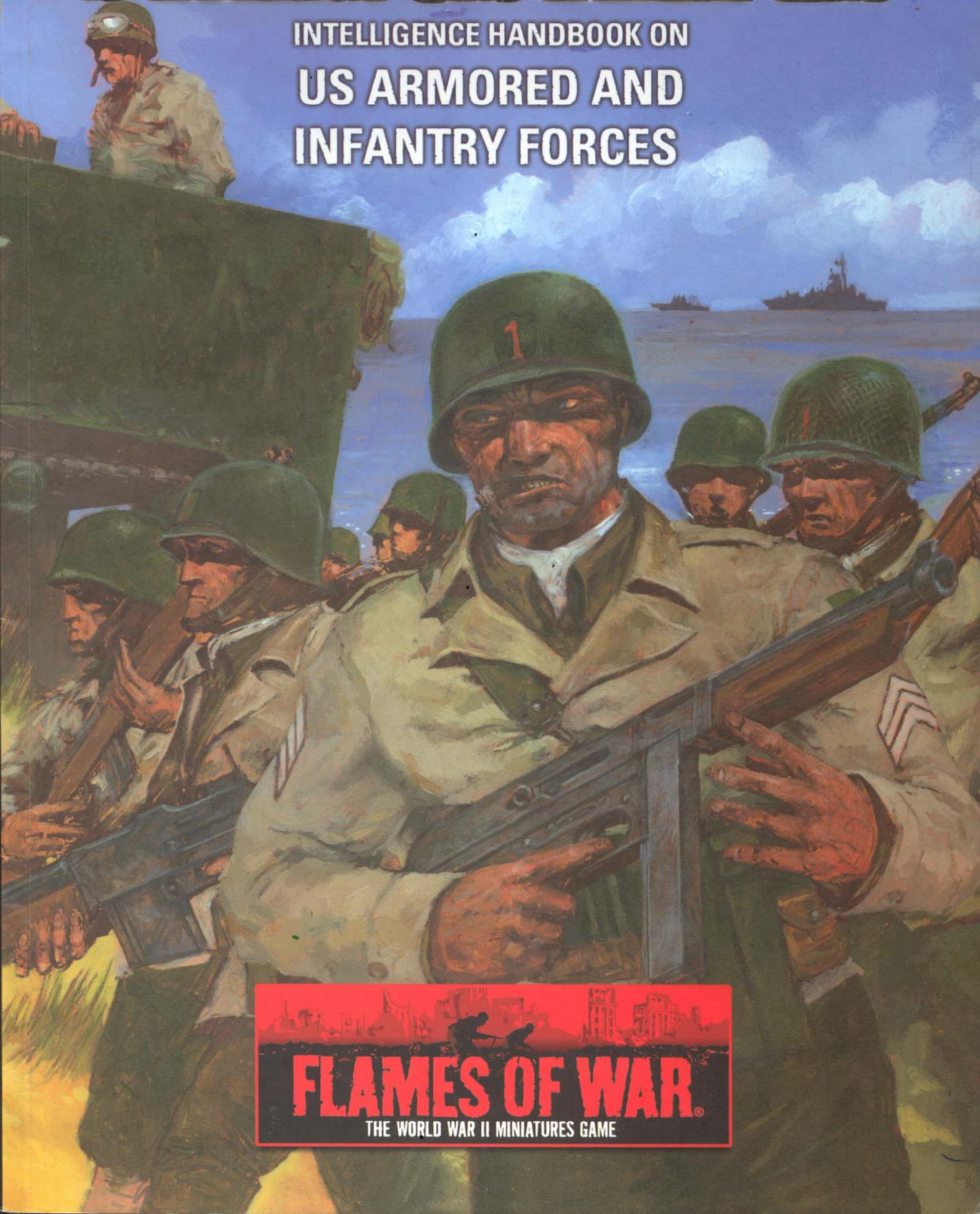


# STARS & STRIPES

INTELLIGENCE HANDBOOK ON  
US ARMORED AND  
INFANTRY FORCES



**FLAMES OF WAR**  
THE WORLD WAR II MINIATURES GAME

# TACTICS

This force rocks! It combines speed and mobility with a solid punch. With the M5A1 Stuart light tanks, I & R platoon, and fast marching infantry I can mass my force quickly or redeploy to outmanoeuvre the enemy before they can react. With plenty of artillery, I can pound them anywhere I can see them. It's great!



Flexibility is no substitute for a good plan though. I usually win by making a plan, sticking to it, and making the enemy dance to my tune. When I attack I put the whole weight of my artillery behind it, partly to whittle down the enemy, but more to keep them pinned down so that my infantry can assault them and take the objective. The M5A1 Stuart light tanks start in a central position and wait to see the enemy's deployment before racing up to support the infantry or tearing apart an isolated enemy platoon.

Meanwhile the I & R platoon sneaks forward putting pressure on the other objective tying up enemy troops so they can't fight in the main battle on the other flank.

In a defensive situation or facing lots of tanks I just hunker down and use the artillery to pick off the enemy infantry and guns so that the infantry's bazookas and anti-tank guns can knock out the tanks when they attempt to assault.



**Rifle Platoon:** My riflemen hit hard and fast when attacking, and are tough to shift when defending, especially with their bazookas!



**Weapons Platoon:** The weapons platoon follows the rifle platoons to give them close-up covering fire when they assault.



**Machine-gun Platoon:** Equally great for stopping infantry attacks or sitting to the flank shooting up the enemy as the rifle platoons attack!



**Mortar Platoon:** These guys engage any target as soon as they see it. They won't kill most things, but they'll pin them down or blind them with smoke pronto!



**Anti-tank Platoon:** My anti-tank guns are best used from ambush. I find them a concealed position and don't shoot until point blank range.



**I & R Platoon:** Think sneaky with these guys. Stay in cover and tie up enemy units by threatening unguarded objectives.

## Marks Rifle Company

CHQ	35 points
add bazooka	
<b>Rifle Platoon</b>	<b>145 points</b>
add bazooka	
<b>Rifle Platoon</b>	<b>145 points</b>
add bazooka	
<b>Weapons Platoon</b>	<b>165 points</b>
add 2x LMG teams	
<b>Machine-gun Platoon</b>	<b>100 points</b>
<b>Mortar Platoon</b>	<b>160 points</b>
<b>Anti-tank Platoon (4 sections)</b>	<b>185 points</b>
upgrade all guns to 57mm guns	
<b>Intelligence &amp; Recon Platoon</b>	<b>100 points</b>
add one AAMG to one jeep	
<b>Tank Platoon</b>	<b>275 points</b>
5x M5A1 Stuarts	
<b>Field Artillery Battery</b>	<b>190 points</b>
<b>Total</b>	<b>1500 points</b>

# FLAMES OF WAR®

## STARS & STRIPES

### INTELLIGENCE HANDBOOK ON US ARMORED AND INFANTRY FORCES

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And thanks to all of the other playtesters!

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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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# INTO BATTLE

*For you at home who think the African campaign was small stuff, let me tell you just this one thing—the First Division did more fighting then than it did throughout all of World War I.*

—War Correspondent Ernie Pyle

The badge of the 1<sup>st</sup> Infantry Division was a large red '1' on a green background, giving the Division its nickname—'Big Red One'. The Division consisted of three infantry regiments, the 16<sup>th</sup>, 18<sup>th</sup> and 26<sup>th</sup>. The 16<sup>th</sup> and 18<sup>th</sup> Infantry Regiments had a long history having fought in the American Civil War, the Spanish American War, and the First World War. The history of the 26<sup>th</sup> Infantry Regiment was nearly as illustrious. It was formed in 1901 and had fought in the Philippines and in the First World War, where these regiments first came together as a permanent division.

When Germany invaded Poland in 1939 and sparked the Second World War, the 1<sup>st</sup> Infantry Division was undermanned and scattered across a variety of barracks. It was hurriedly brought up to strength along with the three other divisions then in existence (Germany had over a hundred divisions ready for battle!) The National Guard was called up for Federal service and new divisions were authorised as fast as troops could be trained to man them.

In 1942 the Division was sent to England, where it trained for the invasion of Europe. However, in November 1942, the Big Red One was sent to North Africa instead.

## Operation Torch

Big Red One's first battle was an amphibious assault on Oran in Vichy French (pro-German) Algeria. The landing on 8 November 1942 making it the first US division to see combat in the Europe Theater, living up to its reputation of 'the First was first'. Many French soldiers welcomed the US troops as liberators, while others fought back hard, especially at the town of St Cloud. The divisional commander, Major General 'Terrible' Terry de la Mesa Allen, a tough, aggressive soldier, ordered that 'Nothing in Hell must delay or stop 1<sup>st</sup> Division'. By 10 November Oran had fallen to Big Red One.

Fresh from their victory over the French, Big Red One moved east into Tunisia. There the division fought across the whole front with 18<sup>th</sup> Infantry Regiment clashing with the German 10<sup>th</sup> Panzer Division at Longstop Hill in the north over Christmas, the 16<sup>th</sup> and part of the 26<sup>th</sup> Infantry Regiment supporting the pro-Allied French in the Ousseltia Valley in the centre, and part of the 26<sup>th</sup> Infantry Regiment taking Gafsa in the south. Over the following five months,

difficult terrain and skirmishes with veteran German troops taught Big Red One many lessons.

## Kasserine Pass

On Valentine's Day 1943 the German Field Marshall Rommel launched an attack against US forces at Kasserine Pass, throwing back the 1<sup>st</sup> 'Old Ironsides' Armored Division. Big Red One held the line with the survivors of Old Ironsides and a small British force, stopping the German offensive.

## El Guettar

In March 1943 Big Red One took the offensive, advancing through mountainous hills around El Guettar. Their old foes, the 10<sup>th</sup> Panzer Division, counterattacked, overrunning some artillery. The battle raged on the dusty El Guettar plain as the 18<sup>th</sup> Infantry Regiment and 601<sup>st</sup> Tank Destroyer Battalion eventually drove back the German attack. It was the first clear American victory in the campaign. The US Commander in the field, Major General George S. Patton Jr., wrote 'This has been a great day for the American Army. The 1<sup>st</sup> Div stopped the famous 10<sup>th</sup> Panzer cold in two attacks.'

## Bizerte

Big Red One launched another offensive in northern Tunisia in late April, using a deadly combination of devastating artillery barrages and sudden attacks to drive the enemy from fortified hill positions. It was tough fighting, but 1<sup>st</sup> Infantry Division proved itself again in the capture of the city of Bizerte. All Axis forces in North Africa surrendered days later. Big Red One had learned its lessons well.

## Operation Husky

With North Africa free of Axis troops, the Allied governments decided that the next step would be to invade Sicily, the island off the toe of Italy, in Operation Husky. The invasion began in the early hours of 10 July 1943. Preceded by an airdrop by 82<sup>nd</sup> Airborne Division and a landing by Darby's Rangers, Big Red One hit the beach at Gela, at 0245 hours. Outnumbered and outgunned, the Italian troops manning the coastal defences quickly surrendered. Late in the morning the Italian Livorno Division attempted to drive the Americans back into the sea. The infantry's bazookas and fire from the supporting warships held off the attacks, securing the beachhead.



### The Battle for Gela

The next day Livorno attacked again, this time with more than sixty tanks of the Hermann Göring Panzer Division, including several massive Tiger heavy tanks. Big Red One was still landing their supporting tanks and artillery, and by mid-morning German tanks had overrun many of the forward companies getting within several hundred yards of the beach. Field guns were rushed ashore to fire at close range at the advancing panzers, while Sherman tanks went straight into combat as they landed. Offshore the cruisers USS Boise and USS Savannah opened fire. As darkness descended, the attacks petered out. The bridgehead still held.

### Liberation of Palermo

Over the next few days the Allies went over to the offensive. On 13 July, Big Red One began its advance across Sicily. Gibilscemi, Niscemi, and Barrafranca were taken after heavy fighting. Supported by the speedy M5 Stuart light tanks of the 70<sup>th</sup> Light Tank Battalion, they forged ahead. Whenever enemy resistance was hardest, the crushing power of Big Red One's artillery, followed by determined infantry assaults drove the enemy back. By 17 July the Division was in Enna, the vital road junction in the centre of Sicily.

From there resistance stiffened. It wasn't until 22 July that 45<sup>th</sup> 'Thunderbird' Infantry Division reached the northern shores of Sicily, cutting the island in half, and the main city of Sicily, Palermo, fell to 2<sup>nd</sup> 'Hell On Wheels' Armored Division and General Truscott's 3<sup>rd</sup> 'Marne' Infantry Division. It took nearly another week for Big Red One to take its next town with the Italian Aosta and Assietta Divisions refusing to give up Nicosia until 28 July.

### The Battle for Troina

While the US Army struggled forward, the Germans and Italians were preparing a well-fortified defence line—the Etna Line—across the island's north-eastern corner from San Fratello on the north coast, through the town of Troina, past Mount Etna, and to Catania on the east coast. Troina, a hill town, was the central pillar of the Etna Line and its capture fell to Big Red One and the Marne Division. For seven days, the Americans launched attacks and fended off counterattacks from the German 15<sup>th</sup> Panzergrenadier

Division and the Italian Aosta Division. Finally, on 6 August they entered Troina. The Etna line had been cracked.

### Victory

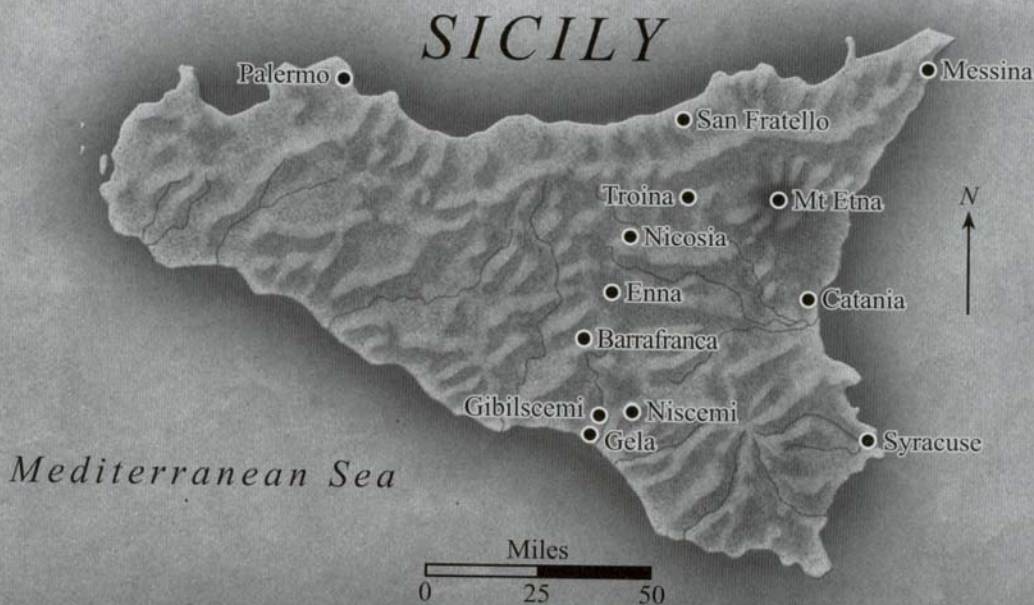
The US commander, General George S. Patton was obsessed with the idea of reaching Messina before the British General Montgomery. 'This is a horse race in which the prestige of the US Army is at stake,' Patton wrote. 'We must take Messina before the British.' Big Red One was exhausted after 28 days of continuous fighting, so the Marne and Thunderbird Divisions took the lead. On the morning of 17 August 1943, the 3<sup>rd</sup> Infantry Division entered Messina.

Less than a month later on 9 September 1943, the Italians surrendered and the US and British Armies landed at Salerno on the mainland of Italy in Operation Avalanche. Less than a month later, despite ferocious German resistance, Naples fell to the Allies on 1 October. Then, halfway to Rome, the advance stalled at Monte Cassino. Even Operation Shingle, an outflanking landing at Anzio in January 1944, failed to break the line. Rome would hold out until 5 June 1944.

### Bloody Omaha

Meanwhile, Big Red One, the most battle-hardened division in the US Army was needed for the invasion of France and in November 1943 it returned to England with a new commander, Major General Clarence Huebner. After six-months hard training, yet again 'the First was first', landing at Omaha beach, where the German defences were strongest, on D-Day 6 June 1944. The first assault waves were massacred before they could get off the beach. By sheer guts, the survivors assaulted the German defences and that evening, Big Red One had carved out a shallow bridgehead.

Big Red One led all the way to Germany fighting in the hedgerows of Normandy, the city streets of Aachen, and in the hellish battle in Hurtgen Forest. There was no rest for the Big Red One. When Hitler launched an offensive through the Ardennes forest, Big Red One rushed south to plug the gap. In January 1945 Big Red One resumed the offensive, crossing the Rhine at Remagen on 25 March marching deep into Germany before the final surrender.



*"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 STARS & STRIPES

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 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 Army is fighting for freedom and democracy. Its citizen soldiers are not fighting because a dictator told them to, but because they believe in their cause.

Coming from the most industrialised nation on the planet, they have an abundance of equipment and ammunition other armies can only dream of. With such backing, US forces are invariably supported by massed firepower. No other army can field as much artillery with such destructive power!

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.

US armored forces are ideal for combined arms fire and movement tactics. 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 armored force is ready to shoot at all times.

US infantry are light and mobile, yet hard punching in a close up battle. In the attack they move quickly, stunning the enemy with their supporting firepower, before overrunning them at close quarters. In the defence they dig deep and hunker down while their support blasts the enemy. Then, as the enemy closes to assault they open fire with their automatic rifles and finish them off.

Man-for-man the soldiers of the US Army 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 a *Stars & Stripes* force, 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.



# US INFANTRY DIVISIONS

## IN THE MEDITERRANEAN

### OPERATION TORCH AND TUNISIA

Division	Nicknames & Mottos	Battles
1 <sup>st</sup> Infantry Division	Big Red One, Fighting First <i>No Mission Too Difficult, No Sacrifice Too Great, Duty First</i>	Operation Torch, Tunisia, Sicily, Normandy, Bulge, Germany.
16 <sup>th</sup> Infantry Regiment	<i>Semper Paratus (Always Prepared)</i>	
18 <sup>th</sup> Infantry Regiment	<i>In Omnia Paratus (In All Things Prepared)</i>	
26 <sup>th</sup> Infantry Regiment	<i>Palmam Qui Meruit Ferat (The Palm Of Victory To He Who Earned It)</i>	
9 <sup>th</sup> Infantry Division	The Varsity, The Old Reliables	Operation Torch, Tunisia, Sicily, Cotentin Peninsular, Germany.
39 <sup>th</sup> Infantry Regiment	<i>D'une Vaillance Admirable (Of Admirable Valour)</i>	
47 <sup>th</sup> Infantry Regiment	<i>Ex Virtute Honos (From Virtue, Honour)</i>	
60 <sup>th</sup> Infantry Regiment	<i>To The Utmost Extent Of Our Power</i>	
34 <sup>th</sup> Infantry Division	Red Bull <i>Attack! Attack! Attack!</i>	Tunisia, Cassino, Gothic Line.
133 <sup>rd</sup> Infantry Regiment	<i>Avauncez (Advance)</i>	
135 <sup>th</sup> Infantry Regiment	<i>To The Last Man</i>	
138 <sup>th</sup> Infantry Regiment	<i>St Louis' Own</i>	
1 <sup>st</sup> Ranger Bn	Darby's Rangers	Operation Torch, Tunisia, Sicily, Salerno, Anzio.
509 <sup>th</sup> Parachute Infantry Bn	The Geronimos <i>All The Way, and Here I Am - Here I Stay</i>	Operation Torch, Tunisia, Salerno, Anzio, Southern France, Rhineland, Ardennes.

