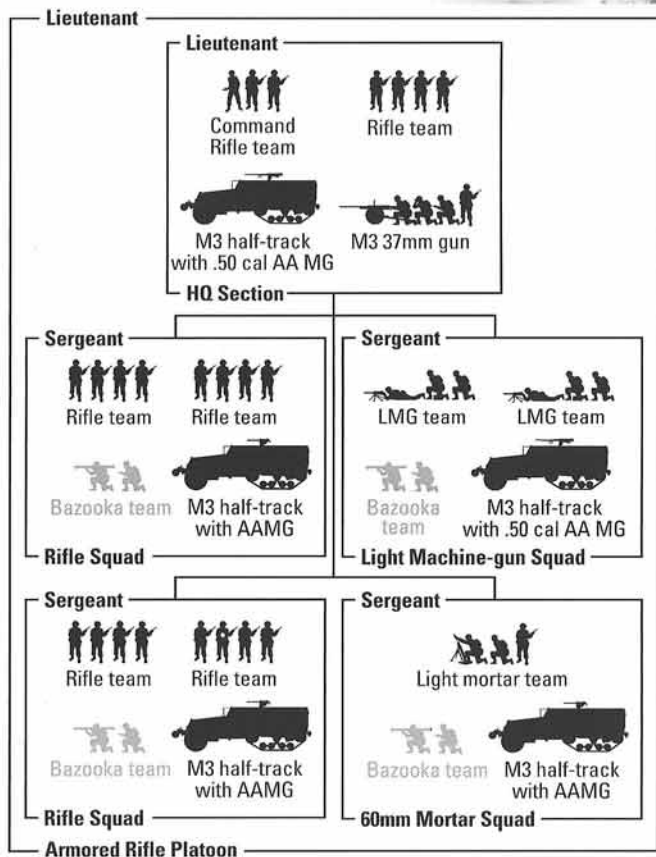
HQ Section with  
 Light Machine-gun Squad,  
 60mm Mortar Squad, and  
 2 Rifle Squads **195 points**  
 1 Rifle Squad **155 points**

#### Option

- Replace M3 37mm gun with a Bazooka team at no cost.
- Add Bazooka teams for +15 points each.

Armored Rifle Platoons have more weaponry than any other infantry platoon in the world. As well as two .50 cal heavy machine-guns and five .30 cal machine-guns, they have a 37mm anti-tank gun, a 60mm mortar and four bazookas! That doesn't count the fifty semi-automatic rifles, carbines and submachine-guns carried as personal weapons.

With this much firepower and mobility, the platoon is ideal for both offensive and defensive operations. In the attack the riflemen assault under cover of the machine-guns of the half-tracks and the mortar, while on the defence, their light machine-guns and mortar allow them to dominate the terrain around them.



## ... Kasserine Pass, 1943 ...

As the rising sun burns away the early dawn mist, Lieutenant Haywood anxiously focuses his field glasses on the pass. 'Mason!' he calls, 'get on the horn to Battalion! We've got company. There's hundreds of them!'

Haywood ducks as explosions shake his half-track. The air is filled with the shriek of shrapnel and the deadly hiss of fragments of stone, as mortar bombs crash into the rocks around them. 'Tell them we need some artillery on the pass, right now!' he yells over the noise.

The rattle of splinters against the half-tracks sides count the interminable seconds. Then, with a flash, the sky behind them lights up as the armored division's self-propelled artillery fires as one. As the pass below erupts in flames and smoke, the German mortar fire slackens.

Risking a quick glance, Haywood spots German infantry fanning out across the slopes. 'Johnson!' he yells to his driver, 'Get us moving, they're trying to flank us!'

Johnson hits the starter and the half-track's engine roars into life. Haywood clammers over to machine-gun mount. 'Get us up that slope to the right,' he shouts, cocking the massive .50 cal. Standing up, he waves 'follow me' to the rest of the platoon.

Johnson whips the half-track around. Lurching and bouncing, it scrambles up the rocky slope, Haywood clinging on for dear life.

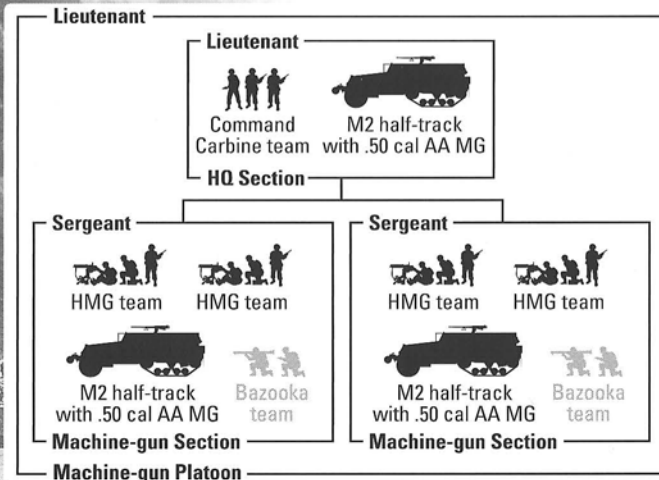
They crest the ridge and Johnson hits the brakes. Haywood swings the big machine-gun toward a squad of Germans. His hands grip the trigger and the gun spews tracer fire down the hillside. Mason's Garand blazes away beside him.

The Germans stampede back towards the road, vainly seeking cover as the platoon's light mortar lobs shells amongst them; chasing them back the way they came. Beyond, Haywood sees German armor forming up. 'Let's move out,' he says to Johnson. 'We've won this round, but the main event is just getting started.'



WEAPONS PLATOONS

0 to 1 Machine-gun Platoon



**Platoon**  
 HQ Section with  
 2 Machine-gun Sections **120 points**  
 1 Machine-gun Section **70 points**

**Option**  
 • Add Bazooka teams for +15 points each.

*Your force may not contain more than one Machine-gun Platoon, even if you have more than one Armored Rifle Company*

The Machine-gun Platoon forms the bastion of the Armored Infantry Battalion's defence. Its heavy machine-guns have the range and rate of fire to stop infantry attacks in their tracks.

In offensive operations, the Machine-gun Platoon covers an open flank or provides long-range fire support to dismounted attacks.

0 to 1 Mortar Platoon

Each Armored Infantry Battalion also fields a Mortar Platoon identical to that of a tank battalion. The organisation is shown on page 12.

0 to 1 Recon Platoon

Armored infantry Recon Platoons are organised the same as those of the tanks. The organisation is shown on page 13.

0 to 1 Assault Gun Platoon

The Assault Gun Platoons are also the same as those of the tanks. The organisation is shown on page 13.

*Your force may not contain more than one Assault Gun Platoon, even if it has more than one Armored Rifle Company.*

TRUCK-BORNE COMPANY

McGuinness' 2<sup>nd</sup> Battalion, 6th Armored Infantry lost most of it's half-tracks during the retreat from Teboura in northern Tunisia in early December 1942. McGuinness was quickly sacked and replaced with Lieutenant Colonel Ringsak. With no replacement half-tracks available, the 2<sup>nd</sup> Battalion was mounted in trucks for the remainder of the campaign.

You can field troops from Ringsak's battalion as a Truck-borne Company. To do this replace all of the M3 half-tracks in Armored Rifle Platoons with three 2 1/2-ton trucks for the whole platoon at a cost of -10 points per half-track, and all M2 half-tracks in the Machine-gun Platoon with two 2 1/2-ton trucks for the whole platoon at a cost of -10 points per half-track.

The Mortar, Recon and Assault Gun Platoons remain as before.



# WHY WE FIGHT

*"Men, this stuff that some sources sling around about America wanting out of this war, not wanting to fight, is a crock of bullshit.*

*Americans love to fight, traditionally. All real Americans love the sting and clash of battle. You are here today for three reasons. First, because you are here to defend your homes and your loved ones. Second, you are here for your own self respect, because you would not want to be anywhere else. Third, you are here because you are real men and all real men like to fight. When you, here, every one of you, were kids, you all admired the champion marble player, the fastest runner, the toughest boxer, the big league ball players, and the All-American football players. Americans love a winner. Americans will not tolerate a loser. Americans despise cowards. Americans play to win all of the time. I wouldn't give a hoot in hell for a man who lost and laughed. That's why Americans have never lost nor will ever lose a war; for the very idea of losing is hateful to an American.*



*An Army is a team. It lives, sleeps, eats, and fights as a team. This individual heroic stuff is pure horseshit. The bilious bastards who write that kind of stuff for the Saturday Evening Post don't know any more about real fighting under fire than they know about fornication!*

*We have the finest food, the finest equipment, the best spirit, and the best men in the world. Why, by God, I actually pity those poor sons-of-bitches we're going up against. By God, I do. ... All of the real heroes are not storybook combat fighters, either. ... One of the bravest men that I ever saw was a fellow on top of a telegraph pole in the midst of a furious fire fight in Tunisia. I stopped and asked what the hell he was doing up there at a time like that. He answered, "Fixing the wire, Sir." I asked, "Isn't that a little unhealthy right about now?" He answered, "Yes Sir, but the Goddamned wire has to be fixed". I asked, "Don't those planes strafing the road bother you?" And he answered, "No, Sir, but you sure as hell do!" Now, there was a real man. A real soldier.*

*I don't want to get any messages saying, "I am holding my position." We are not holding a Goddamned thing. Let the Germans do that. We are advancing constantly and we are not interested in holding onto anything, except the enemy's balls. We are going to twist his balls and kick the living shit out of him all of the time. Our basic plan of operation is to advance and to keep on advancing regardless of whether we have to go over, under, or through the enemy. We are going to go through him like crap through a goose; like shit through a tin horn!*

*There is one great thing that you men will all be able to say after this war is over and you are home once again. You may be thankful that twenty years from now when you are sitting by the fireplace with your grandson on your knee and he asks you what you did in the great World War II, you won't have to cough, shift him to the other knee and say, "Well, your Granddaddy shovelled shit in Louisiana." No, Sir, you can look him straight in the eye and say, "Son, your Granddaddy rode with ... a son-of-a-goddamned-bitch named Georgie Patton!"*

**GENERAL GEORGE S PATTON**

# RECONNAISSANCE RULES

These Reconnaissance rules replace those given on page 62 of the *Flames Of War* rulebook. Any force built from this Intelligence Handbook *must* use these rules. Any other force may *either* use these rules *or* the ones in the rulebook at the player's discretion. Whichever the player chooses, they must use the same set of rules for their entire force.

Reconnaissance troops (recce for short) are a commander's eyes and ears. They push out in front of an advancing army to discover where the enemy is planning to stand and fight, and find gaps where they can be bypassed without engaging them. In defence, recce troops keep the enemy from learning your plans and dispositions while gathering information about when and where any attack will come.

## COMMAND DISTANCE

Only the most independent troops displaying the highest levels of initiative are selected as reconnaissance troops.

Recce platoons increase their Command Distance allowing them to operate in more dispersed formations than regular troops. See page 44 of the *Flames Of War* rulebook for more on command distances and their effects.

Experience	Command Distance
Conscript	4"/10cm
Trained	6"/15cm
Veteran	8"/20cm

## CAUTIOUS MOVEMENT

Recce troops are trained to make the best use of any concealment, even when on the move.

Recce teams are considered to be Gone To Ground in the opponent's following turn if they are Concealed and did not move At the Double, shoot, or assault in their own turn.

Infantry recce teams that do not move At the Double, shoot, or assault in their own turn are considered concealed, and therefore Gone To Ground.

## EYES AND EARS

Reconnaissance troops are trained in careful observation and notice the smallest tell-tail signs of enemy troops.

A recce team that does not move may attempt to reveal an enemy platoon that is Gone To Ground and within 16"/40cm. Instead of shooting, roll a Skill test for the recce team at the start of the Shooting step. If it passes, the

enemy platoon does not count as Gone To Ground for the remainder of the turn.

A team attempting to reveal an enemy team does not count as having shot, but cannot move further or assault this turn.

## AMBUSHES

One of the vital roles of reconnaissance troops is scouting enemy ambushes before they are sprung.

Teams may not be revealed from ambush within 8"/20cm of an enemy recce team that did not move At the Double last turn.

## DISENGAGE!

When fired upon, recce troops may attempt to use their speed and training to evade before any serious damage is done.

Recce teams may attempt to disengage when fired on in the enemy Shooting Step as long as they did not move At the Double, shoot, or assault in their previous turn.

If the recce troops wish to disengage, they must declare their intention to do so at the point an enemy platoon fires, but before any dice are rolled. Then each team shooting at them fires one shot at the recce platoon in its current position.

The recce platoon now has a chance to get away. Make a Skill test for the platoon to see if they can escape before the full weight of the enemy's fire hits them.

- If successful, all eligible recce teams in the platoon disengage and immediately moves up to its normal movement away from the enemy teams shooting at it.
- If unsuccessful, the recce platoon remains in its original position and the firing teams may fire their remaining shots.

All remaining shots from the weapons fired and any shots from other weapons the team is firing, are fired at the platoon in its new position. If the whole recce platoon managed to get out of range or line of sight of the enemy, the remaining shots automatically miss.

LOS ANGELES  
COUNTY

Do Your Part  
BUILT OUR BATTLE

SALVAGE

SOLDIER —  
TAKE CARE OF YOUR



Disengaging does not prevent a team from being considered Gone To Ground under the Cautious Movement rule. Teams cannot move At the Double when disengaging.

**ROF 1 Weapons**

Weapons that only fire one shot (either because they have ROF 1 or because they moved), do not fire before the recce platoon attempts to escape. They must wait and fire at the recce teams in their final positions. If the whole recce platoon manage to get out of range or line of sight, all of the firing weapon's shots automatically miss.

**Break Off**

Recce troops are trained to collect information, not to engage in prolonged firefights. If enemy fire is too strong, a reconnaissance platoon will break off and attempt a different approach.

If any recce team fails an armor, infantry, gun, or transport save (even if the team that failed the save is unharmed), the platoon must take a Motivation test at the end of the opponent's Shooting step.

- If successful, the recce platoon elects to stand and fight it out.
- If unsuccessful, any recce teams that have not already disengaged must move up to its normal movement away from the enemy teams shooting at it.

**Reorganisation**

Recce teams that disengage or break off need to reorganise themselves after their abrupt retreat and may not shoot in their next turn, nor may they move closer to any enemy within their line of sight.

**Disengaging From Artillery Bombardments**

Skilled reconnaissance troops do not wait around for an artillery bombardment to fall, but disengage as the first ranging shots are landing.

Recce troops may disengage when an observer attempts to range in on them. An observer may

only make one ranging attempt before the recce platoon takes its Skill test to disengage. If the platoon does disengage, the observer may make their second and third ranging attempts on the platoon in its new position. Observers attempting to range in mortars re-roll their first failed ranging roll before the recce platoon attempts to disengage.

If a platoon fails a save under an artillery bombardment, it must take a Motivation test or break off as it would for normal shooting.

**Disengaging From Air Attacks**

Air attacks happen so fast that, like any unit, the recce platoon's best hope is simply to take cover, hoping to survive the attack and continue once the aircraft have gone.

Recce platoons may not disengage from aircraft attacks, and do not break off after the attack.

**Only Disengage Once**

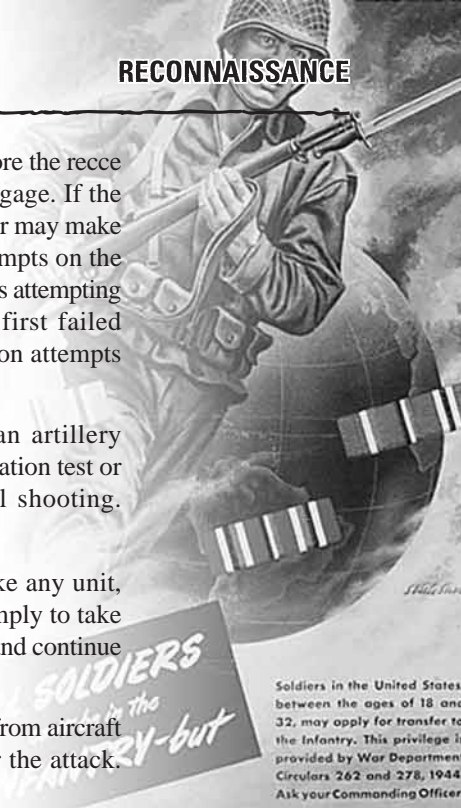
A recce platoon may only attempt to disengage or be forced to break off once in any Shooting step. If the recce platoon is fired on by multiple enemy platoons, it may choose which platoon it will attempt to disengage from.

**RECONNAISSANCE DEPLOYMENT**

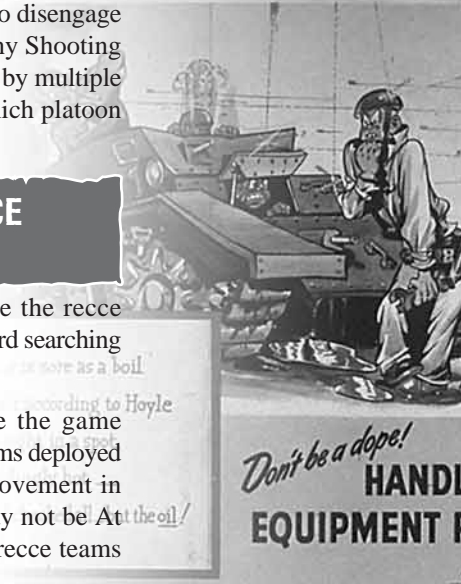
Well before the start of any battle the recce troops start working their way forward searching out the enemy.

After all deployment, but before the game begins, you may move any recce teams deployed on the table up to their normal movement in any direction. This movement may not be At the Double, and may not take the recce teams within 16"/40cm of enemy teams.

If both sides have recce troops, the defender makes their reconnaissance deployment before the attacker.



Soldiers in the United States between the ages of 18 and 32, may apply for transfer to the Infantry. This privilege is provided by War Department Circulars 262 and 278, 1944. Ask your Commanding Officer.



Don't be a dope! HANDLING EQUIPMENT



... Anzio, 1944 ...

With a clatter of tracks, a boxy little tank forces its way into the vineyard. Lieutenant Grossman approaches as the commander emerges from his turret.

'We have a small problem we'd like some help with,' Grossman remarks casually. He cocks a thumb at the farm house, just visible beyond the vineyard. 'The locals like us, but they have some nasty neighbours.'

The sergeant grins. 'No problem, sir,' he says. 'If you wouldn't mind stepping back away?' The Stuart's turret traverses, then pauses. With a crack, the 37mm fires. Roof tiles rain down across the vineyard.

'That should sort out your bad neighbour problem,' the sergeant says with a grin. Grossman watches the blazing farm house glumly. 'Looks like we're bivouacking outside again tonight,' he says with a sigh.



# TANK DESTROYERS

*When the German army ripped through France in six weeks, the American press coined a new word, 'Blitzkrieg' or Lightning War. It wasn't just the press that were impressed with the performance of the German Panzers, the US Army realised they needed a countermeasure, and fast.*

Tank Destroyer Command was tasked with stopping armored breakthroughs and developed a doctrine based on self-propelled guns operating en masse to ambush fast moving Panzer attacks. To allow them the freedom of action they needed, tank destroyer battalions were not organic elements of the divisions. As independent units, they could be deployed wherever they were needed.

The first tank destroyers were the M6 37mm GMC, a light 37mm anti-tank gun mounted on a 3/4-ton truck. Another makeshift tank destroyer, the heavier M3 75mm GMC quickly followed. Towards the end of the Tunisian campaign, the new M10 3" GMC entered service. Designed from the start as a specialist tank destroyer, the M10 mounted a deadly 3" anti-aircraft gun on a lightened M4 Sherman chassis.

## Seek, Strike, and Destroy

Under tank destroyer doctrine, tank destroyers ambush the enemy from concealed positions, hitting them hard and scooting before the enemy can retaliate. Then they do it again, sneaking into a new firing position to launch the next ambush.

Self-propelled Anti-tank Platoons use the Command Distance, Cautious Movement and Disengage rules on page 20 and 21 to reflect their stealthy tactics. In addition, since the tank destroyers select their firing positions with retreat in mind, Self-propelled Anti-tank Platoons *may* disengage if they fired in their own turn.

## Tank Destroyers

The doctrine emphasises the use of stealth to destroy enemy tank concentrations. Each Self-propelled Anti-tank Platoon has its own reconnaissance element to translate this into reality. The platoon's jeeps advance, tracking the enemy and finding positions for the tank destroyers who remain concealed and waiting. At the right moment, the tank destroyers move forward into their firing positions and open fire.

The tank destroyers in a Self-propelled Anti-tank Platoon may either be deployed as normal at the start of the game, or held off-table with only the jeeps being deployed. If the tank destroyers are held off-table, you may place the tank destroyers on the table at the start of your turn so that they are:

- Concealed and more than 16"/40cm away from all enemy teams, or are entirely out of line of sight of the enemy, and
- Within 6"/15cm of any deployed carbine team from the platoon,

Tank destroyers placed on the table in this way can move and fight as normal during the turn they appear.

The platoon's command team does not have to be present for the tank destroyers to deploy. As long as at least one team from the platoon is deployed, the tank destroyers that have been held off-table can join it. However, the usual penalties for being out of command still apply. If no teams from the platoon are left on the table, any remaining tank destroyers abandon the field, and the whole platoon counts as destroyed.





# DIVISIONAL SUPPORT PLATOONS

Any Tank Company or Armored Rifle Company may have the following support platoons:

- Self-propelled Anti-tank Platoons,
- Armored Field Artillery Batteries,
- Anti-aircraft Artillery (Self-propelled) Platoons,
- Anti-aircraft Artillery Platoons,
- Armored Engineer Platoons, and
- Armored Recon Platoons.

## Motivation And Experience

The psychological profiling of new recruits makes sure that the specialists are as good as the front-line troops they support. Divisional Support Platoons are classed as **Confident Trained**.

