

U.S. Reinforced Platoon

United States

Chindit List (Using US Army Book)

Order Dice: 12

Platoon #1				
First Lieutenant (page: 22)	Veteran			103

Qty Weapons	Range	Shots	Penetration	Special Rules
1 First Lieutenant				
with Pistol	6"	1	n/a	Assault
with Submachine gun	12"	2	n/a	Assault
with M1 carbine (rifle)	24"	1	n/a	
1 Infantry (equipped as modeled)		-	-	

Infantry Squads				
Veteran Infantry Squad (page: 6)	Veteran			120

Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Submachine gun	12"	2	n/a	Assault
1 Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	
6 Infantry with Rifle	24"	1	n/a	
Tough Fighters				Tough Fighters

Veteran Infantry Squad (page: 6)	Veteran			106
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Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Rifle	24"	1	n/a	
1 Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	
4 Infantry with Rifle	24"	1	n/a	
1 Infantry with Submachine gun	12"	2	n/a	Assault
Tough Fighters				Tough Fighters

Headquarters				
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Air Force Forward Observer (page: 22)	Veteran			103
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Qty Weapons	Range	Shots	Penetration	Special Rules
1 Air Force Forward Observer				
with M1 carbine (rifle)	24"	1	n/a	
with Pistol	6"	1	n/a	Assault
with Submachine gun	12"	2	n/a	Assault
1 Infantry (equipped as modeled)		-	-	

Infantry				
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Light Mortar team (page: 28)	Veteran			46
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Qty Weapons	Range	Shots	Penetration	Special Rules
1 Light Mortar team (Paratrooper version)	12"-24"	1	HE	Team (2 men), Indirect fire, HE (D3)

Sniper team (page: 28)	Veteran			67
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Qty Weapons	Range	Shots	Penetration	Special Rules
1 Sniper team	36"	1	n/a	Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol)
with Pistol	6"	1	n/a	Assault

Artillery				
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Light Artillery (M1A1) (page: 32)	Veteran			59
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Qty Weapons	Range	Shots	Penetration	Special Rules
1 Light howitzer	(0/24")-48"	1	HE	Team (3 men), Fixed, Howitzer, HE (D6)
Gun shield				Gun shield

Platoon #2				
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Second Lieutenant (page: 22)	Veteran			78
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Qty Weapons	Range	Shots	Penetration	Special Rules
1 Second Lieutenant with Pistol	6"	1	n/a	Assault
with Submachine gun	12"	2	n/a	Assault
with M1 carbine (rifle)	24"	1	n/a	
1 Infantry (equipped as modeled)	-	-	-	
Infantry Squads				
Veteran Infantry Squad (page: 6)			Veteran	106
Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Rifle	24"	1	n/a	
1 Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	
4 Infantry with Rifle	24"	1	n/a	
1 Infantry with Submachine gun	12"	2	n/a	Assault
Tough Fighters				Tough Fighters
Veteran Infantry Squad (page: 6)			Veteran	106
Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Submachine gun	12"	2	n/a	Assault
1 Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	
5 Infantry with Rifle	24"	1	n/a	
Tough Fighters				Tough Fighters
Infantry				
Light Mortar team (page: 28)			Veteran	46
Qty Weapons	Range	Shots	Penetration	Special Rules
1 Light Mortar team (Paratrooper version)	12"-24"	1	HE	Team (2 men), Indirect fire, HE (D3)
Artillery				
Light Artillery (M1A1) (page: 32)			Veteran	59
Qty Weapons	Range	Shots	Penetration	Special Rules
1 Light howitzer	(0/24")-48"	1	HE	Team (3 men), Fixed, Howitzer, HE (D6)
Gun shield				Gun shield
Platoon Points:				999

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Special Rules

Assault

This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry armed with an assault weapon can make two attacks in close quarter fighting against other infantry and artillery units - see p55. Note being armed in this way does not confer two attacks against vehicles at close quarters

Tough Fighters

Each model has two attacks in close quarter combat against infantry and artillery, regardless of what weapons are carried.

Team (3 men)

Team consists of 3 men. A Team weapons shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 'to hit' penalty and a -1 penalty to its morale value.

Team (2 men)

Team consists of 2 men. A Team weapons shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 'to hit' penalty and a -1 penalty to its morale value.

Howitzer

Minimum indirect fire range 24"

HE (D6)

PIN: D2, PEN: +2 - Infantry and artillery can go down to halve the hits taken

HE (D3)

PIN: 1, PEN: +1 - Infantry and artillery can go down to halve the hits taken

Gun shield

The die roll an enemy requires to score damage from the front arc of the gun is increased to 6+. The die roll is modified by the penetration value of the weapon in the usual way.

Fixed

Fixed weapons cannot be fired when a unit is given an advance order.