### OPERATION HUSKY AND SICILY

Division	Nicknames & Mottos	Battles
1 <sup>st</sup> Infantry Division	(see above)	
3 <sup>rd</sup> Infantry Division	Rock of the Marne <i>Nous Resterons La (We Will Stay There)</i>	Sicily, Cassino, Anzio, Colmar Pocket, Munich.
7 <sup>th</sup> Infantry Regiment	<i>Volens Et Potens (Willing and Able)</i>	
15 <sup>th</sup> Infantry Regiment	<i>Can Do</i>	
30 <sup>th</sup> Infantry Regiment	<i>Our Country, Not Ourselves</i>	
9 <sup>th</sup> Infantry Division	(see above)	
45 <sup>th</sup> Infantry Division	Thunderbird <i>Semper Anticus (Always Forward)</i>	Sicily, Salerno, Cassino, Belfort Gap.
157 <sup>th</sup> Infantry Regiment	<i>Eager For Duty</i>	
179 <sup>th</sup> Infantry Regiment	<i>In Omnia Paratus (In All Things Prepared)</i>	
180 <sup>th</sup> Infantry Regiment	<i>Tanap Nanaiyakia Altaiyaha (Ready in Peace or War)</i>	
82 <sup>nd</sup> Airborne Division	All American <i>In Air, On Land</i>	Sicily, Salerno, Normandy, Nijmegen, Ardennes.
504 <sup>th</sup> Parachute Infantry Regiment	<i>Strike Hold</i>	
505 <sup>th</sup> Parachute Infantry Regiment (Panthers)	<i>Ready</i>	
Ranger Force	Darby's Rangers	Sicily, Salerno, Anzio

### OPERATIONS AVALANCHE AND SHINGLE, SALERNO, CASSINO AND ANZIO

Division	Nicknames & Mottos	Battles
3 <sup>rd</sup> Infantry Division	(see above)	
34 <sup>th</sup> Infantry Division	(see above)	
36 <sup>th</sup> Infantry Division	Texas, Lone Star, T-Patchers <i>(First Texas) Remember The Alamo</i>	Salerno, Cassino, Anzio, Southern France, Vosges, Germany.
141 <sup>st</sup> Infantry Regiment	<i>I'll Face You</i>	
142 <sup>nd</sup> Infantry Regiment	<i>Arms Secure Peace</i>	
143 <sup>rd</sup> Infantry Regiment		
45 <sup>th</sup> Infantry Division		(see above)
82 <sup>nd</sup> Airborne Division		(see above)
6615 <sup>th</sup> (Provisional) Ranger Force		(see above)
509 <sup>th</sup> Parachute Infantry Battalion		(see above)



# US ARMORED DIVISIONS

## IN THE MEDITERRANEAN

### 1ST ARMORED DIVISION 'OLD IRONSIDES'

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

1st Tank Battalion	Gothic Line, Po Valley
4th Tank Battalion	Gothic Line, Po Valley
13th Tank Battalion	Gothic Line, Po Valley
6th Armored Infantry Battalion	Gothic Line, Po Valley
11th Armored Infantry Battalion	Gothic Line, Po Valley
14th 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.*

### 2ND ARMORED DIVISION 'HELL ON WHEELS'

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





# 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*



# LIGHT TANKS

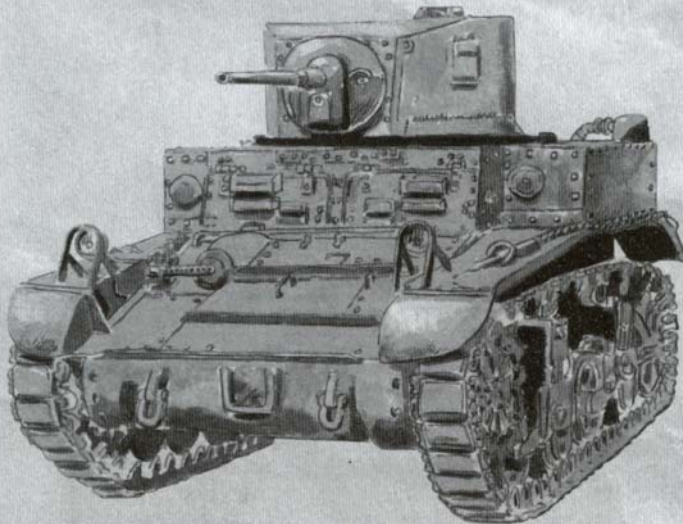
*US doctrine expected that armored divisions be held in reserve, waiting for the infantry to punch through the enemy defences. Once the line had broken, the tanks would pour through like an unstoppable tide with the light tank battalions leading the charge. Equipped entirely with fast tanks, these units 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.



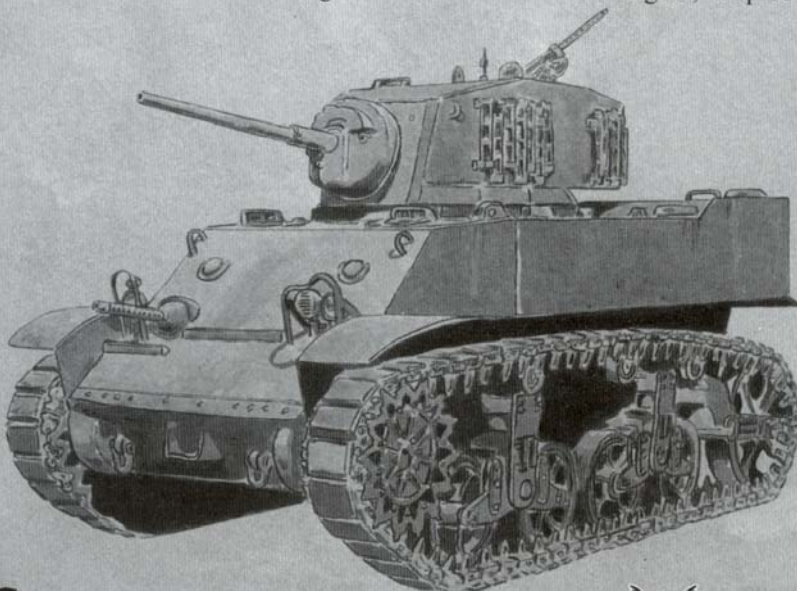
### M3A1 Light Tank

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 Hydra-matic 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.



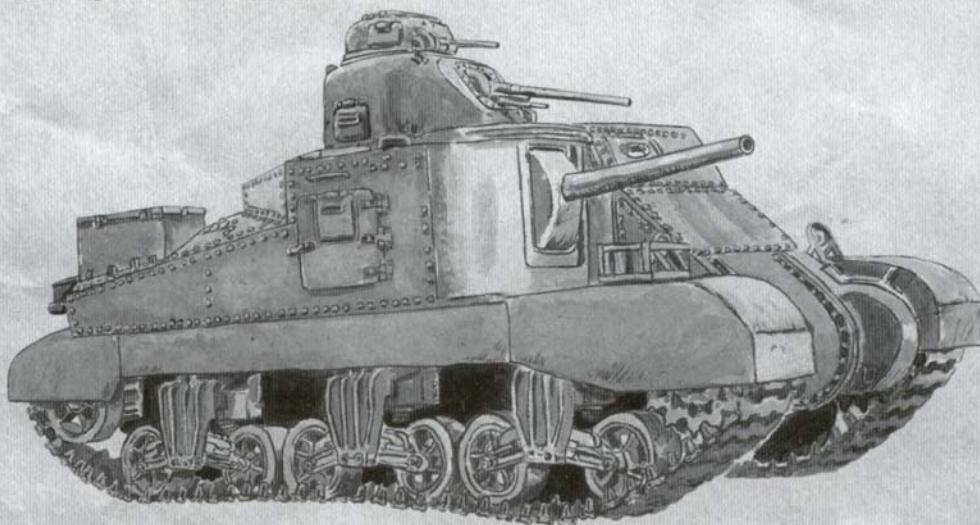
# MEDIUM TANKS

*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.

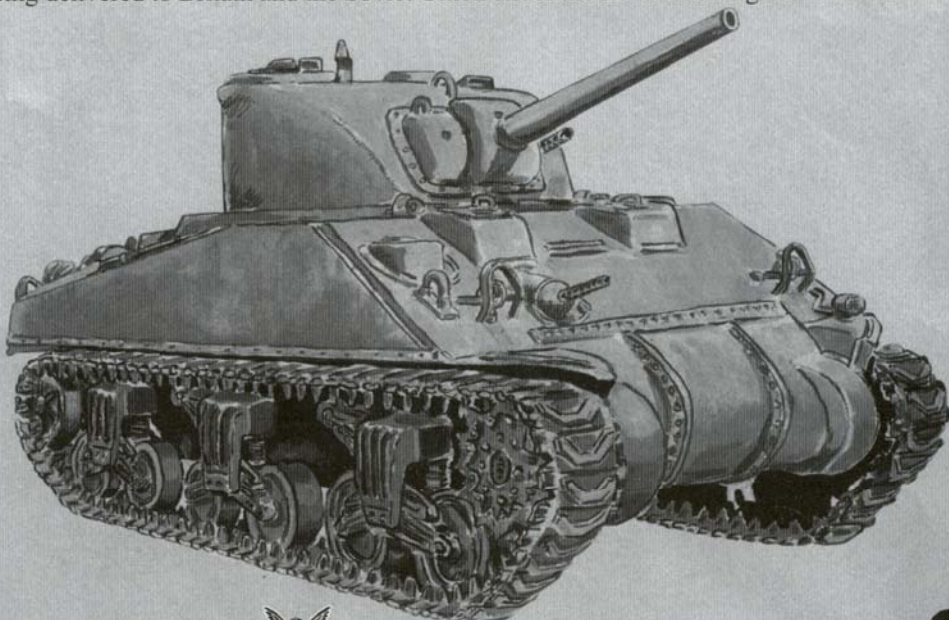


The M3 Lee was quickly upgraded to include stabilisers for both guns, the most obvious distinguishing feature being a large counterweight at the muzzle of the 75mm gun. When the longer, more powerful M3 version of the 75mm gun became available, that was fitted to the last production runs.

## 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 tanks 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.



# 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.*

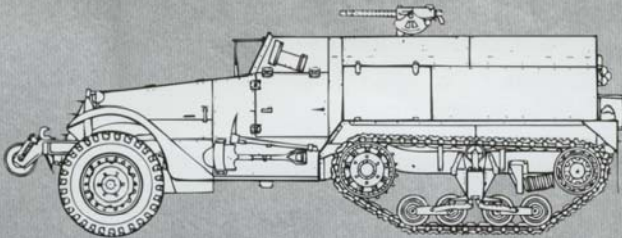
## M3A1 ARMORED CAR

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.



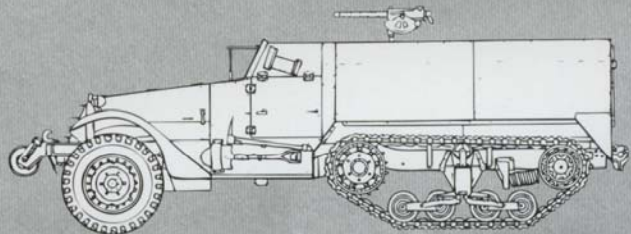
## M2 HALF-TRACK CAR



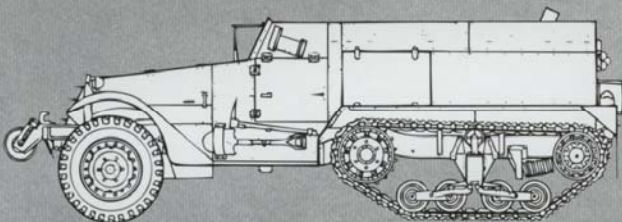
To improve the armored car's off-road performance, a tracked assembly was added in place of its rear wheels to create the M2 half-track. The M2 played an essential role as a weapons carrier and gun tractor throughout the war.

## 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.



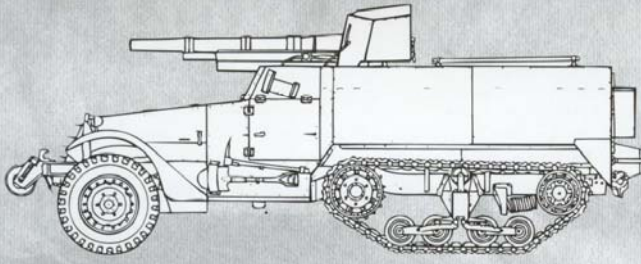
## M4 81mm MORTAR MOTOR CARRIAGE



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 dismantled for defensive operations.



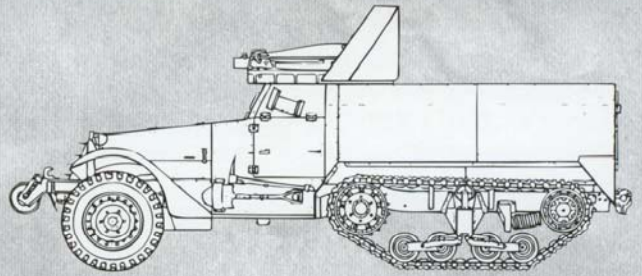
## M3 75mm GUN MOTOR CARRIAGE



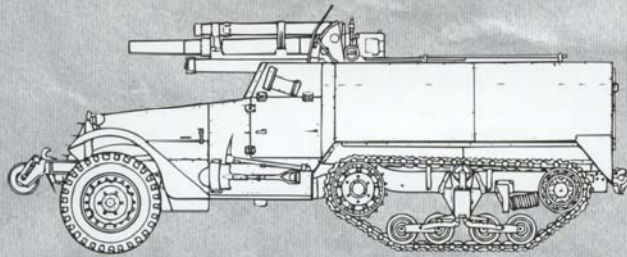
Designed as a tank destroyer, the M3 75mm GMC mounted a M1897A5 75mm field gun in an M3 half-track. Harder hitting than the older truck-mounted M6 37mm GMC, the M3 GMC remained in service until after Operation Husky in 1943.

## T30 75mm HOWITZER MOTOR CARRIAGE

An M1A1 75mm howitzer was fitted to an M3 halftrack 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.



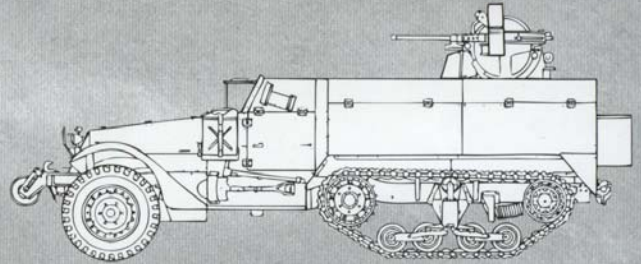
## T19 105mm HOWITZER MOTOR CARRIAGE



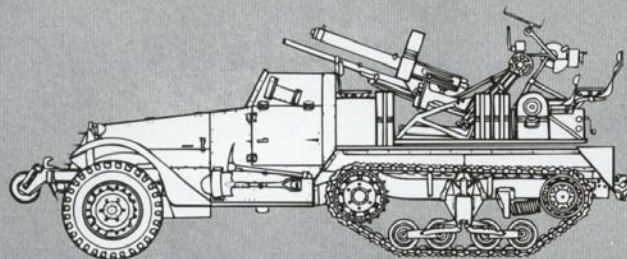
Armed with an M2A1 105mm howitzer, the T19 105mm HMC gave the armored divisions self-propelled artillery that could keep up with the tanks more easily than towed guns. The T19 saw extensive action during the Tunisian campaign.

## 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.

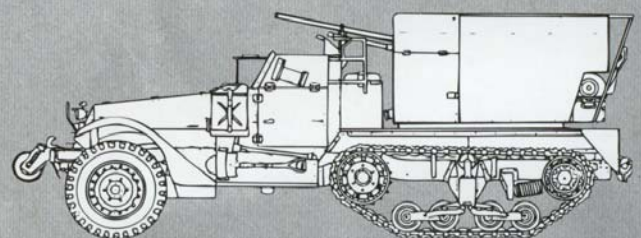


## T28E1/M15 COMBINATION GUN MOTOR CARRIAGE



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.

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 standardised as the M15 CGMC.



# 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 Rifle, Ranger, Parachute Rifle, Tank, Armored Rifle, and Armored Recon Companies in the mid-war period. It gives you all the information you need to field a *Stars & Stripes* force in your *Flames Of War* battles.

## WHERE TO BEGIN

Your first decision when building an army is to decide what type of company you want to field. In *Stars & Stripes* you have six choices: a **Rifle Company**, a **Ranger Company**, a **Parachute Rifle Company**, a **Tank Company**, an **Armored Rifle Company**, or an **Armored Recon Company**.

### Rifle Company

The humble GI is the foundation of the US Army. Without the Rifle Companies slogging their way forward step by step all the way to Berlin, the war could never have been won. They lack the glamour of the tankers and special forces, but they more than make up for it in their contribution to victory. A Rifle Company can mass the greatest concentration of firepower of almost any force anywhere. Their artillery is plentiful and effective and they have no shortage of support from tanks as good as any in their class anywhere.

### Ranger Company

Rangers are light infantry raiders. They are all volunteers eager to take the fight to the enemy anywhere, any time. As lightly-equipped raiders, they are used to taking on the enemy with only what they can carry on their backs. Their aggression combined with speed and mobility in the worst of terrain make them outstanding infantry capable of beating any force when properly employed.

### Parachute Rifle Company

The paratroopers of the Parachute Rifle Company are some of the bravest (or most foolhardy) soldiers you'll ever find. Their chosen path to battle involves jumping out of a perfectly good airplane behind enemy lines! They are limited in armament by what they can drop from an aircraft, but are usually quickly reinforced by the land-based forces giving them artillery and armored support.

### Tank Company

Tank companies represent the mobile component of the US Army. Their task is turning a breakthrough into a total defeat for the enemy. Striking with the full power of their guns and armor, the tanks smash through the enemy lines before wreaking havoc in the enemy's vulnerable rear areas, destroying artillery and command centres.

### Armored Rifle Company

The doughs of the Armored Rifle Company are some of the best-equipped infantry in the world. They have machine-guns, mortars, anti-tank guns, and bazookas aplenty. Everything they need to see off any foe. Combined with the unmatched mobility of their half-tracks they are outstanding both in attack and defence.

## Armored Recon Company

If tanks or infantry aren't your thing, you can always take the cavalry! The Armored Recon Company allows you to field a Cavalry or Armored Reconnaissance Battalion. These are the eyes and ears of the army, although often called upon to fight for information or simply to hold a vulnerable flank.

## CHOOSING YOUR FORCE

Before fighting a battle, you need to choose your force. To make sure that you and your opponent choose forces that will give a fair fight and an interesting game, every unit has a points value. Agree with your opponent on the maximum points value that you may spend on your armies. The limit for a typical game is 1500 points. Now look through the Intelligence Briefing for the type of company that you have chosen. Select the platoons you want in your force and subtract their points value from your total. Continue until you have no more points left. Your force is now complete and ready for battle.

## 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.

**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.



This book entirely replaces the Rifle Company, 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.



# SPECIAL RULES

*These special rules reflect the superiority of American technology and the speed with which they react as a result.*

## The Truscott Trot

Long-distance speed marches were a major feature of an infantryman's training. Some officers like General Truscott of the Third Infantry Division trained their troops so hard that they dubbed speed marching the 'Truscott Trot'.

All this practice paid off for the Third during Patton's drive to Palermo during the Sicily campaign. The men of the Third Infantry Division marching on foot were able to keep pace with the neighbouring Second Armored Division!

US Infantry teams move 16"/40cm instead of the normal 12"/30cm when moving At the Double.

## Rangers Lead The Way

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

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

## No Obstacle Too Tough

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

Ranger Infantry teams can attempt to cross Impassable cliffs and similar obstacles. To do so, they must start their Movement step adjacent to the obstacle, be In Command, and not be Pinned Down. Roll a Skill test for each team instead of moving in the Movement step.

- If the test is successful, the team crosses the obstacle, halting on the other side.
- If the team failed the test, it remains where it was.

A team that attempts to cross an Impassable obstacle this way cannot shoot this turn, although it can assault.

## Excellent Communications

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

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.

Company, 2iC, and Platoon Command teams do not suffer their normal +1 penalty to range in when calling for artillery bombardments from platoons taken as Weapons platoon choices. These include Weapons Platoons, Mortar, Ranger Mortar, Parachute Mortar, Armored Mortar, Cannon and Assault-gun Platoons.

This does not apply to any form of Field Artillery Batteries or Chemical Mortar Platoons.

## Time On Target

US artillery staffs have sophisticated fire control computers. 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 a Field, Armored Field, or Parachute 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 in the first turn of the bombardment as they scramble for cover and batten down the hatches.

Mortar, Cannon or Assault Gun Platoons cannot perform TOT bombardments.

## Hit 'em With Everything You've Got

When a US observer team places a request for fire, the artillery battalion fire direction centre assesses its priority and assigns all available artillery batteries to fire the mission. This ensures that the battalion's artillery resources are used in the most efficient manner.

An observer team from a Field, Armored Field, or Parachute Field Artillery Battery may range in any battery of these types on the table, although they can only range in one battery at a time. They are not restricted to requesting fire from their own battery.

Additionally, when these observers have ranged in one battery and order an All Guns Repeat! bombardment on the same target point in a subsequent turn, they may attempt to range another battery on the same point while continuing to control the battery firing the All Guns repeat bombardment.

Next turn the Observer team can order both batteries to fire All Gun's Repeat! bombardments and add another, and so on. Roll to hit with each battery separately.

These observer teams cannot request fire from any form of Mortar, Cannon or Assault Gun Platoons.



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# 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.

A player using these rules must have a copy with them, and must allow their opponent to read it before the game.

Reconnaissance platoons (rece platoons 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, rece platoons keep the enemy from learning your plans while gathering information about when and where any attack will come.

A rece platoon is any platoon noted as such. All teams in a rece platoon are considered to be rece teams. Teams attached to a rece platoon are not rece teams unless they are attached from another rece platoon.

## COMMAND DISTANCE

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

Rece 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.