## Air Support

You may request Sporadic air support at a cost of 50 points. Sporadic air support will provide supporting ground attack aircraft and fighters on a roll of a 6.

You may request Limited air support at a cost of 100 points. Limited air support will provide supporting ground attack aircraft and fighters on a roll of a 5+.

## Self-propelled Anti-tank Platoon

### Platoon

HQ Section with

2 Sections of M6 37mm GMC **145 points**

1 Section of M6 37mm GMC **80 points.**

2 Sections of M3 75mm GMC **235 points**

1 Section of M3 75mm GMC **125 points**

- Arm any or all M3 75mm GMC tank destroyers with a .50 cal AA MG for +5 points per vehicle.

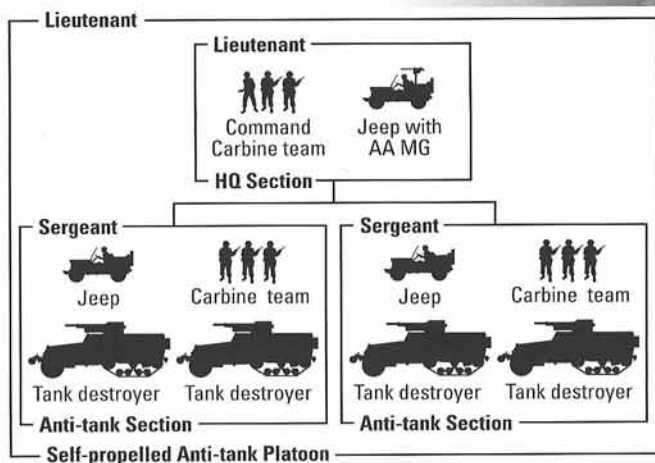
2 Sections of M10 3in GMC **505 points**

1 Section of M10 3in GMC **260 points**

### Options

- Arm any or all Jeeps with an AA MG for +5 points per Jeep.

*No more than one platoon in your force may be equipped with M6 37mm GMC tank destroyers.*



Like a big game hunter, tank destroyers use their powerful guns to bring down the most dangerous foes, all the while avoiding destruction by remaining hidden until they are ready to deliver the fatal shot.

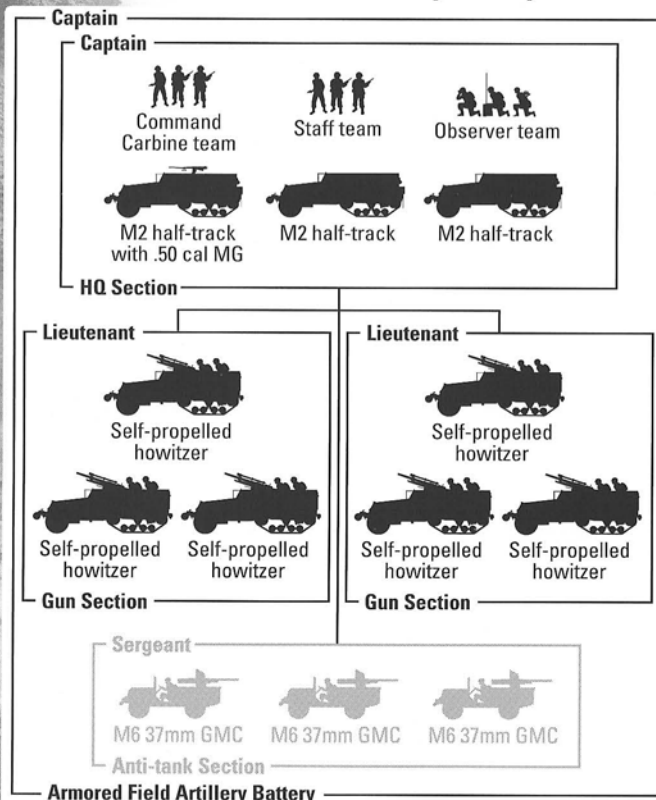
The jeeps act as trackers, following the target and guiding the tank destroyers into the best hide from which to ambush their prey. Once they have fired, tank destroyers quickly move to another concealed position ready to strike again.

Although not shown on table, the tank destroyers are lurking near the jeeps waiting for their chance to ambush enemy tanks.

As a result, the tank destroyers *do* count as being on the table and capable of fighting when determining whether the platoon is below half strength during Platoon Morale Checks.



**Armored Field Artillery Battery**



**Platoon**

HQ Section with

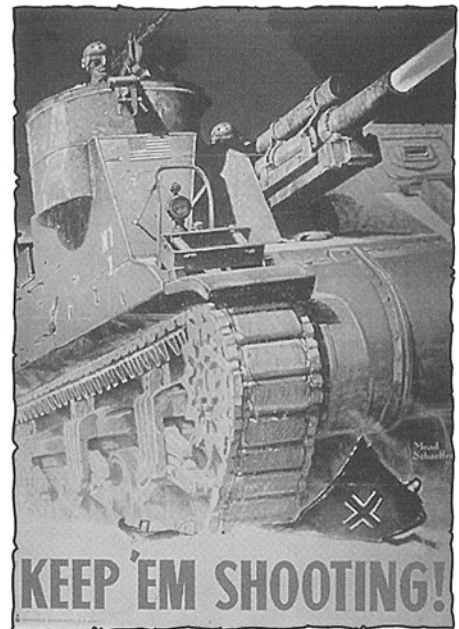
2 Sections of T19 105mm HMC	<b>460 points</b>
1 Section of T19 105mm HMC	<b>255 points</b>

- Arm any or all T19 105mm HMG half-tracks with a .50 cal AA MG for +5 points per vehicle.

2 Sections of M7 Priest	<b>475 points</b>
1 Section of M7 Priest	<b>265 points</b>

**Options**

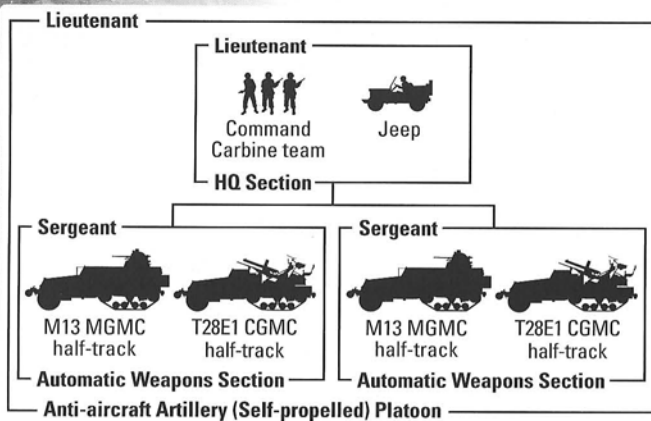
- Arm any or all M2 half-tracks with an AA MG for +10 points per half-track.
- Add M6 37mm GMC tank destroyers for +30 points each.



Artillery is an essential part of an armored force. Only artillery has the ability to contribute across the whole battlefield, delivering its firepower against critical targets on call.

The combination of the armored forces' extensive radio network and the excellent fire control system of the US artillery mean a quick response to requests for fire. The artillery bring sudden death to enemy anti-tank guns and infantry caught under their devastating Time On Target bombardments.

**Anti-aircraft Artillery (Self-propelled) Platoon**



**Platoon**

HQ Section with

2 Sections	<b>155 points</b>
1 Section	<b>85 points</b>

**Options**

- Replace all M13 MGMC with T28E1 CGMC for +5 points per half-track.
- Replace all T28E1 CGMC with M15 CGMC for +5 points for the platoon.
- Replace Jeep with M3 half-track with .50 cal AA MG for +10 points.

Anti-aircraft artillery (AAA) is vital to keep the Stuka divebombers of the German Air Force at bay and the new self-propelled mountings are proving their usefulness in mobile battles. The M13 MGMC is particularly versatile, performing equally well against ground and air targets.



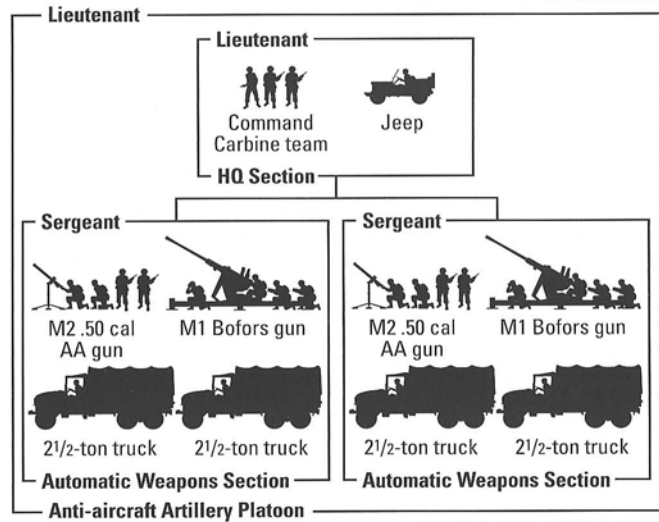
### Anti-aircraft Artillery Platoon

**Platoon**  
 HQ Section with  
 2 Sections **115 points**  
 1 Section **65 points**

**Options**

- Replace all M2 .50 cal AA guns with M1 Bofors guns for +15 points per team.

While the self-propelled AAA quickly proved themselves in battle, the majority of AAA cover was provided by towed weapons. Strangely, all anti-aircraft troops were initially part of the Coastal Artillery, but served in the field none the less.



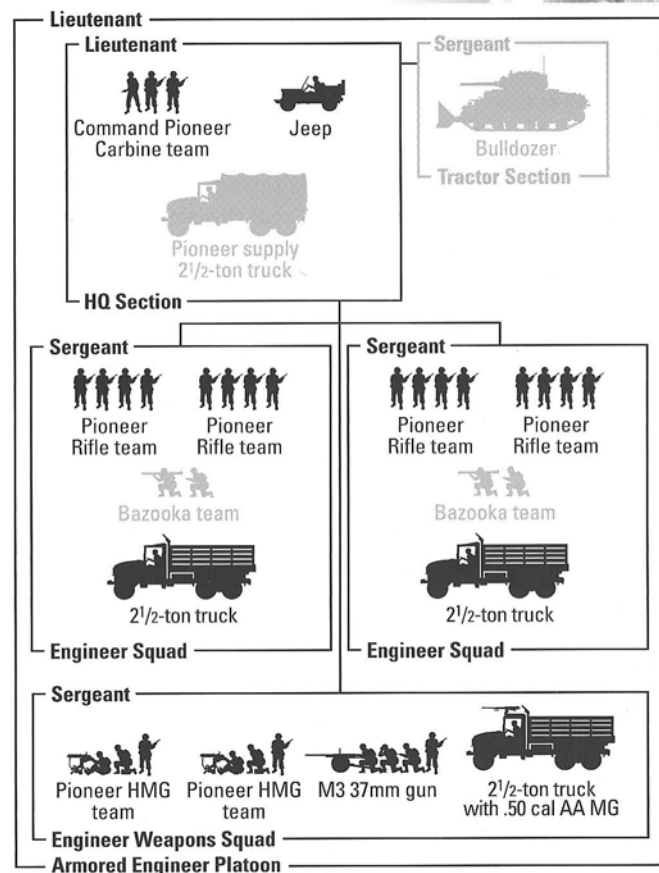
### Armored Engineer Platoon

**Platoon**  
 HQ Section with  
 Engineer Weapons Squad and  
 2 Engineer Squads **180 points**  
 1 Engineer Squad **140 points**  
 No Engineer Squads **100 points**

**Options**

- Replace the M3 37mm gun with a Bazooka team at no cost.
- Replace all Pioneer HMG teams with Pioneer Rifle teams at no cost.
- Replace all 2 1/2-ton dump trucks with M3 half-tracks for +10 points per truck. All half-tracks have AA MG except the Engineer Weapons Squad half-track, which has a .50 cal AA MG.
- Add Bazooka teams for +15 points per team.
- Add Pioneer Supply 2 1/2-ton truck for +5 points.
- Add a Bulldozer for +10 points, a turretless M4 Sherman dozer for +15 points, or a M4 Sherman tank fitted with a dozer blade for +120 points.

Armored Engineer Platoons clear and lay mines under fire. To do this with a minimum of interference, they have machine-guns and anti-tank guns to keep the enemy's heads down.



The engineers' trucks looked normal but were really dump trucks fitted with a tipping load bed.

## BULLDOZERS

Bulldozers are useful for filling in craters and anti-tank ditches blocking the armor's advance.

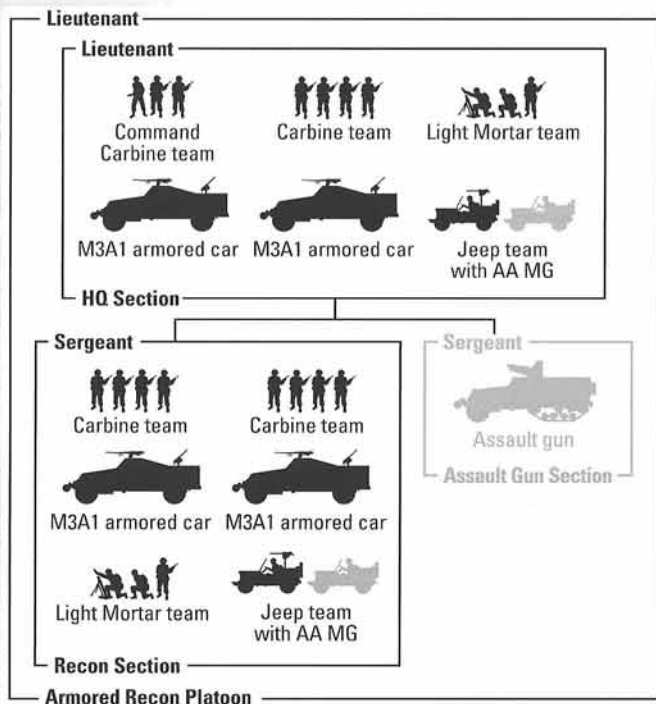
A bulldozer can fill a crater or gap an anti-tank ditch by starting the turn adjacent to the ditch and not Pinned Down. If the team does not move during the Movement step, shoot during the Shooting step, or assault during the Assault step, roll a Skill test at the end of the Assault

step. If the team passes the Skill test, the crater is filled or the anti-tank ditch gapped at the end of the Assault step.

Bulldozers can use the same method to improve Very Difficult Going to Difficult Going. A successful Skill test will create a 2"5cm wide gap in a linear obstacle or clear a 2"5cm wide path 4"10cm long.



**Armored Recon Platoon**



**Platoon**

HQ Section with

1 Reconnaissance Section	<b>235 points</b>
No Reconnaissance Section	<b>120 points</b>

**Options**

- Add T30 75mm HMC assault gun for +40 points or M8 Scott HMC assault gun for +70 points.
- Arm the T30 75mm HMC with a .50 cal AA MG for +5 points.

Although each regiment had its own recon company for local reconnaissance, the divisional Armored Recon Battalion probes deep behind enemy lines for essential intelligence.

Armored Recon Platoons are lightly equipped and stealthy. However, they can operate mounted from their M3A1 armored cars or on foot, sneaking forward to gather information covered by the platoon's mortar. With plenty of heavy machine-guns they outshoot anything that they can't outrun.

**Armored Recon Platoons are reconnaissance platoons and may use the Reconnaissance rules on page 20 to avoid enemy fire while they gather intelligence on the enemy force.**

**... Palermo, 1943 ...**

Leaving the recon section parked up in the courtyard of a house, Lieutenant Merrill crawls to the crest of the hill. Carefully, he scans the valley below with his field glasses.

The late afternoon Italian sun shimmers on the stream meandering through the valley. The road north hops the stream on a single span stone bridge. A few abandoned cottages are tucked away amongst the olive groves. Apart from the occasional bird, there is no sign of life.

Patience, Merrill continues his inspection. He has fought the Germans long enough to recognise terrain they favour. At last, he spots what he's looking for, movement in a clump of trees near the stone bridge.

He smiles to himself. 'Got you, Adolf,' he mutters as he keys his radio. 'Recce 1 to Big Stick, got some business for you.'

The minutes tick by. Merrill keeps his glasses focussed on the clump of trees and the bridge.

Finally, he hears a trio of T30 assault guns pull up beside his platoon. Moments later, Lieutenant Reynolds slips up to the crest beside him. 'Got a job for us, Pete?' Reynolds asks casually. Merrill passes him the field glasses. 'AT gun in the trees by the bridge,' he says.

Reynolds watches for awhile, then slips back to the waiting assault guns. Quickly, he pulls out a map and relays instructions to the gun crews. The vehicles take up their firing positions as the crews clear for action.

'Assault gun platoon ready,' Reynolds' voice crackles over the radio.

'OK, six rounds each. Fire.' Merrill orders. With a single flash, three 75's split the tranquil afternoon. Explosions bracket the wood by the bridge, quickly followed by more as the guns pump out salvo after salvo.

'OK, that's it for him,' Merrill reports as a sudden silence marks the end of the bombardment. 'Let's move out.'

The recon section rolls up to the ridge. Merrill swings up into his armored car, then leads his scouts down into the valley. The three T30's rumble along in their wake.

From the clump of trees beside the bridge a plume of smoke billows up. The barrel of a German anti-tank gun points drunkenly into the sky. It never got to fire a shot.



# ARMORED RECON COMPANY

(RECONNAISSANCE MECHANISED INFANTRY COMPANY)

A force from an Armored Recon Company must contain:

- a Company HQ, and
- two or three Armored Recon Platoons.

Weapons Platoons available to an Armored Recon Company are:

- an Assault Gun Platoon, and
- light Tank Platoons.

Support Platoons for an Armored Recon Company can be:

- Tank Platoons,
- Armored Rifle Platoons, and

- Divisional Support Troops.

You may only have **one** Support Platoon attached to your company for each Armored Recon Platoon in your force.

## Motivation And Experience

The cadre of experienced cavalry troopers around which Armored Recon Companies are formed are well-trained and proud of their history. An Armored Recon Company is rated as **Confident Trained**.

## HEADQUARTERS PLATOON

### Company HQ

#### Platoon

HQ Section with

- 1 Security Section **75 points**
- No Security Section **35 points**

#### Options

- Arm the M2 half-track with an AA MG for +10 points.
- Add a second M3A1 armored car and Carbine team to the Security Section for +40 points.

#### Captain

##### Captain



##### HQ Section

##### Sergeant



Armored Reconnaissance Company

Like the US Cavalry of old, your recon captain has the eyes of a hawk and the cunning of a weasel.

The HQ and Armored Recon Platoons of an Armored Recon Company are reconnaissance platoons and may use the Reconnaissance rules on page 20.

## COMBAT PLATOONS

### 2 or 3 Armored Recon Platoons

Armored Recon Platoons are organised as shown on page 26. Before the game begins, the player may elect to operate the Recon Sections of their Armored Rifle Platoons as separate platoons. If they do so, one of the Carbine teams in the Recon Section becomes a command team and the section counts as a separate platoon in every respect. The Assault Gun Section, if present, joins the HQ Section.

## WEAPONS PLATOONS

### 0 to 1 Assault Gun Platoon

The Assault Gun Platoon is organised as in the Tank Company on page 13. You may only field an Assault Gun Platoon if none of your Armored Reconnaissance Platoons have Assault Gun Sections.

### 0 to 2 Tank Platoons

All Tank Platoons taken as Weapons Platoons options must be equipped with M3, M3A1, or M5A1 Stuart light tanks. The light Tank Platoons are organised like those of the Tank Company on page 12.

## SUPPORT PLATOONS

Support platoons can be Tank Platoons from page 12, Armored Rifle Platoons from page 17, and any Divisional Support Troops.



# OLD IRONSIDES ARSENAL

## VEHICLES

### Awkward Layout

Most self-propelled guns based on the M3 half-track chassis are limited in their ability to move and fire because the driver and commander have to abandon their positions before the gun can fire.

Due to the danger to the driver when firing, half-tracks with awkward layouts cannot shoot their main weapon if they move more than 2"/5cm in the Movement step.

### Light Tank

The M3, M3A1 and M5A1 Stuart light tanks have powerful engines allowing them to move very fast. The light tank platoons use this to cross open ground at high speed allowing them to get close to the enemy before firing with devastating effect.

Light tanks move 16"/40 cm when moving on Roads or Cross-country.

### Mortar Carrier

The M4 81mm MMC half-track is a specialist mortar-carrier. Normal practice is to fire the mortar from the vehicle, but if necessary, you can dismount the mortar and send the half-track to the rear.

You may dismount the mortar from an M4 81mm MMC half-track by removing the half-track and replacing it with an M1 81mm mortar team.

### Jeeps

Historically jeeps were only expected to carry the driver and two passengers. A team of four soldiers was split over two jeeps. If jeeps were in short supply though, they would all squeeze into a single vehicle.

In *Flames Of War* you can model a Jeep team as either one or two vehicles. Either way they count as a single transport team and only one of them may be armed. Both models must stay together and count as a single target for shooting. If one is destroyed, both are. Basing both vehicles together helps to show this.

### Ronson

Sherman tanks had a terrible reputation for burning when hit. Their crews called them '*Ronsons*' since in the words of the cigarette lighter advertisement they 'light first time'. The German nickname was simply, '*Tommy Cooker*'.

The opposing player re-rolls any failed Firepower tests to destroy an M4 or M4A1 Sherman tank. Do not re-roll Firepower rolls for hits from aircraft bombs or rockets.

### Stabilisers

US tanks are the first in the world to be equipped with gyro-stabilisers as standard equipment. A stabiliser is a device fitted to the tank's gun that keeps it level

when the tank is moving. With the assistance of the gyro-stabiliser, the gunner can stay on target while the tank is moving.

A moving tank fitted with a stabiliser can:

- fire its main gun at its full ROF, but
- adds a penalty of +1 to the score needed to hit.

Before shooting, a tank can choose not to use its stabiliser and fire at the normal rate if that would give it a better chance.

