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| **1. M2A4 Light Tank**    B. Due to two of the MG that constitute the BMG FP being in fixed mounts and fired remotely, the BMG receives an extra +1 DRM to all fire at a moving/Motion target.  C. 37mm Canister has 12FP, and is available in all theaters but only after 7/42. Printed Canister Depletion #s are increased by *three* for use in the PTO unless the superscript "P" is present to indicate that the canister is available only in the PTO.  P. This vehicle was used by US forces only in the PTO [EXC: if ~~"P"~~ appears, it was not used in the PTO by US forces] | **2. M3 Light Tank**    B. Due to two of the MG that constitute the BMG FP being in fixed mounts and fired remotely, the BMG receives an extra +1 DRM to all fire at a moving/Motion target.  C. 37mm Canister has 12FP, and is available in all theaters but only after 7/42. Printed Canister Depletion #s are increased by *three* for use in the PTO unless the superscript "P" is present to indicate that the canister is available only in the PTO.  N. This vehicle was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates). | **3. M3A1 Light Tank**    C. 37mm Canister has 12FP, and is available in all theaters but only after 7/42. Printed Canister Depletion #s are increased by *three* for use in the PTO unless the superscript "P" is present to indicate that the canister is available only in the PTO.  F. This vehicle may be equipped with a bow-mounted SA FT instead of a BMG--but only by SSR.  G. May be equipped with a Gyrostabilizer as per D11.  N. This vehicle was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates). |
| **4. M3A1 Satan**    P. This vehicle was used by US forces only in the PTO. | **5. M5A1 Light Tank**    C. 37mm Canister has 12FP, and is available in all theaters but only after 7/42. Printed Canister Depletion #s are increased by *three* for use in the PTO unless the superscript "P" is present to indicate that the canister is available only in the PTO.  F. This vehicle may be equipped with a bow-mounted SA FT instead of a BMG--but only by SSR.  G. May be equipped with a Gyrostabilizer as per D11. | **5. M5A1 Light Tank**  N. This vehicle was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates).  Y. If the scenario date is after 7/25/44, and if SSR so specifies, this AFV is equipped with the Culin Hedgerow device. See B9.541 |
| **6. M24 Light Tank**    G. May be equipped with a Gyrostabilizer as per D11.  ~~P~~. Not used in PTO by US forces.  R. This AFV had a very fast and accurate turret traverse, and also better than normal ROF for MA of its caliber. Therefore, this AFV is allowed the possibility of Multiple Hits (C3.8) even though is MA is > 40mm. Moreover, in a Gun Duel (C2.2401) its total Firer-based TH DRM are halved (FRD) prior to adding acquisition DRM. (the Final total of all DRM may not be , 0, and applies for Gun Duel calculation only. Signified by white ROF background. | **7. M3 Medium Tank**    † B11 applies individually to both 37LL MA and 75 SA. The 37LL is a T Gun, while the 75 SA is a NT Gun. Either the MA or SA can claim possibility of ROF, but only the one that fires first in the phase treating DFF & DF as one phase) can actually use it. Either the MA or the SA both have Gyrostabilizer or neither does.  † AAMG was mounted in a turreted cupola. For game purposes it can be used as a normal AAMG (i.e. while BU, it cannot be used vs. an Aerial target but can be used in CC) | **7. M3 Medium Tank**  B. Due to two of the MG that constitute the BMG FP being in fixed mounts and fired remotely, the BMG receives an extra +1 DRM to all fire at a moving/Motion target.  C. 37mm Canister has 12FP, and is available in all theaters but only after 7/42. 75mm Canister has 20FP and is available in 1955-45. Printed Canister Depletion #s are increased by *three* for use in the PTO unless the superscript "P" is present to indicate that the canister is available only in the PTO.  G. May be equipped with a Gyrostabilizer as per D11.  N. This vehicle was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates). |