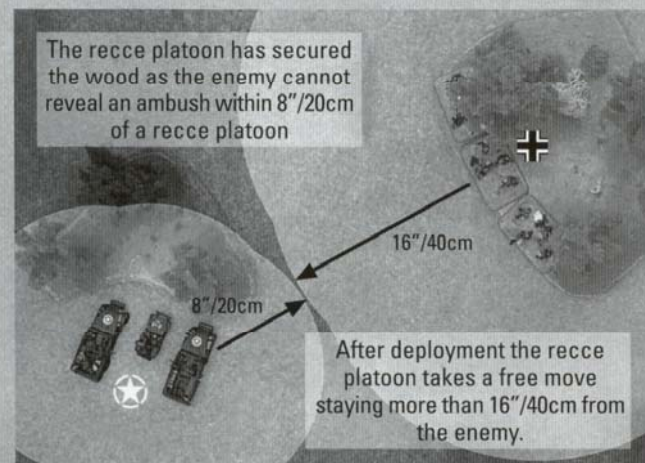
Experience	Command Distance
Conscript	4"/10cm
Trained	6"/15cm
Veteran	8"/20cm

## RECONNAISSANCE DEPLOYMENT

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

After all deployment, but before the game begins, you may move any rece teams deployed on the table up to their normal movement in any direction. This movement may not be At the Double, and the rece teams must remain more than 16"/40cm from all enemy teams.

If a rece platoon has attachments or passengers from a non-rece platoon, they may not make a reconnaissance deployment move.



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

## AVOID AMBUSHES

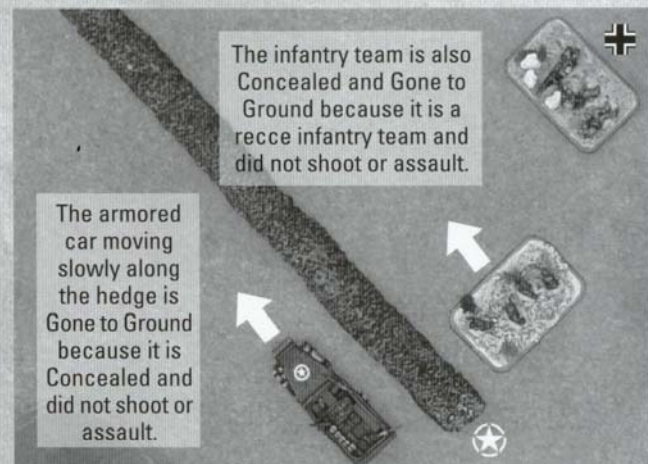
One of the vital roles of rece platoons is scouting enemy ambushes before they are sprung.

The enemy may not reveal teams from ambush within 8"/20cm and line of sight of your rece team unless the rece team moved At the Double last turn.

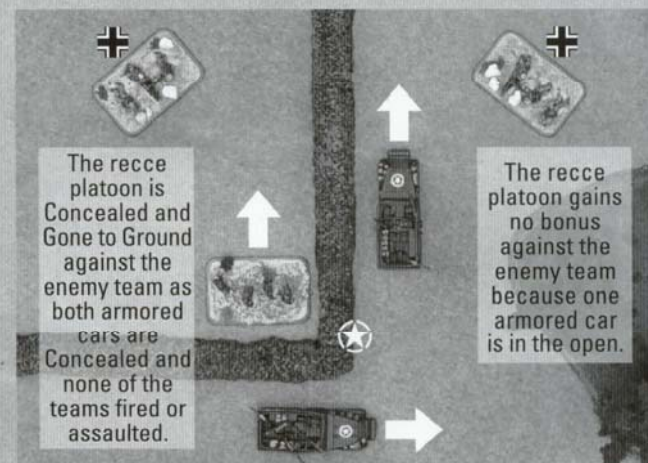
## CAUTIOUS MOVEMENT

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

Rece 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, or fire at aircraft this turn.



Rece Infantry teams that do not move At the Double, shoot, or assault in their own turn or fire at aircraft this turn are considered Concealed, and therefore Gone To Ground.





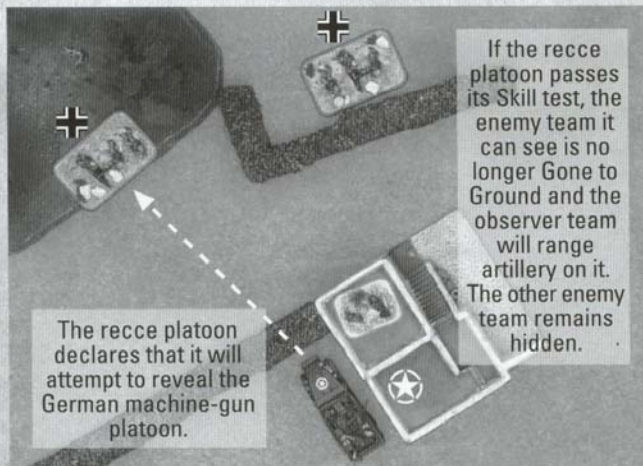
## EYES AND EARS

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

A recon platoon that is not Pinned Down and does not move may attempt to reveal one enemy platoon that is Gone To Ground and within 16"/40cm and line of sight of at least one recon team in the platoon.

At the start of the Shooting step, roll a Skill test to reveal the enemy platoon. If it is successful, any enemy teams from that platoon in line of sight of the recon platoon do not count as Gone To Ground for the remainder of the turn.

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



## DISENGAGE!

When fired upon, recon platoons may attempt to use their speed and training to evade before serious damage is done.

Recon platoons 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, or fire at aircraft this turn.



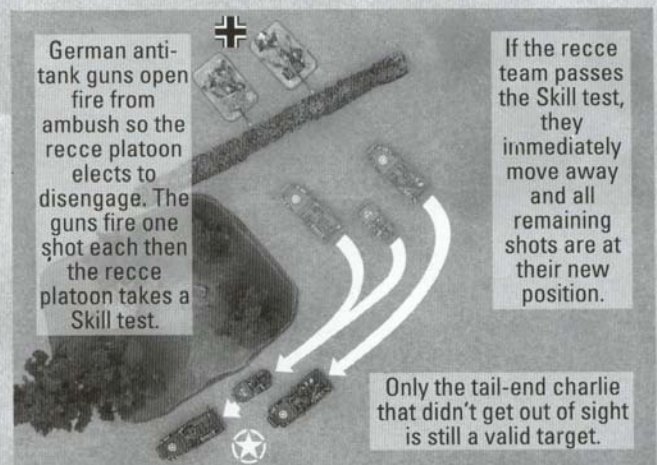
If you wish a recon platoon to disengage, you must declare your intention to do so at the point an enemy platoon fires, but before any dice are rolled. If you do so, each team shooting at the recon platoon then fires one shot at the platoon in its current position.

The recon 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 recon teams in the platoon may immediately disengage and move up to their normal movement away from the enemy teams shooting at them. All other teams in the platoon remain where they were. Some teams may elect not to disengage if their current position is secure.
- If unsuccessful, the recon platoon remains in its original position and the firing platoon may fire their remaining shots.

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

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.



### Disengaging From ROF 1 Weapons

Weapons that only fire one shot (either because they have ROF 1 or because they moved), do not fire before the recon platoon attempts to disengage. They must wait and fire at the recon platoon in its final position. If whole recon platoon manages to get out of range or line of sight, all of the ROF 1 weapons' shots automatically miss.



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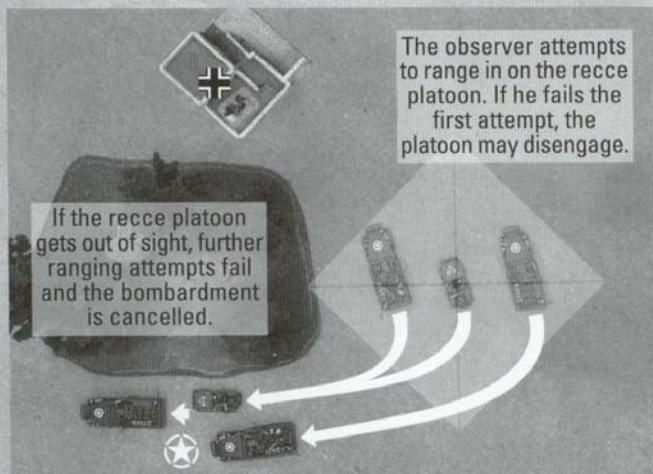
**Disengaging From Artillery Bombardments**

Skilled reconnaissance platoons do not wait around for an artillery bombardment to fall, but attempt to disengage when the first ranging shots land.

Recece platoons may disengage if they have a team under an artillery template when an observer attempts to range in. The observer makes their first ranging attempt before the recece platoon takes its Skill test to disengage. Observers attempting to range in mortars re-roll their first failed ranging roll before the recece platoon attempts to disengage.

If the first ranging attempt is successful, the recece platoon may not attempt to disengage.

If the platoon does disengage and the observer was ranging in on a team from the recece platoon, the observer makes their second and third ranging attempts on the recece platoon in its new position. If the entire recece platoon has managed to get out of range or line of sight, the artillery bombardment is cancelled.



**No Disengaging From Air Attacks**

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

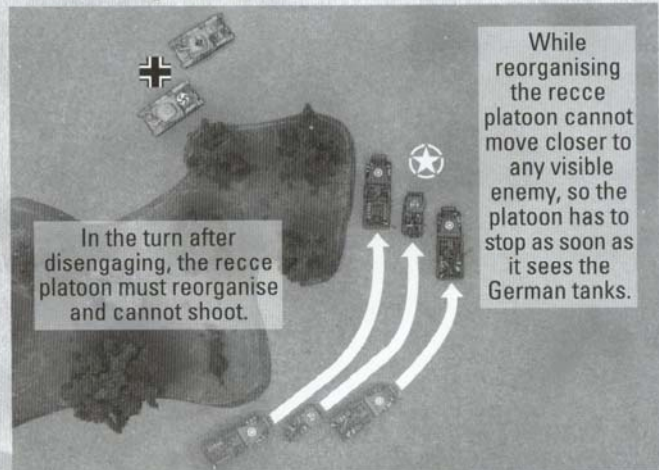
Recece platoons may not disengage from aircraft attacks, and do not break off after the attack.

**Only Disengage Once**

A recon platoon may only attempt to disengage once in any Shooting step. If a recon platoon is fired on by multiple enemy platoons, it may choose which platoon it will attempt to disengage from.

**Reorganisation**

Recece teams that disengage need to reorganise themselves after their abrupt retreat and may not shoot or attempt to reveal enemy platoons using the Eyes and Ears rule in their next turn, nor may they move closer to any enemy within their line of sight. Other teams in the recon platoon may continue to operate as normal.



**BREAK OFF**

Recece platoons are trained to collect information, not to engage in prolonged firefights. If enemy fire is too strong, a recon platoon may break off and attempt a different approach.

If any recon team fails an Armor, Infantry, Gun, Transport, or Passenger save in the opponent's Shooting step (even if the team that failed the save is unharmed), the recon platoon must take a Motivation test at the end of the Shooting step.

- If successful, the recon platoon elects to stand and fight it out.
- If unsuccessful, every recon team in the platoon that has not already Disengaged must move up to its normal movement away from all enemy platoons shooting at it before Reorganising next turn as if the whole platoon had Disengaged. A surrounded recon team that breaks off will not move, but must still Reorganise.

Infantry and Gun teams in Bulletproof Cover never break off. They remain in their positions and fight on.



# STARS & STRIPES 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 infantry, rangers, airborne, tanks, armored infantry, or armored recon, 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 Stars & Stripes force is to collect two or three core combat platoons of the same type. They can be Rifle, Ranger, Parachute Rifle, Tank, Armored Rifle, or Armored Recon Platoons, and will

always form the basis of your force. You'll also need someone to lead them in battle, so your next choice will be a matching 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.

Add some tanks to your infantry or infantry to your tanks, give them some anti-tank support and a little artillery to make a well-balanced force, and you'll be ready to defeat all comers!

# 1



'Old Gravel Voice' Major General Ernst N Harmon keeps your company motivated to stay in the fight.



The company HQ group leads the battle protected by two bodyguards armed with a bazooka.



The US Rifle Company starter army boxed set is an ideal way of starting your Stars & Stripes force. It contains everything you need to start playing straight away. You can add some M4 Sherman tanks, tank destroyers or more artillery for extra punch.



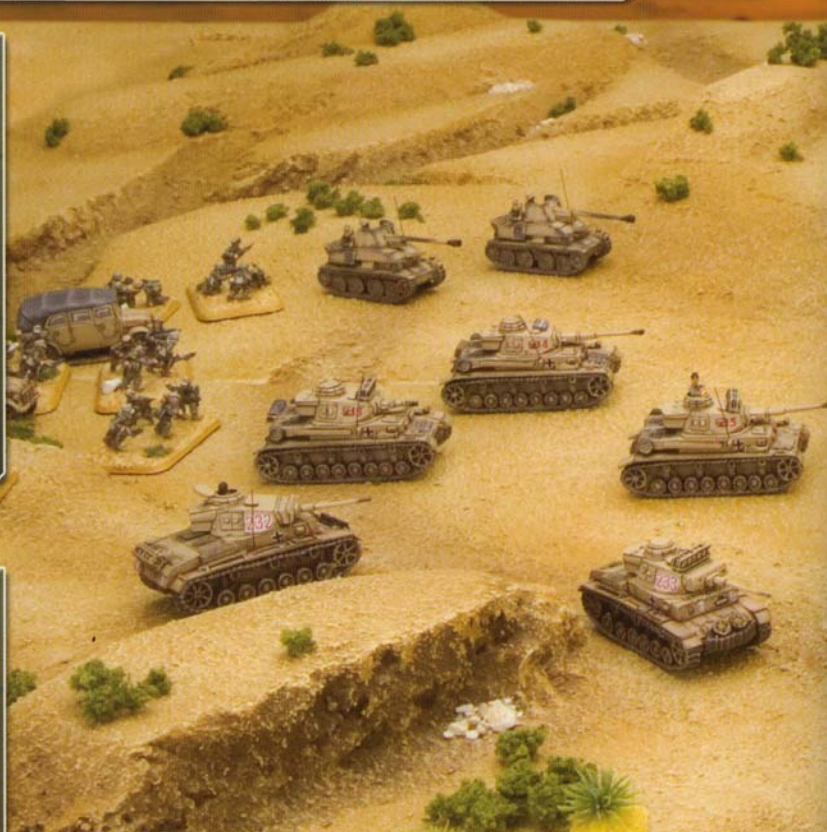
The M4 Sherman is more than a match for any Axis tank in the desert.



An armored LMG squad halts an enemy attack.



M10 3'' GMC tank-destroyers ambush a Panzer III.

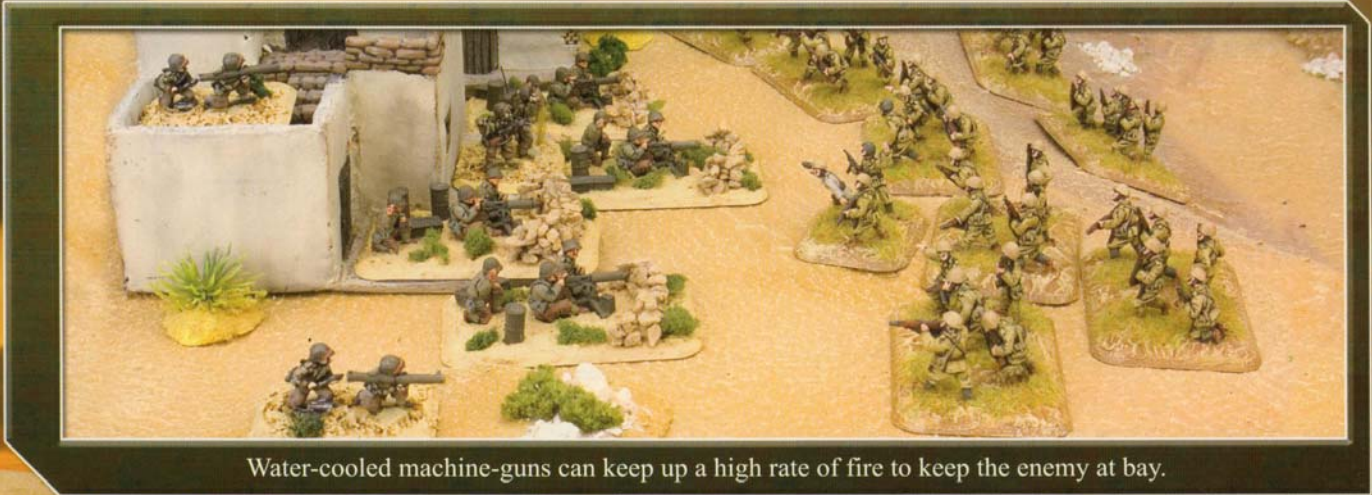


# KASSERINE

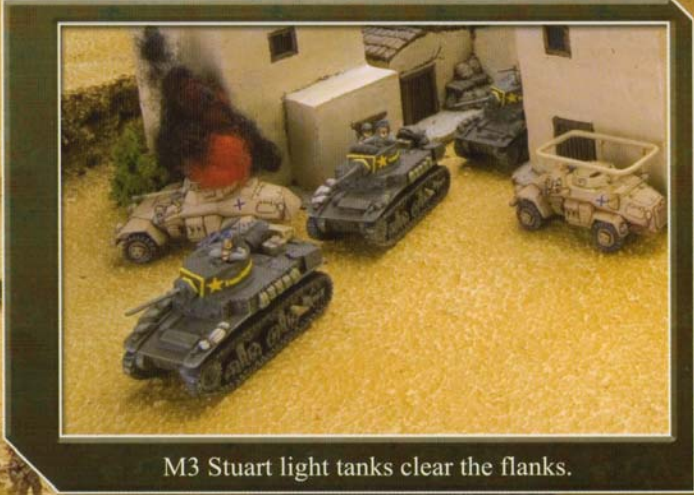
In ten days of grueling battle, US forces halted and turned back the last major German offensive in North Africa and won their first clear victory in the Tunisian desert.  
—Tunisia, February 14, 1943.



Mortars smoke the enemy out from their fortifications.



Water-cooled machine-guns can keep up a high rate of fire to keep the enemy at bay.



M3 Stuart light tanks clear the flanks.



Half-tracks get soldiers to the battle quickly.





Platoon commanders keep the company motivated by leading from the front.



M3 37mm anti-tank guns easily destroy roving enemy armored cars.



Dismounting the half-track machine-guns bolsters the already impressive firepower of the armored rifle platoons.





M4 Sherman tanks launch a surprise attack taking the German Panzers in the flank.



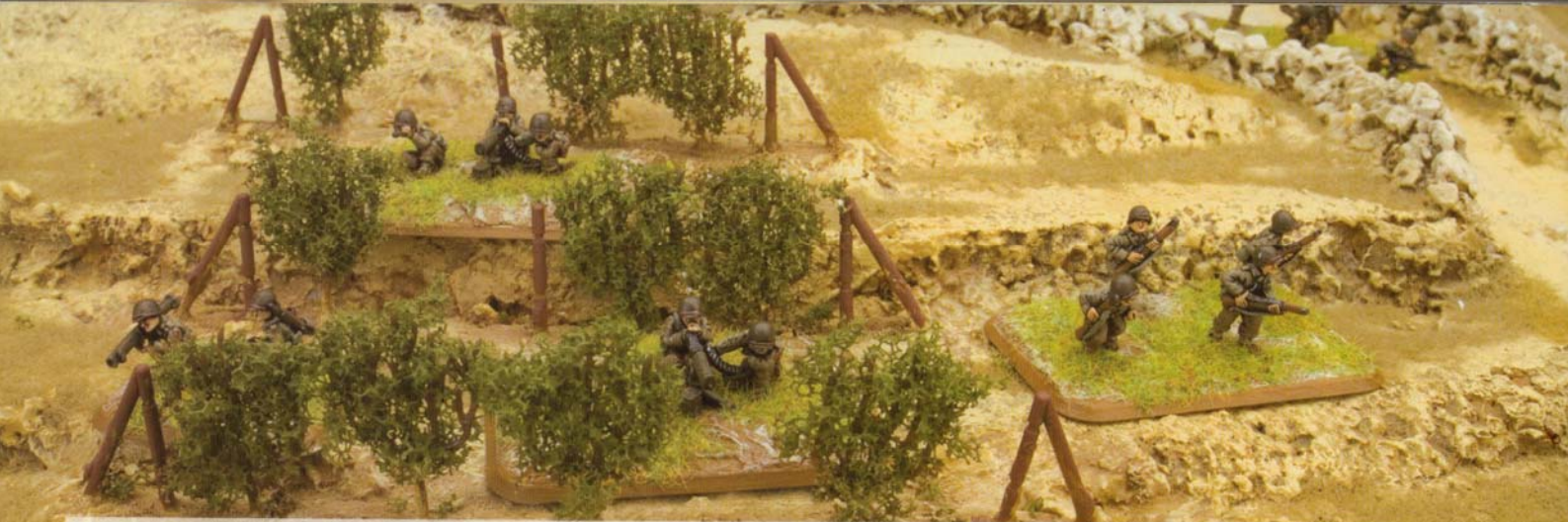
M3 Stuart light tanks engage Vichy French tanks near Oran.