## WEAPONS

### .50 cal Teams

Although the M2 .50 cal heavy machine-gun is a better weapon than the water-cooled M1917 .30 cal machine-guns of the machine-gun platoon, it is usually operated by riflemen who lack the training and ammunition supply to engage targets beyond normal rifle range.

Due to the weight of the weapon and its ammunition, an M2 .50 cal MG team is a Gun team, not an Infantry team, so it only moves 2"/5cm in most terrain.

An M2 .50 cal MG team shoots as an HMG team with a Range of 16"/40cm, a ROF of 3, and an Anti-tank rating of 4. Like an HMG team, it has ROF 2 if Pinned Down and cannot fire if it moves.

### Cupola MG

The M3 Lee has a machine-gun mounted in the commander's cupola. However, it is impossible to command the tank while firing it.

The cupola MG can be fired at the same time as the coaxial MG, but not at the same time as the main guns.

### Light Mortar Teams

Each Armored Rifle Platoon has a mortar squad with an M2 60mm light mortar. This weapon packs a good punch for its small size. The mortar crews can either get close to the enemy and direct pinpoint fire on individual enemy positions, or stand back and fire bombardments like medium mortars.

US 60mm light mortar teams can choose to fire as normal Light Mortar teams, but with ROF 2 and Firepower 4+, or as Close-support Mortars.

As Close support Mortars they can fire a mortar bombardment out to twice their normal range.

### LMG Teams

The Browning M1919 .30 calibre light machine-gun is belt-fed and mounted on a tripod like a heavy machine-gun. Unlike a heavy machine-gun it is air-cooled, limiting its ability to sustain a high rate of fire.

An LMG team fights as an HMG team with a Range of 16"/40cm and a ROF of 3. Like an HMG team, an LMG team has ROF 2 if Pinned Down and cannot fire if it moves.



### Marching Fire

The US Army is equipped with the M1 Garand self-loading rifle and M1 Carbine, allowing the armored infantry to advance while maintaining a high rate of fire.

When using marching fire, a Rifle or Carbine team does not suffer the usual +1 to hit penalty for firing a ROF 1 weapon while moving.

### Pioneer

Combat engineers are not trained to assault tanks, but they do have large supplies of explosives, making them very effective when they do.

Pioneer teams have an Anti-tank rating of 3 in assaults.

### Poor HE

The 3in anti-tank gun is an excellent anti-tank weapon, but has poor high-explosive (HE) rounds limiting its performance against infantry, guns, and trucks.

Reduce the Firepower rating of 3in anti-tank guns to 4+ against unarmored targets.

### Self-defence Anti-aircraft Guns

Many US vehicles carry machine-guns for self-defence against aircraft.

Self-defence anti-aircraft guns can only shoot at aircraft that are attacking their own platoon.

## VEHICLE MACHINE-GUNS

### Firing Machine-guns From Transports

Most US transport vehicles were only crewed by a driver, making it possible to fire their weapons only when passengers are mounted in the vehicle.

Jeeps, M2 and M3 half-tracks, and 2<sup>1</sup>/<sub>2</sub>-ton trucks can only fire their machine-guns if a passenger team is mounted.

Passengers cannot fire their own weapons unless they are in a jeep. If a passenger team is firing a jeep's machine-gun, it cannot fire its own weapons.

M3A1 armored cars can fire their .50 cal AA MG with their normal crew, but require their Carbine team to mount up to fire the AA MG's.

### Mounting LMG's And HMG's On Transports

Machine-gunners don't just sit idly in their half-tracks, they mount their weapons on the sides and blaze away as the half-track carries them forward.

LMG and HMG teams that mount a half-track can fit their machine-guns to the sides of the vehicle converting them to vehicle-mounted AA MG's. When the team dismounts, it takes its machine-gun with it.

As with all vehicle-mounted machine-guns, only the first may fire at full ROF. All additional machine-guns only fire at ROF 1.

### Fields Of Fire

When a vehicle has more than one machine-gun, they each cover a certain arc of fire.

A half-track or armored car with more than one machine-gun mounted will have the .50 cal AA MG mounted to allow all-round fire.

Any additional AA MG's are mounted one on each side of the vehicle firing off to the side. A line drawn down the side of the vehicle from straight ahead to straight behind give the limits of their field of fire.

### Dismounting Machine-guns

Lots of transport vehicles carry anti-aircraft machine-guns. Normally they're left on the vehicle, but when the platoon needs more firepower, they can be taken off the vehicles and fired from a tripod mount.

Any infantry team carried as passengers in a transport vehicle may dismount the vehicle's .50 cal AA MG, becoming an M2 .50 cal MG team, or an AA MG, becoming an LMG team. A passenger cannot dismount in a turn in which it fires a vehicle-mounted MG.

The team must remount the vehicle to replace the machine-gun on the vehicle and return to their original type of team.

You may not dismount the .50 cal AA MG or an AA MG unless you have a .50 cal or LMG team modelled to replace the infantry team that dismounted it.

### M2 .50cal Heavy Machine-gun (.50 cal MG)

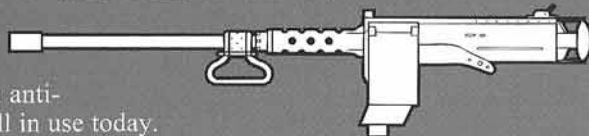
Initially designed as an anti-tank weapon after the First World War, the Browning '.50 cal' found its niche as an anti-aircraft machine-gun in the Second World War, and is still in use today.

The M2 .50 cal heavy machine-gun is one of the most powerful machine-guns in the world. 5'4" (165cm) long and weighing in at 84lb (38kg) without its 44lb (20kg) tripod, its rounds were nearly 5.5" (14cm) long and weighed over a quarter of a pound (116gm) each! A complete 110 round belt weighed over 28lb (13kg).

### M1919A3 .30 cal Machine-gun (LMG or AA MG)

The M1919 .30 cal light machine-gun is a lightened, air-cooled version of the First World War M1917 Browning heavy machine-gun.

The M1919 was much handier than the heavy M2 being only 3'5" (104cm) long and weighing only 41lb (18.5kg) complete with tripod. The rounds are also handier and lighter being only 3.15" (8cm) long. A 250 round belt weighed in at 14lb (6kg).



## TANK TEAMS

Name	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
<b>Tanks</b>					
M3 or M3A1 Stuart	Fully-tracked	3	2	1	37mm tank gun, co-ax MG, hull MG, AA MG, Light tank.
M5A1 Stuart	Fully-tracked	4	2	1	37mm tank gun, co-ax MG, hull MG, AA MG, Stabiliser, Light tank.
M3 Lee	Fully-tracked	5	3	1	37mm tank gun, co-ax MG, cupola MG, hull short 75mm tank gun, Stabiliser.
M4 or M4A1 Sherman	Fully-tracked	6	4	1	Long 75mm tank gun, co-ax MG, hull MG, .50 cal AA MG, Stabiliser, Ronson.
<b>Support Weapons</b>					
M4 81mm MMC	Half-tracked	1	0	0	81mm mortar, Mortar carrier.
T30 75mm HMC	Half-tracked	1	0	0	75mm howitzer, Awkward layout.
M8 Scott HMC	Fully-tracked	3	2	0	75mm howitzer, .50 cal AA MG, Light tank.
<b>Tank Destroyers</b>					
M6 37mm GMC	Wheeled	-	-	-	37mm anti-tank gun.
M3 75mm GMC	Half-tracked	1	0	0	Short 75mm tank gun, Awkward layout.
M10 3in GMC	Fully-tracked	5	2	0	3in anti-tank gun, .50 cal AA MG.
<b>Artillery</b>					
T19 105mm HMC	Half-tracked	1	0	0	105mm howitzer, Awkward layout.
M7 Priest HMC	Fully-tracked	1	0	0	105mm howitzer, .50 cal AA MG.
<b>Anti-aircraft</b>					
M13 MGMC (twin .50 cal)	Half-tracked	1	0	0	Twin anti-aircraft machine-gun, Awkward layout.
T28E1 CGMC (37mm)	Half-tracked	0	0	0	Combination anti-aircraft mount, Awkward layout.
M15 CGMC (37mm)	Wheeled	1	0	0	Combination anti-aircraft mount, Awkward layout.

## VEHICLE WEAPONS

Weapon	Range	ROF	Anti-tank	Firepower	Notes
Vehicle MG	16"/40 cm	3	2	6	ROF 1 if other weapons fire.
AA MG	16"/40 cm	3	2	6	Self-defence anti-aircraft.
.50 cal AA MG	16"/40 cm	3	4	6	Self-defence anti-aircraft.
81mm mortar	40"/100 cm	-	1	3+	Mortar, Smoke.
Twin anti-aircraft machine-gun	24"/60 cm	5	4	6	Anti-aircraft.
Combination anti-aircraft mount	24"/60 cm	5	5	5+	Anti-aircraft.
37mm tank gun	24"/60 cm	2	7	5+	
without APCBC ammunition	24"/60 cm	2	6	5+	
37mm anti-tank gun	24"/60 cm	3	6	5+	
75mm howitzer	24"/60 cm	2	6/2	3+	Close-support artillery, Smoke.
Short 75mm tank gun	32"/80cm	2	9	3+	Smoke.
without APCBC ammunition	32"/80cm	2	8	3+	
Long 75mm tank gun	32"/80 cm	2	10	3+	Smoke.
3in anti-tank gun	32"/80 cm	2	12	3+	Poor HE.
105mm howitzer	24"/60 cm	1	9/3	2+	Artillery, Smoke.



## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Weapons and Notes
Carbine team	8"/20 cm	1	2	6	M1 carbine, Marching fire.
Rifle team	16"/40 cm	1	2	6	M1 Garand rifles, Marching fire.
LMG team	16"/40 cm	3	2	6	M1919 .30 cal light machine-gun.
Light mortar team	16"/40 cm	2	1	4+	M2 60mm mortar. Can fire over friendly troops. Close-support mortar.
HMG team	24"/60 cm	4	2	6	M1917 .30 cal heavy machine-gun.
Bazooka team	8"/20 cm	1	10	5+	M1 Bazooka anti-tank rocket.
Observer team	—————	cannot shoot	—————	—————	—————
Staff team	—————	cannot shoot	—————	—————	Moves as a Gun team.

### Additional Training and Equipment

Pioneer team	—————	as infantry team	—————	Pioneer.
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## GUN TEAMS

Name	Range	ROF	Anti-tank	Firepower	Notes
M2 .50 cal MG	16"/40 cm	3	4	6	
M1 81mm mortar	40"/100 cm	-	1	3+	Mortar, Smoke.
M3 37mm gun	24"/60 cm	3	7	5+	Gun shield.
without APCBC	24"/60 cm	3	6	5+	
M2 .50 cal AA gun	24"/60 cm	4	4	6	Turntable, Anti-aircraft, Immobile.
M1 Bofors gun	32"/80 cm	4	6	5+	Turntable, Anti-aircraft, Immobile.

## TRANSPORT TEAMS

Name	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
<b>Trucks</b>					
Jeep	Jeep	-	-	-	1 passenger.
GMC 2 1/2-ton truck	Wheeled	-	-	-	5 passengers.
<b>APC's</b>					
M2 half-track	Half-tracked	1	0	0	Various weapons, 3 passengers.
M3 half-track	Half-tracked	1	0	0	Various weapons, 3 passengers.
<b>Recce</b>					
M3A1 armored car	Jeep	1	0	0	.50 cal AA MG, two AA MG's, 1 passenger.
<b>Recovery and Engineering</b>					
M31 TRV	Fully-tracked	1	0	0	Recovery vehicle.
Bulldozer	Fully-tracked	-	-	-	Bulldozer, Very slow.
Turretless M4 Sherman Dozer	Fully-tracked	6	4	0	Bulldozer.

## AIRCRAFT

Name	Weapon	Range	ROF	Anti-tank	Firepower
A36A Apache	Bombs	4"/10 cm	-	4	1+
P40 Warhawk	Bombs	4"/10 cm	-	4	1+

### NOTES

**Anti-aircraft:** Anti-aircraft weapons can fire at aircraft.

**Artillery:** Artillery can fire artillery bombardments at up to three times their normal range.

**Close-support artillery:** Close-support artillery can fire artillery bombardments at up to twice their normal range.

**Close-support mortar:** Close-support mortars can fire artillery bombardments at up to twice their normal range.

**Gun shield:** Teams crewing weapons with a gun shield are in Bulletproof Cover when fired at from the front.

**Immobile:** M1 Bofors anti-aircraft guns cannot be manhandled. They can only move if towed.

**Mortar:** Mortars can only fire artillery bombardments. Re-roll first failed roll to range in.

**Recovery Vehicle:** Recovery vehicles can tow other vehicles without needing to pass a Skill test.

**Smoke:** Weapons with smoke ammunition can fire smoke rather than their normal shooting.

**Turntable:** Weapons mounted on a turntable can rotate to fire in any direction without penalty.

**Very slow:** Bulldozers only move 6"/15cm per turn.

# LEND LEASE

*"Suppose my neighbour's home catches fire, and I have a length of garden hose four or five hundred feet away. If he can take my garden hose and connect it up with his hydrant, I may help him to put out his fire...I don't say to him before that operation, 'Neighbour, my garden hose cost me \$15; you have to pay me \$15 for it.'... I don't want \$15—I want my garden hose back after the fire is over."*

—President Franklin D Roosevelt

On 11 March 1941, the United States Congress passed a law stating that while it intended to remain neutral in the European war, it would lend surplus military equipment to any nation whose defence was considered essential to US security. Known as Lend Lease, the law allowed the United States to become 'the Arsenal of Democracy', sending large quantities of tanks, guns, aircraft and other vehicles to countries fighting against Germany.

The two major recipients of Lend Lease aid were Britain and the Soviet Union. Almost every British armored division was soon equipped with M4 Sherman tanks, while the hundreds of thousands of trucks sent to the Soviets allowed them to concentrate on producing the tanks they desperately needed to defeat the German Army.

The cost of sending Lend-Lease aid to Europe was heavy. Everything had to be loaded onto ships, which sailed in convoys through the U-boat infested waters of the Atlantic Ocean. However, if it had not been for the industrial might of the US and Lend Lease aid, the Allies might never have won the war in Europe.



ATL F6857.25

*British crews called their American M3 Stuart tanks 'Honey' for its speed, handling and reliability.*

## LEND LEASE DELIVERIES

	Great Britain	Soviet Union
M3 & M5 Stuart	7500	1700
M3 Lee	950 plus another 1655 purchased directly	1400
M4 Sherman	17,200	4100
Armored cars	2800	3300
Half-tracks	5200	2950
Jeeps	26,000	52,000
Trucks	23,000	352,000
Anti-tank guns	4900	900
Anti-aircraft guns	7400	7000
Fighter aircraft		11,300
Bomber aircraft		3750
Field telephones	-	56,500
Locomotives	-	350
Ships	800	520
Steel (tons)	-	1,200,000
Other metals (tons)	-	480,000
Food	10% of all British food requirements	4.5m tons
Value (\$ million)	31,000	11,260



# OLD IRONSIDES

Welcome Senators, Members of the Press, Ladies and Gentlemen. I'm Major General Harmon and this is my division. Old Ironsides, the first and best godarned armored division in the US Army. I am going to tell you a little about us. This is our last full parade in Algeria before we ship for Italy where we'll give those German bastards a right good kick up the pants.

These boys are tough as old boot leather. They booted the French up the backside. They've booted Rommel out of Africa, and we intend to keep going all the way to Berlin.



What you'll see today is a full armored division. If you'll look at this diagram here, you'll see we have two regiments of tanks, that's six battalions; one regiment of armored infantry, that's three battalions; three battalions of artillery, an armored reconnaissance battalion and an armored engineer battalion. It's all here bar some engineers and the ordnance and quartermaster's boys. They're already loading aboard the ships as I speak.

That's all. Let's go meet my boys.

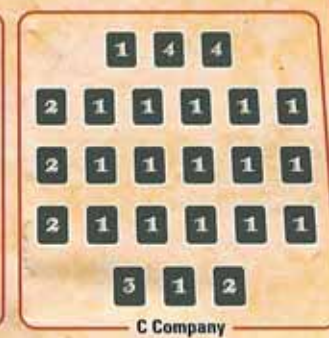
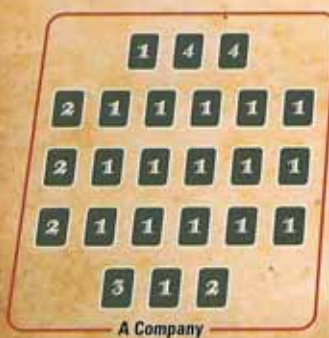


- |   |  |    |  |    |  |
|---|--|----|--|----|--|
| 1 | Divisional Forward HQ  | 8  | 2 <sup>nd</sup> Battalion, 13 <sup>th</sup> Armored Regiment         | 15 | 94 <sup>th</sup> Armored Field Artillery Battalion     |
| 2 | Combat Command A (CCA) HQ                                    | 9  | 3 <sup>rd</sup> Battalion, 13 <sup>th</sup> Armored Regiment         | 16 | A Company, 1 <sup>st</sup> Armored Recon Battalion     |
| 3 | Combat Command B (CCB) HQ                                    | 10 | 1 <sup>st</sup> Battalion, 6 <sup>th</sup> Armored Infantry Regiment | 17 | B Company, 1 <sup>st</sup> Armored Recon Battalion     |
| 4 | 1 <sup>st</sup> Battalion, 1 <sup>st</sup> Armored Regiment  | 11 | 2 <sup>nd</sup> Battalion, 6 <sup>th</sup> Armored Infantry Regiment | 18 | C Company, 1 <sup>st</sup> Armored Recon Battalion     |
| 5 | 2 <sup>nd</sup> Battalion, 1 <sup>st</sup> Armored Regiment  | 12 | 3 <sup>rd</sup> Battalion, 6 <sup>th</sup> Armored Infantry Regiment | 19 | D Company, 1 <sup>st</sup> Armored Recon Battalion     |
| 6 | 3 <sup>rd</sup> Battalion, 1 <sup>st</sup> Armored Regiment  | 13 | 27 <sup>th</sup> Armored Field Artillery Battalion                   | 20 | A Company, 16 <sup>th</sup> Armored Engineer Battalion |
| 7 | 1 <sup>st</sup> Battalion, 13 <sup>th</sup> Armored Regiment | 14 | 68 <sup>th</sup> Armored Field Artillery Battalion                   |    |  |



# ARMORED INFANTRY BATTALION

These boys are Ringsak's battalion, 2<sup>nd</sup> Battalion, 6<sup>th</sup> Armored Infantry Regiment. Tough nuts the lot. They've gone toe to toe with those goddamned Germans the length of Tunisia and back again. The whole battalion goes to war in armored half-tracks. They'll follow the tanks through the most godawful terrain, and that's when they aren't leading the way on foot.