| **8. M4 Medium Tank**    F. This vehicle may be equipped with a bow-mounted SA FT instead of a BMG--but only by SSR.  G. May be equipped with a Gyrostabilizer as per D11.  Y. If the scenario date is after 7/25/44, and if SSR so specifies, this AFV is equipped with the Culin Hedgerow device. See B9.541.  BB. WP7 and s5 become available in June 1944. | **8. M4 Medium Tank**  R. This AFV had a very fast and accurate turret traverse, and also better than normal ROF for MA of its caliber. Therefore, this AFV is allowed the possibility of Multiple Hits (C3.8) even though is MA is > 40mm. Moreover, in a Gun Duel (C2.2401) its total Firer-based TH DRM are halved (FRD) prior to adding acquisition DRM. (the Final total of all DRM may not be , 0, and applies for Gun Duel calculation only. Signified by white ROF background.  Y. If the scenario date is after 7/25/44, and if SSR so specifies, this AFV is equipped with the Culin Hedgerow device. See B9.541. | **9. M4A1 Medium Tank**    F. This vehicle may be equipped with a bow-mounted SA FT instead of a BMG--but only by SSR.  G. May be equipped with a Gyrostabilizer as per D11.  N. This vehicle was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates).  Y. If the scenario date is after 7/25/44, and if SSR so specifies, this AFV is equipped with the Culin Hedgerow device. See B9.541. |
| **9. M4A1 Medium Tank**  R. This AFV had a very fast and accurate turret traverse, and also better than normal ROF for MA of its caliber. Therefore, this AFV is allowed the possibility of Multiple Hits (C3.8) even though is MA is > 40mm. Moreover, in a Gun Duel (C2.2401) its total Firer-based TH DRM are halved (FRD) prior to adding acquisition DRM. (the Final total of all DRM may not be , 0, and applies for Gun Duel calculation only. Signified by white ROF background  BB. WP7 and s5 become available in June 1944. | **10. M4A2 Medium Tank**    F. This vehicle may be equipped with a bow-mounted SA FT instead of a BMG--but only by SSR.  G. May be equipped with a Gyrostabilizer as per D11.  P. This vehicle was used by US forces only in the PTO.  BB. WP7 and s5 become available in June 1944. | **10. M4A2 Medium Tank**  R. This AFV had a very fast and accurate turret traverse, and also better than normal ROF for MA of its caliber. Therefore, this AFV is allowed the possibility of Multiple Hits (C3.8) even though is MA is > 40mm. Moreover, in a Gun Duel (C2.2401) its total Firer-based TH DRM are halved (FRD) prior to adding acquisition DRM. (the Final total of all DRM may not be , 0, and applies for Gun Duel calculation only. Signified by white ROF background |
| **11. M4A2 (L) Medium Tank**    F. This vehicle may be equipped with a bow-mounted SA FT instead of a BMG--but only by SSR.  G. May be equipped with a Gyrostabilizer as per D11.  P. This vehicle was used by US forces only in the PTO. | **11. M4A2 (L) Medium Tank**  R. This AFV had a very fast and accurate turret traverse, and also better than normal ROF for MA of its caliber. Therefore, this AFV is allowed the possibility of Multiple Hits (C3.8) even though is MA is > 40mm. Moreover, in a Gun Duel (C2.2401) its total Firer-based TH DRM are halved (FRD) prior to adding acquisition DRM. (the Final total of all DRM may not be , 0, and applies for Gun Duel calculation only. Signified by white ROF background | **12. M4A3 Medium Tank**    F. This vehicle may be equipped with a bow-mounted SA FT instead of a BMG--but only by SSR.  G. May be equipped with a Gyrostabilizer as per D11.  Y. If the scenario date is after 7/25/44, and if SSR so specifies, this AFV is equipped with the Culin Hedgerow device. See B9.541.  BB. WP7 and s5 become available in June 1944. |