M3 Lee tanks mount a 75mm gun, a 37mm gun and two machine-guns, destroying tanks and infantry with equal ease.



Operating from their half-tracks or on foot, armored rifle platoons are the best-equipped infantry in the world.



The machine-gun platoon can deploy its bazookas to make it a formidable defensive force.



Reconnaissance platoons scout ahead of the rest of the army looking for enemy ambushes.



Combat Engineers clear mines ahead of the advance.



Almost every US platoon has plenty of deadly bazookas.



The M1 57mm anti-tank gun is light, small and packs a powerful punch.





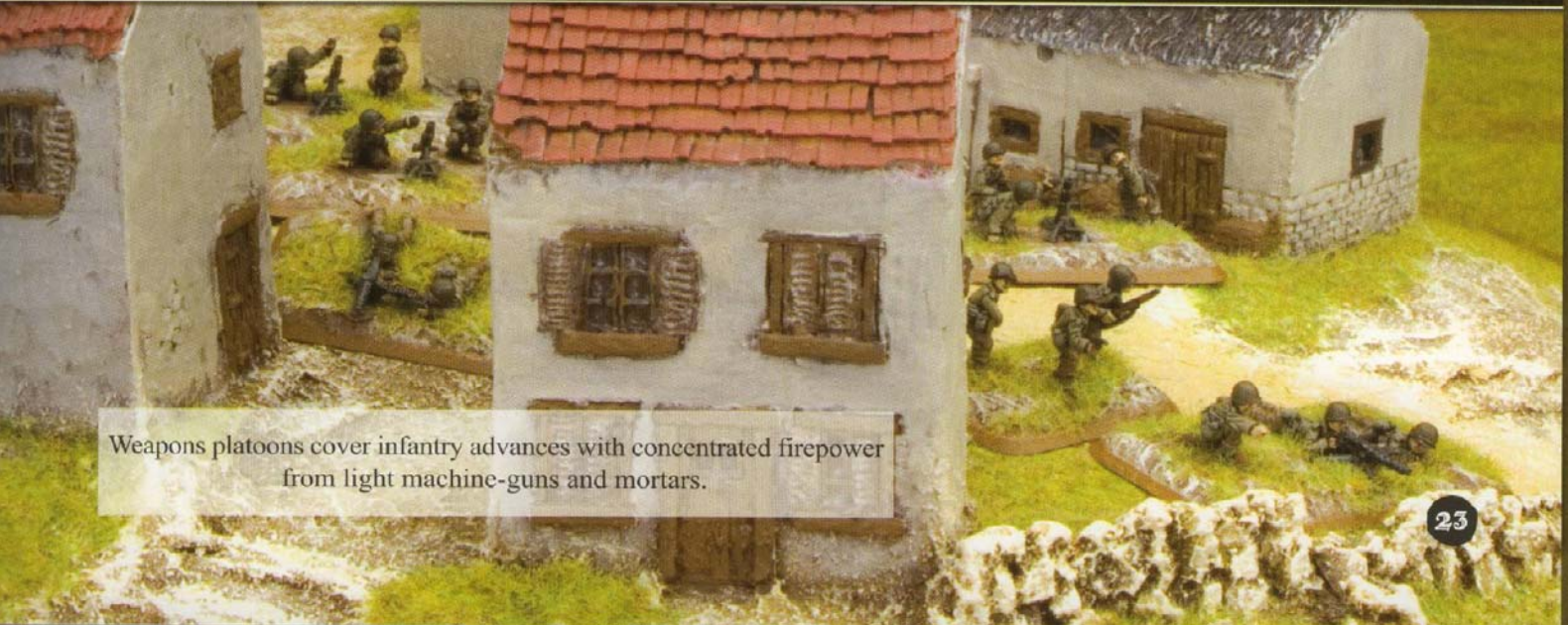
M5A1 Stuart light tanks race behind enemy lines using their superior speed and mobility.



Working closely with infantry allows the mortar platoon to engage new targets quickly.



T30 75mm HMC assault guns operate as artillery or smash stubborn targets with point-blank range fire.



Weapons platoons cover infantry advances with concentrated firepower from light machine-guns and mortars.



Ranger light infantry move quickly through a vineyard as they close with the enemy.



'El Darbo' leads his Rangers from the front.



T19 105mm HMC half-tracks fire in support.



Armored cavalry in M3A1 armored cars and jeeps scout ahead of the advance.



Infantry cautiously scout the way for an M10 3" GMC tank-destroyer.

## US ARMY TERMINOLOGY

- AAA: Anti-aircraft Artillery. Pronounced 'Triple A'.  
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.  
A&P: Ammunition and Pioneer.  
Avalanche: Codename for the invasion of Italy at Salerno.  
BAR: Browning Automatic Rifle, said be-ay-ar.  
Bazooka: Anti-tank rocket launcher named after comedian Bob Burns' home-made trombone-kazoo.  
Beep: Big jeep, the <sup>3</sup>/<sub>4</sub>-ton truck.  
Blitz Buggy: Jeep.  
Blitzdough: A term used by the American press for armored infantry, from Blitzkrieg and Doughboy.  
Blitzkrieg: German for 'Lightning War'.  
C Rations: Pre-packaged light-weight field rations.  
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.  
Chow: Food.  
CGMC, Combination Gun, Motor Carriage: A self-propelled anti-aircraft gun.  
CO: Commanding Officer.  
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).  
Dogface: Infantryman.  
Dope: Information, military intelligence.  
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.  
GMC: General Motors Corporation.  
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.  
I&R: Intelligence and Reconnaissance.  
K Rations: Front-line canned rations.  
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.  
Peep: Reconnaissance Jeep.  
Purple Heart: US wound badge.  
Purple Heart Box: M3 half-track, reference to cramped inside and light armor.  
Ranger: US Army commando.  
Red Leg: Artilleryman, from red stripe on dress trousers.  
RCT: Regimental Combat Team.  
Recon: Short for reconnaissance.  
Regiment: 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 codename 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.  
Stars & Stripes: The US Army newspaper.  
Stuart: British codename for M3 or M5 Light Tank.  
Tank destroyer: Self-propelled anti-tank gun.  
Torch: Codename for the invasion of North Africa.  
TO&E: Table of Organisation and Equipment.  
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.

## NAMING YOUR COMPANY

Each regiment lettered its companies across battalions. Since tank and armored rifle battalions had three companies, the first battalion had A (Able), B (Baker), and C (Charlie), the second battalion had D (Dog), E (Easy), and F (Fox), and the third battalion had G (George), H (How), and I (Item) companies. Infantry battalions had a fourth heavy weapons company, so their companies were labelled A (Able), B (Baker), C (Charlie), and D (Dog) in the first battalion, E (Easy), F (Fox), G (George), and H (How) in the second battalion, and I (Item), K (King), L (Love), and M (Mike) in the third. J (Jig) was left out to avoid confusion with I (Item). 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.



# RIFLE COMPANY (INFANTRY COMPANY)

The GI's slice of battle is the most mixed up, confused and bewildering thing anybody can imagine. One thing he does know. When he sees the enemy he kills him, then snakes forward as far as he can and holds his gain if it's humanly possible. If it's suicide to hold it, he works his way back, to take it some other time.

—Technical Sergeant Charles E Kelly, Pennsylvania

A force based around a Rifle Company must contain:

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

Weapons Platoons available to a Rifle Company are:

- a Weapons Platoon,
- two Machine-gun Platoons,
- a Mortar Platoon,
- two Anti-tank Platoons, and
- an Ammunition & Pioneer Platoon.

Support Platoons for a Rifle Company can be:

- an Intelligence and Recon Platoon,
- a Cannon Platoon,
- Ranger Platoons,
- Parachute Rifle Platoons,
- Tank Platoons,
- Armored Recon Platoons, and
- Divisional Support Platoons.

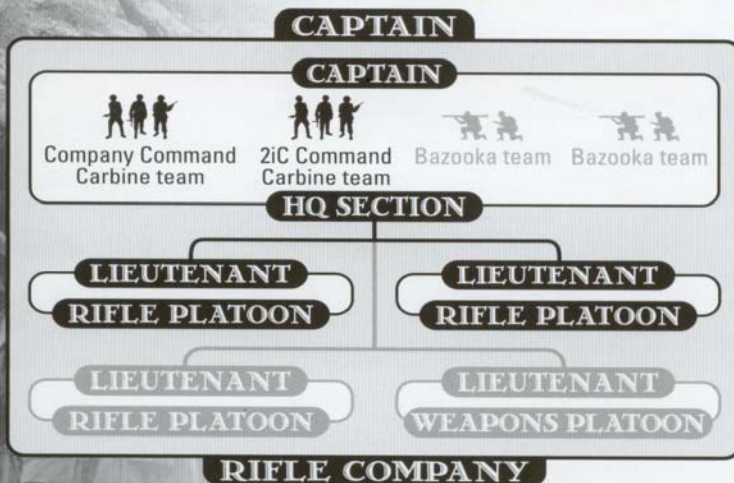
You may attach up to **two** Support Platoons to your company for each Rifle Platoon you field.

## Motivation And Experience

Although GI's are citizen soldiers new to battle, their training is thorough and they perform well. A Rifle Company is rated as **Confident Trained**.

## HEADQUARTERS PLATOON

### 1 Company HQ



### Platoon

Company HQ **20 points**

### Option

- Add Bazooka teams for +15 points per team.

An American CO has many responsibilities to handle, coordinating support platoons as well as directing his own combat platoons. However, with good training and even better communications, ensure control over his portion of the battlefield at all times.



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## COMBAT PLATOONS

### 2 or 3 Rifle Platoons

#### Platoon

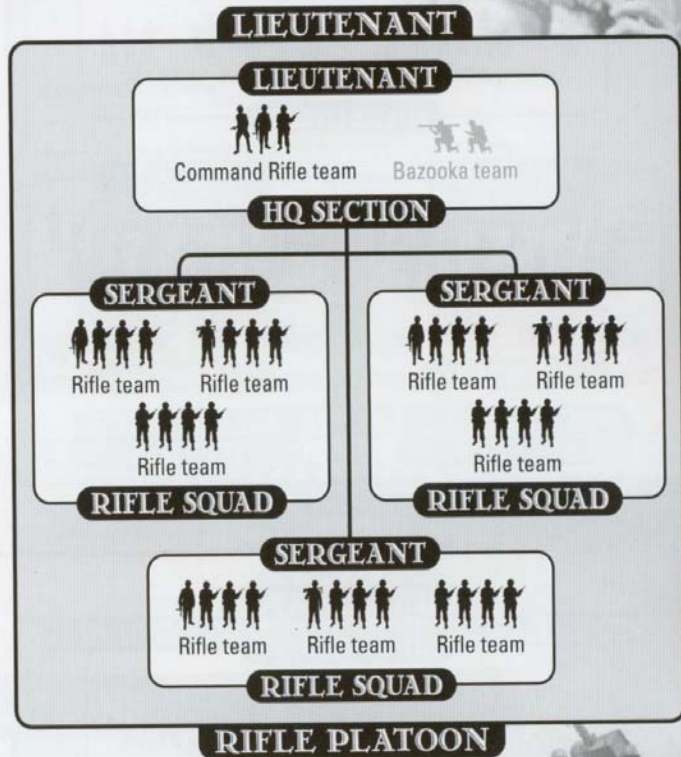
HQ Section with:

3 Rifle Squads	130 points
2 Rifle Squads	90 points

#### Option

- Add Bazooka team for +15 points.

The M1 Garand semi-automatic rifle and Browning Automatic Rifle (BAR) allow the Doughboys to put out a steady rate of fire, whether standing still or on the move. When well supported, a Rifle Platoon is tough in both defensive and offensive operations.



## WEAPONS PLATOONS

### 0 to 1 Weapons Platoon

#### Platoon

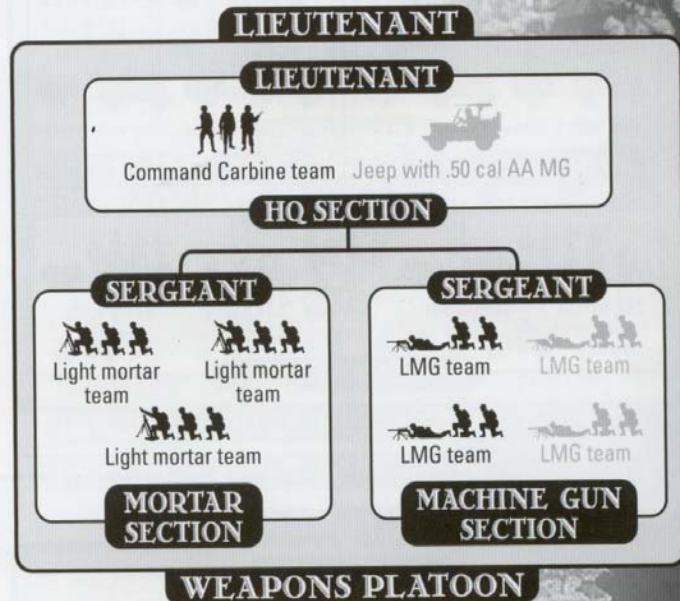
HQ Section with:

Both Sections	125 points
Mortar Section Only	80 points
Machine-gun Section Only	50 points

#### Option

- Add Jeep with .50cal AA MG for +15 points.
- Add LMG teams to Machine-gun Section for +20 points per team.

The Weapons Platoon lays down a base of fire, covering the Rifle Platoons as they advance on the enemy. Although the platoon only has two machine-guns officially, it wasn't unusual for quartermasters to issue 'replacements' for 'lost' guns to increase their firepower.



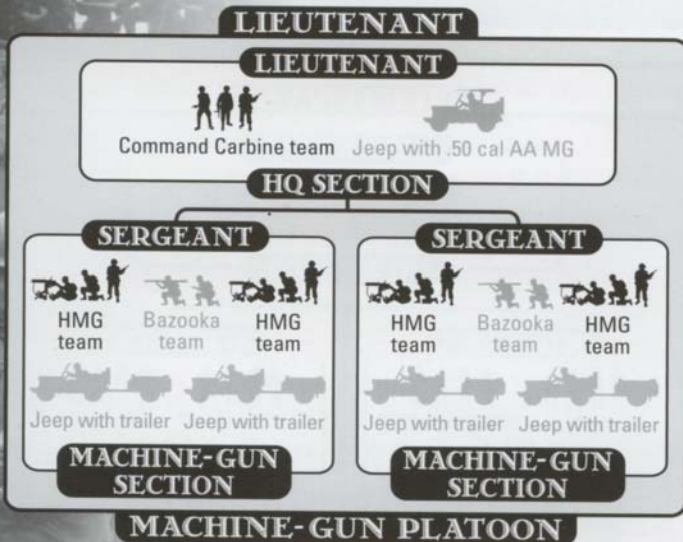
### Weapons Platoons

The US Army believed in centralising its resources so that they could be allocated to support key units in battle. They applied this concept at all levels from the company on upwards. As a result all of the rifle company's machine-guns and mortars were assigned to the Weapons Platoon.

Before the game begins you may detach LMG teams from your Weapons Platoon to the Rifle Platoons. However, the Weapons Platoon must retain at least three teams (including the command team).

The detached teams are no longer part of the Weapons Platoon, but become part of the Rifle Platoon they are attached to instead. When working out whether a Rifle Platoon is below half strength for Platoon Morale Checks, the attached teams do not count towards the number of teams in the platoon that are capable of fighting, however if they are Destroyed, they do count towards the number of Destroyed teams in their adopted platoon.

0 to 2 Machine-gun Platoon



**Platoon**  
 HQ Section with:

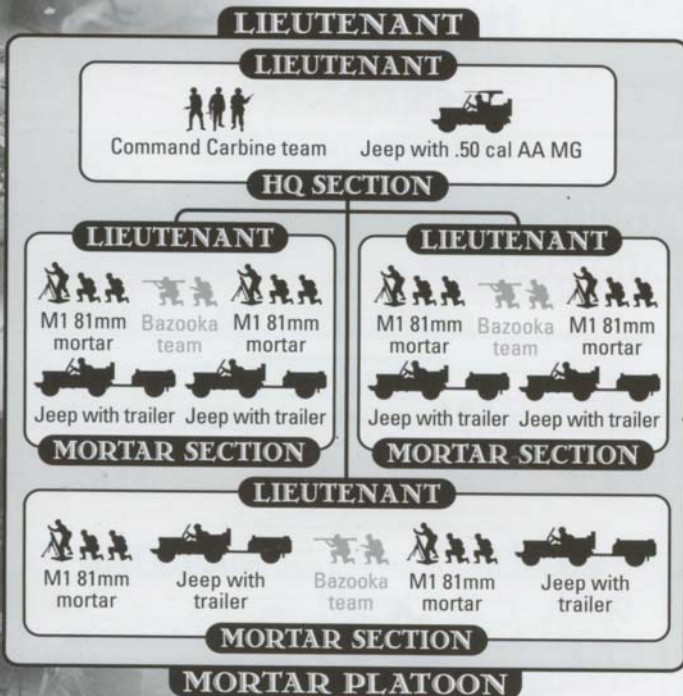
2 Machine-gun Sections	100 points
1 Machine-gun Section	55 points

**Options**

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

Although a battalion only officially had two Machine-gun Platoons, many collected 'replacement' weapons to double their strength so they could cover the entire front line.

0 to 1 Mortar Platoon



**Platoon**  
 HQ Section with:

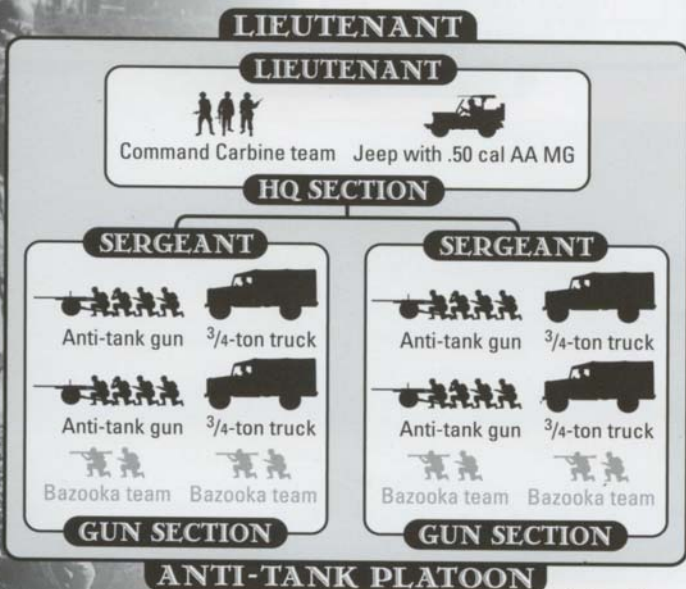
3 Mortar Sections	160 points
2 Mortar Sections	115 points
1 Mortar Section	70 points

**Options**

- Add Bazooka teams for +15 points per team.

Mounted in their jeeps, the Mortar Platoon will never be too far away from the CO or his radio. Carried on the backs of their crews, the mortars can go places the field artillery's 105's can't. This means they're always there to give the Rifle Platoons decisive artillery support the instant they need it.

0 to 2 Anti-tank Platoons



**Platoon**  
 HQ Section with:

4 M3 37mm	125 points
3 M3 37mm	100 points
2 M3 37mm	75 points

**Options**

- Upgrade any M3 37mm guns to M1 57mm guns for +15 points per gun.
- Add up to one Bazooka team per gun for +15 points per team.

*You may not field more than one platoon equipped with M1 57mm guns.*

The M3 37mm gun was good against light tanks, but the M1 57mm seen in small numbers in Sicily was better against medium tanks.



**0 to 1 Ammunition & Pioneer Platoon**

**Platoon**

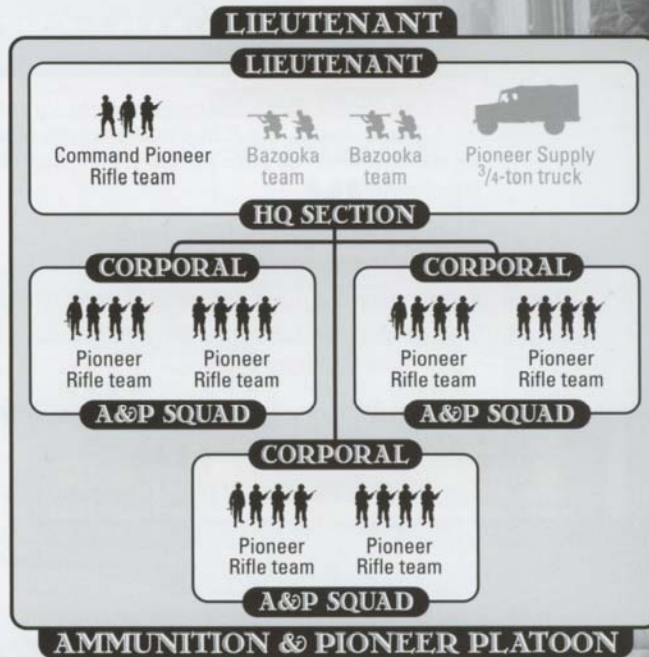
HQ Section with	
3 A&P Squads	130 points
2 A&P Squads	95 points

**Options**

- Add Bazooka teams for +15 points per team.
- Add Pioneer Supply truck for +5 points.