1 M3 half-track

2 M3 37mm gun

3 Jeep

4 2 1/2-ton truck

5 3/4-ton truck

6 M2 half-track

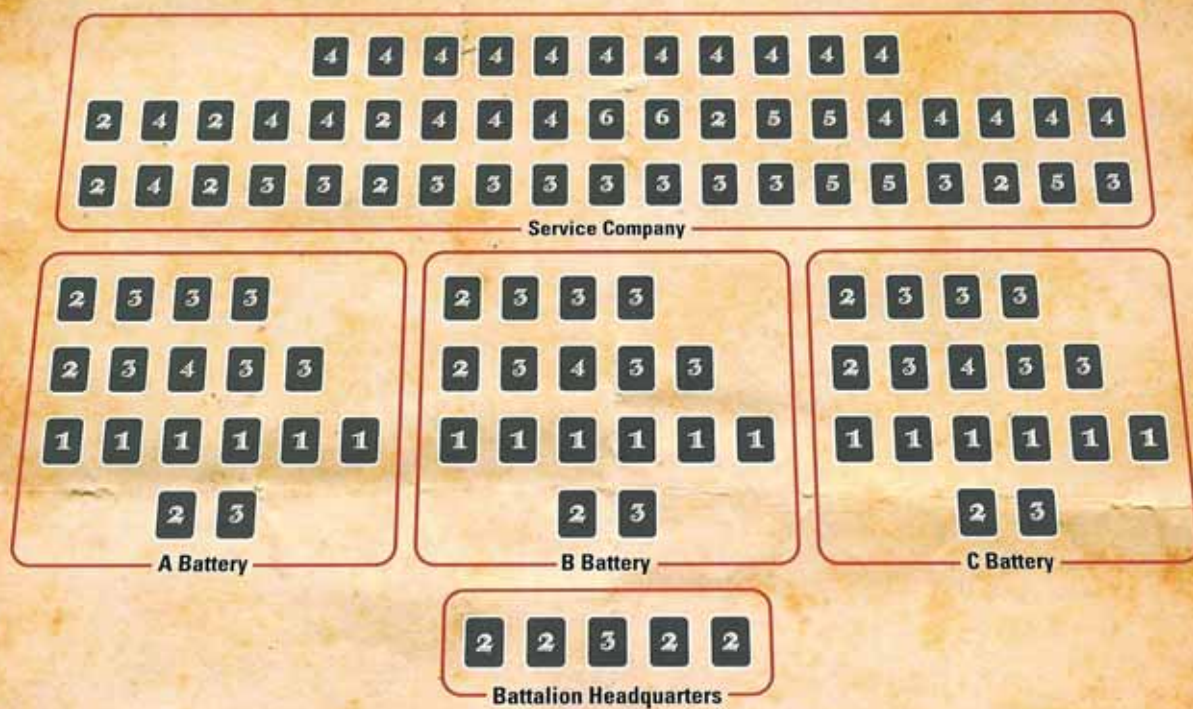
7 T30 75mm HMC half-track

8 M4 81mm MMC half-track

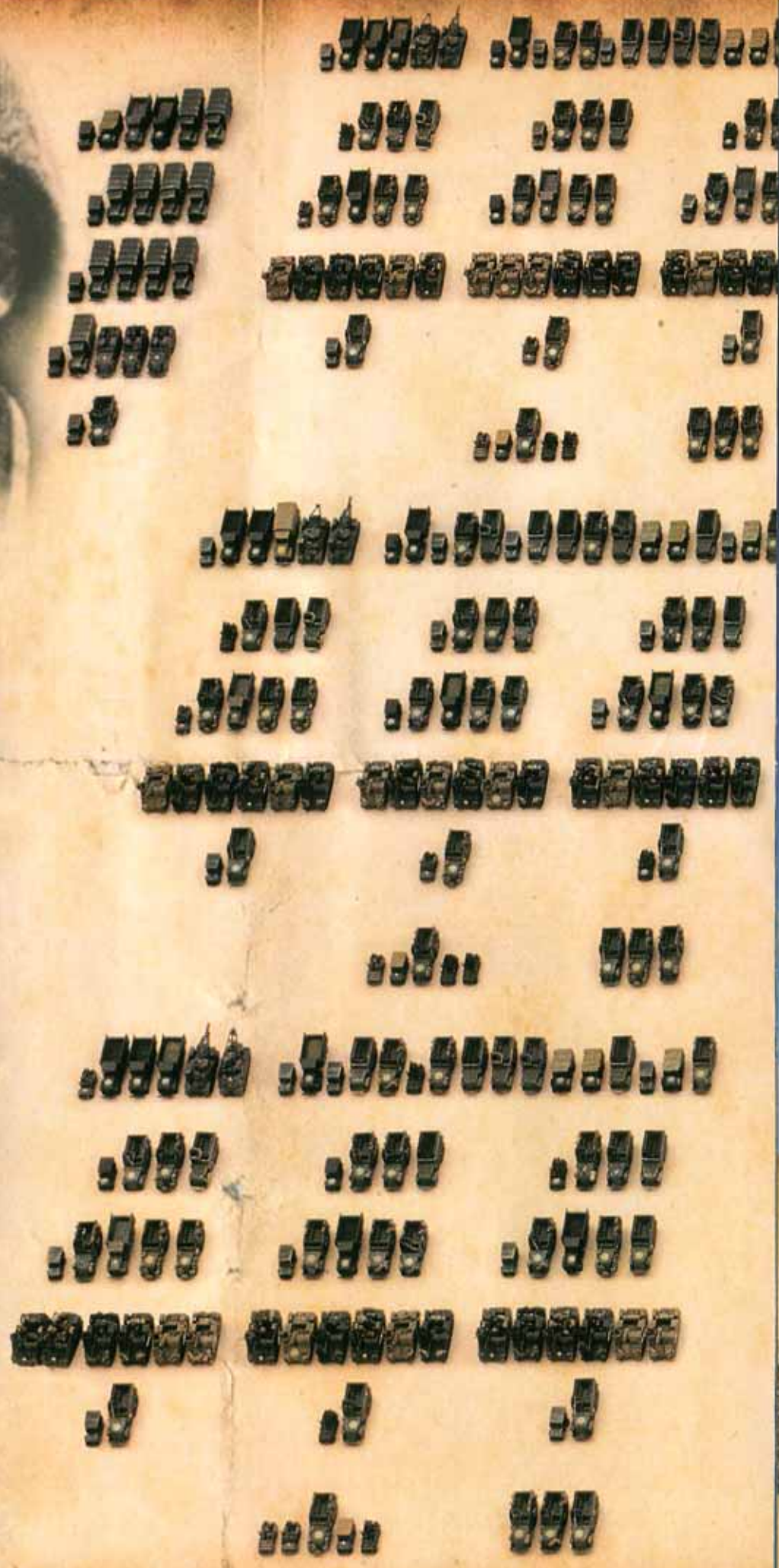
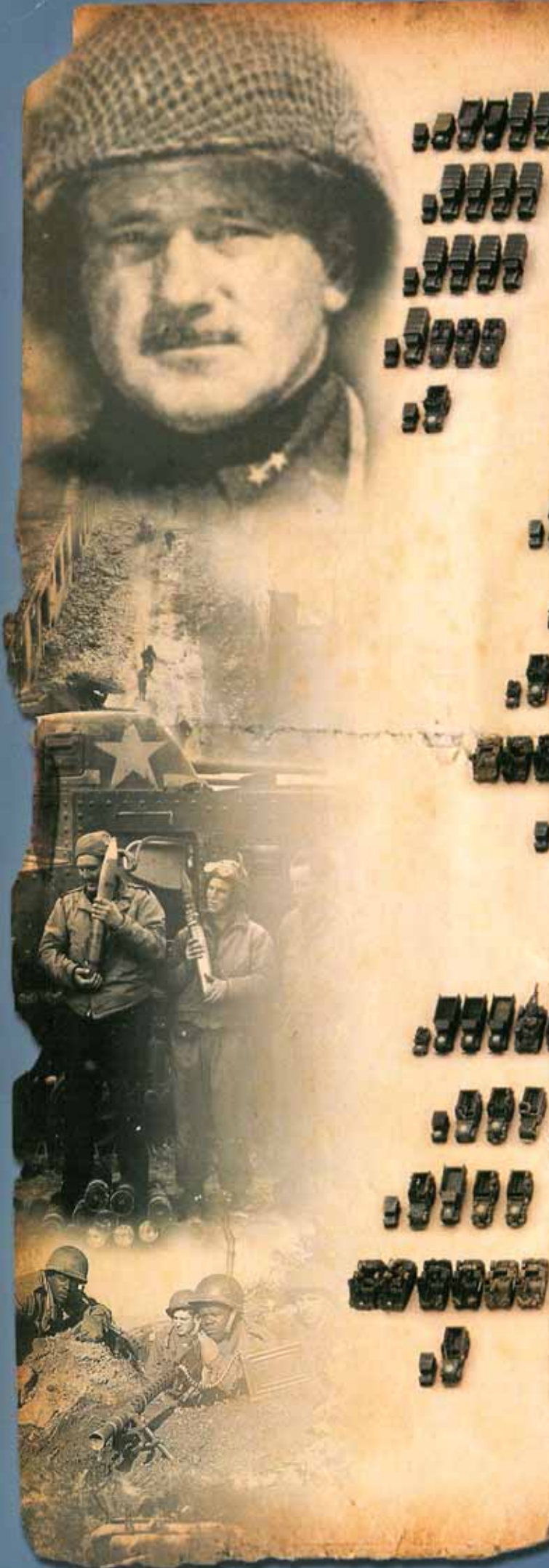
9 M31 tank recovery vehicle

# ARMORED FIELD ARTILLERY BATTALION

27<sup>th</sup> Armored Field Artillery Battalion, ladies and gentlemen. Once more, we see the most advanced artillery anywhere in the world. This battalion fields eighteen new M7 Priest self-propelled guns and all of the reconnaissance, liaison, observation and fire control needed to put every round slap bang on target and blow those bastard Germans to Kingdom Come.



- |                       |                             |
|-----------------------|-----------------------------|
| 1 M7 Priest HMC       | 4 2 1/2-ton truck           |
| 2 Jeep                | 5 3/4-ton truck             |
| 3 M2 or M3 half-track | 6 M32 tank recovery vehicle |



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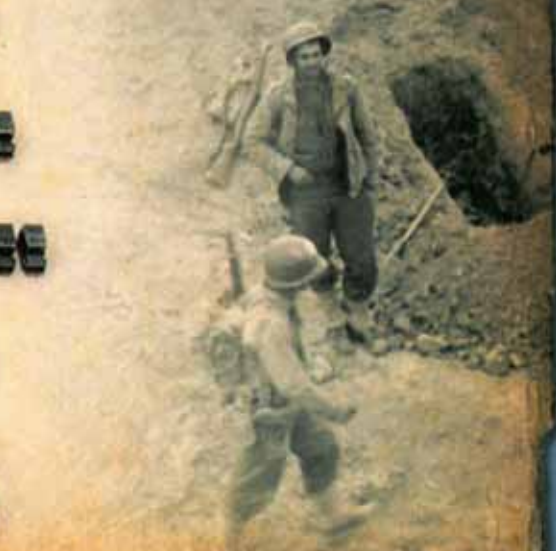
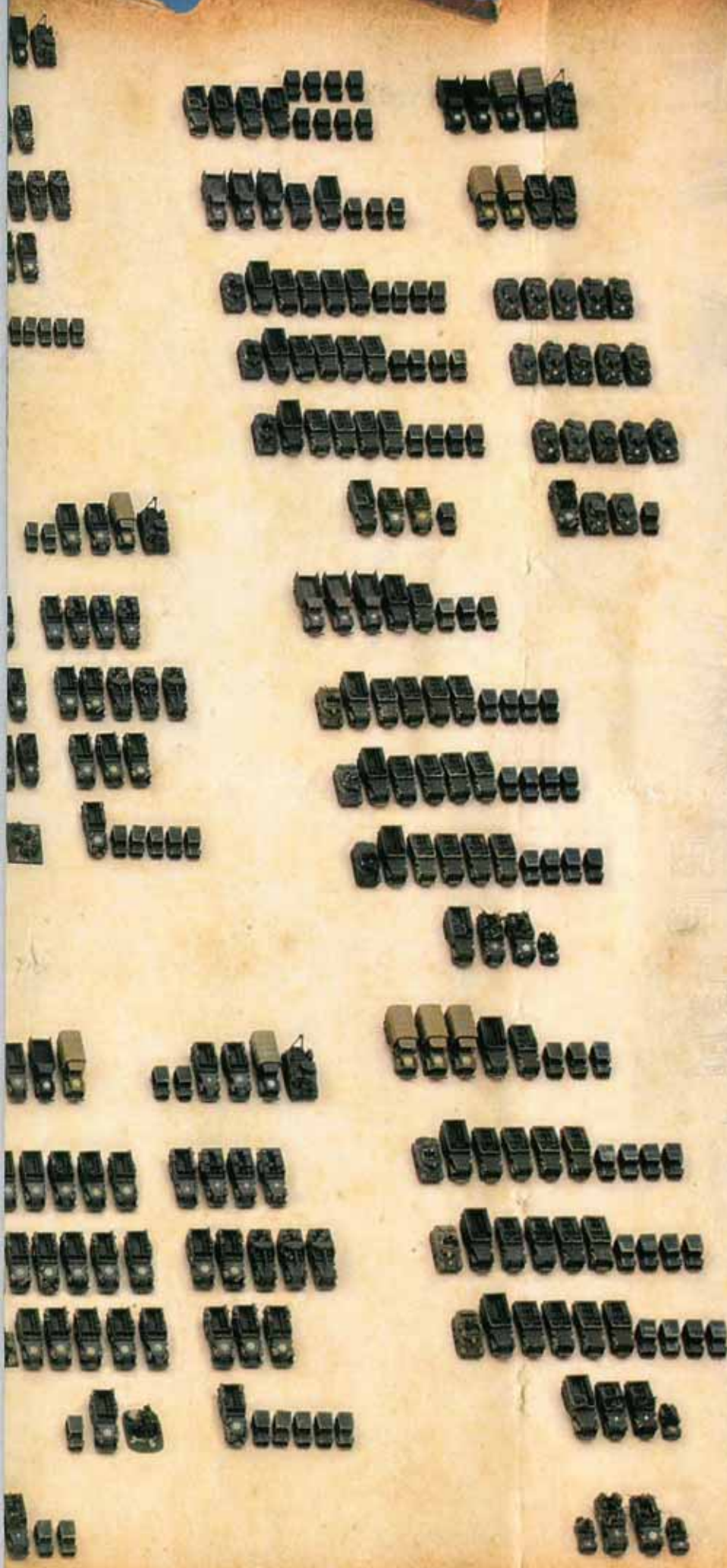
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# OLD IRONSIDES ARMIES

## Your Country Needs You!

Welcome to the US Army Captain. It's time to muster your company and head into battle. Whether you choose to lead tanks or armored infantry, the US Army provides all of the weapons and support you'll ever need.

## Where To Begin Collecting Your Army

The first step in forming your Old Ironsides force is to collect two or three Tank or Armored Rifle Platoons. These will always form the core of your force. You'll also need someone to lead them in battle, so your next choice will be a Company HQ. If you have more tank platoons than infantry platoons, you'll want a Tank Company HQ. If you have more infantry, you'll want an Armored Rifle Company HQ. With this force, you're ready to fight battles immediately.

Once you've fought a few battles, you'll want to add some specialist support troops to your force. There are plenty of choices available to tailor your company to win the battles ahead.



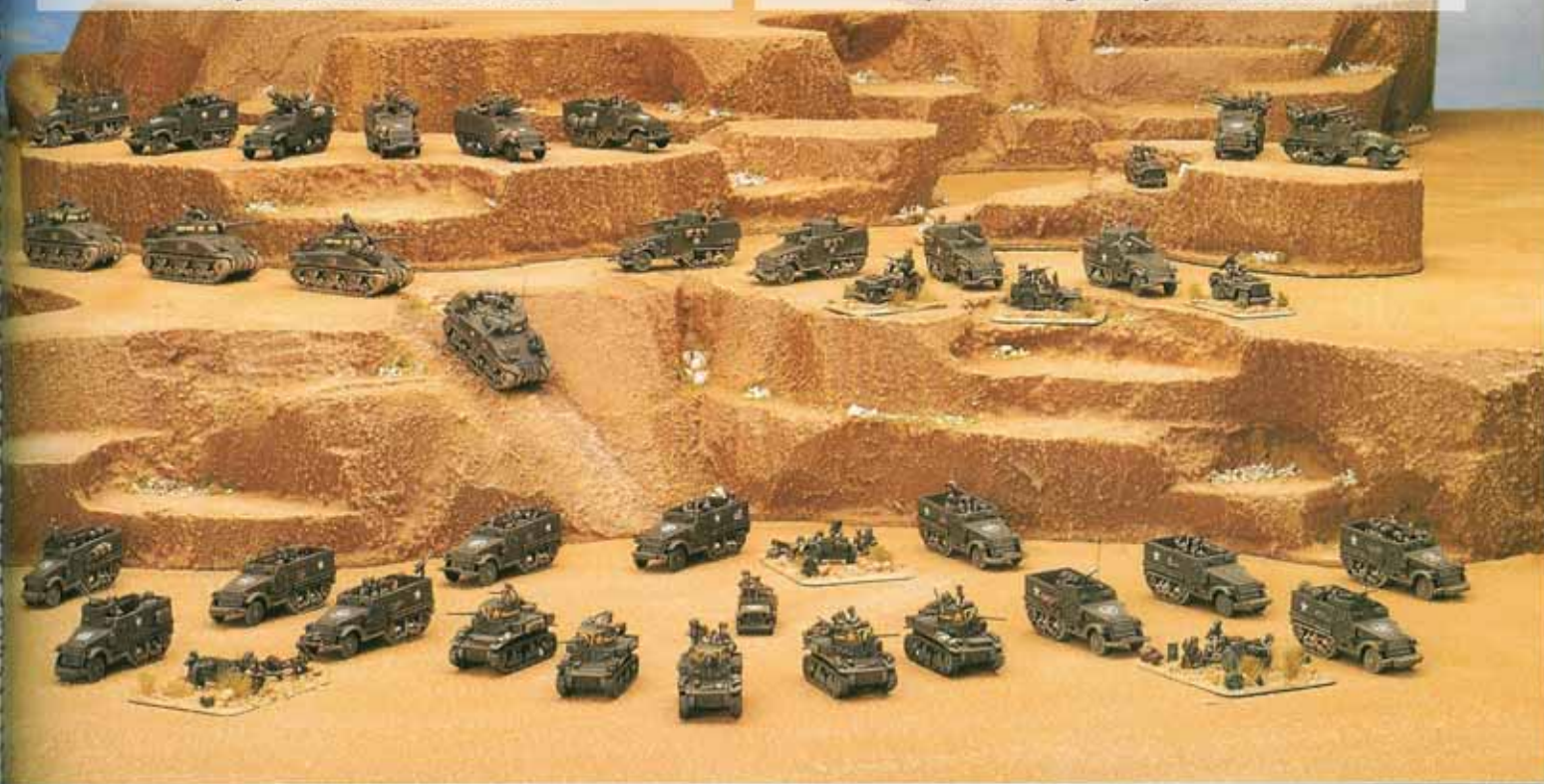
M4 Sherman tanks from Company HQ, Tunisia.



Major General Ernest N Harmon.



Captain Kersting surveys the battlefield.



# COMBAT PLATOONS

The core combat platoons of an Old Ironsides force are its Tank Platoons...



M3 Lee

M3 Lee medium tanks mount a powerful 75mm gun in the hull and a lighter 37mm gun in the turret.



M3A1 Stuart

Stuart light tank platoons use speed and agility to compensate for their light armor and small gun.



M4 Sherman

Tank platoons manoeuvre to catch their opponents by surprise, then destroy them with concentrated gunfire.



# COMBAT PLATOONS

...and its Armored Rifle Platoons, supported by the Armored Recon Platoons.



M3 half-track

Armored rifle platoons operate from their half-tracks or on foot.



M3 37mm gun

Their 37mm anti-tank guns help keep enemy tanks at bay.



Armored Recon Platoon

Jeep

Using stealth and cunning, armored recon seeks out the enemy.



M3A1 armored car

M3A1 armored cars mount a .50 cal and two .30 cal machine-guns.



# WEAPONS & SUPPORT PLATOONS

An Old Ironsides force has plenty of self-propelled artillery, anti-tank guns, and anti-aircraft guns available.



M7 Priest HMC

The self-propelled guns of the armored field artillery batteries are ready to fire at a moments notice.



Machine-gun Platoon

Machine-gun platoons use their water-cooled Browning M1917 .30 cal heavy machine-guns to break up infantry attacks.



# WEAPONS & SUPPORT PLATOONS

All of the weapons and divisional support platoons are highly mobile and equipped with armored vehicles.



T19 105mm HMC

If necessary, the self-propelled artillery fires over open sights to protect itself from attack.



M3 75mm GMC

Tank destroyers fire from ambush to smash enemy tank forces.



M15 CGMC

M13 MGMC

Anti-aircraft artillery scan the skies for enemy aircraft.



M10 3in GMC

M10 tank destroyers pass an abandoned Stuka.



# KASSERINE PASS

In ten days of gruelling battle, US forces halted and turned back the last major German offensive in North Africa and won their first clear victory in the Tunisian desert.

—Tunisia, February 14, 1943.



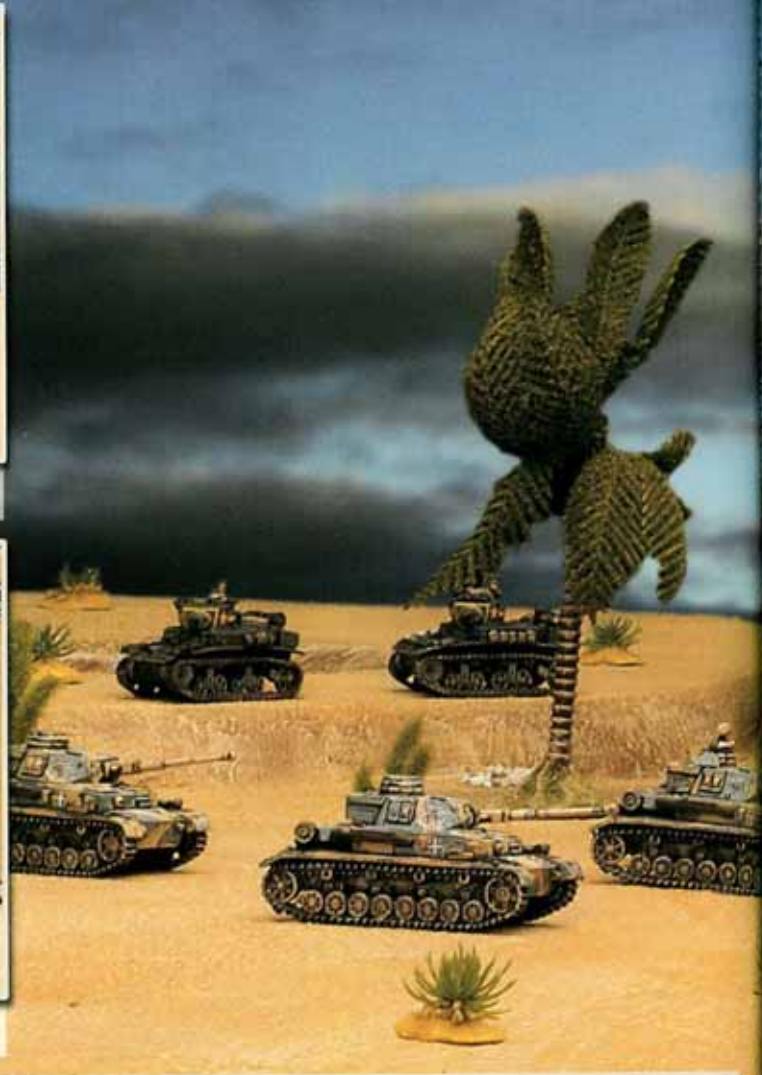
Armored riflemen defend Kern's Crossroads...



...ambushing an unwary Panzer III.



The infantry call in M3A1 Stuart light tanks to clear a vineyard, giving the German Panzergrenadiers a nasty shock.