| **12. M4A3 Medium Tank**  R. This AFV had a very fast and accurate turret traverse, and also better than normal ROF for MA of its caliber. Therefore, this AFV is allowed the possibility of Multiple Hits (C3.8) even though is MA is > 40mm. Moreover, in a Gun Duel (C2.2401) its total Firer-based TH DRM are halved (FRD) prior to adding acquisition DRM. (the Final total of all DRM may not be , 0, and applies for Gun Duel calculation only. Signified by white ROF background. | **13. M4A3 (75)W Medium Tank**    F. This vehicle may be equipped with a bow-mounted SA FT instead of a BMG--but only by SSR.  G. May be equipped with a Gyrostabilizer as per D11.  Y. If the scenario date is after 7/25/44, and if SSR so specifies, this AFV is equipped with the Culin Hedgerow device. See B9.541. | **13. M4A3 (75)W Medium Tank**  R. This AFV had a very fast and accurate turret traverse, and also better than normal ROF for MA of its caliber. Therefore, this AFV is allowed the possibility of Multiple Hits (C3.8) even though is MA is > 40mm. Moreover, in a Gun Duel (C2.2401) its total Firer-based TH DRM are halved (FRD) prior to adding acquisition DRM. (the Final total of all DRM may not be , 0, and applies for Gun Duel calculation only. Signified by white ROF background. |
| **14. M4A3E2 Y M4A3E2 (L) Medium Tanks**    F. This vehicle may be equipped with a bow-mounted SA FT instead of a BMG--but only by SSR.  G. May be equipped with a Gyrostabilizer as per D11  ~~P~~. Not used in PTO by US forces. | **14. M4A3E2 Y M4A3E2 (L) Medium Tanks**  R. **M4A3E2 only:** This AFV had a very fast and accurate turret traverse, and also better than normal ROF for MA of its caliber. Therefore, this AFV is allowed the possibility of Multiple Hits (C3.8) even though is MA is > 40mm. Moreover, in a Gun Duel (C2.2401) its total Firer-based TH DRM are halved (FRD) prior to adding acquisition DRM. (the Final total of all DRM may not be , 0, and applies for Gun Duel calculation only. Signified by white ROF background. | **15. M4A1 (76) W Medium Tank**    A. APCR is not available in Italy or in the PTO.  F. This vehicle may be equipped with a bow-mounted SA FT instead of a BMG--but only by SSR.  G. May be equipped with a Gyrostabilizer as per D11  ~~P~~. Not used in PTO by US forces.  Y. If the scenario date is after 7/25/44, and if SSR so specifies, this AFV is equipped with the Culin Hedgerow device. See B9.541. |
| **16. M4A3 (76) W Medium Tank**    A. APCR is not available in Italy or in the PTO.  F. This vehicle may be equipped with a bow-mounted SA FT instead of a BMG--but only by SSR.  G. May be equipped with a Gyrostabilizer as per D11  ~~P~~. Not used in PTO by US forces.  Y. If the scenario date is after 7/25/44, and if SSR so specifies, this AFV is equipped with the Culin Hedgerow device. See B9.541. | **17. M4(105) & M4A3(105) Medium Tank**    C. 105mm Canister has 24FP is available in 1955-45 in PTO only. The superscript "P" is present to indicate that the canister is available only in the PTO.  Y. If the scenario date is after 7/25/44, and if SSR so specifies, this AFV is equipped with the Culin Hedgerow device. See B9.541. | **18. M4 Tankdozer**    † Due to the extra protection afforded by the dozer blade, a special +2 To Hit DRM applies to the calculation of a Direct Fire *front-hull* his vs a dozer unless the firer is at least one full level higher than the target. This is signified by the "+2 HH" on the counter. **See G15.13 for tankdozer usage**.  G. May be equipped with a Gyrostabilizer as per D11. |
| **18. M4 Tankdozer**  R. This AFV had a very fast and accurate turret traverse, and also better than normal ROF for MA of its caliber. Therefore, this AFV is allowed the possibility of Multiple Hits (C3.8) even though is MA is > 40mm. Moreover, in a Gun Duel (C2.2401) its total Firer-based TH DRM are halved (FRD) prior to adding acquisition DRM. (the Final total of all DRM may not be , 0, and applies for Gun Duel calculation only. Signified by white ROF background. | **19. T1E3 "Aunt Jemima"**    **See pages H35-36 for vehicle abilities.**  G. May be equipped with a Gyrostabilizer as per D11  ~~P~~. Not used in PTO by US forces. | **19. T1E3 "Aunt Jemima"**  R. This AFV had a very fast and accurate turret traverse, and also better than normal ROF for MA of its caliber. Therefore, this AFV is allowed the possibility of Multiple Hits (C3.8) even though is MA is > 40mm. Moreover, in a Gun Duel (C2.2401) its total Firer-based TH DRM are halved (FRD) prior to adding acquisition DRM. (the Final total of all DRM may not be , 0, and applies for Gun Duel calculation only. Signified by white ROF background. |