Every rifle battalion had an Ammunition and Pioneer (A & P) Platoon whose job was to keep the front line troops supplied with ammunition and help them prepare fortifications when they took up defensive positions.

In attacks they had the unpleasant task of clearing mines and booby traps so that the supporting arms could catch up with the riflemen.



**SUPPORT PLATOONS**

**0 to 1 Intelligence & Recon Platoon**

**Platoon**

HQ Section with	
3 I&R Squads	95 points
2 I&R Squads	75 points

**Option**

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

The infantry regiment's Intelligence and Recon (I & R) Platoon's task was to find the enemy, take prisoners, and bring them back.

**Intelligence & Recon Platoons are reconnaissance platoons and may use the Reconnaissance rules on page 14 to avoid enemy fire.**



**0 to 1 Cannon Platoon**

**Platoon**

HQ Section with	
2 T30 75mm HMC	100 points
2 T19 105mm HMC	150 points

**Option**

- Arm any or all T30 75mm HMC or T19 105mm HMC assault guns with a .50 cal AA MG for +5 points per assault gun.

Every infantry regiment had a cannon company on the German model with three Cannon Platoons with T30 75mm HMC assault guns and one with T19 105mm HMC assault guns.



# RANGER COMPANY (INFANTRY COMPANY)

*We are Rangers, specially-trained light infantry raiders. We are America's answer to the famous British Commandos. Us Rangers are a very flexible force. We get the most dangerous missions. High Command sees us as elite infantry, so when there's no raiding to be done, we lead the way for the regular infantry.*

—Sergeant Benjamin Walters, Texas

A force based around a Ranger Company must contain:

- a Company HQ, and
- one or two Ranger Platoons.

Weapons Platoons available to a Ranger Company are:

- a Mortar Platoon.

Support Platoons for a Ranger Company can be:

- Rifle Platoons,
- Parachute Rifle Platoons,
- Tank Platoons,
- Armored Recon Platoons, and
- Divisional Support Platoons.

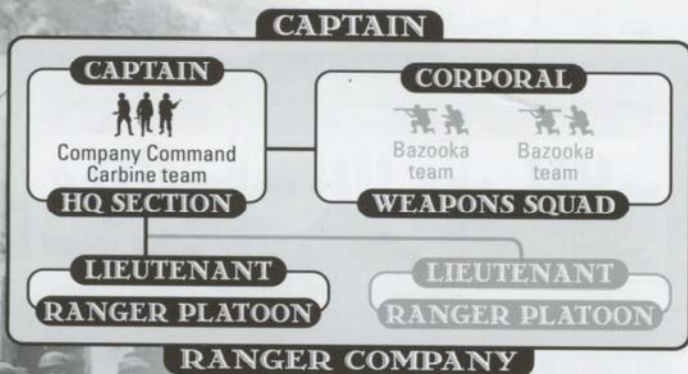
You may attach up to **one** Support Platoon to your company for each Ranger Platoon you field.

## Motivation And Experience

Rangers are well motivated, tough volunteers, but heavy casualties, rapid expansion, and the shorter training time of the newer members has diluted the combat experience of the older survivors. A Ranger Company is **Fearless Trained**.

## HEADQUARTERS PLATOON

### 1 Company HQ



Rangers are some of the toughest soldiers available. They are lightly equipped for raiding operations allowing them to hit hard and fast.

## I Shall Never Fail My Comrades

Ranger units are close-knit organisations. In order to fit into landing craft for raiding operations, each company has only two small platoons. These companies are too weak for independent operations, but the rangers' comradeship allows them to work closely together.

A Ranger Company never has to take a Company Morale Check for being below half strength as long as there are at least as many Ranger Platoons on the table as have been destroyed so far in the game. They still take

### Platoon

Company HQ **10 points**

### Option

- Upgrade Command Carbine team to a Command SMG team for +5 points.
- Add Bazooka teams for +20 points per team.

When they need it Rangers have plenty of support. Ranger Force had 83<sup>rd</sup> Chemical Mortar Battalion, their own Self-propelled Anti-tank Platoon with M3 75mm GMC tank-destroyers, and even a borrowed Armoured Field Artillery Battery under command in Sicily!

Platoon Morale Checks as normal, but the surviving Ranger Platoons fight on.

Once the number of Ranger Platoons destroyed exceeds the number still on the table, the ranger player must roll a die at the start of each turn. On a roll of 3+ the force fights on, heedless of its losses. On any other roll, the shattered survivors retreat from the field of battle and the game ends. If there are no surviving Ranger Company Command teams, this roll is automatically failed.





# COMBAT PLATOONS

## 1 or 2 Ranger Platoons

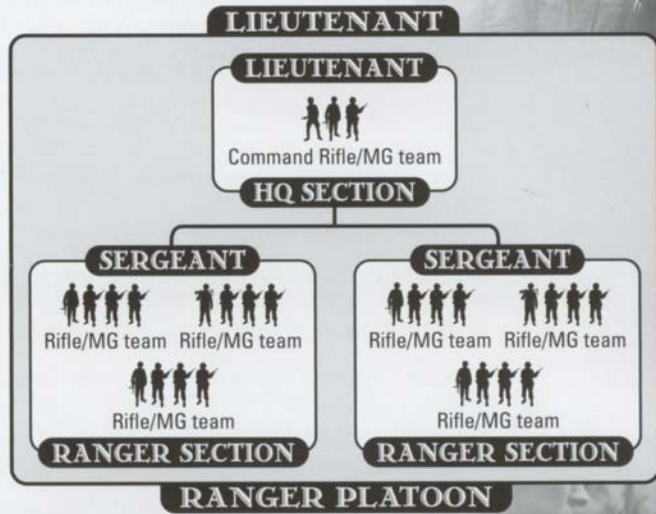
**Platoon**

HQ Section with:  
2 Ranger Sections **135 points**

**Options**

- Upgrade the Command Rifle/MG team to a Command SMG team at no cost.

Darby was an artilleryman and wanted his Rangers to have plenty of firepower, as every squad has its own light machine-gun! This gives them a considerable punch for a light infantry force.



# Willys Builds 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 mph (100 km/h) made it even better on roads.

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



## WEAPONS PLATOONS

### 0 to 1 Ranger Mortar Platoon

**Platoon**

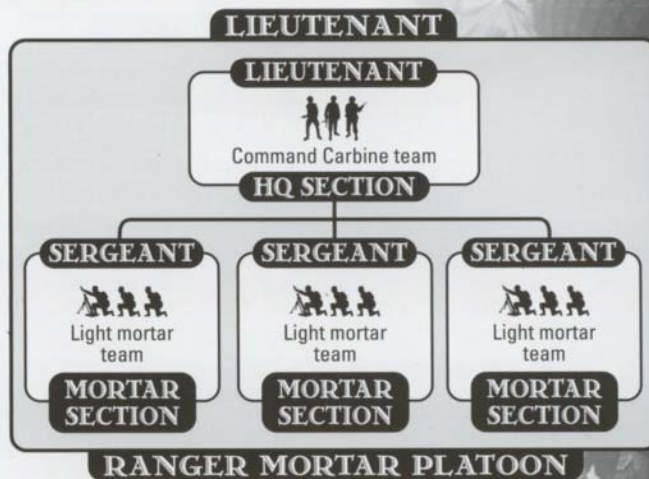
HQ Section with:  
3 Mortar Sections **100 points**  
2 Mortar Sections **70 points**

**Options**

- Upgrade Command Carbine team to Command SMG team for +10 points.

Ranger Mortar Platoons used either light or medium mortars depending on the situation.

You may replace all Ranger Light Mortar teams with M1 81mm mortars at the start of any game before deployment.



# PARACHUTE RIFLE COMPANY (INFANTRY COMPANY)

*Why sign up to be Airborne? Well son, simply put we are the best! Every one of us is a volunteer—no cowards in our companies, lets face it, when things are really FUBAR, you want the man in the foxhole next to you to be the best. 'Sides which, we're the best-trained, the best-paid, and the best-dressed troopers in the US Army. Now that's how you pull the ladies, son, jump wings and fifty dollars a month in your pocket.*

—Lieutenant John T Hancock, South Carolina

A force based around a Parachute Rifle Company must contain:

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

Weapons Platoons available to a Parachute Rifle Company are:

- a Parachute Machine-gun Platoon, and
- a Parachute Mortar Platoon.

Support Platoons for a Parachute Rifle Company can be:

- Rifle Platoons,
- Chemical Mortar Platoons,
- Ranger Platoons,
- Tank Platoons,
- Armored Recon Platoons, and
- Divisional Support Platoons.

You may attach up to **one** Support Platoon to your company for each Parachute Rifle Platoon that you field.

## Motivation And Experience

Parachute Rifle Companies are simply the best-trained troops in the US Army. Extremely rigorous training has created hardy, independent-thinking soldiers who believe in themselves and the men beside them. A Parachute Rifle Company is **Fearless Veteran**.

## HEADQUARTERS PLATOON

1 Company HQ



### Platoon

Company HQ **30 points**

### Option

- Add Bazooka teams for +25 points per team.

Parachute Rifle Companies are the bravest of the brave. No one else would leap out of a perfectly good aircraft deep over enemy-held territory. The Company HQ represents you, leading these brave men into battle, pitting these lightly armed, but highly dangerous, soldiers against the foe.

## Parachute Operations In Tunisia, Sicily and Italy

The 504<sup>th</sup> and 505<sup>th</sup> Parachute Infantry Regiments were part of the 82<sup>nd</sup> 'All American' Airborne Division, the Army's first airborne division, and the first to be sent overseas. However, the first combat jump was made by the independent 509<sup>th</sup> Parachute Infantry Battalion in November 1942 as part of Operation Torch. The 509<sup>th</sup> then dropped on the airfield at Youks les Bains and raided a bridge at El Djem before fighting the rest of the North African campaign as regular infantry.

The first combat drop of the 504<sup>th</sup> and the 505<sup>th</sup> was Operation Husky, the invasion of Sicily, in July 1943. Their second combat drop reinforced the Salerno beachhead in mid-September, where they captured Altavilla before liberating Naples on 1 October 1943.



## COMBAT PLATOONS

### 2 or 3 Parachute Rifle Platoons

#### Platoon

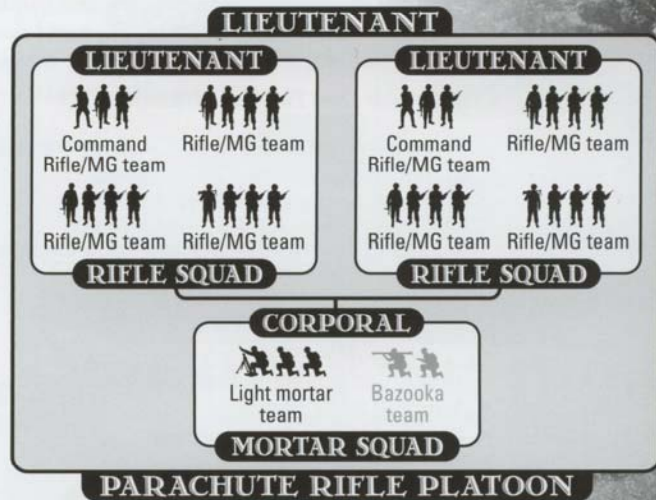
Mortar Squad with:

2 Rifle Squads	240 points
1 Rifle Squad	140 points

#### Option

- Add Bazooka team for +25 points.

Armed with M1 Garand rifles and M1919A4 machine-guns Parachute Rifle Platoons contain some of the best-armed squads in any army, capable of laying down an impressive amount of firepower.



Parachute platoons operate with both a first and second lieutenant because they are split across two aircraft when they jump. That way both aircraft have an officer aboard.

To reflect this, parachute platoons have two command teams. Only the first of these teams acts as the platoon command team while it survives. The other counts as a normal rifle team until the first command team is destroyed. When the first command team is destroyed, the second command team immediately takes over as the platoon command team.

## WEAPONS PLATOONS

### 0 to 1 Parachute Machine-gun Platoon

#### Platoon

2 Machine-gun Sections	250 points
1 Machine-gun Section	125 points

#### Option

- Add Bazooka teams for +25 points per team.

Unlike the infantry who have heavy water cooled M1917A1 machine-guns in their battalion machine-gun platoons, the airborne forces use the lighter air-cooled M1919A4 machine-gun.



### 0 to 1 Parachute Mortar Platoon

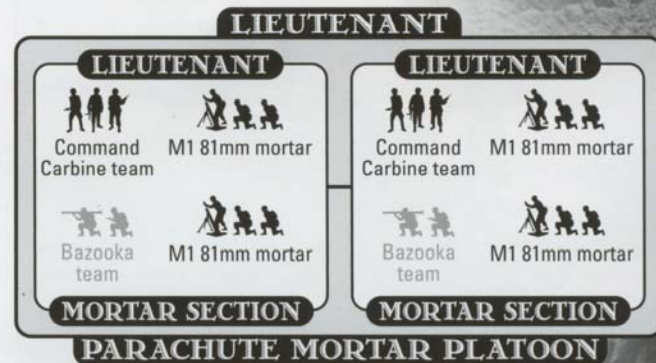
#### Platoon

2 Mortar Sections	180 points
1 Mortar Section	90 points

#### Option

- Add Bazooka teams for +25 points per team.

The main form of artillery support for the airborne forces in the Parachute Mortar Platoon's M1 81mm mortars.



Parachute Mortar Platoons tow their M1 81mm mortars and ammunition in a small handcart to give them greater mobility. They treat M1 81mm mortars as light guns moving them 4"/10cm per turn on Road or Cross-country.



# TANK COMPANY

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,
- Armored Recon 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**.

## HEADQUARTERS 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**

### Option

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



Your company must include at least one Tank Platoon equipped with the same type of tank as the Company HQ.



## 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

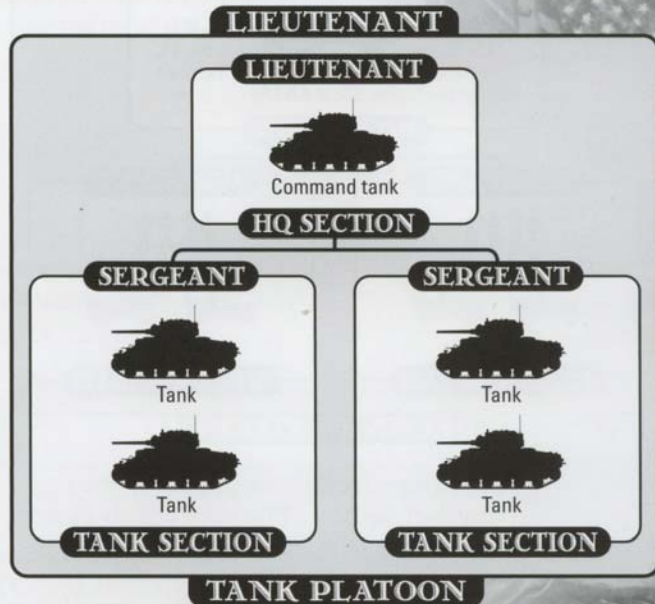
5 M3 Lee	525 points
4 M3 Lee	420 points
3 M3 Lee	315 points

- 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

## Option

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

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



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

**Platoon**

HQ Section with	
2 Recon Squads	70 points
1 Recon Squad	50 points

**Options**

- Add a Bazooka team for +15 points.
- Arm any or all Jeep teams with an AA MG for +5 points per Jeep team.

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 14 to avoid enemy fire.**

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 wartime 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 codenames were used unofficially.

Assault Gun Platoon



**Platoon**

HQ Section with:	
3 T30 75mm HMC	145 points
2 T30 75mm HMC	105 points

- Arm any or all T30 75mm HMC assault guns with a .50 cal AA MG for +5 points per assault gun.

HQ Section with:	
3 M8 Scott HMC	230 points
2 M8 Scott HMC	160 points

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



# 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 Recon Platoon, and
- a Mortar Platoon,
- an Assault Gun Platoon.

Support Platoons for an Armored Rifle Company can be:

- Tank Platoons,
- Divisional Support Platoons.
- Armored Recon Platoons, and

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**.

## HEADQUARTERS PLATOON

### 1 Company HQ

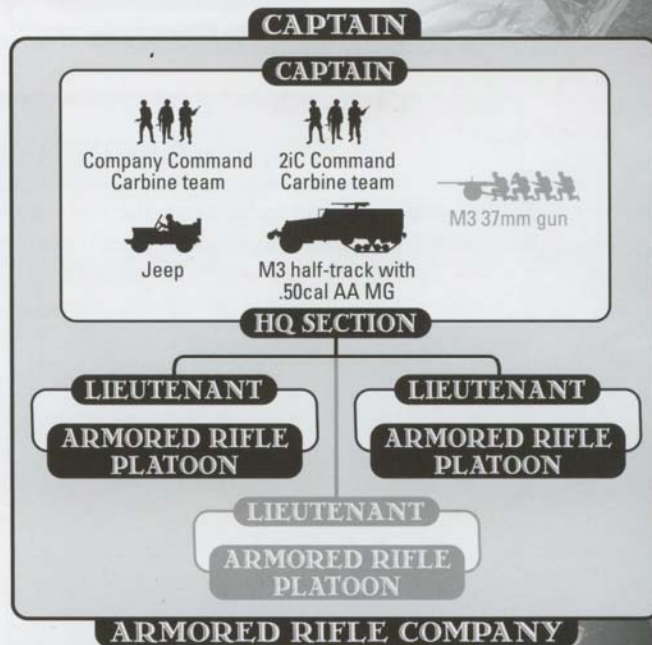
#### Platoon

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	<b>195 points</b>
1 Rifle Squad	<b>155 points</b>

### Options

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

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-track's 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 the 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 per team.

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 35.

### 0 to 1 Recon Platoon

Armored infantry Recon Platoons are organised the same as those of the tanks. The organisation is shown on page 36.

### 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 36.

### TRUCK-BORNE COMPANY

McGuinness' 2<sup>nd</sup> Battalion, 6th Armored Infantry lost most of its 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.



# 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.

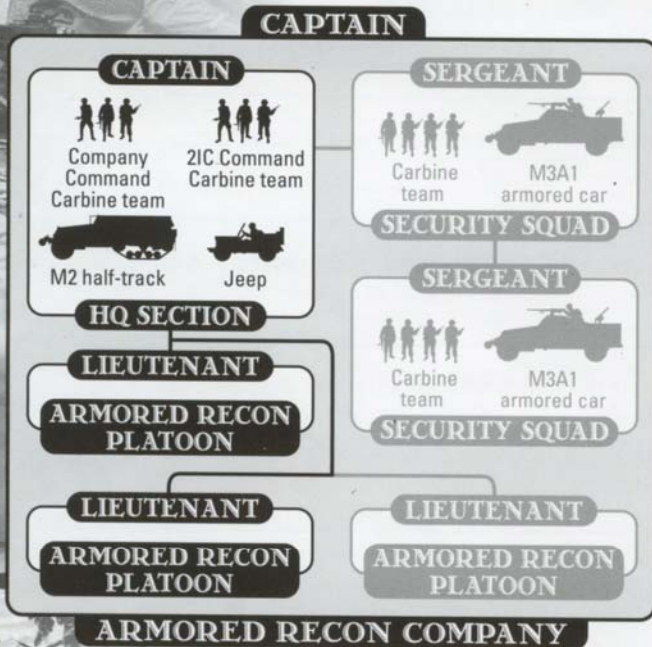
You may only have **one** Support Platoon attached to your company for each Armored Recon Platoon in your force.

## 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

2 Security Squads	115 points
1 Security Squads	75 points
No Security Squad	35 points

### Option

- Arm the M2 half-track with an AA MG for +10 points.

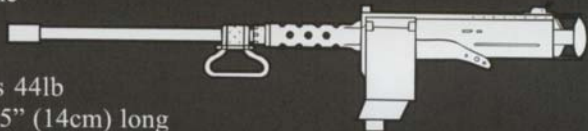
Like the US Cavalry of old, your recon captain has the eyes of a hawk and the cunning of a weasel. Using his wits and fieldcraft, the commander of an Armored Recon Company can defeat larger, more heavily armed forces.

The Company HQ Platoon of an Armored Recon Company is a reconnaissance platoon and may use the Reconnaissance rules on page 14.