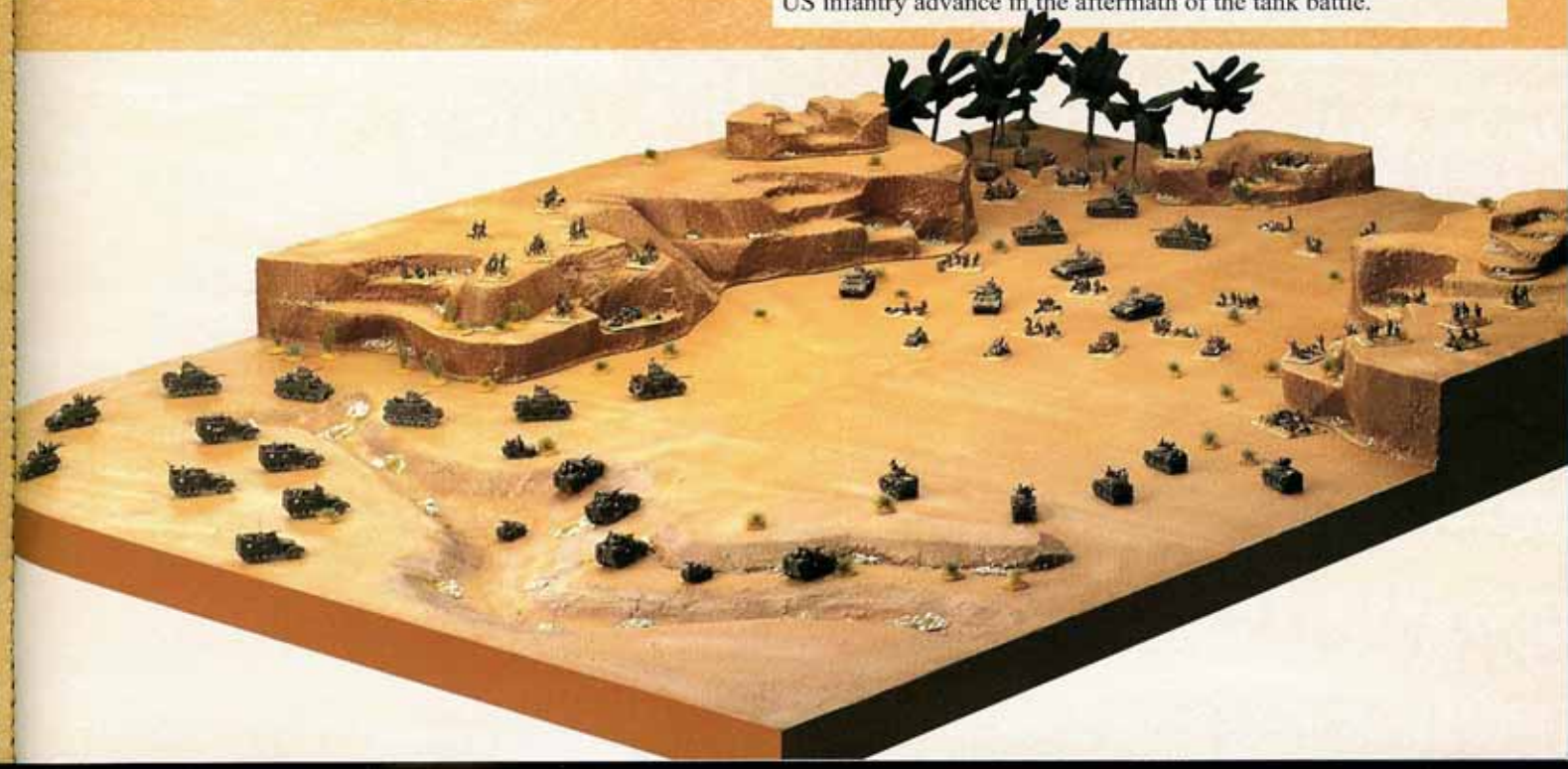
M4 Sherman tanks emerge from a wadi catching the advancing German Panzers by surprise.



M3 75mm GMC tank destroyers spring their ambush.



US infantry advance in the aftermath of the tank battle.



# SHOWCASE

An M10 3in GMC tank destroyer gives fire support to infantry on a mountainous road. Modelled by Richard Carlisle.



# OLD IRONSIDES TACTICS

The key to victory is combined arms tactics, using every part of your army together to beat the enemy.

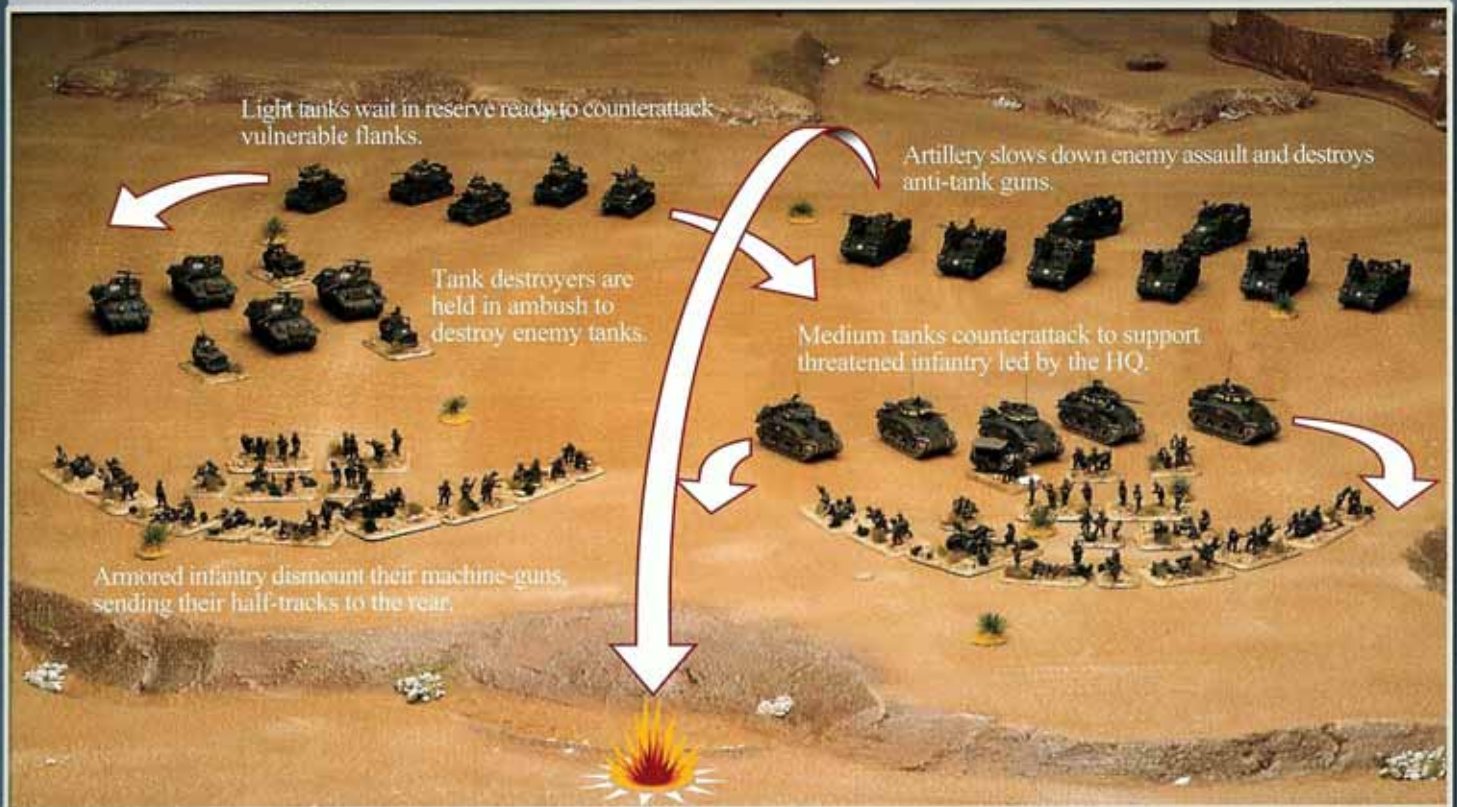
## ATTACKING TACTICS

Use your mobility and firepower to concentrate on one objective. Overwhelm the enemy by fire then finish them off in an assault. Your tank destroyers and artillery engage the enemy tanks and anti-tank guns so the strike force can win the battle.



## DEFENCE TACTICS

Dismounted armored infantry can protect themselves against any foe with their machine-guns and bazookas. Back them up with tank destroyers to wipe out enemy tanks and counterattack with mobile tank forces. A well co-ordinated all-arms defence will beat any attack.



# PAINTING OLD IRONSIDES INFANTRY

Painting your armored infantry isn't difficult. Follow the steps below and you'll soon be ready for battle.

## 1



After preparing your figures for painting, undercoat them with a spray can primer or thinned primer paint. Paint a base coat of the main uniform colours. For US infantry paint the jacket in buff and the trousers earth brown.

## 2



Next, highlight the uniform. Mix a little white with the original colour and dry brush this on to the raised parts of the uniform to add depth to the figure. See page 27 of the *Flames Of War* book for dry brushing techniques.

## 3



Finish the figure by painting the details with a fine brush. Paint the face and hands in flesh tone, the rifle red brown, the boots red leather, and the helmets olive drab.

Your troops are now painted to a gaming standard. All you need to do to have them ready for battle is put them on their bases. See page 27 of the *Flames Of War* book for basing ideas.

## EXPERT



Once you have painted your army, you may want to go back and add more detail to your figures. Only do this if you wish to put a lot more time into your painting. You can paint the metalwork on the guns, gaiters on the boots, helmet straps, and the webbing, and much, much more if you really get carried away.



Colour	Humbrol Enamel	Model-Master Enamel	Tamiya Acrylic	Vallejo Acrylic	Games Workshop
<b>Helmet, bazookas, water-cooled machine-guns, mortars</b>					
Olive Drab	155	2050	XF62	887	Catachan Green
<b>Jacket</b>					
Buff	121	1792	XF57	988	Kommando Khaki
<b>Trousers</b>					
Earth Brown	118	1702	XF49	873	Snakebite Leather
<b>Boots, helmet straps, and holsters</b>					
Red Leather	62	1701	XF10	818	Scorched Brown
<b>Belts, webbing, and water bottles</b>					
Green Grey	83	1704	XF60	886	Cammo Green
<b>Faces and hands</b>					
Flesh	61	1516	XF15	955	Dwarf Flesh
<b>Rifle butt and entrenching tool</b>					
Red Brown	170	1735	XF10	981	Scorched Brown
<b>Machine-guns and rifle barrels</b>					
Gunmetal	53	1795	X10	863	Boltgun Metal



# PAINING OLD IRONSIDES VEHICLES

US tanks and half-tracks all left the factory painted olive drab, making them quick to prepare for battle.



1

Prepare and assemble your vehicles. See page 26 of the *Flames Of War* book for information on how to do this. If you are painting a tank, carefully detach the hull from the turret at this stage to make painting easier.

After preparing your figures, undercoat them with a spray can primer or thinned primer paint.

Basecoat the tank in olive drab.



2

Mix a little white into the olive drab and highlight the vehicle. Dry brushing (see page 27 of the *Flames Of War* book) is an excellent method for this as it picks out the vehicles details and gives an impression of light and shadow.

Scale miniatures benefit a lot from accentuating detail in this manner that would otherwise be lost to the naked eye.



3

Paint tank tracks and machine-gun barrels in gunmetal and tyres and half-track tracks in black (yes, the half-tracks tracks were rubber! Unlike most tank tracks that are all steel.) If you want to, you can paint the red leather seats in the vehicles as well.

Add the painted crew figures and your vehicle is now painted to gaming standard and ready for battle.



EXPERT

If you want to put a lot more effort into your vehicles, you can add lots more detail to your painting.

Painting camouflage on your vehicles can make them more interesting. Using decals to add markings to your vehicles or painting them on yourself adds that final touch that makes them really stand out.

Colour	Humbrol Enamel	Model-Master Enamel	Tamiya Acrylic	Vallejo Acrylic	Games Workshop
<b>Vehicles</b>					
Olive Drab	155	2050	XF62	887	Catachan Green
<b>Earth yellow camouflage</b>					
Sand	121	1706	XF60	847	Desert Yellow
<b>Earth brown camouflage</b>					
Dark Earth	29	2054	XF52	874	Graveyard Earth
<b>Earth red camouflage</b>					
Brown	186	1701	XF10	875	Terracotta
<b>Black camouflage</b>					
Black	33	1749	XF1	950	Chaos Black
<b>Tool handles</b>					
Red Brown	170	1735	XF10	981	Scorched Brown
<b>Machine-guns</b>					
Gunmetal	53	1795	X10	863	Boltgun Metal

# TANK MARKINGS IN NORTH AFRICA

## 1<sup>st</sup> Armored Division Company Insignia.

Old Ironsides used a system of geometric symbols to distinguish each company and battalion as shown below.

### 1<sup>st</sup> ARMORED REGIMENT

#### 1<sup>st</sup> Battalion



HQ company 'A' company 'B' company 'C' company

#### 2<sup>nd</sup> Battalion



HQ company 'D' company 'E' company 'F' company

#### 3<sup>rd</sup> Battalion



HQ company 'G' company 'H' company 'I' company

### 13<sup>th</sup> ARMORED REGIMENT

#### 1<sup>st</sup> Battalion



HQ company 'A' company 'B' company 'C' company

#### 2<sup>nd</sup> Battalion

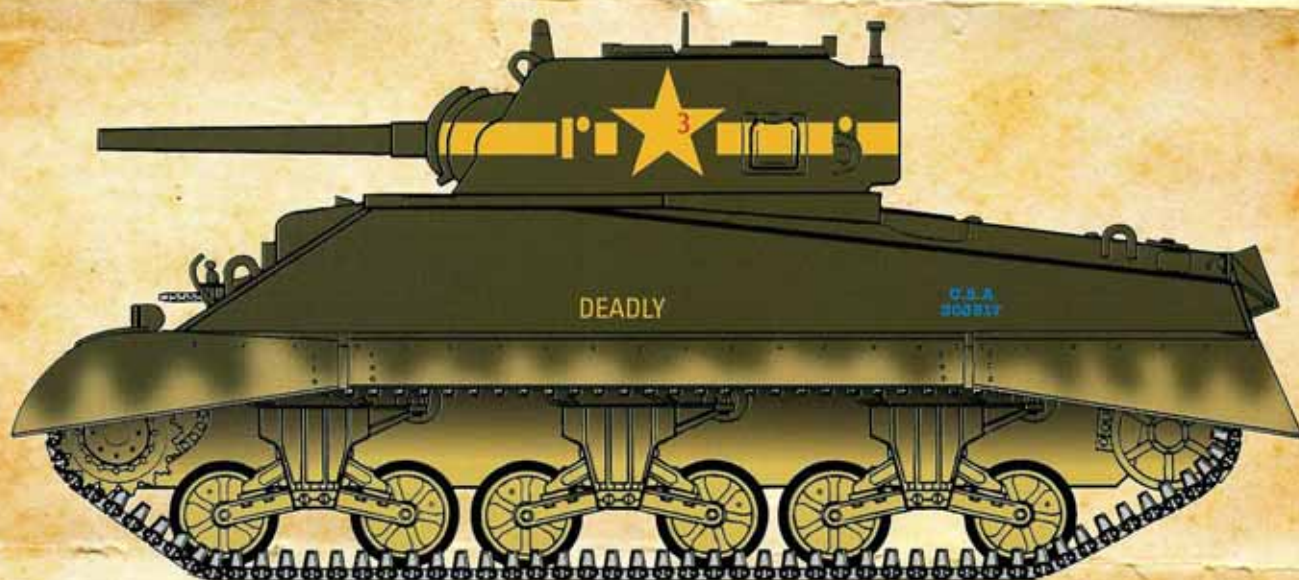


HQ company 'D' company 'E' company 'F' company

#### 3<sup>rd</sup> Battalion

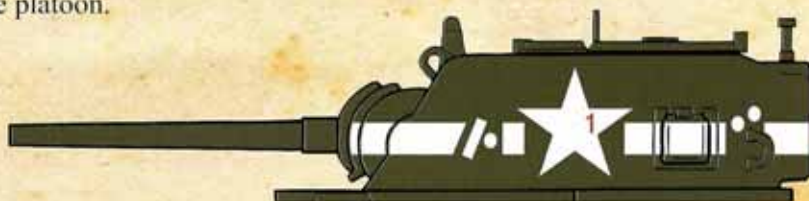


HQ company 'G' company 'H' company 'I' company



### Pre-December 1942, North Africa.

The geometric marking in the front turret stripe designates this tank as from 'D' Company, 2<sup>nd</sup> Battalion, 1<sup>st</sup> Armored Regiment. The single dot at the rear of the turret indicates the 1<sup>st</sup> platoon with the number in the star indicating the 3<sup>rd</sup> vehicle in the platoon.



### Post-December 1942, North Africa.

The change to white markings was introduced as the yellow was often hidden by the desert dust. This tank is from 'H' Company, 3<sup>rd</sup> Battalion, 1<sup>st</sup> Armored Regiment. It is the 1<sup>st</sup> vehicle of the 2<sup>nd</sup> platoon.

## TANK MARKINGS IN SICILY & ITALY



### 1943, Sicily, Operation 'Husky'.

Prior to the invasion of Sicily, units were instructed to camouflage their tanks with earth yellow (seen here) or earth brown over the standard olive drab. At this time the 'Allied Star', with a circle around the star, was introduced after it was found that the US Star used in the desert could be mistaken for a German cross at a distance. The Allied Star was usually applied to the front transmission housing, turret roof and engine deck as well as the turret sides. Individual companies were distinguished by the names on the sides, 'A' Company had names starting with an A, 'B' Company with a B etc.



### 1944, Anzio, Italy.

Platoons were distinguished by barrel bands, the example shows 3rd platoon. The bands were colour coded for each company, red for 'A', white for 'B' yellow for 'C' and blue for 'D' company. Sometimes bands were repeated on the rear of the turret (see inset) but most often it was a number.

Note the white counter-shading under the barrel, it was also applied to the bottom of the transmission housing. The counter-shading reduced the shadows under the vehicle making it harder to see. Camouflage was earth yellow or in this case red earth over olive drab.

## COMMON TANK MARKINGS

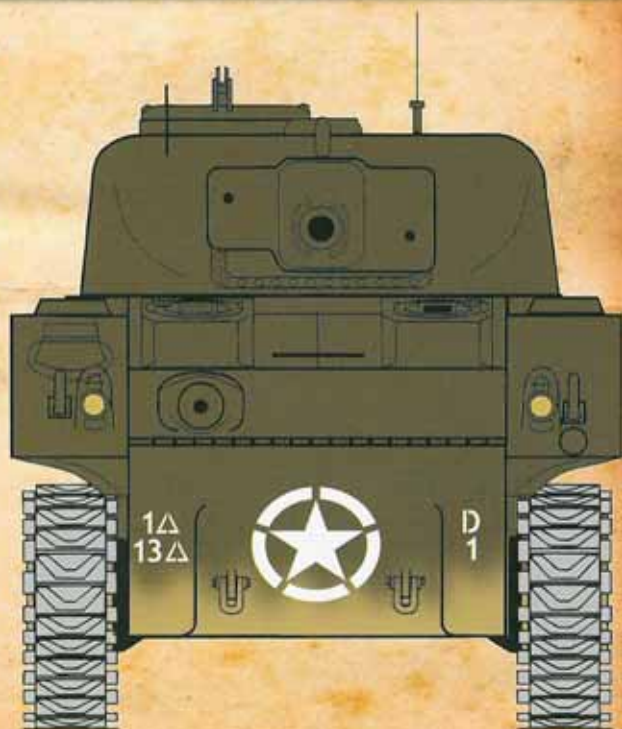
The M4 to the right is from 13<sup>th</sup> Armored Regiment, 1<sup>st</sup> Armored Division (stenciled on the left transmission housing), 'D' Company, 1<sup>st</sup> tank (stenciled on the right transmission housing). This series of identification markings were often repeated on the rear of the hull.

The first letter of a tank's name often corresponded to the company designation, e.g. a tank of 'D' company could be called 'Dusty'.

The turret top and engine deck had air-recognition stars in the form of the US Star of the period, painted in yellow (pre-December 1942) or white (post-December 1942).

Crews sometimes painted over or partly obscured the US Stars with engine grease or mud as it was an easy aiming point for the enemy forces.

Feel free to include tank markings or to leave them off. Tanks were touched up or repainted by the workshops after repairs or damage, and markings were often painted over in the process. Many crews took matters into their own hands and painted over the markings themselves to make their tanks less visible.



# PAINING TANK TURRET MARKINGS

Painting detailed markings on your tank is easy with a steady hand and a little practice.



1

Prepare and assemble your tank. See page 26 of the *Flames Of War* book for information on how to do this.

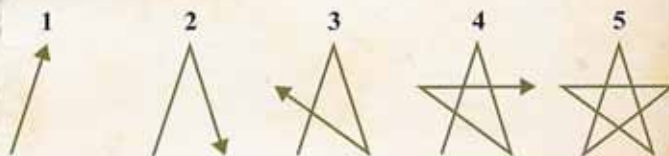
Undercoat the turret in a Buff colour. When the paint is completely dry use a soft pencil (2B or 4B lead recommended) to draw two parallel lines horizontally completely around the circumference of the turret like the ones shown above.



2

Next draw a star in the middle of the turret, using the top horizontal line from step 1 as the upper most horizontal line of the star.

Then draw two vertical lines to form the break in the turret stripe.



3

Carefully paint up to the pencil lines with the base colour of olive drab. Painting the base colour this way allows you to achieve nice sharp corners on the turret stripe and the corners of the stars.



4

Once the base colour is completely dry you can use a moist cloth to wipe off the pencil marks.

You can now highlight the turret stripe and stars with either white (as shown) or yellow. Dry brush the tank as described elsewhere to make the markings appear weathered with the tank.

Colour	Humbrol Enamel	Model-Master Enamel	Tamiya Acrylic	Vallejo Acrylic	Games Workshop
<b>Undercoat</b>					
Buff	121	1792	XF57	988	Kommando Khaki
<b>Base colour</b>					
Olive Drab	155	2050	XF62	887	Catachan Green
<b>White markings</b>					
White	34	1768	XF2	951	Skull White
<b>Yellow markings</b>					
Yellow	154	2023	XF3	915	Sunburst Yellow





# ANZIO

The Allies landed over 135,000 troops at Anzio, far behind the German defences at Monte Cassino, hoping to open the way to Rome.  
—Operation Shingle, January 22, 1944.