| **20. Sherman Crab**    † A flail tank can attempt to clear wire in a non-woods/non-building (only) Location by making a Mine Clearance DR. If that DR results in successful mine clearance (regardless of presence of mines), that wire counter is removed (along with any mines). All other possible results of that DR are still applicable. A flail tank that successfully clears wire by this method is not subject to a Bog DR due to that wire (B26.43); however, if the tank is unsuccessful and must undergo a Bog DR, B26.53 applies unchanged. | **20. Sherman Crab**  † If used in PTO or pre-7/44 Italy, a +1 DRM applies to Mine Clearance DR, and the given in B28.7-.72 for each possible result is assumed to be the *Final* DR.  G. May be equipped with a Gyrostabilizer as per D11  BB. WP7 and s5 become available in June 1944.  R. This AFV had a very fast and accurate turret traverse, and also better than normal ROF for MA of its caliber. Therefore, this AFV is allowed the possibility of Multiple Hits (C3.8) even though is MA is > 40mm. Moreover, in a Gun Duel (C2.2401) its total Firer-based TH DRM are halved (FRD) prior to adding acquisition DRM. (the Final total of all DRM may not be , 0, and applies for Gun Duel calculation only. Signified by white ROF background. | **21. POA-CWS H1 Flame Tank**    † The TCA may not traverse into or through the tank's "rear" VCA (as defined in US Vehicle not J)  † Use an M4A1 or M4A2(L) Medium Tank counter to represent the POA-CWS-H1 until the FT fires, or the M4A1's smoke mortar fires with a DR of 6-8, or the tank is destroyed.  P. This vehicle was used by US forces only in the PTO.  † Used only on Iwo Jima & Okinawa. |
| **22. M26 Heavy Tank "Pershing"**    ~~P~~. Not used in PTO by US forces. | **23. M10 GMC**    **Equipped with Smoke Pots instead of Smoke Mortar. See D13 for usage. A crew must be CE in order to attempt sP usage.**  A. APCR is not available in Italy or in the PTO.  N. This vehicle was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates).  Y. If the scenario date is after 7/25/44, and if SSR so specifies, this AFV is equipped with the Culin Hedgerow device. See B9.541. | **24. M24 GMC "Hellcat"**    **Equipped with Smoke Pots instead of Smoke Mortar. See D13 for usage. A crew must be CE in order to attempt sP usage.**  A. APCR is not available in Italy or in the PTO. |
| **25. M36 GMC**    **Equipped with Smoke Pots instead of Smoke Mortar. See D13 for usage. A crew must be CE in order to attempt sP usage.**  ~~P~~. Not used in PTO by US forces. | **26. M36B1 GMC**    **Equipped with Smoke Pots instead of Smoke Mortar. See D13 for usage. A crew must be CE in order to attempt sP usage.**  ~~P~~. Not used in PTO by US forces. | **27. M2 Halftrack**    E. The Inherent crew may fire only the .50-cal MA unless it is malfunctioned or disabled, in which case the crew may fire the secondary AAMG instead. Otherwise, only a Good Order *Passenger* may use the secondary AAMG (as signified on the counter by the printing such FP in *red*). If such a Passenger is a lone SMC, it can fire one secondary AAMG; if > 2 SMC or a MMC, all secondary AAMG can be fired. |