### 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).



2 to 3 Armored Recon Platoons

**Platoon**  
 HQ Section with  
 1 Recon Section **235 points**  
 No Recon Section **120 points**

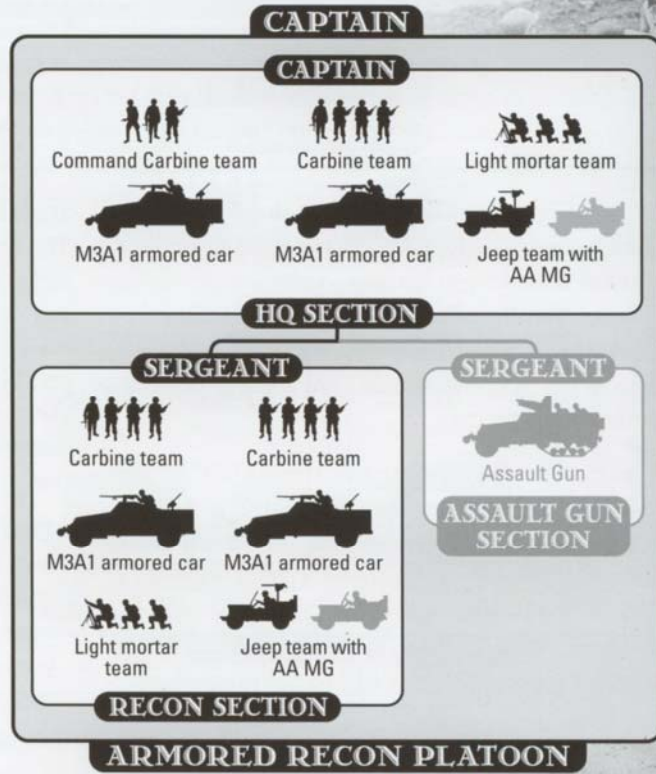
**Options**

- Replace one Carbine team per section with a Bazooka team at no cost.
- Replace one Bazooka team with an M3 37mm gun at no cost.
- 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. They can operate mounted from their M3A1 armored cars or on foot, sneaking forward to gather information covered by the platoon's mortar.

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



Armored Recon Platoons are reconnaissance platoons and may use the Reconnaissance rules on page 14 to avoid enemy fire while they gather intelligence on the enemy force.

Before the game begins, a player fielding an Armored Recon Company 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 except that they deploy together and count as a single platoon for Ambushes and Reserves. The Assault Gun Section, if present, joins the platoon formed from the HQ Section.



**WEAPONS PLATOONS**

0 to 1 Assault Gun Platoon

The Assault Gun Platoon is organized as in the Tank Company on page 36. 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 organized like those of the Tank Company on page 35.



# 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, Disengage, and Break Off rules on page 14 to 16 to reflect their stealthy tactics. Self-propelled Anti-tank Platoons count as reconnaissance platoons for the purpose of these rules. 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

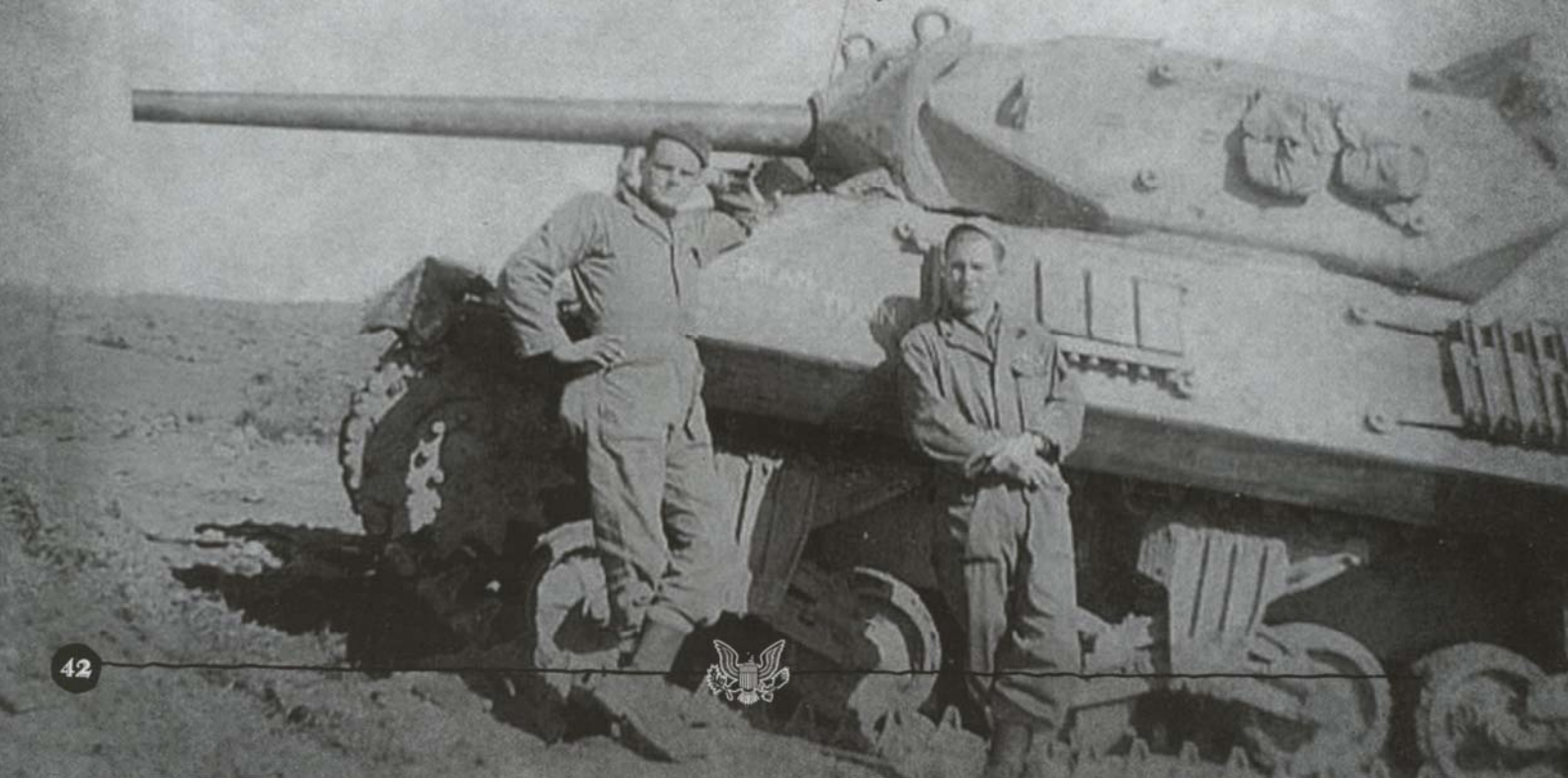
The doctrine emphasises the use of stealth to destroy enemy tank concentrations. Each Self-propelled Anti-tank Platoon has its own reconnaissance element to translate this into reality. The platoon's jeeps advance, tracking the enemy and finding positions for the tank destroyers who remain concealed 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 and their passengers 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 infantry team from the platoon (whether mounted in its jeep or not),

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

US Companies may have the following support platoons:

- Self-propelled Anti-tank Platoons,
- Field Artillery Batteries,
- Armored Field Artillery Batteries,
- Parachute Field Artillery Batteries,
- Chemical Mortar Platoons,
- Anti-aircraft Artillery (Self-propelled) Platoons,
- Anti-aircraft Artillery Platoons,
- Truck Sections, and
- Engineer Combat Platoons.

### Motivation And Experience

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

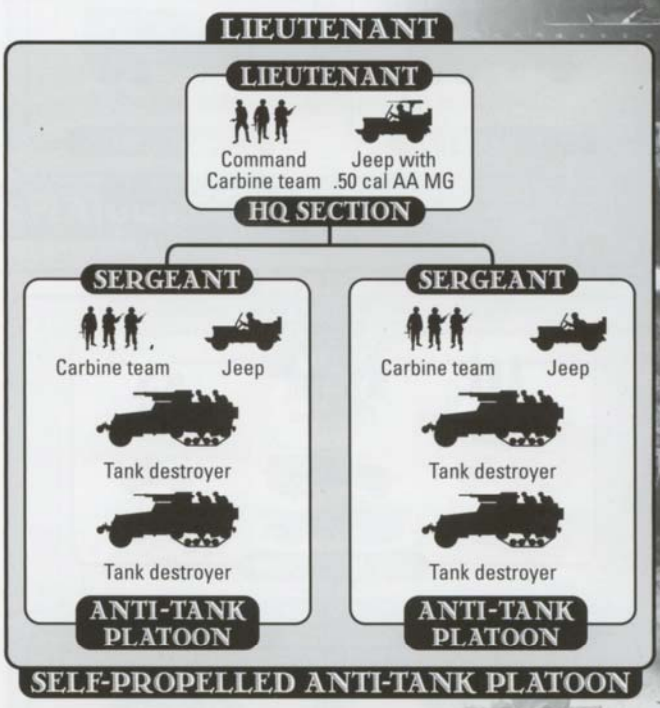
### Air Support

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+.

## 0 to 1 Self-propelled Anti-tank Platoon

<b>Platoon</b>	
With M6 37mm GMC:	
2 Sections	<b>145 points</b>
1 Section	<b>80 points</b>
With M3 75mm GMC:	
2 Sections	<b>235 points</b>
1 Section	<b>125 points</b>
<ul style="list-style-type: none"> <li>• Arm any or all M3 75mm GMC tank destroyers with a .50 cal AA MG for +5 points per tank destroyer.</li> </ul>	
With M10 3in GMC:	
2 Sections	<b>505 points</b>
1 Section	<b>260 points</b>
<b>Option</b>	
<ul style="list-style-type: none"> <li>• Arm any or all unarmed Jeeps with an AA MG for +5 points per Jeep.</li> </ul>	
<p><i>No more than one platoon in your force may be equipped with M6 37mm GMC tank destroyers.</i></p>	



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

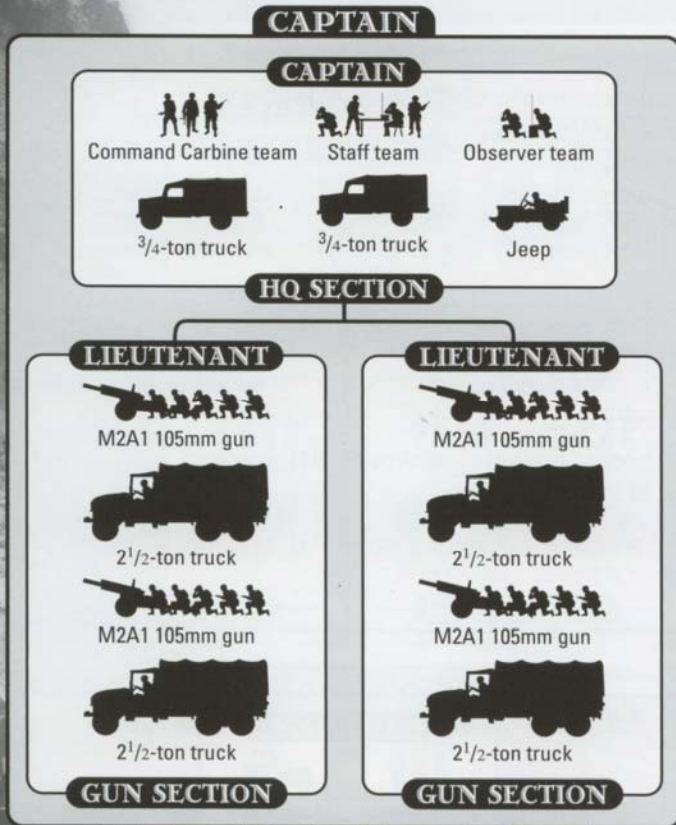
As a result, the tank destroyers *do* count as being on the table and capable of fighting when determining whether the platoon is below half strength during Platoon Morale Checks.

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.

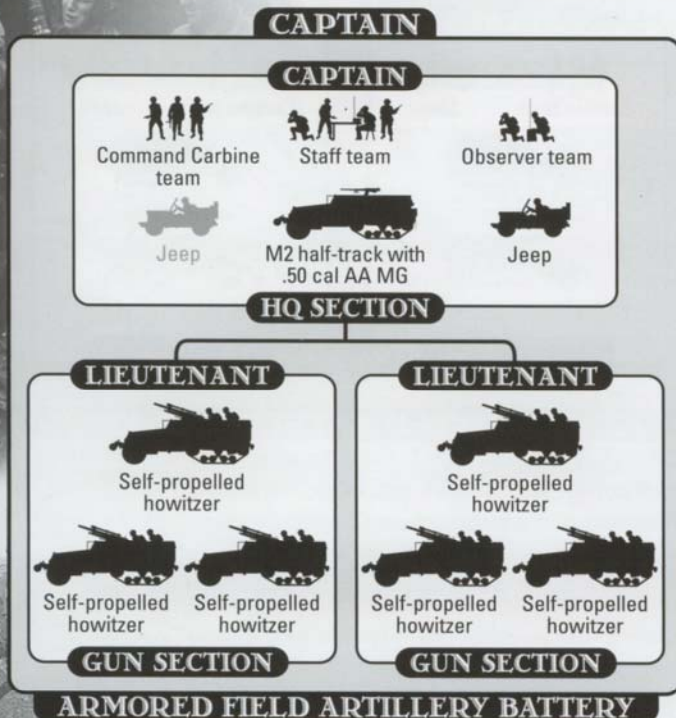


**Field Artillery Battery**



**FIELD ARTILLERY BATTERY**

**Armored Field Artillery Battery**



**ARMORED FIELD ARTILLERY BATTERY**

**Platoon**

HQ Section with:

2 Sections	<b>190 points</b>
1 Section	<b>115 points</b>

*A Field Artillery Battery may only support a Rifle, Ranger, or Parachute Rifle Company.*

Cheap and plentiful hard-hitting artillery is easily the one of the infantry commander's most powerful tools. When defending, massed artillery bombardments smash the enemy attacks, causing casualties and dislocating their plans. It breaks up concentrated attacks allowing them to be dealt with piecemeal.

When attacking artillery is even more valuable. Few enemy soldiers can maintain effective fire with 42 pound (19 kg) shells falling on their positions, and over time their casualties mount up making the infantry's job much easier.

**Platoon**

With T19 105mm HMC:

2 Sections	<b>430 points</b>
1 Section	<b>235 points</b>

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

With M7 Priest:

2 Sections	<b>465 points</b>
1 Section	<b>255 points</b>

**Options**

- Add Jeep for command team at no cost.
- Replace any Jeeps with M2 half-tracks for +5 points per half-track.
- Arm any or all unarmed Jeeps or M2 half-tracks with an AA MG for +10 points per vehicle.

*An Armored Field Artillery Battery may only support a Ranger, Tank, Armored Rifle, or Armored Recon Company.*

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 bombardments.



**0 to 1 Parachute Field Artillery Battery**

**Platoon**

HQ Section with:

- 2 Sections **275 points**
- 1 Section **150 points**

**Option**

- Add 2 1/2-ton trucks for +15 points per Gun Section.

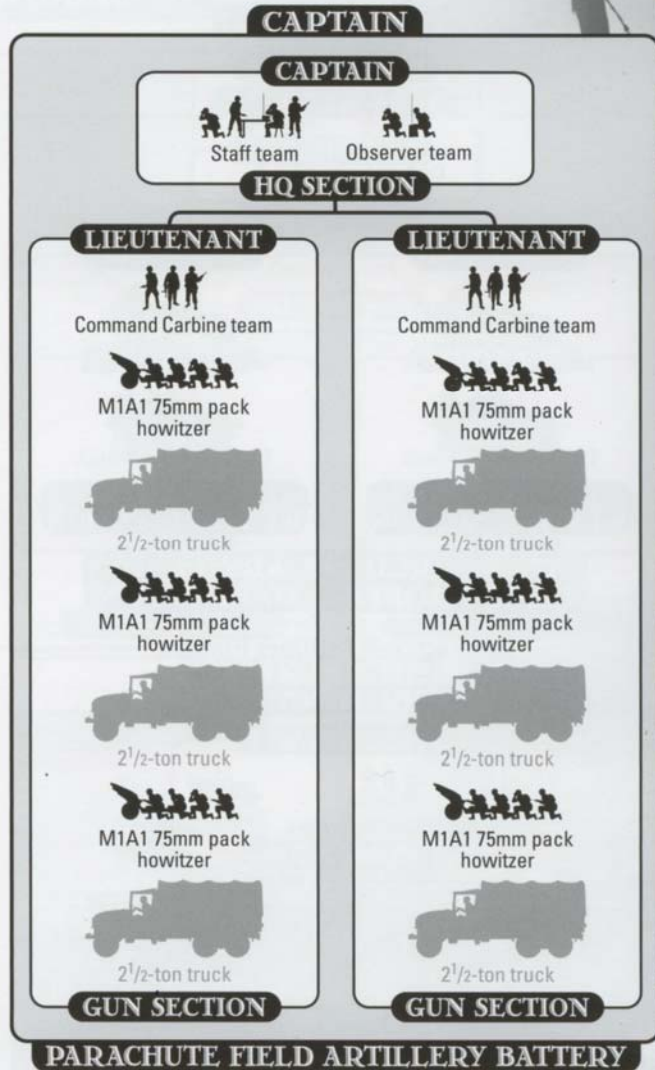
*A Parachute Field Artillery Battery may only support a Parachute Rifle Company.*

Parachute Field Artillery Batteries use a pack howitzer that can be broken down into six loads for airdrops and then quickly assembled ready for action. When the battery goes into battle on land, they often have trucks attached to carry the pack howitzers (they are too fragile to tow) on long-distance marches.

Like all airborne units, Parachute Field Artillery Batteries have extra officers to ensure that at least one will be on hand to command the battery after a bad drop. Only the first of these acts as the platoon command team. The other counts as a normal carbine team until the first is destroyed. Then the second command team immediately takes over as the platoon command team.

**Parachute Troops**

Parachute Field Artillery Batteries are paratroopers and are rated as **Fearless Veteran**.



**Chemical Mortar Platoon**

**Platoon**

HQ Section with:

- 2 Sections **170 points**
- 1 Section **100 points**

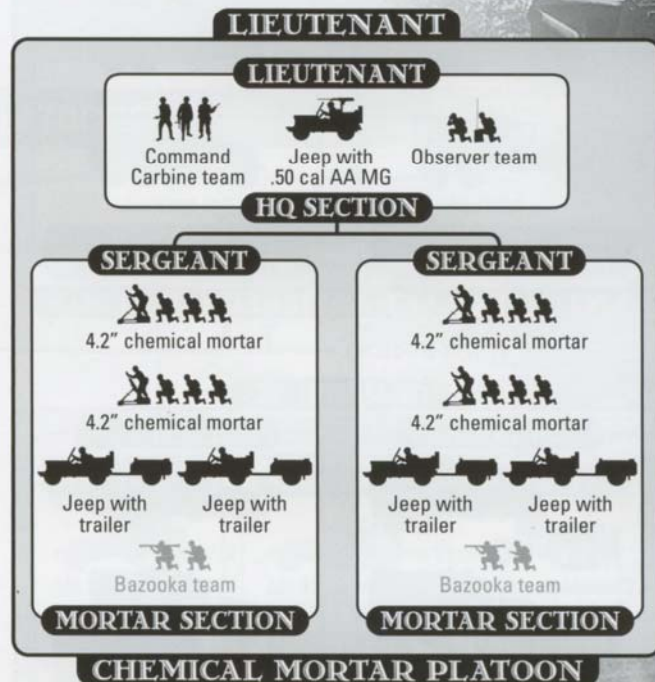
**Option**

- Add Bazooka teams for +15 points per team.

*A Chemical Mortar Platoon may only support a Rifle, Ranger, or Parachute Rifle Company.*

The US Chemical Corps developed the 4.2" mortar to fire poisonous gas. When the Second World War began without chemical warfare, they developed an explosive shell and became the infantry's heavy mortars.

With a high rate of fire, long range, and a heavy shell, these weapons provide excellent fire support for the infantry. They can keep up with the infantry in almost any terrain as the crews are well trained in moving their weapons in handcarts when they can't use their jeeps.