The first wave comes ashore unopposed near the fishing village of Nettuno near Anzio.



A German '88' engages the advancing US forces.



Tanks and infantry search out the enemy's next defensive position



# SHOWCASE

US troops investigate an abandoned German Elephant tank-hunter. Modelled by Richard Carlisle.



# AMERICAN INDUSTRY

*While the US Army was busy fighting at the front, the factories back home were building the weapons of war and feeding the troops. The massive industrial might of America enabled it not only to equip its own rapidly expanding army, but supply much of its Allies needs as well.*

## SPAM®

When America entered World War II, SPAM luncheon meat played a crucial role. Hormel Foods provided 15 million cans per week to troops fighting to liberate Europe. SPAM immediately became a constant part of a soldier's diet, and earned much praise for feeding the starving British and Soviet armies as well as civilians.



The war kept the factories busy, with Hormel Foods hiring 448 women in 1943 to replace men serving in the war. Between 1939 and

1942, Hormel's sales doubled to almost \$120 million and annual processing reached an all-time high of 1.6 million head of pork. Ninety percent of SPAM production was bought by the military or shipped abroad under the Lend Lease agreements. In April 1945 alone, more than 100 million pounds of SPAM were shipped abroad.

## ROSIE THE RIVETER

With the armed forces expanding rapidly, there was soon a shortage of men in the factories. American women responded by entering the workforce to replace them. Women were soon making guns, planes, bombs, tanks and ships.

*All the day long,  
Whether rain or shine,  
She's a part of the assembly line.  
She's making history,  
Working for victory,  
Rosie the Riveter.  
Keeps a sharp lookout for sabotage,  
Sitting up there on the fuselage.  
That little girl will do more than a male will do.  
Rosie's got a boyfriend, Charlie.  
Charlie, he's a Marine.  
Rosie is protecting Charlie,  
Working overtime on the riveting machine.  
When they gave her a production "E,"  
She was as proud as she could be.  
There's something true about,  
Red, white, and blue about,  
Rosie the Riveter.*

Redd Evans and John Jacob Loeb,  
(New York: Paramount Music Corp., 1942).

## Coca-Cola®

*"We will see that every man in uniform gets a bottle of Coca-Cola for five cents wherever he is and whatever it costs."*

During the course of the war more than 5,000 million bottles of Coke went to American troops. A total of 64 complete bottling plants were shipped overseas to be set up as close to the front as possible. Ten of them were set up in North Africa.

## CHRYSLER®

At the start of the war the US Army had plans to build a mere 400 light tanks over the coming year. Tank production was concentrated at the Rock Island Arsenal, which was incapable of meeting the wartime demand for thousands of medium and heavy tanks each year. To meet the demand, Chrysler built the Detroit Tank Arsenal, a specialist tank production facility over 1300ft (400m) long and 500ft (150m) wide. Within months Chrysler was turning out over 200 tanks per month.



# KASSERINE PASS

FEBRUARY 14, 1943

**Dateline: 12 February 1943**

**From our correspondent, Tom Grossman, somewhere in Tunisia**

I moved up to the front yesterday, and have been catching up on all the recent action with the boys from 2nd Battalion, 13th Armored Regiment. Led by Colonel Henry E Gardiner, this unit has been in the thick of the fighting ever since arriving on these African shores.

Captain Mike Bradshaw, of Santa Rosa California, told me of an encounter with the Germans in the Ousseltia Valley late last month. Driving to the rescue of trapped French troops, an American force with Gardiner's battalion at its head not only stopped a major enemy offensive, but then drove the Germans out of the valley. Major General Paul Robinett was awarded the French Croix de Guerre in recognition of the achievements of our troops.

**Dateline: 15 February 1943**

**From our correspondent with 1st Armored Division, Tunisia**

Yesterday was St Valentines Day, but love was conspicuous by its absence. The front has come alive again. A new German offensive is sweeping forwards like a wave, breaking over our positions all along this sector of the front. Driving to where the action was hottest, the little-known town of Sidi Bou Zid, I witnessed the bravest act I shall probably ever see.

All that stood between the massed Panzer divisions and victory were the new M4 Sherman tanks of 3rd Battalion, 1st Armored Regiment, commanded by Lt Col Louis Hightower. Heavily outnumbered, beset from all sides yet refusing to surrender, this fine unit fought to the last, buying invaluable time for our defences to be

strengthened in preparation for the approaching storm.

This morning our forces struck back. The roar of dozens of armored vehicles could not drown out the stirring call of "The Star Spangled Banner", played as Lt Col James Alger's 2nd Battalion, 1st Armored Regiment lead a taskforce out to do battle with the enemy.

Driving out into the desert in perfect formation, this mighty phalanx has but one goal: evicting the enemy from the real estate they seized the day before.

Early progress has been good. Official reports indicate that Alger has reached the main body of enemy troops. The sound of a fierce battle is reaching me even as I write this. The gunfire proof that our flag is still flying here.

**Dateline: 18 February 1943**

**Tom Grossman, from the battlefields of Tunisia**

After the indescribable heroism of the last two days, I have rejoined Lt Col Henry Gardiner's 2nd Battalion, 13th Armored Regiment, a unit which faces a stern test in the days to come.

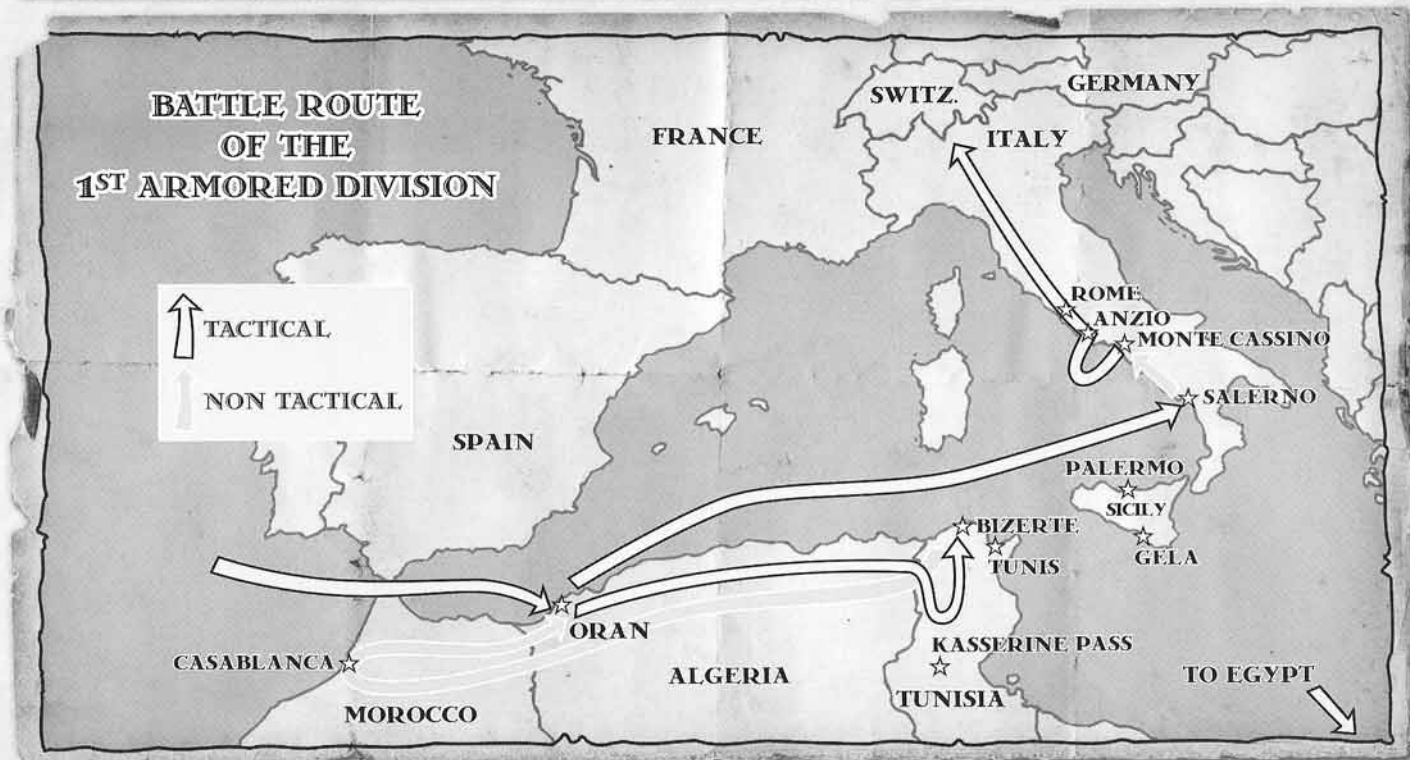
The Germans are fielding their latest secret weapons. Lt Col James Alger's brave counterattack ran foul of the enemy's new super-heavy 'Tiger' tanks and 'Screaming Meemie' rockets. The Allied forces are rolling with the

punch, and the enemy has been slow to consolidate his gains. His next target is the town of Sbeitla, and there I had the privilege of seeing Gardiner's men in action.

In a masterful defence, Gardiner's M3 Lee tanks held the Panzers at bay, not giving an inch until ordered to do so. There have been many casualties, but the enemy has been forced to pay a far heavier price. Leading from the front as always, Colonel Gardiner's tank was hit, and his fate was unknown for several hours. I am glad to report that he escaped on foot and is back with us,

slightly wounded but still full of fight.

2nd Battalion disengaged once the next line of defence was prepared, falling back through Kasserine Pass. The Germans will sure have a fight on their hands getting through here. Engineers are laying minefields and barbed wire, tank destroyers and artillery are settling into position. Reinforcements are rushing here from all over Tunisia. Gone is the confusion of four days ago. This is a steady, well-planned withdrawal, buying time, waiting for the right moment to strike back.



**Dateline: 21 February 1943**

**From our special correspondent,  
Tom Grossman in Tunisia**

The final showdown is approaching. After several days of hard fighting, the defenders of Kasserine Pass fell back on Major General Robinett's force defending at Tebessa.

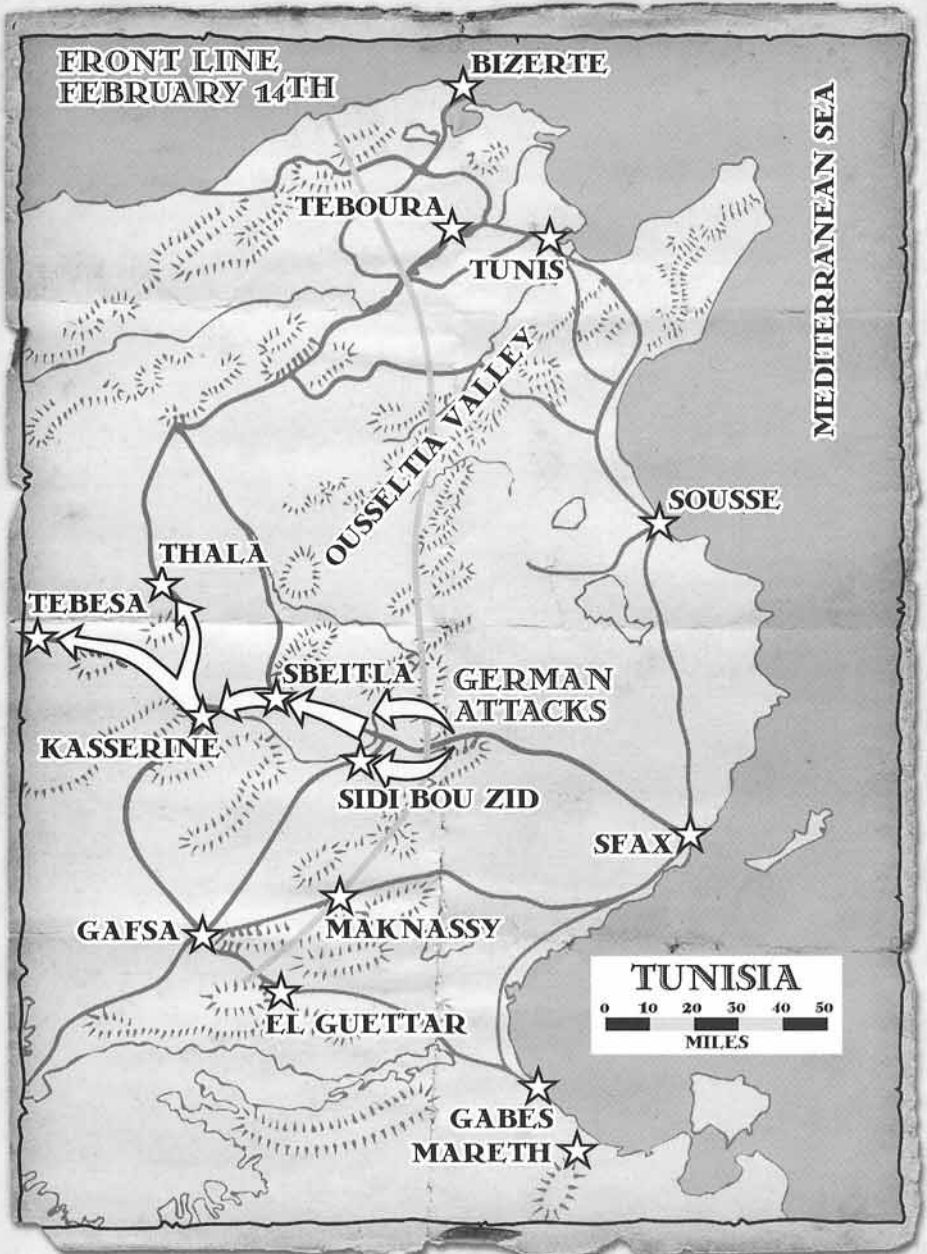
Once again the Germans haven't lived up to their reputation. Their advance has been very hesitant, allowing Colonel Henry Gardiner's 2nd Battalion, 13th Armored Regiment plenty of time to conceal themselves in the Foussana Valley at Tebessa.

When the enemy finally arrived yesterday they were reluctant to attack, sending in their air force first. It did no good. Not 200 yards from me are the wrecks of two Stuka divebombers, still smoking after being brought down by our anti-aircraft fire.

Dawn has brought a new attack, the enemy showing more determination than yesterday. The enemy made steady progress up the valley, but finally the storm of artillery fire was too much for them. This time, however, there was no escape.

When the Germans turned to flee, they ran straight into Gardiner's battalion closing the door. The American tanks poured out their vengeance, repayment for the weeklong retreat, a tribute to the brave men of Sidi Bou Zid.

As I write this, the sound of battle has faded, there is no sign of the enemy except the abandoned tanks, the charred skeletons of burned trucks, and the hundreds of prisoners who have been rounded up. Today was the finest day in the entire Tunisian campaign, a day where Americans took on the very best that Hitler had to offer, held their ground, and gave it right back.



**Dateline: 25 February 1943**

**From Tom Grossman in Tunisia**

Yesterday morning, American forces in Tunisia recaptured the strategically important Kasserine Pass.

Lead by men of 1st Armored Division,

the counterattack has reclaimed nearly all of the ground lost during last week's battles. With the enemy reeling all along the front, it is only a matter of time before a knock-out blow is delivered, freeing North Africa from beneath the Nazi jackboot at last.

#### Gallantry Awards

Distinguished Service Cross  
Lt Col H Gardiner, Feb 18.  
Silver Star  
Capt J Meredith, Feb 22.  
Bronze Star  
Maj D D Unsworth, Feb 20.  
Lt J M Brown, Feb 21.

## KASSERINE PASS OPPOSITION

The attack on Kasserine Pass was codenamed Operation *Frühlingswind* or Spring Wind, by the Germans. First planned as a limited attack, the initial success convinced the high command to push on and attempt a full-scale breakthrough.

The attack involved the entire mobile force available to the Germans. The tanks of the 10<sup>th</sup> and 21<sup>st</sup> Panzer Divisions led the attack supported by the Tiger tanks of 501<sup>st</sup> Heavy Tank Battalion. The majority of tanks available were Panzer III J and L versions, with a small number of Panzer IV F<sub>1</sub>, F<sub>2</sub> and G backing them up. The early-model Tigers used by 501<sup>st</sup> Heavy Tank Battalion were some of the first into action. Each

Tiger was escorted by a Panzer III N to keep enemy infantry at bay.

There were also plenty of Panzergrenadiers, both armored and motorised backing the tanks up, along with the full compliment of divisional troops.

For those wanting something a little different, the battle was the debut of the Nebelwerfer 15cm NW41 rocket launcher. This fearsome device fired six rockets in ten seconds! The noise of the rockets quickly earned them the nickname "Screaming Meemees".

# BREAKTHROUGH MISSION SPECIAL RULES

## MOBILE DEFENCE

A commander never has enough troops to cover the entire front. They will often have to maintain a mobile reserve, ready to move quickly and concentrate at the point they are needed most.

Ideally, the reserve will contain very mobile platoons to make a decisive counterpunch, but, the front line must be strong enough to hold until the mobile reserve arrives. Attaching self-propelled anti-tank guns or tanks to the forward companies gives them needed support, but weakens the reserve's counterpunch.

In a mission employing the Mobile Defence special rule, the defender may deploy any one platoon on table with all of its vehicles.



*Static troops use mobile reserves to out manoeuvre and counterpunch enemy attacks*

The defending player may deploy any or all of their remaining platoons on the table, but they occupy static positions and fight without their vehicles. These platoons may only deploy their Infantry and Gun teams. All Tank and Transport teams in these platoons are sent to the rear before the game begins and take no part in the battle.

Any other platoons that wish to use their tanks and transport must be held in the mobile reserve.

The Mobile Defence special rule is similar to the Reserves special rule on page 157 of the *Flames of War* rulebook, except that the troops in the mobile reserve arrive in either of the defender's deployment areas.

When a platoon arrives, the player places the platoon Command Team on either long table edge within 16"/40cm of the corner of their deployment area. During the defender's Movement step the entire platoon moves on from that point.

## FLANK ATTACK

In mobile warfare, a skilled commander will send part of their force around the enemy defences to attack them in their vulnerable flank or rear. While flank attacks can be devastating, they can also be unpredictable. The flank marching troops can easily be delayed by unexpected obstacles on their route.

The attacking player must hold at least one platoon off table for the flank march, and may hold up to half of their platoons off table.

The Flank Attack special rule operates in the same way as the Reserves special rule on page 157 of the *Flames Of War* rulebook, with the following differences:

- The player does not start rolling for the flank march to arrive until turn *three*, in which they roll one die. This increases by one die per turn, so on turn four they roll two dice, and on turn five they roll three.
- Flank marching units arrive at the location shown on the mission map.

### Form Up Off-table

A flank march through unknown terrain is fraught with trouble. Poor maps or difficult going can easily delay the flanking force, making their arrival unpredictable. If the situation is critical they will charge into the battle as they arrive. However, if time permits the local commander will form up the flank marching troops at a safe distance from the battlefield before launching a concentrated strike.

Each time the attacking player successfully rolls for the arrival of a flank marching platoon, they can either hold the new platoon off-table to form up, or bring it onto the table immediately. Platoons that are forming up may be brought on at the start of any turn, even if no further platoons have arrived from the flank march.

KEEP 'EM SHOCKED  
Time saved on YOUR  
SAVES LIVES ON



for the U.S. ARMY  
ENLIST NOW



## BREAKTHROUGH

Breakthrough missions use the **Flank Attack**, **Prepared Positions**, and **Mobile Defence** special rules.

*Note: the Ambush special rules are not used in this mission.*

Breakthrough missions echo the mobile battles in Tunisia as both sides sought to cut the enemy supply lines.

### YOUR ORDERS

#### Attacker

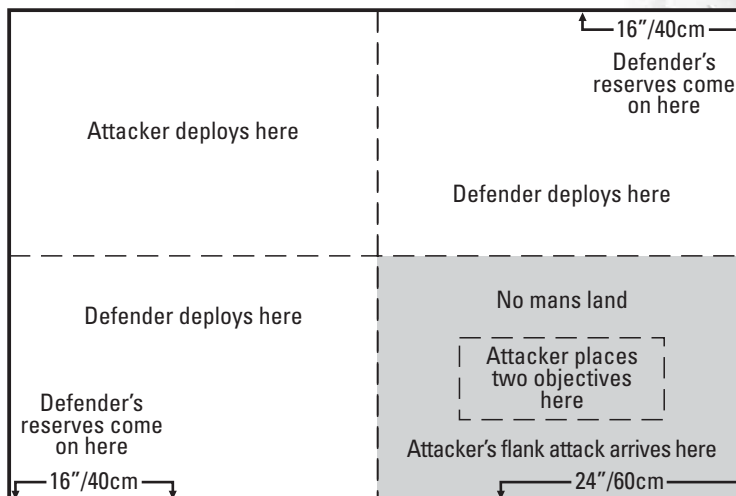
The enemy do not have sufficient strength to cover the entire front, leaving gaps through which you can send a small flanking force to help you break through their defences to seize an objective.

#### Defender

Your force is too small to hold everywhere so you have concentrated at the vital points. The enemy is attacking. Your reconnaissance troops report a strong force moving around your flank. You must prevent the enemy from taking the objectives. Mobile reserves are on the way.

### PREPARING FOR BATTLE

1. Mark the centre of the table so that the table quarters are obvious to both players.
2. The player with an Infantry Company will defend against a player with a Motorised Infantry Company or a Tank company, and a player with a Motorised Infantry Company will defend against a Tank Company. In all other cases, both players roll a die and the highest scoring player chooses to attack or defend.
3. The defending player chooses two diagonally opposite table quarters to deploy in. The attacker then chooses one of the remaining table quarters as their deployment area.
5. The attacker places two objectives in the remaining table quarter. They must be at least 8"/20cm from the table centre lines and edges.
6. The defender deploys any or all of their platoons in their table quarters. All remaining platoons are held off table as a mobile reserve.
7. The attacker must hold one platoon and may hold up to half of their force off table as a flank attack. The rest of the force deploys in their table quarter, more than 8"/20cm from any enemy teams and more than 16"/40cm from all visible enemy teams.