| **27. M2 Halftrack**  E (cont.) Assuming they are properly manned, the MA AAMG and any/all secondary AAMG may be fired together as a FG or at separate targets (as per D3.5 and within any applicable field of fire restrictions. *Each red-FP AAMG fired by a Passenger counts as use of a SW for the purpose of also using that Passenger's inherent FP. See vehicle Note H.*  H. Each AAMG malfunctions and is repaired independently of the others. Since ROF applies to MA (A9.2), the owner must announce before firing that he is using MA if he wishes to possibly retain ROF. An Armor/Passenger Leader may direct the fire of more than 1 vehicular mounted/Passenger fired MG only if those MG are firing as part of a FG.  I. The AAMG FP actually consists of 2 MG: one .50-cal HMG (MA; 4FP) and one secondary .30-cal MMG (2FP). See vehicle Note E.  N. This vehicle was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates). | **28. M3 Halftrack**    † MA is MMG for To Kill and Removal purposes--as signified by "MA:MMG" on the counter.  N. This vehicle was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates). | **29. M3A1 Halftrack**    E. The Inherent crew may fire only the .50-cal MA unless it is malfunctioned or disabled, in which case the crew may fire the secondary AAMG instead. Otherwise, only a Good Order *Passenger* may use the secondary AAMG (as signified on the counter by the printing such FP in *red*). If such a Passenger is a lone SMC, it can fire one secondary AAMG; if > 2 SMC or a MMC, all secondary AAMG can be fired. Assuming they are properly manned, the MA AAMG and any/all secondary AAMG may be fired together as a FG or at separate targets (as per D3.5 and within any applicable field of fire restrictions. *Each red-FP AAMG fired by a Passenger counts as use of a SW for the purpose of also using that Passenger's inherent FP. See vehicle Note H.* |
| **29. M3A1 Halftrack**  H. Each AAMG malfunctions and is repaired independently of the others. Since ROF applies to MA (A9.2), the owner must announce before firing that he is using MA if he wishes to possibly retain ROF. An Armor/Passenger Leader may direct the fire of more than 1 vehicular mounted/Passenger fired MG only if those MG are firing as part of a FG.  I. The AAMG FP actually consists of 2 MG: one .50-cal HMG (MA; 4FP) and one secondary .30-cal MMG (2FP). See vehicle Note E.  Z. This vehicle starts each scenario carrying one BAZ of the latest model, which does apply to the PP capacity when it takes counter form. In a single Player turn the inherent crew may fire either the vehicles normal armament or the BAZ (as per C13.8-.81). BAZ may be removed by crew, Passenger, or Scrounged (D10.5) | **30. M3 (MMG) & M3 (HMG) Halftracks**    † Starts scenario with 6-6-6 squad (unless otherwise specified by SSR). May deploy at owner's option.  E. The Inherent crew may fire only the .50-cal MA unless it is malfunctioned or disabled, in which case the crew may fire the secondary AAMG instead. Otherwise, only a Good Order *Passenger* may use the secondary AAMG (as signified on the counter by the printing such FP in *red*). If such a Passenger is a lone SMC, it can fire one secondary AAMG; if > 2 SMC or a MMC, all secondary AAMG can be fired.  **H. See page H44 for information**  N. This vehicle was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates). | **30. M3 (MMG) & M3 (HMG) Halftracks**  ~~P~~. Not used in PTO by US forces. |
| **31. M4 HC Halftrack**    J. While inherent armament of the halftrack, the mortar can only fire at a target that lies within the "rear" VCA.  M. The Mortar's range is 3.75 and can be Removed dm (D6.631). While Removed, its ROF, B# and all other specifications conform to that of the US M1 81mm MTR counter and the halftrack retains an inherent driver.  N. This vehicle was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates). | **31. M4 HC Halftrack**  O. The AAMG is a .50-cal if 4 or 6 FP, or a MMG is 2 FP--and may be Removed (D6.631) as such.  ~~P~~. Not used in PTO by US forces. | **32. M4A1 MC Halftrack**    J. While inherent armament of the halftrack, the mortar can only fire at a target that lies within the "rear" VCA.  M. The Mortar's range is 3.75 and can be Removed dm (D6.631). While Removed, its ROF, B# and all other specifications conform to that of the US M1 81mm MTR counter and the halftrack retains an inherent driver.  O. The AAMG is a .50-cal if 4 or 6 FP, or a MMG is 2 FP--and may be Removed (D6.631) as such. |