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



**Platoon**

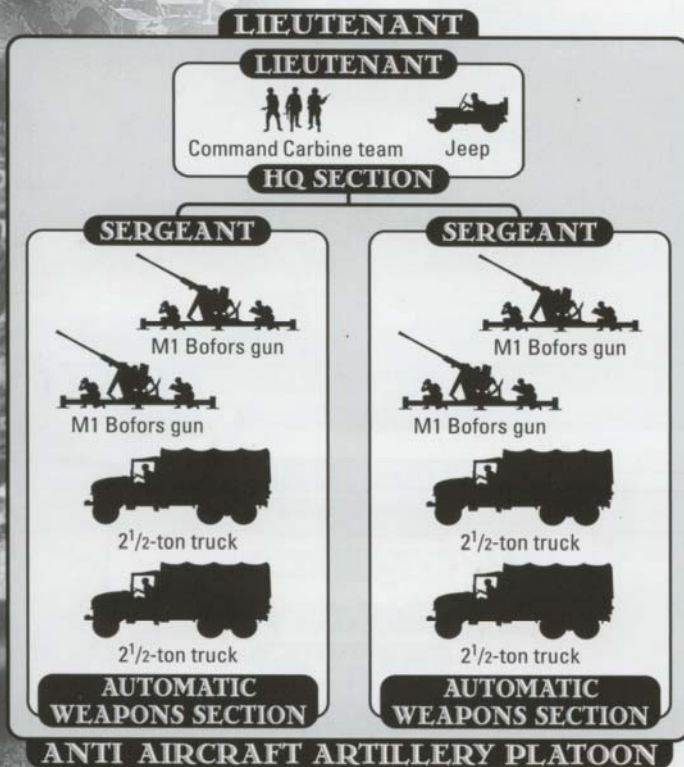
HQ Section with  
 2 Auto Weapons Sections **155 points**  
 1 Auto Weapons Section **85 points**

**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 Auto Weapons Sections **145 points**  
 1 Auto Weapons Section **80 points**

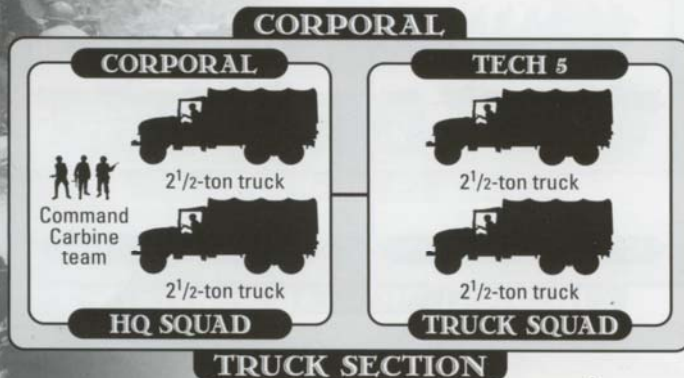
**Option**

- Replace one M1 Bofors gun per section with an M2 .50 cal AA gun for -15 points per section.

Strangely, all anti-aircraft troops were initially part of the Coastal Artillery!.



**Truck Section**



**Platoon**

HQ Squad with:  
 1 Truck Squad **25 points**  
 No Truck Squad **15 points**

The Quartermasters Company provided trucks to carry the infantry on road marches.

A Truck Section can carry teams from other platoons as passengers. Ignore Truck Sections when calculating whether your company is below half strength for Company Morale Checks.





**Engineer Combat Platoon**

**Platoon**

HQ Section with Weapons Squad and	
2 Operating Squads	<b>165 points</b>
1 Operating Squad	<b>125 points</b>
No Operating Squads	<b>85 points</b>

**Options**

- Replace all Pioneer HMG teams with Pioneer Rifle teams at no cost.
- Add M3 37mm gun for +15 points.
- Replace the M3 37mm gun with a Bazooka team at no cost.
- Add Bazooka teams for +15 points per team.
- Add Pioneer Supply 2 1/2-ton truck for +5 points.
- Add a Bulldozer for +10 points, a turretless M4 Sherman dozer for +15 points, or an M4 Sherman tank fitted with a dozer blade for +120 points.

Engineer Combat Platoons clear and lay mines barbed wire and other obstacles. To do this with a minimum of interference, they have machine-guns and anti-tank guns to keep the enemy's heads down.

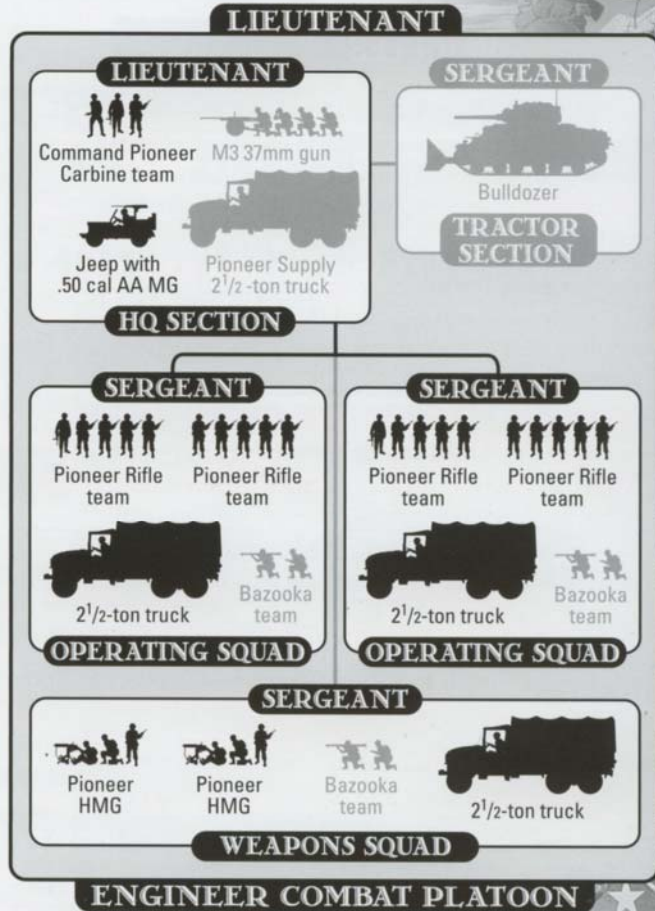
Although the engineers' trucks looked like normal cargo carriers, they were actually dump trucks fitted with a tipping load bed.

**Parachute Engineer Combat Platoons**

Airborne divisions have Parachute Engineer Combat Platoons. The biggest difference was their means of transport—parachutes not trucks!

You may field a Parachute Engineer Combat Platoon to support your Parachute Rifle Company by removing all vehicles and guns and replacing the Pioneer HMG teams with Pioneer LMG teams or Pioneer Rifle teams at a cost of +5 points for the platoon and +15 points per Operating Squad. Bazooka teams cost +25 points per team.

As would be expected of paratroopers, a Parachute Engineer Platoon is rated as **Fearless Veteran**.



**Armored Engineer Platoons**

Armoured divisions had an Armored Engineer Battalion instead of the infantry's Engineer Combat Battalion. Despite the new name, the only difference was that one platoon in each company was mounted in armoured half-tracks instead of dump trucks.

You may field an Armored Engineer Platoon to support your Tank or Armoured Rifle Company by replacing the 2 1/2-ton trucks with M3 half-tracks for +10 points per half-track. All half-tracks have an AA MG.

**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 is 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" x 5cm wide gap in a linear obstacle or clear a 2" x 5cm wide path 4" x 10cm long.



# STARS & STRIPES ARSENAL

## VEHICLES

### Awkward Layout

Some 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 in the Shooting step if they move more than 2"/5cm in the Movement step.

### Light Tanks

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 Carriers

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.

Infantry teams carried as passengers in Jeeps (including light mortar teams) can fire their weapons while mounted. If the Jeep moved, the passengers count as moving.

### 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 Bail Out or 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 gyrostabilisers 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 gyrostabiliser, 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.

### Automatic Rifles

The US Army is equipped with the M1 Garand self-loading rifle, M1 Carbine, and the Browning Automatic Rifle (BAR) giving their infantry intense short-range firepower and allowing them to maintain their rate of fire while moving.

Rifle and Carbine teams do not suffer the usual +1 to hit penalty for firing a ROF 1 weapon while moving or Pinned Down.

When not Pinned Down, Rifle and Carbine teams reroll all failed rolls to hit in Defensive Fire during assaults.

### 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 Guns

Some guns are small and light enough to be easily moved by their crews without a vehicle.

Light guns can be man-handled at a speed of 4"/10cm per turn on Road or Cross-country.



### Light Mortar Teams

The US Army uses the 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.

### 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.

### Small Guns

Small guns have a low profile and are easily concealed, even in open terrain.

Small guns that are Entrenched (see page 47 of the *Flames Of War* rulebook) and neither moved nor shot in their turn, count as being Concealed and Gone to Ground, even if they are in the open.

## 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 1/2-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 passenger 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 gives 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 a passenger 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, but may start the game dismounted with the vehicle's 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.



## 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.

## Support Weapons

M4 81mm MMC	Half-tracked	1	0	0	81mm mortar, Mortar carrier.
T30 75mm HMC	Half-tracked	1	0	0	75mm howitzer.
M8 Scott HMC	Fully-tracked	3	2	0	75mm howitzer, .50 cal AA MG, Light tank.

## Tank Destroyers

M6 37mm GMC	Wheeled	-	-	-	37mm anti-tank gun.
M3 75mm GMC	Half-tracked	1	0	0	Short 75mm tank gun.
M10 3in GMC	Fully-tracked	4	2	0	3in anti-tank gun, .50 cal AA MG.

## Artillery

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.

## Anti-aircraft

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+/6	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+	
37mm anti-tank gun	24"/60 cm	3	6	5+	
75mm howitzer	24"/60 cm	2	6/2	3+/6	Close-support artillery, Smoke.
Short 75mm tank gun	32"/80cm	2	9	3+	Smoke.
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+/4+	Artillery, Smoke.

## AIRCRAFT

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



## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Weapons and Notes
Carbine team	8"/20 cm	1	1	6	M1 carbine, Automatic rifles.
Rifle team	16"/40 cm	1	2	6	M1 Garand rifles and BAR's, Automatic rifles.
Rifle/MG team	16"/40 cm	2	2	6	M1 Garand rifles and M1919 machine-guns.
SMG team	4"/10 cm	3	1	6	M1 Thompson submachine-guns.
LMG team	16"/40 cm	3	2	6	M1919 .30 cal light machine-gun.
Light mortar team	16"/40 cm	2	1/1	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	Man-packed, Small gun, Light gun.
M1 81mm mortar	40"/100 cm	-	-/1	3+/6	Man-packed, Mortar, Smoke, Small gun.
4.2" chemical mortar	48"/120cm	-	-/1	2+/4+	Man-packed, Mortar, Smoke, Light gun.
M3 37mm gun	24"/60 cm	3	7	5+	Gun shield, Small gun.
M1 57mm gun	24"/60 cm	3	10	4+	Gun shield, Small gun, Poor HE.
M1A1 75mm pack howitzer	24"/60 cm	2	6/2	3+/6	Close-support artillery, Smoke, Small gun.
M2A1 105mm howitzer	24"/60 cm	1	9/3	2+/4+	Gun shield, Artillery, Smoke, Immobile.
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.
Dodge 3/4-ton truck	Wheeled	-	-	-	1 passenger.
GMC 2 1/2-ton truck	Wheeled	-	-	-	6 passengers.
<b>Armored Personnel Carriers</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>Reconnaissance</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.

**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.

**Man-packed:** Man-packed weapons are carried on the backs of the crew. They ignore Rough Terrain like Infantry teams.

**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.



# 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 alongside 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 generalling 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.'



# Technical Sergeant Charles 'Commando' Kelly

## CHARACTERISTICS

Kelly is an Infantry team and a Warrior rated as Confident Trained. He can replace a Rifle team in any Rifle, Ranger, or Parachute Rifle Platoon for +25 points.

## SPECIAL RULES

**One Man Army:** Kelly uses his BAR and every other weapon that comes to hand, from rifles to bazookas and even 37mm guns. His characteristics are: Range 16"/40cm, ROF 3, Anti-tank 2, and Firepower 5+.

When shooting at armoured vehicles, if Kelly scores more than one hit he may discard a hit to increase the Anti-tank rating of another hit to 5, or two hits to increase it to 7.

Every hit caused by Kelly counts as two hits for the purposes of Pinning Down the enemy.

**No Braver Man:** Kelly ignores all the effects of being Pinned Down. If Kelly's platoon fails a Platoon Morale Check, roll a die. On a roll of 4+, Kelly fights on alone, although the rest of the platoon are destroyed. With no command team, Kelly cannot move or counterattack in assaults and will never flee, but he can fight where he stands.

**Not My Number:** Kelly survived 70 days of combat without harm. If he is hit by the enemy, immediately roll a die.

- On a score of 4+ the bullet doesn't have his number on it, ignore the hit.
- On any other roll, determine the effect of the hit as normal, including rolling the usual 3+ Infantry Save.

Chuck Kelly was the third of nine brothers growing up in the rough north-side Irish tenements of Pittsburgh to enlist in the Army. After training he was assigned to L Company, 143<sup>rd</sup> Infantry Regiment, in the 'T-Patchers', the Texan 36<sup>th</sup> Infantry Division. After guard duty in Algiers, the T-Patchers led the way ashore on 9 September 1943 at Salerno on the Italian mainland. Four days later, PFC Kelly went out on a reconnaissance of Hill 315 with three other soldiers, only to be surrounded and cut off.

'I brought my BAR up and pulled the switch. There were three men working the Jerry machine-gun, and as my bullets socked into them they hit the ground twitching. I had fired only 10 rounds. The 60 or 70 other Germans coming over the knoll were only 50 feet away. I wasn't cool, calm and collected then. I pointed my BAR at them as if it were an extension of my arm, and bullets jetted out of it. I wasn't even conscious of aiming, but it didn't seem I could miss.'

By the time the time the Germans retreated, Kelly had accounted for 40 of them.

The next day Kelly virtually single-handedly defended the Mayor's house in nearby Altavilla. In doing so he 'fired every weapon the infantry uses. You don't have to know anything about them. Just keep on pushing them and they'll shoot.' His feat earned him the nickname Commando Kelly from Stars & Stripes.

Over the next six months he was promoted to Technical Sergeant earning his country's highest award, the Congressional Medal of Honor, and nine other medals to become his country's most decorated soldier before returning to the United States as a hero.



# 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 1<sup>st</sup> Armored Division, 'Old Ironsides' was formed. When he learned that he was scheduled to transfer to the newly formed 6<sup>th</sup> 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.





# Major General ERNEST N HARMON



## CHARACTERISTICS

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

Harmon is always mounted in a Jeep. He 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:** Each turn 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 Harmon's Jeep is hit by the enemy, immediately roll a die.

- On a score of 4+ his luck saves him, ignore the hit.
- On any other roll, determine the effect of the hit as normal, including rolling the usual 5+ Transport Save. If the Jeep is Destroyed, so is Harmon.

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

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.

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 French column 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. 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 command of II Corps, instead recommending Patton for that position. 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.

With 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, including the Battle of the Bulge. By the time the war ended, Harmon was commanding XXII Corps.





# Colonel William 'Bill' O Darby

Captain William Orlando Darby had been an artillery officer for eight years when appointment as aide-de-camp to General Hartle led to promotion to Lieutenant Colonel in charge of forming the first Ranger battalion.

'El Darbo', as he became known, hand picked his officers and men before submitting them to the Commando Depot in Scotland for rigorous training. Soon after, they boarded ship for Oran in Algiers for their first assault landing. This success was followed by more when they moved to southern Tunisia to raid Sened and then take part in the battle of El Guetar.

Their achievements earned the Rangers a position in the first assault wave in Operation Husky. In preparation, Darby's Rangers as they were known were quickly expanded to a three-battalion Ranger Force before landing at Licata and Gela.

Ranger Force then took part in Operation Avalanche where they took the vital Chiunzi Pass and held it against all comers. Once again, Darby's love of being right up front was noted, with one officer recalling approaching a Ranger on the beach and asking 'Do you know where I can find Colonel Darby?' The Ranger grinned and replied, 'You'll never find him this far back.'

Ranger Force continued its tradition of being first ashore in Operation Shingle, the landings at Anzio. However, here they suffered a disaster at Cisterna where the 1<sup>st</sup> and 3<sup>rd</sup> Rangers were wiped out.

Ranger Force was disbanded and Darby returned to the United States as a Colonel to train new units. Darby soon wangled a posting back to Italy as deputy commander of the 10<sup>th</sup> Mountain Division only to be killed days before the end of the war. He was posthumously promoted to Brigadier General.

## CHARACTERISTICS

Darby is an Infantry team, a Warrior and a Higher Command team rated as Fearless Trained.

He is armed with an M1 Garand rifle rated as follows: Range: 16"/40cm, ROF: 1, Anti-tank: 2, Firepower: 6, with the Automatic Rifle special rule.

Darby can join any Rifle, Ranger or Parachute Rifle Company for +50 points.

## SPECIAL RULES

**Red Leg:** Darby's artillery background showed in the amount of firepower his Rangers amassed.

He does not suffer the usual +1 to hit penalty for being a Command team rather than an Observer team when ranging in artillery. All mortar platoons ranged in by Darby count as Veteran when firing bombardments.

**Keep Moving:** Each turn one platoon that is not Pinned Down and is within 6"/15cm of Darby 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.

**Leader Of Men:** Darby leads from the front with total disregard for his own safety. If Darby is hit by the enemy, immediately roll a die.

- On a score of 5+ he is uninjured and ignores the hit.
- On any other roll, determine the effect of the hit as normal, including rolling the usual 3+ Infantry Save.



# TANK MARKINGS IN NORTH AFRICA, SICILY AND ITALY

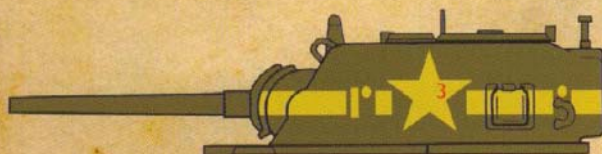
## 1<sup>st</sup> Armored Division Company Insignia.

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

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

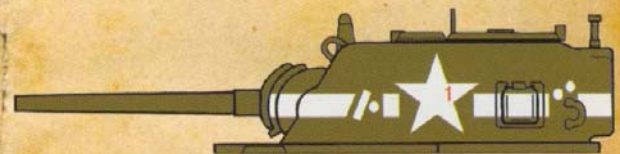


### 13<sup>th</sup> ARMORED REGIMENT



#### 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.



#### 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.



#### 1944, Anzio, Italy.

In Italy platoons were distinguished by barrel bands, the example shows 3<sup>rd</sup> 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 but often a number was used instead. 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.

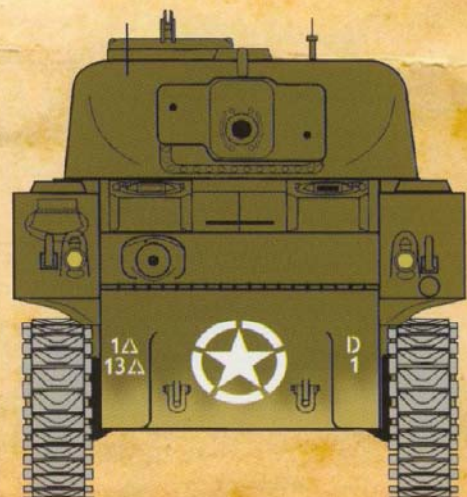
#### Common tank markings.

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.

Individual companies were distinguished by the names on the sides, 'A' Company had names starting with an A, 'B' Company with a B etc.

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





# PAINTING STARS AND STRIPES

	Vallejo Acrylic	Games Workshop	Model-Master Enamel
<b>Infantry</b>			
Helmet, bazookas, mortars	Brown Violet (887)	Catachan Green	2050
Jacket	Khaki (988)	Kommando Khaki	1792
Trousers	US Field Drab (873)	Snakebite Leather	1702
Boots	Saddle Brown (940)	Graveyard Earth	1701
Belts, webbing, leggings	Green Grey (886)	Camo Green	1704
Faces and hands	Flat Flesh (955)	Dwarf Flesh	1516
Rifle butt, entrenching tool	Beige Brown (875)	Bestial Brown	1735
Machine-guns, barrels	Gunmetal Grey (863)	Boltgun Metal	1795
<b>Vehicles</b>			
Vehicles	Brown Violet (887)	Catachan Green	2050
Earth yellow camouflage	Dark Sand (847)	Desert Yellow	1706
Earth brown camouflage	USA Tan Earth (874)	Graveyard Earth	2054
Earth red camouflage	Beige Brown (875)	Bestial Brown	1735
Black camouflage	Black (950)	Chaos Black	1749
Tool handles	Beige Brown (875)	Bestial Brown	1735
Machine-guns	Gunmetal Grey (863)	Boltgun Metal	1795
White markings	White (951)	Skull White	1768
Yellow markings	Deep Yellow (915)	Sunburst Yellow	2023

All of the colours required to paint your Stars & Stripes Army are found in the *Quartermasters Set* and the *US Paint Set*, available from all good hobby stores and from [www.FlamesOfWar.com](http://www.FlamesOfWar.com)

## STAGE BY STAGE: US INFANTRY & RANGERS

1



After preparing your figures for painting, undercoat them with a black spray-can primer or thinned primer paint. Paint a base coat of Khaki on the jackets and US Field Drab on the trousers and paint the helmets Brown Violet.

2



Next highlight the uniforms. Mix a little white paint with the Khaki and the US Field Drab, dry brush these onto the raised parts of the uniform to add depth to the figures. See page 27 of the *Flames Of War* book or the *Quartermasters Painting Guide* for dry brushing techniques.

3



Finish the figures by painting the details with a fine brush. Paint faces and hands in Flat Flesh, rifles in Beige Brown, boots in Saddle Brown, machine-guns in Gun Metal. Now your troops are ready for battle. All you need to do now is to mount them on their bases. See page 27 of the *Flames Of War* book or the *Quartermasters Painting Guide* for basing ideas.