8. The defender now places their Company Command team in their deployment area or in mobile reserve arriving as another platoon, then the attacker places their Company Command team in their deployment area.

### BEGINNING THE BATTLE

1. The attacking player has the first turn.

### ENDING THE BATTLE

The battle continues for a minimum of 6 turns, the battle ends when either:

- the attacking player starts any turn from turn 6 holding either objective, or
- the defending player starts any turn from turn 6 with no enemy teams within 16"/40cm of the objectives.

### DECIDING WHO WON

The attacker wins if they hold either objective at the end of the game. They have broken through and are deep behind the enemy line.

If you are playing to a time limit and the attacker fails to take an objective, the defender wins. The breakthrough has been cut off and the front lines held.

Use the Victory Points table below to look up your victory points based on the number of platoons that the winner lost during the battle.

Victory Points			
Winner's Losses	Result	Winner's Points	Loser's Points
0 platoons	Stunning victory	6	1
1 platoon	Major victory	5	2
2 or more platoons	Minor victory	4	3



- PEARL HARBOR
- BATAAN
- CORAL SEA
- MIDWAY
- GUADALCANAL
- NEW GUINEA
- BISMARCK SEA
- CASABLANCA
- ALGIERS
- TUNISIA



ANZIO, JANUARY 22, 1944

OPERATION SHINGLE

A letter from Lieutenant Thomas Meriwether, Company H,  
1<sup>st</sup> armored Regiment.

Dear Mom and Pop

I'm sitting here in my tank turret, penning this letter as fast as I can. Don't know when I'll get a chance to send it, I guess you'll have read about everything in the papers by then anyway. Things are balanced on a knife-edge at the moment. We're at the Flyover, it's an overpass on the Anzio-Albano road. Fritz is on the way, driving back the 45th "Thunderbirds" Infantry Division in front of us. The plan was for us to race along the Bowling Alley, that's what we call the old railway here because it's as flat and straight as the Bowlamama back home. This time we'd be the bowling ball, rolling fast and hard towards Campoleone, making a mess of the German flank and rear on the way.

It's damned frustrating though. The boys are all fired up to nail some Krauts, but we've been pulled back here to wait like lambs while the Krauts smash up the Thunderbirds. Then, once they've finished that, we'll have to try and stop them here. Now that's just stupid if you ask me! The Brass must have lost their nerve! Dave, you'll remember him from graduation, he's been made a captain now by the way, just came back from Division HQ. He reckons that Old Gravel Voice is up at Corps giving them hell for not letting us attack up the Bowling Alley right now.

I don't know how much you read of what's happening here in the beachhead, but we landed at Nettuno in late January, it's a tin-pot fishing village behind Anzio. We were just in time to meet the first of the German counter-attacks. The Krauts sure did a good job of sealing us off. Tigers, Panthers, Screaming Meemies (German rocket launchers, darned nasty they are too), they hit us with everything including the kitchen sink. We've been here almost a month now, and made no progress at all. If only the guys who'd hit the beaches first had been a bit keener to do their job, we'd be enjoying the sights of Rome. Why, it seems that there was absolutely nothing in the way to stop them!

The fighting's drawing nearer. Kraut artillery is falling round us now. It's small comfort to know that every shell they fire at us is being answered by a dozen of ours. And still there's no word on the radio. I hate this waiting. We're supposed to be up against the 4th Parachute Division. The Brass said they were green as grass, but I've seen them in action and they sure don't act like rookies. Apparently they chewed up a whole battalion of Rangers late last month, 800 Rangers went out on a nighttime raid and only six came back.

Finally! The call's come through, and it seems Old Gravel Voice has done it. We're heading for the Bowling Alley as planned. Give my love to Boston.

Take care  
Tom



# WARRIORS IN FLAMES OF WAR

Outstanding individual soldiers often performed amazing feats. Whether their actions were heroic fights against the odds or inspiring leadership in desperate situations, these warriors changed the outcome of battles by their strength of will and personal courage.

*Flames Of War* recognises these heroes and their contribution by representing them as Warrior teams with their own special rules. A Warrior team can be included as part of an appropriate force. Of course, Warriors are unique and your force can only have one of any Warrior.

They do not count as a platoon and must usually be attached to a platoon at the start of the game and remain with it for the game's duration.

## Company Command Teams

A Warrior team that is a Company Command team must be assigned to a company at the start of the game, replacing the normal Company Command team. Warrior teams that are Company Command or 2iC Command teams can move between platoons and use the Take Over Command rules on page 44 of the rules.

## Higher Command Teams

Some Warrior teams are described as Higher Command teams. These represent senior commanders, such as battalion or regimental commanders, taking personal control of a critical part of the battle.

If the Higher Command team is not Pinned Down, any platoon whose command team is within 6"/15cm re-rolls failed platoon Motivation checks. The Higher Command team does not re-roll failed Company Morale Checks.

A Higher Command team can move about and take over command of any platoon like a Company Command team, except that they can take over any platoon in the entire force, not just from their own company. If a company in the force has to take a Company Morale Check, the Higher Command team may take the Motivation test, whether or not the Company Command team is present.

Higher Command teams deploy at the same time as Company Command teams. They may deploy with any platoon or on their own.

## ... Bizerte ...

Staff Sergeant Cole 'Reb' Jackson scrambles up on the platoon's number three tank. Briscoe, its commander, looks up out of the turret at him. 'Reb, we gotta call in some artillery,' Briscoe says, his face pale. 'We'll be slaughtered if we go out there again.' Jackson snorts and glances at a column of black smoke rising above the ridge, marking the grave of his tank. 'We just have to duck and weave, boy' he says. 'Pin 'em, flank 'em, punch 'em on the nose.'

He turns as a dusty jeep screeches to a halt. 'What the hell do you sons of bitches think you're doing!' barks the red-faced little man that bounces out of it. Jackson curses silently. General Ernie Harmon, Old Gravel Voice. 'You waiting for those German bastards to die of old age?' Harmon continues, striding across to the M4 Sherman tank and clambering onto it. 'Sergeant, I want this goddamn platoon moving, and I want it moving, now!'

Jackson sketches a salute. 'There's a German gun just over the ridge, General,' he says calmly. 'It just brewed up our two lead tanks. We're just about to go fix it.'

'Go fix it?'' Harmon snorts. 'Horseshit, it looks more like you're having a goddamn coffee break! I want this godawful platoon on that godforsaken piece of real estate right now! Where the hell's your goddamned officer?'

Jackson cocks a thumb towards the other pillar of

smoke. 'Lieutenant's in that one, sir.'

Harmon pauses, and then clears his throat. 'I still want you on that damned road, Sergeant. Now, you form your platoon up and you damn well follow me!' Harmon gestures to his driver who brings the jeep up along side the Sherman.

'General,' Jackson says. 'You go racin' over the hill in that thing, and you'll get your dang fool head shot off. You leave that gun to me, an' I'll leave the generaling to you, and we'll take your hill. Now get the hell off my tank!'

Harmon stares at him, speechless for a moment. And then he grins. 'You just do it, Sergeant.' He snaps a salute and climbs into his jeep.

As Harmon's jeep races off, Jackson turns, 'Briscoe, out! I need your tank.'

Pressing the mike button, Jackson quickly issues orders. Cautiously, the other two tanks roll towards the ridge, just poking their guns over as they fire on the trees hiding the German gun.

'Left, slow and steady, Joe,' Jackson directs his driver. 'Ain't no use if you drop a track.'

Emerging from a wadi, Jackson spots his target. The 75 cracks. An HE round rips the gun apart. 'That's how you do it, boys,' he says. 'Pin 'em, flank 'em, kick 'em in the ass.'



MAJOR GENERAL ERNEST N HARMON



Known by his troops as 'Old Gravel Voice', Major General Ernest N Harmon gained a reputation during World War II as a dashing and aggressive leader. Frequently seen leading from the front, Harmon inspired confidence with his presence.

Harmon graduated from West Point in 1917, and was commissioned into the cavalry. During the First World War he led a cavalry troop in the Meuse-Argonne battles. Between the wars he competed as a pentathlete in the Paris Olympics, before rising to command a light tank battalion as a Lieutenant Colonel.

CHARACTERISTICS

Harmon is a Warrior and a Higher Command team rated as Fearless Trained.

Harmon moves as a Jeep, but otherwise counts as an infantry team.

He is armed with a Colt M1911 pistol with the following rating:

**Range:** 4"/10cm, **ROF:** 1, **Anti-tank:** 1, **Firepower:** 6.

Harmon can join any Tank or Armored Rifle Company for +50 points.

SPECIAL RULES

**Old Gravel Voice:** At the start of the Shooting step Harmon may attempt to rally one platoon within 6"/15cm.

- If the platoon is Pinned Down, roll a Motivation test. If it is successful, the platoon rallies and is no longer Pinned Down.

- Any Bailed Out vehicles in the platoon take a Motivation test and if successful remount immediately.

**Get Moving:** Any one platoon that is not Pinned Down and is within 6"/15cm of Harmon may attempt to move at the end of the Movement step after all other movement. Roll a die. On a roll of 4+ the platoon may move a further 4"/10cm. All of the normal rules apply for this movement. The platoon may still shoot after making this extra move.

**Follow Me:** Harmon and his jeep seem to live a charmed life. If hit Harmon saves on 3+.

Given command of 2<sup>nd</sup> Armored Division in July 1942 as a temporary Major General, Harmon led them during the Operation Torch landings in November. As part of Patton's Western Taskforce he landed near Casablanca, defeating a column of French reinforcements before racing to secure the city.

Ordered to the front by Eisenhower at the height of the Kasserine Pass battle in February 1943, Harmon took command of the battle from II Corps commander General Fredendall whose nerve had broken. Setting off in a jeep, he toured the front visiting key commanders and assessing the situation first hand. Within days he turned the rout into a successful defence.

After the danger had passed, Harmon turned down an offer of promotion to command II Corps, instead recommending Patton for that position. He then returned to 2<sup>nd</sup> Armored, stationed in Morocco as the Allied rearguard, to pass on the lessons he had learnt at the front.

Harmon was given command of 1<sup>st</sup> Armored Division in April 1943, leading them from Tunisia to Italy, taking part in the Salerno and Anzio landings and capturing Rome in June 1944.

After the fall of Rome, Harmon was sent Stateside to become a corps commander, but requested a return to combat in Europe. From September 1944, he led 2<sup>nd</sup> Armored Division in combat, taking them through the Lorraine Campaign and the Battle of the Bulge. By the time the war ended, Harmon was commanding XXII Corps.

more Firepower to 'em

KEEP WORKING  
KEEP HIM WORKING

NOW is the Time

For Men of 18-19 to Choose

- CORPS of ENGINEERS
- MEDICAL DEPARTMENT
- QUARTERMASTER CORPS
- ORDNANCE DEPARTMENT
- INFANTRY - FIELD ARTILLERY
- ARMORED FORCE - CAVALRY
- SIGNAL CORPS - AIR FORCES
- CORPS of MILITARY POLICE
- CHEMICAL WARFARE SERVICE
- COAST ARTILLERY CORPS
- (CONTINUED ON NEXT PAGE)

APPLY AT THE  
U.S. ARMY  
RECRUITING OFFICE



STAFF SERGEANT COLE 'REB' JACKSON



... Reb Jackson ...

Sergeant Cole Jackson Senior fought with Patton's US Tank Corps in the First World War. Inspired by tales of 'The Great Crusade', Cole Jackson Junior joined the army on his eighteenth birthday.

Jackson was a corporal in the tanks when the war began and took part in the Louisiana Manoeuvres of 1940, being promoted to Sergeant when the 1st Armored Division, 'Old Ironsides' was formed. When he learned that he was scheduled to transfer to the newly formed 6th Armored Division while Old Ironsides left for Europe, Jackson went AWOL (absent without leave). On his return, he was busted to Private, but shipped out with Old Ironsides.

Jackson's tank landed in North Africa on the first day of Operation Torch. By Christmas he was a sergeant again, had three tanks shot out from under him, and been wounded twice. At Kasserine Pass, Jackson made Staff Sergeant after leading his platoon in a counterattack that stopped a German thrust.

Jackson went on to fight in every major action that Old Ironsides fought, surviving the destruction of four more tanks.

CHARACTERISTICS

Jackson is a Warrior rated as Confident Trained. He is always mounted in a tank, but never the platoon commander's tank.

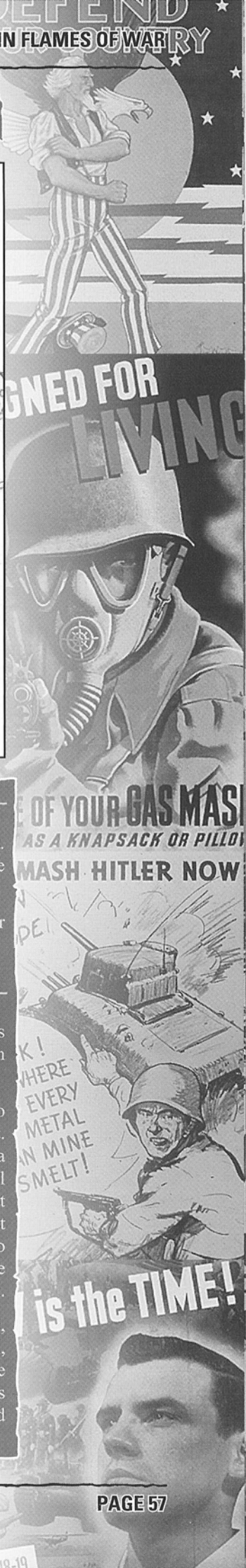
Jackson can be part of any Tank Platoon for +25 points.

SPECIAL RULES

**Go Fix It:** If the Platoon Command team is destroyed, treat Jackson as the Platoon Command team.

**Like A Rock:** If Jackson's tank is required to take a Motivation test and fails, re-roll the test. If Jackson's platoon is required to take a Motivation test and fails, Jackson can re-roll the test for his tank. If the re-roll passes, treat Jackson's tank as passing the test, but the rest of the platoon as failing it. This can lead to Jackson fighting on alone after the rest of the platoon fail a Platoon Motivation test.

**Briscoe, Out!:** If Jackson's tank is destroyed, roll a special 4+ save. If the save is successful, Jackson can transfer to any other tank in the platoon within 4"/10cm. If no such tank is within 4"/10cm, Jackson is out of the battle and removed from the game.



WE'RE BEHIND YOU - SOLDIER!

# RECON MISSION SPECIAL RULES

## DEEP RECON

The objective in the Reconnaissance mission is to slip through the enemy reconnaissance screen and observe the enemy dispositions. Of course, your recon troops won't see much if the enemy knows where they are, so it's important to remain undetected.

### Locating Recce Troops

If the enemy manages to positively locate one of your recce teams, they immediately shoot to kill. The hits they score tell your troops that they have been spotted.

Since sneaking off the table without being located is vital to this mission, you need to keep track of which of your recce teams have been hit. You can do this by either writing a roster of your recce troops and crossing them off as they are hit, or placing a counter beside teams as they are hit.

- A recce platoon exiting with at least half of the remaining teams having never been hit by the enemy earns 2 victory points.
- A recce platoon exiting with more than half of its teams hit earns 1 victory point.

In addition, if your Company Commander is a recce team, you gain victory points for exiting them off the table.

- A recce Company Command team exiting without being hit earns 2 victory points.
- A recce Company Command team exiting after being hit earns 1 victory point.

To gain victory points a recce platoon must not have moved At the Double when it left the table.

There is a total pool of *seven* victory points available in a game (including the victory points awarded for playing the game). Once the players have gained seven victory points between them, recce platoons exiting gain no more points. The last platoon exiting the table may not gain the full victory points if there are not enough left in the pool.

Teams and Platoons that exit the table to gain victory points *do* still count as being on the table for Company Morale Checks. Teams that exit the table like this *do not* count as destroyed.

If a force fails a Company Morale Check, all remaining recce platoons in the enemy force count as exiting the table earning the appropriate victory points.

## SKIRMISH FORCES

Reconnaissance battles are fought between small groups ranging far ahead of the main force. The recce troops are spread out looking for gaps in the enemy recce screen, so the amount of troops present depends on the area being fought over.

A force playing a Skirmish Forces battle may be up to 100 points plus 100 points per 12"/30cm of table frontage.

Table Width	Points
4'/120cm	500
5'/150cm	600
6'/180cm	700
7'/210cm	800
8'/240cm	900
9'/270cm	1000
10'/300cm	1100
12'/360cm	1300



### Victory Points

Each player gains one victory point for playing the game.

Any of your recce platoons that exit the table via the enemy table edge during any of your own Movement steps gains you further victory points.

- A recce platoon exiting without any teams ever being hit by the enemy earns 3 victory points.

KEEP 'EM ROLLING

These Losses



...ness, the machine, the gate of  
are all forings and castings...  
... gear case, vrrababab, praric  
... at 21

Today, a shortage of cast  
added to war losses—the  
critical shortage of tra  
of forings and castings

In war as in peace  
this country  
stronger than  
individual loy  
to it.



## RECONNAISSANCE

Reconnaissance missions use the **Skirmish Forces**, **Ambush** and **Deep Recon** special rules.

Reconnaissance missions recreate the engagements between opposing reconnaissance troops attempting to learn of the enemy dispositions while screening their own.

### YOUR ORDERS

#### Attacker

Your forces are approaching the enemy positions. It is vital that your reconnaissance force locate the main enemy positions while preventing the enemy from determining the direction of your attack.

#### Defender

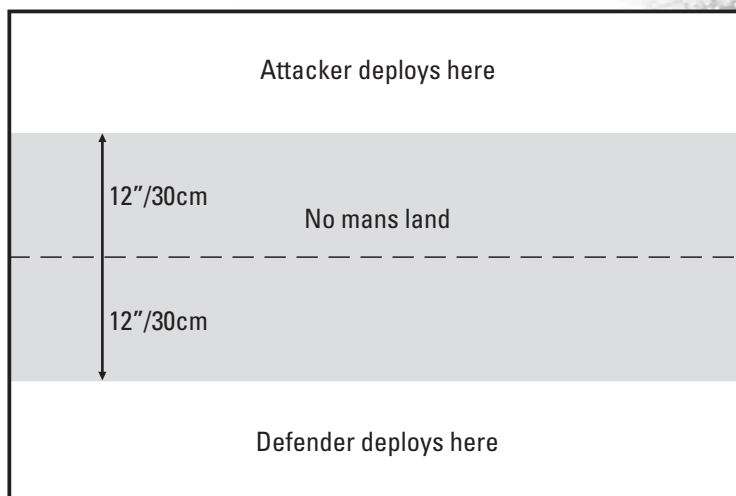
The enemy are preparing for a major attack. You must identify the axis of their main thrust. Equally important, you must keep the enemy from pinpointing your defences.

### PREPARING FOR BATTLE

1. Both players roll a die. The higher scoring player chooses one of the long table edges to attack from. The other player defends from the opposite edge.
2. Each player may elect to hold up to half of their platoons in ambush.
3. Both players roll another die. Starting with the lower scoring player, the players take turns placing platoons in their own half of the table. The platoons must be at least 12"/30cm from the centre line of table.
4. Both players now place their Company Command teams in their deployment areas, starting with the defending player.
5. Both players' recon platoons now make their Reconnaissance Deployment moves.

### BEGINNING THE BATTLE

1. Both players roll a die. The player finishing their deployment first adds +1 to their roll. The highest scoring player has first turn. In the event of a tie, roll again.



### ENDING THE BATTLE

Under the Deep Recon special rules, both players gain Victory Points for inserting reconnaissance platoon behind enemy lines. The battle continues until the players have shared the seven Victory points between them or can no-longer score more victory points.

### DECIDING WHO WON

A player ending the game with four or more victory points wins the game. Their reconnaissance forces have screened their own force while learning more about the enemy's intentions and dispositions.



*A recon platoon seeks out the enemy in a flooded town.*



# THE LOUISIANA AND TENNESSEE MANOEUVRES

**KEEP  
FEARLESS  
BETWEEN  
PARKED**

When the Second World War erupted in Europe, the US Army lacked an armored force. The available tanks (several hundred light tanks and 66 medium tanks) were scattered amongst 7<sup>th</sup> Cavalry Brigade (Mechanized) and 66<sup>th</sup> and 67<sup>th</sup> Infantry (Tanks) Regiments. Armored tactics had progressed little since World War I.

Despite the United States maintaining a position of neutrality, the possibility existed of America being drawn into the conflict. The Army held a series of exercises in Louisiana in May 1940 to decide how to respond to the threat. A hastily formed Provisional Tank Group performed well, and the army immediately formed two armored divisions, spurred on by the rapid German success in the Battle Of France.

1941 saw three major exercises to test out these and other new divisions in simulated battles. The first, held in Tennessee in July showed the power of the new armored divisions. The Louisiana manoeuvres in August were equally successful, though the opposing infantry forces were now learning how to combat tanks. The final manoeuvres in Carolina in November 1941 were tougher again. Within days of returning to camp, the Japanese attacked at Pearl Harbour and America was in the war.

The armored divisions gave an excellent showing, but the manoeuvres revealed weaknesses in the structure of the armored divisions and a new organisation was planned for 1942. This was the structure of the armored divisions as they went into battle in Africa.

## RED AGAINST BLUE

During their training exercises the US Army designated the two sides as the Red force and the Blue force. With your opponent's agreement, any game between US forces may be treated as a training exercise between Red and Blue forces.

### Gung Ho!

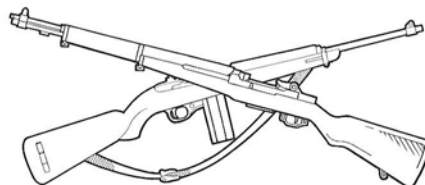
The lack of real personal danger in training exercises tended to produce a rather gung ho attitude amongst the participants, allowing them to take great risks, ignore 'casualties', and fight on in desperate situations.

US forces count their Motivation rating as Fearless when playing against other US forces.

### Appeal The Umpire's Decision

Training exercises were adjudicated by umpires who decide the result of each battle. Like any wargame, the participants did not always agree with the umpire's judgement!

During a game between two early war US forces, each player starts the game with one token and gains one token at the start of each of their turns. At any time a player may play a token to appeal the umpire's decision, allowing them to re-roll any one die roll or force their opponent to re-roll a die roll. Each token can only be used once.



## EARLY WAR US TANK AND GUN TEAMS

Several tanks and guns were in service in 1940 and 1941 that had been relegated to training by the time the US Army landed in North Africa. Their characteristics are given below.

Name	Mobility	Armour		Equipment and Notes
		Front	Side Top	
M1 light tank	Fully-tracked	1	0 1	.50 cal tank MG, co-ax MG, hull MG, Light tank
M2A3 light tank	Fully-tracked	1	0 1	Twin turrets, turret .50 cal tank MG, turret MG, hull MG, Light tank
M2A4 light tank	Fully-tracked	2	1 1	37mm tank gun, co-ax MG, hull MG, AA MG, Light tank
M2A1 medium tank	Fully-tracked	3	2 1	37mm tank gun, co-ax MG, four hull MG's, Mobile Pillbox.

**Light Tank:** Light tanks may move 16"/40cm per turn on Road or Cross-country.

**Twin Turrets:** The turret machine-guns of M2A3 light tank both fire at full ROF, but use the Multiple Guns rule on page 63 of the *Flames of War* rulebook. This adds +1 to the score required to hit if both weapons fire. They may fire at different platoons.

**Mobile Pillbox:** The M2A1 medium tank only has two crew to man the hull machine-guns. As a result it may only fire two of its hull MG's during the same turn. Each hull MG has a 180 degree field of fire through the diagonal corners of the hull.

Weapon	Range	ROF	Anti-tank	Firepower	Notes
.50 cal tank MG	16"/40cm	3	4	6	
M1897 75mm gun	24"/60cm	2	8/2	3+	Gun shield, Close-support artillery., Smoke.



# MAKING AN EARLY WAR TANK COMPANY

*This Intelligence Handbook is mainly about the mid war period, however little had changed in the basic organisation of the Tank Company from the formation of the Armored Forces in 1940. Although the United States did not participate in the early stages of the war, the armored forces were rapidly re-equipping with modern weapons in preparation for the day they would be called on to help defend the free world. This section allows you to build a force for the large-scale training manoeuvres that took place in the United States, or fight the battles that might have been had the US Army chosen to take on the might of Germany during the Blitzkrieg campaigns of the first years of the war in Europe.*

The original 1940-style Armored Division had an Armored Brigade of three regiments. Two regiments had three battalions of light tanks and one regiment had two battalions of medium tanks, supported by a towed artillery battalion. All other supporting arms were held separately under divisional control. All early war armored forces are based on a Tank Company. There are no Armored Rifle Companies.

If you wish to use your Tank Company in the early war period, there are several extra restrictions on your force composition.

- Your Tank Company HQ may not contain an M31 TRV.
- All of the tanks in your force must be either M1, M2A3, M2A4, or M3 Stuart light tanks or M2A1 or M3 Lee medium tanks. You may not mix light and medium tanks in one force.
- Your force may not include M3A1 Stuart, M5A1 Stuart or M4 or M4A1 Sherman tanks.
- Tanks in your force may not be equipped with Stabilisers, nor may M3 Lee tanks be fitted with long 75mm guns.
- None of your guns are equipped with APCBC ammunition.
- The only Weapons Platoons available to your force are Recon Platoons, but only for light tank forces.
- Support Platoons available for your force include Truck-borne Armored Rifle Platoons, one Truck-borne Machine-gun Platoon, one Armored Field Artillery Battery, one Anti-aircraft Artillery Platoon, one Armored Engineer Platoon, and one Armored Recon Platoon.
- Your force may not include any Bazooka teams.

Additionally to reflect the greater effectiveness of light weapons in the early war period:

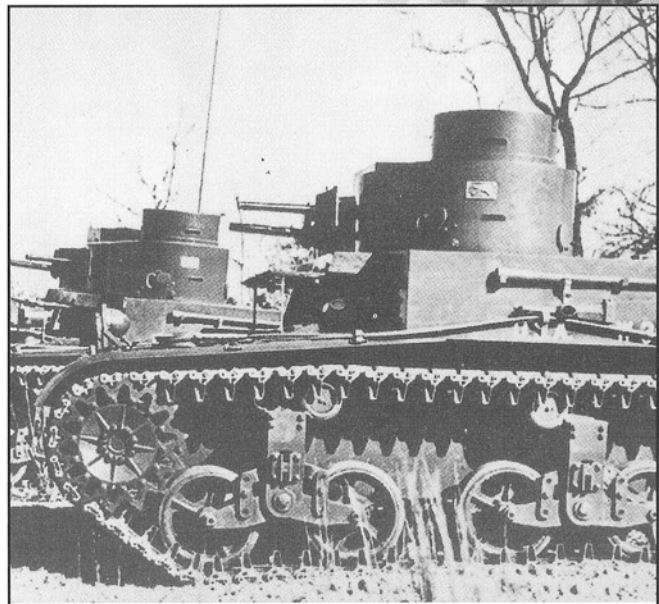
- M3 Stuart tanks cost an extra +50 points each,
- M3 Lee tanks cost an extra +190 points each,
- M2 half-tracks with .50 cal MG cost an extra +5 points,
- M3 37mm guns cost an extra +10 points each,
- M1 Bofors guns cost an extra +10 points each, and
- M3A1 armored Cars cost an extra +10 points each.

## Early war Company HQ's may have:

2 M1 or M2A3 light tanks	80 points
2 M2A4 light tanks	150 points
2 M2A1 medium tanks	165 points

## Early war Tank Platoons may have:

4 M1 or M2A3 light tanks	155 points
3 M1 or M2A3 light tanks	115 points
4 M2A4 light tanks	300 points
3 M2A4 light tanks	225 points
3 M2A1 medium tanks	245 points
2 M2A1 medium tanks	165 points



Twin-turreted M2A3 'Mae West' light tanks on exercise.

An early war Armored Field Artillery Battery must replace each section of three T19 105mm HMC half-tracks with two M1897 75mm guns towed by M2 half-tracks at a cost of -165 points per Gun Section. Replace all M6 37mm GMC tank destroyers in the Anti-tank Section with M3 37mm guns towed by M2 half-tracks for +5 points per gun.

Early war Armored Engineer Platoons may not include half-tracks or bulldozers of any sort.

Early war Rifle teams may not use the Marching Fire special rule as they don't yet have Garand rifles.

In all other aspects, early war Tank Companies are exactly the same as mid war ones.



Don't be a dope -

## ARMORED FORCES TERMINOLOGY

- AAA: Anti-aircraft Artillery.  
AAA (AW): AAA equipped with Automatic Weapons (.50 cal AA MG's and 37mm or 40mm cannon).  
AAA (AW) (SP): AAA (AW) with Self-propelled mounts.  
AP: armor Piercing anti-tank ammunition.  
APCBC: armor Piercing, Capped, Ballistic Capped ammunition (see page 10).  
Avalanche: Codename for the invasion of Italy at Salerno.  
Bazooka: Anti-tank rocket launcher named after comedian Bob Burn's home-made trombone kazoo.  
Blitzdough: Armored infantry, from Blitzkrieg and Doughboy.  
Blitzkrieg: German for 'Lightning War'.  
Cal, Calibre: The diameter in inches of the round fired by a gun, e.g. .50 cal = half inch or 12.7mm.  
Carbine: A short rifle firing a .30 cal pistol round issued as a replacement for pistols.  
CCA: Combat Command A.  
CCB: Combat Command B.  
CCR: Combat Command Reserve.  
CGMC, Combination Gun, Motor Carriage: A self-propelled anti-aircraft gun.  
Coastal Artillery (AA) Battalion: Anti-aircraft Battalion. At the start of the war anti-aircraft artillery was the responsibility of the coast defence branch of the artillery.  
Combat Command: A brigade-level command which is assigned battalions from regiments as required for its mission. US armored divisions had two main combat commands (CCA & CCB).  
Doughboy: Traditional US Army nickname for infantry.  
Dozer: Bulldozer.  
FUBAR: Fouled Up Beyond All Recognition.  
Garand: M1 Garand semi-automatic rifle.  
GI: US soldier from 'GI' (Government Issue) stamped on their uniforms.  
GMC, Gun, Motor Carriage: A self-propelled gun.  
Grant: British codename for M3 Medium Tank.  
Gyrostabilizer: a device using gyroscopes to keep the gun level allowing shooting on the move.  
HMC, Howitzer, Motor Carriage: A self-propelled howitzer.  
Husky: Codename for the invasion of Sicily.  
Lee: British codename for M3 Medium Tank.  
Lieutenant: Pronounced loo-tenant in the US Army.  
MGMC, Machine-gun, Motor Carriage: A self-propelled anti-aircraft gun.  
MMC, Mortar, Motor Carriage: A self-propelled mortar.  
Purple Heart: US wound badge.  
Purple Heart Box: M3 half-track, reference to cramped inside and light armor.  
Recon: Short for reconnaissance.  
Regiment: Administrative command consisting of three battalions.  
Ronson: Nickname for the M4 Sherman referring to the slogan of Ronson cigarette lighters "Lights First Time".  
Scott: British codename for M8 75mm HMC.  
Sherman: British code name for M4 Medium Tank.  
Shingle: Codename for the landings at Anzio.  
SNAFU: Situation Normal, All Fouled Up.  
Squadron: US term for a cavalry battalion.  
Stabilizer: see Gyrostabilizer.  
Stuart: British code name for M3 or M5 Light Tank.  
Tank destroyer: Self-propelled anti-tank gun.  
Team: A battalion-strength task force named after its commander, e.g. Team Simpson.  
Torch: Codename for the invasion of French North Africa.  
TOT, Time On Target: Artillery bombardment in which the first round fired from each gun is timed to impact on the target simultaneously.  
Troop: US cavalry company.  
TRV: Tank Recovery Vehicle.

## TANK DESIGNATIONS

The US Army used a simple system to designate its equipment. The first type of a piece of equipment (say a medium tank) was designated M1. If a new design replaced the old one, it would be called M2, and a third design M3, and so on. If changes were made to a design, it gained a suffix, so the M4A1 Medium Tank was the first variant of the fourth design.

In the early stages of the war many experimental designs were rushed into battle without being

standardised. These used T codes, such as the T19 HMC, and added the suffix E for variants, producing the T28E1 CGMC for instance.

However, despite its apparent simplicity, this system caused considerable confusion in war time since there was a M3 Light Tank, an M3 Medium Tank, an M3 GMC, and an M3 Submachine-gun. To resolve this, numbers were later skipped to avoid duplication and the British code names were used unofficially.

## NAMING YOUR COMPANY

Each regiment lettered its companies across battalions, so the first battalion had companies A (Able), B (Baker), and C (Charlie), the second battalion had companies D (Dog), E (Easy), and F (Fox), and the third battalion had G (George), H (How), and I (Item) companies. Within each company, the platoons are numbered 1 to 3.

Rather than their formal names, battalions, companies, and platoons were frequently referred to by the name of their commanding officer, such as Ringsak's battalion, which was the 2<sup>nd</sup> Battalion, 6<sup>th</sup> Armored Infantry, or Kersting's Company, which was Easy Company of Ringsak's battalion.



# OLD IRONSIDES INTELLIGENCE SUMMARY

## TANK TEAMS

Name	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
<b>Tanks</b>					
M3 or M3A1 Stuart	Fully-tracked	3	2	1	37mm tank gun, co-ax MG, hull MG, AA MG, Light tank.
M5A1 Stuart	Fully-tracked	4	2	1	37mm tank gun, co-ax MG, hull MG, AA MG, Stabiliser, Light tank.
M3 Lee	Fully-tracked	5	3	1	37mm tank gun, co-ax MG, cupola MG, hull short 75mm tank gun, Stabiliser.
M4 or M4A1 Sherman	Fully-tracked	6	4	1	Long 75mm tank gun, co-ax MG, hull MG, .50 cal AA MG, Stabiliser, Ronson.
<b>Support Weapons</b>					
M4 81mm MMC	Half-tracked	1	0	0	81mm mortar, Mortar carrier.
T30 75mm HMC	Half-tracked	1	0	0	75mm howitzer, Awkward layout.
M8 Scott HMC	Fully-tracked	3	2	0	75mm howitzer, .50 cal AA MG, Light tank.
<b>Tank Destroyers</b>					
M6 37mm GMC	Wheeled	-	-	-	37mm anti-tank gun.
M3 75mm GMC	Half-track	1	0	0	Short 75mm tank gun, Awkward layout.
M10 3in GMC	Fully-tracked	5	2	0	3in anti-tank gun, .50 cal AA MG.
<b>Artillery</b>					
T19 105mm HMC	Half-tracked	1	0	0	105mm howitzer, Awkward layout.
M7 Priest HMC	Fully-tracked	1	0	0	105mm howitzer, .50 cal AA MG.
<b>Anti-aircraft</b>					
M13 MGMC	Half-tracked	1	0	0	Twin anti-aircraft machine-gun, Awkward layout.
T28E1 CGMC	Half-tracked	0	0	0	Combination anti-aircraft mount, Awkward layout.
M15 CGMC	Wheeled	1	0	0	Combination anti-aircraft mount, Awkward layout.

## VEHICLE WEAPONS

Weapon	Range	ROF	Anti-tank	Firepower	Notes
Vehicle MG	16"/40 cm	3	2	6	ROF 1 if other weapons fire.
AA MG	16"/40 cm	3	2	6	Self-defence anti-aircraft.
.50 cal AA MG	16"/40 cm	3	4	6	Self-defence anti-aircraft.
81mm mortar	40"/100 cm	-	1	3+	Mortar, Smoke.
Twin anti-aircraft machine-gun	24"/60 cm	5	4	6	Anti-aircraft.
Combination anti-aircraft mount	24"/60 cm	5	5	5+	Anti-aircraft.
37mm tank gun	24"/60 cm	2	7	5+	
without APCBC ammunition	24"/60 cm	2	6	5+	
37mm anti-tank gun	24"/60 cm	3	6	5+	
75mm howitzer	24"/60 cm	2	6/2	3+	Close-support artillery, Smoke.
Short 75mm tank gun	32"/80cm	2	9	3+	Smoke.
without APCBC ammunition	32"/80cm	2	8	3+	
Long 75mm tank gun	32"/80 cm	2	10	3+	Smoke.
3in anti-tank gun	32"/80 cm	2	12	3+	Poor HE.
105mm howitzer	24"/60 cm	1	9/3	2+	Artillery, Smoke.

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Weapons and Notes
Carbine team	8"/20 cm	1	2	6	M1 carbine, Marching fire.
Rifle team	16"/40 cm	1	2	6	M1 Garand rifles, Marching fire.
LMG team	16"/40 cm	3	2	6	M1919 light machine-gun.
Light mortar team	16"/40 cm	2	1	4+	M2 60mm mortar. Fire over friendly troops. Close-support mortar.
HMG team	24"/60 cm	4	2	6	M1917 heavy machine-gun.
Bazooka team	8"/20 cm	1	10	5+	M1 Bazooka anti-tank rocket.
Observer team		cannot shoot			
Staff team		cannot shoot			Moves as a Gun team.
<b>Additional Training and Equipment</b>					
Pioneer team		as infantry team			Pioneer.

## GUN TEAMS

Name	Range	ROF	Anti-tank	Firepower	Notes
M2 .50 cal MG	16"/40 cm	3	4	6	
M2 .50 cal AA gun	24"/60 cm	4	4	6	Turntable, Anti-aircraft, Immobile.
M1 81mm mortar	40"/100 cm	-	1	3+	Mortar, Smoke.
M3 37mm gun	24"/60 cm	3	7	5+	Gun shield.
without APCBC	24"/60 cm	3	6	5+	
M1 Bofors gun	32"/80 cm	4	6	5+	Turntable, Anti-aircraft, Immobile.

## TRANSPORT TEAMS

Name	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
<b>Trucks</b>					
Jeep	Jeep	-	-	-	1 passenger.
GMC 21/2-ton truck	Wheeled	-	-	-	5 passengers.
<b>APC's</b>					
M2 half-track	Half-tracked	1	0	0	Various weapons, 3 passengers.
M3 half-track	Half-tracked	1	0	0	Various weapons, 3 passengers.
<b>Recce</b>					
M3A1 armored car	Jeep	1	0	0	.50 cal AA MG, two AA MG's, 1 passenger.
<b>Recovery and Engineering</b>					
M31 TRV	Fully-tracked	1	0	0	Recovery vehicle.
Bulldozer	Fully-tracked	-	-	-	Bulldozer, Very slow.
Turretless M4 Sherman Dozer	Fully-tracked	6	4	0	Bulldozer.

## AIRCRAFT

Name	Weapon	Range	ROF	Anti-tank	Firepower
A36A Apache	Bombs	4"/10 cm	-	4	1+
P40 Warhawk	Bombs	4"/10 cm	-	4	1+

## ... Teboura, 1942 ...

Bullets chase a line in the dust behind Paul as he dives into a hollow. Sounding like the buzzsaw from hell, the German MG42 fires again, rounds ringing off the gun shield of the T19 half-track beside him. 'How on earth did the Krauts get around us?' he mutters.

Off high up to the left coal-scuttle helmets dip in and out of sight. Looking around, he sees at least two of his men down—they don't look dead, but he can't be sure. The Germans are better armed and more numerous. Time is not on his side, as soon as they get to grenade range it will be over. What he needs is a radio.

'Cover me!' he yells.

'Got ya, Sarge,' and 'Go!' comes from where his men are returning fire. He jumps out of the hole and scrambles into the half-track, slumping down in front of the radio—only then noticing what must have been a ricocheted German bullet right through its middle.

A grenade explodes off in the direction of the German attack, followed by a burst from a Tommy-gun.

'This is it,' he thinks, 'like the artillerymen of old, defending my gun to the end.'

Sgt. Paul Collins of Hartford Connecticut, USA draws back the slide on his .45, and chambers the first round.

He is about to stand up and shoot when it occurs to him that the grenades had been American Pineapples, not the distinctive metallic bangs of the German Potato Mashers. He lifts his head up over the side of the half-track to see a platoon of Blitzdoughs tearing the German attackers apart.

As he helps the battery medic treat the wounded, a lanky infantry Lieutenant holding a Thompson submachine-gun, a smouldering Lucky Strike dangling from his lower lip, strides towards them. Paul stands and offers his hand. The infantry sergeant takes it in a firm handshake and grins. 'John Wheeler.'

'Paul Collins.'

'Good to meet you, Paul,' Wheeler says, still grinning. 'You guys really helped us out the other day—I thought I'd come by and return the favour.'

## CATALOGUE

US002	M3A1 Stuart	US301	M8 Greyhound
US005	M5A1 Stuart	US302	M20 Utility
US006	M24 Chaffee	US410	Jeep (x2)
US030	M3 Lee	US412	Dodge 1/2-ton truck
US040	M4 Sherman	US430	GMC 2 1/2-ton truck
US042	M4A1 Sherman	US500	M3 37mm gun
US044	M4A1 Sherman (76)	US501	M1 57 mm gun
US046	M4A3 Sherman	US510	M5 3in gun
US047	M4A3 Sherman (sandbags)	US541	M1 Bofors gun
US049	M4 Sherman Dozer	US560	M8 75mm how (Para)
US050	M4A3 Sherman (76)	US570	M2A1 105mm how
US051	M4A3 Sherman (76, sandbags)	US600	M31 Grant TRV (recovery)
US052	M4A3 Sherman (105)	US601	M32 Sherman TRV (recovery)
US056	M4A3E2 Jumbo	US701	Company HQ
US057	M4 Sherman Calliope	US702	Rifle Platoon
US058	M4 Sherman DD	US703	Armored Rifle Platoon
US080	M26 Pershing	US704	Machine-gun Platoon
US101	M3 75mm GMC	US705	Mortar Platoon
US102	M10 3in GMC	US706	Combat Engineer Platoon
US106	M18 Hellcat GMC	US707	Armored Recon Platoon
US107	M36 Jackson GMC	US710	Weapons Platoon
US140	T30 75mm HMC	US712	Artillery Crew
US141	T19 105mm HMC	US714	Tank Crew
US142	M8 Scott HMC	US715	Seated Infantry
US143	M7 Priest HMC	US716	Bazooka pack
US144	M12 155mm GMC	US717	Dismounted .50cal MG (x5) pack
US160	M13 MGMC (twin .50)	US718	Armored Rifle Platoon Dismounted MG's
US161	T28E1/M15 CGMC (37mm)	US721	Command And Pathfinder Squad (Para)
US164	M16 MGMC (quad .50)	US722	Rifle Platoon (Para)
US200	M2 Half-track	US724	Machine-gun Platoon (Para)
US201	M3 Half-track	US725	Mortar Platoon (Para)
US202	M4 Mortar Carrier	US880	Major General Ernest N Harmon
US300	M3A1 armored Car	US881	Staff Sergeant Cole 'Reb' Jackson

# MINIATURES SHOWCASE



US143 M7 Priest HMC



US541 M1 Bofors gun



US102 M10 3in GMC



US200 M2 Half-track



US161 M15 CGMC (37mm)



US005 M5A1 Stuart



US141 T19 105mm HMC



US300 M3A1 armored Car



US410 Jeep



US500 M3 37mm gun



US160 M13 MGMC (twin .50)

This is a supplement for *Flames Of War* the World War II Miniatures game.  
A copy of the rule book for *Flames Of War* is necessary to fully use the contents of this book.



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