EXPERT



Once you have painted your army you may want to go back and add more details to your figures. Only do this if you wish to put a lot more time into your painting. You can paint the webbing, leggings, water bottle, adding highlights for more depth. You can even go as far as army badges on the sleeves.

## STAGE BY STAGE: US VEHICLES

1



Assemble your tanks using the diagram in the pack. Undercoat them with a black spray-can primer or thinned primer paint. Base coat your tanks with Brown Violet.

2



Mix a little white into the Brown Violet. Dry brush this on the top surfaces and raised details of the tank to highlight them. Scale miniatures benefit from accentuating detail in this way that would otherwise be lost to the eye.

3



Finish off your tanks by painting your tracks Gunmetal and the tyres on the road wheels Black. Your tanks are now ready to stalk their prey across the battlefield.

EXPERT



To take your tank to the expert level paint camouflage on the tank with USA Tan Earth or Black. Paint the tool handles brown and their heads Gunmetal. Paint the tracks with a rusty red brown and highlight with metal. Adding decals for army symbols and US flags gives your tank its final touches.

## WEATHERING VEHICLES

Flames Of War miniatures benefit greatly if you put a little more time and effort into weathering and making them look like they've been through the wars. Here are a few simple techniques that will make your tanks really stand out on the battlefield.



On the battlefield vehicles were not cleaned often, this gives vehicles a dirty streaky appearance. To recreate this take your lightened Brown Violet and dry brush vertical streaks downward from the top edges of your vehicle.



Once you have applied your decals don't be scared to paint mud splashes or dust over them. This will break up any clean lines, blending the decal into the finished battle-worn effect.

To complete your model, apply a thin coat of matte varnish. This will protect the model from chips and take away any unnaturally glossy surfaces.



To create muddy patches on your vehicle apply small amounts of ready-mixed filler in splash patterns on the front and side of the vehicle.

Once the filler is dry, paint the patches with a suitable mud or dust colour. Dry brush the area around the filler with the mud or dust colour to blend the mud into the rest of the vehicle. Complete the effect with a drybrush of the lighter colour.



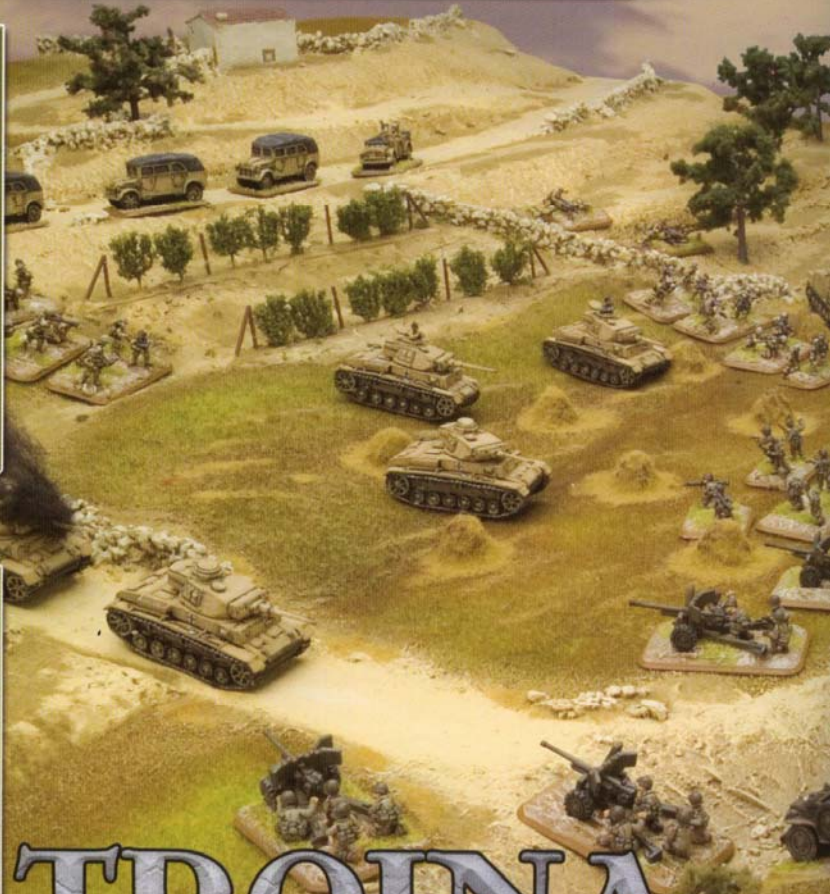
Firing on the move, US infantry keep the Germans' heads down as they assault the enemy position.



Anti-tank guns engage approaching enemy armor.



Ambushed! The enemy tank's fate is sealed.



# TROINA

Troina was the pivot of the Etna line. When it fell, victory in Sicily was certain with the capture of Messina almost assured.  
—Sicily, July 31, 1943.



Working closely with the infantry as a combined arms force, tanks can easily overwhelm enemy positions.



M5 Stuart light tanks move through a wood to support an infantry attack.



A machine-gun platoon faces a German counterattack.



Rifle platoons clear enemy from the town.





105mm M2A1 howitzers lay down a withering bombardment to soften enemy forces.



M7 Priest self-propelled howitzers have the mobility to keep up with and support armored units.



Chemical mortar platoons are the heaviest mortars in the US arsenal.



Combat engineers combine specialist engineering skills with enough firepower to keep the enemy at bay while they get the job done.





M1 Bofors anti-aircraft guns shield the ground forces against air attacks.



Mounting a 37mm gun and two .50 cal machine-guns, T28E1's are equally good against targets in the air or on the ground.



The Intelligence & Recon platoon is the eyes and ears of the infantry.



M10 3" GMC tank destroyers use ambush and hit and run tactics to ensure they get the first shot in against enemy armor.



American infantry are well equipped with machine-guns, mortars and bazookas.



'Commando' Kelly single-handedly holds off a German attack.



M5 Stuart light tanks clear a village.



Light 75mm howitzers parachuted into battle.



Paratroops cause confusion and panic behind enemy lines.



The gyrostabiliser fitted to all American tanks allowed them to fight extremely mobile battles.

# AMERICAN INDUSTRY AT WAR

*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 sabatoge,  
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.

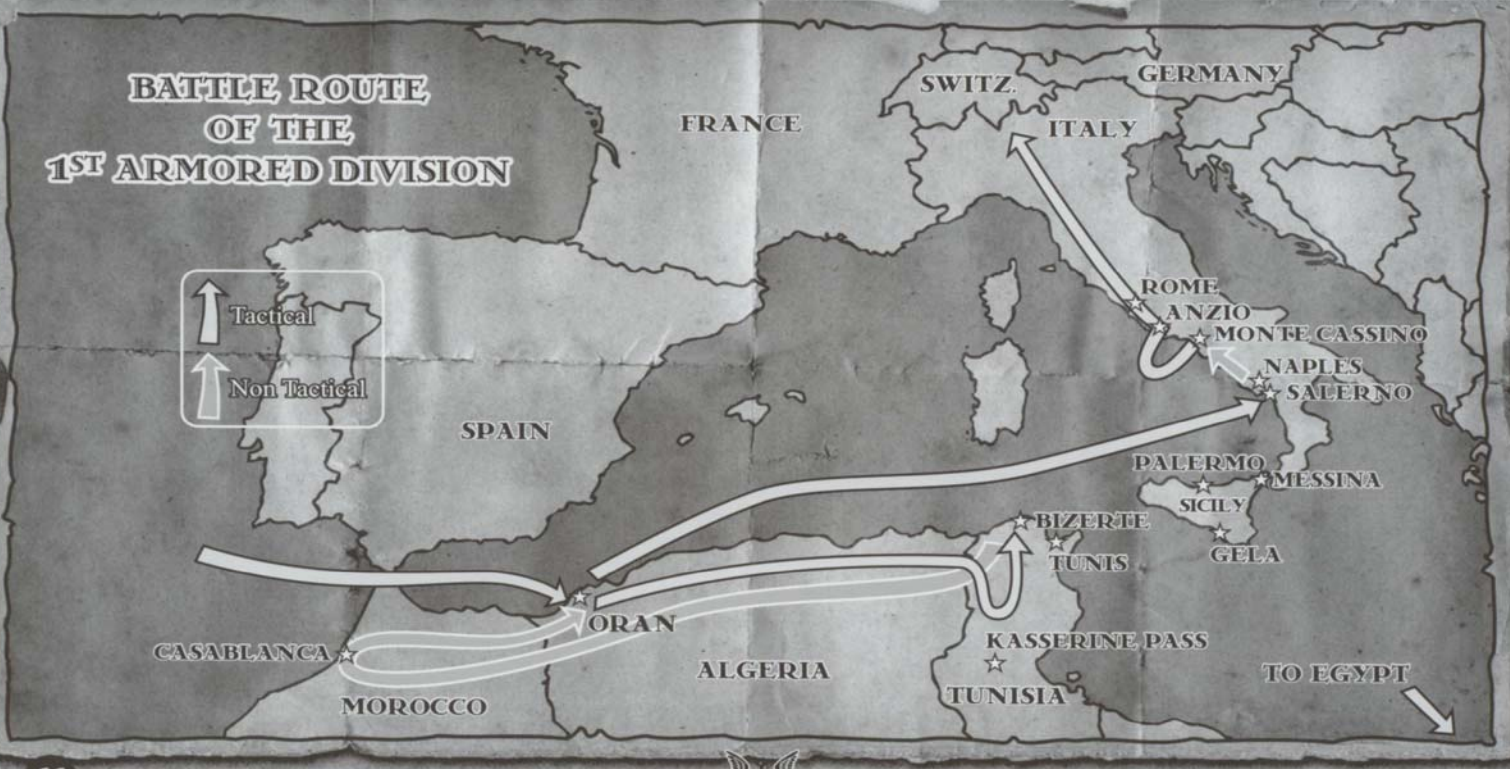
The Germans are fielding their latest secret weapons. Lt Col James Alger's brave counterattack ran foul of the enemy's new super-heavy 'Tiger' tanks and 'Screaming Meemie' rockets. The Allied forces are rolling with the

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.

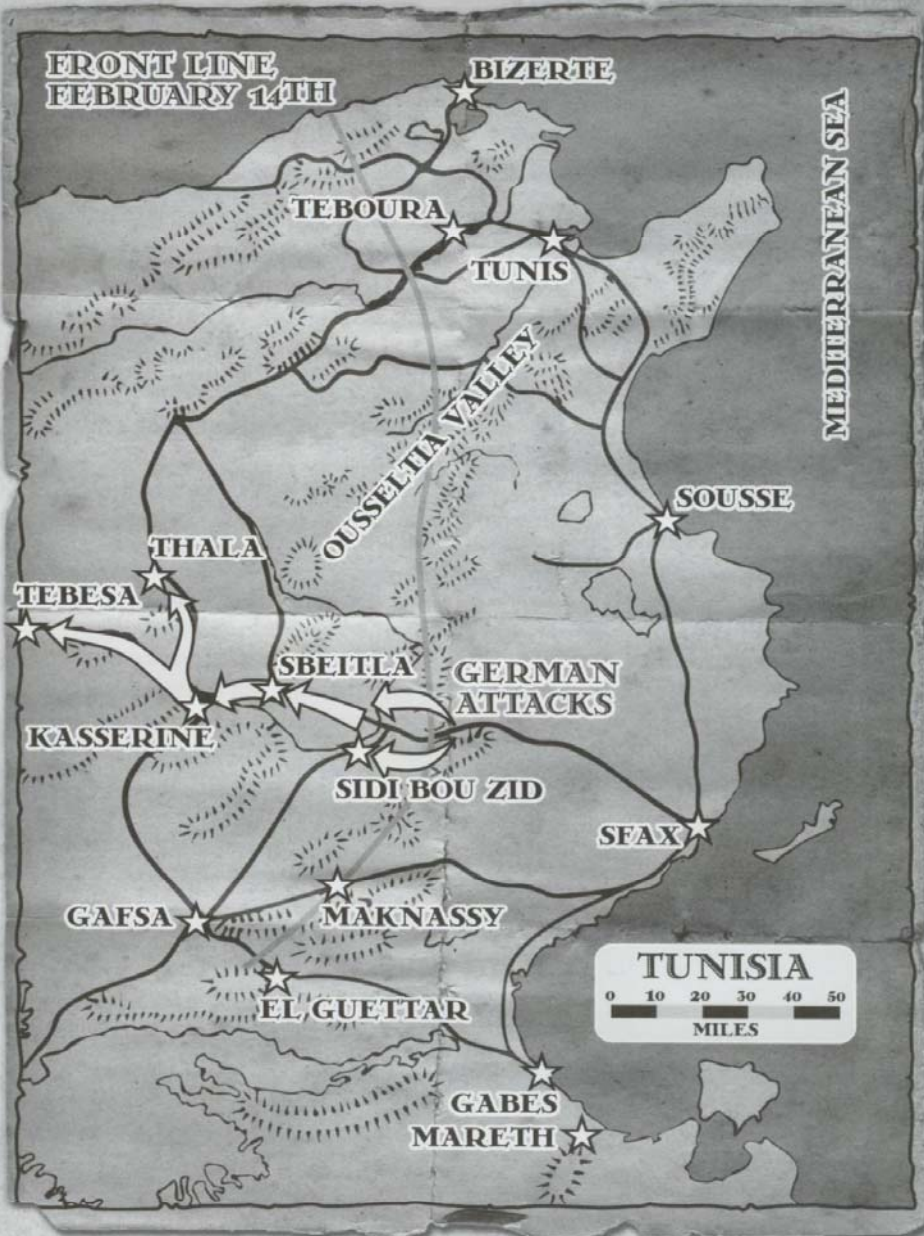
Once again the Germans haven't lived up to their reputation. Their advance has been very hesitant, allowing Colonel Henry Gardiner's 2nd Battalion, 13th Armored Regiment plenty of time to conceal themselves in the Foussana Valley at Tebessa.

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



**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 complement 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.

## 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:



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.

- 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 ROLLING

Replacing These L...  
Boils Down To



In war as in pe...  
this country  
stronger the...  
individual lo...  
to it.

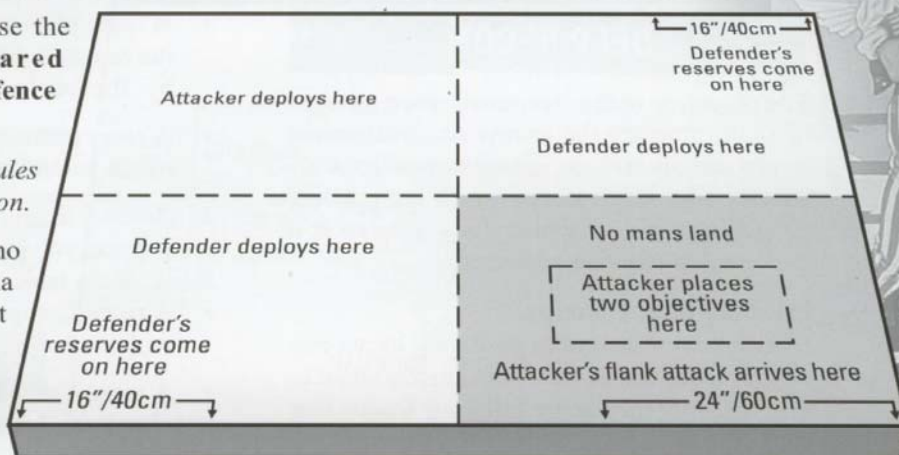


## BREAKTHROUGH

Breakthrough missions use the **F 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 platoons 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 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



# 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. If a vehicle carrying passengers is hit, then all of the passengers are also located and count as having been hit for the purposes of this rule.

IWM TAP12692



Armored recon troops scout a ruined town on foot.

### 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.

- 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

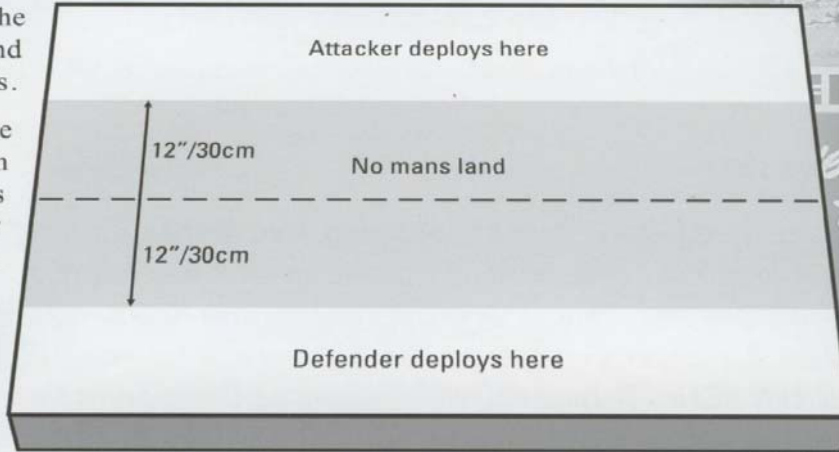




## RECONNAISSANCE

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 starting with the defending player.

### 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 platoons 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

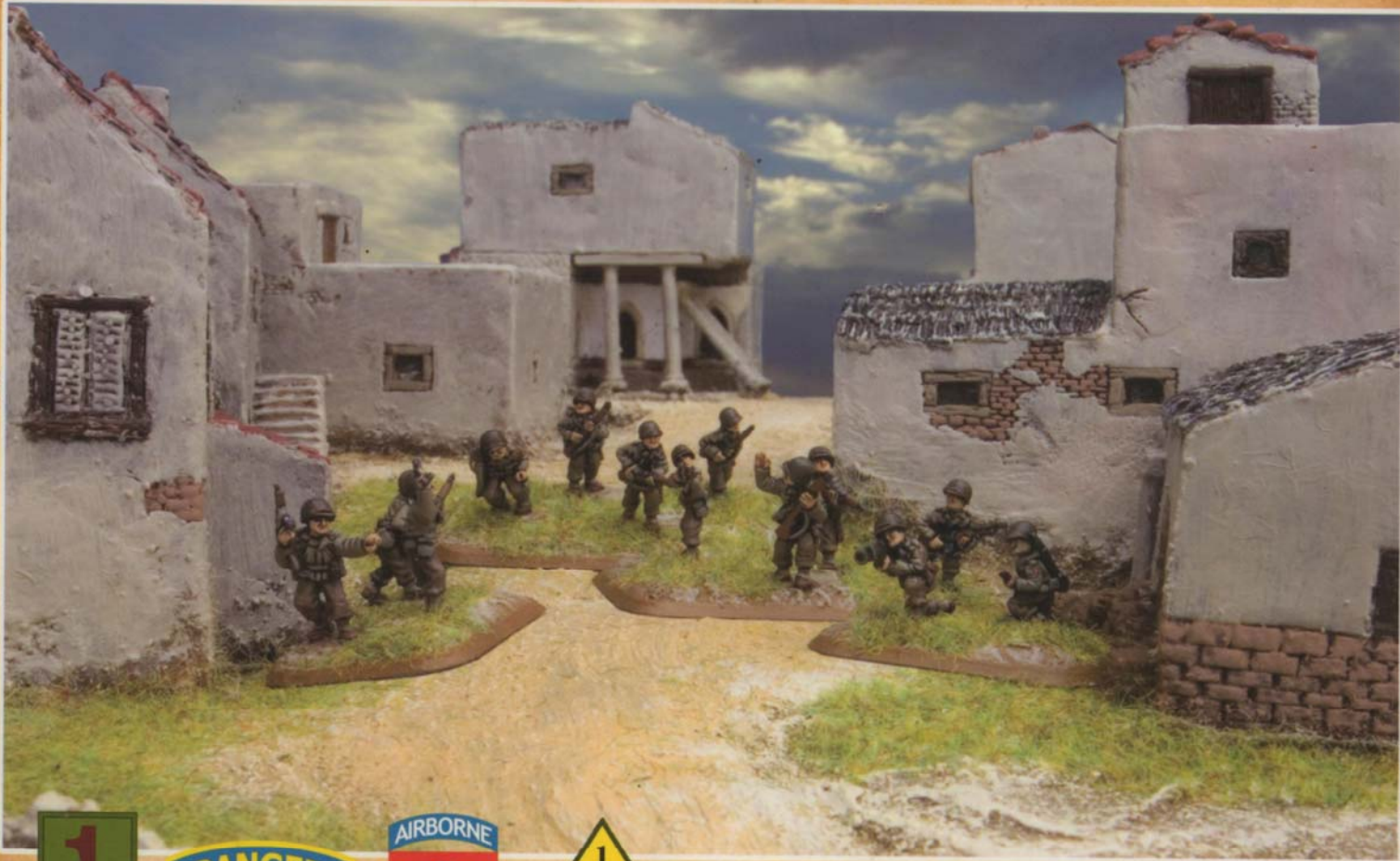
A player ending the game with four or more victory points wins the game. Their reconnaissance forces have screened their own force while learning more about the enemy's intentions and dispositions.



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



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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