| **33. M21 MC Halftrack**    M. The Mortar's range is 3.75 and can be Removed dm (D6.631). While Removed, its ROF, B# and all other specifications conform to that of the US M1 81mm MTR counter and the halftrack retains an inherent driver.  O. The AAMG is a .50-cal if 4 or 6 FP, or a MMG is 2 FP--and may be Removed (D6.631) as such.  ~~P~~. Not used in PTO by US forces. | **34. M3 GMC Halftrack**    † Optional AAMG is available only for USMC use and is a .50-cal HMG.  N. This vehicle was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates).  U. Gunshield yields a +3 DRM against incoming fire through the AVF's front Target Facing. | **35. T30 HMC Halftrack**    K. AAMG may not fire at a target that lies within the VCA [EXC: CC]  N. This vehicle was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates).  O. The AAMG is a .50-cal if 4 or 6 FP, or a MMG is 2 FP--and may be Removed (D6.631) as such.  ~~P~~. Not used in PTO by US forces.  U. Gunshield yields a +3 DRM against incoming fire through the AVF's front Target Facing. |
| **36. T19 HMC Halftrack**    † This halftrack is assumed to be towing an armored (0/0 AF) trailer which, by its owner's announcement, can be unhooked at the start of its MPh if it is not in Motion and its crew is CE. Unhooking is accomplished by simply flipping the counter over to the site showing no trailer. Its MP allotment is thus increased to 19 (although the act of unhooking the trailer costs the vehicle 1/4 of this new MP allotment), while its WGT becomes 9 and its B# becomes 9 **(cont)** | **36. T19 HMC Halftrack**  **(cont)** The trailer is always assumed to be hooked up at scenario start, and an unhooked trailer cannot be hooked up again. A hooked-up trailer is otherwise treated as per C10.4-.41. If the halftrack is destroyed, replace it with the wreck counter of another Halftrack that has the same MG armament.  K. AAMG may not fire at a target that lies within the VCA [EXC: CC]  N. This vehicle was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates).  O. The AAMG is a .50-cal if 4 or 6 FP, or a MMG is 2 FP--and may be Removed (D6.631) as such.  ~~P~~. Not used in PTO by US forces. | **37. M15A1 Halftrack**    † The *turret's* rear facing is unarmored. However, in North African scenarios the *vehicle's* entire side and rear Target facings (both hull and turret) are treated as unarmored.  † Normal range of CMG is 16 hexes.  N. This vehicle was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates). |
| **37. M15A1 Halftrack**  V. Even though the CMG (or IFE, for the M16 MGMC) FP actually comprises more than one MG, it is treated as a single weapon for malfunction/repair purposes. Neither the MA nor the CMG may be Scrounged / Removed. Neither MA nor CMG may fire at a target that lies within the VCA and is also at the same or a lower level that the firer [EXC: CC]  AA. MA & CMG (if so equipped) have AA capability | **38. M16 MGMC Halftrack**    † Due to height of the gun mount, the crew's CE DRM is only +1 when being fired on through the *turret's* side/rear Target Facing.  † Make 4 To Kill DR when using the 12.7 column of the AP To Kill Table; only one DR (firer's choice) is used.  † Maximum range for To Hit purposes (A9.61) is 16 hexes. | **38. M16 MGMC Halftrack**  V. Even though the CMG (or IFE, for the M16 MGMC) FP actually comprises more than one MG, it is treated as a single weapon for malfunction/repair purposes. Neither the MA nor the CMG may be Scrounged / Removed. Neither MA nor CMG may fire at a target that lies within the VCA and is also at the same or a lower level that the firer [EXC: CC]  AA. MA & CMG (if so equipped) have AA capability |
| **39. M3A1 Scout Car**    † Each M3A1 Scout Car starts the scenario with an inherent crew, and also either a 3-3-6 (or otherwise specified by SSR) HS for a 2-2-7 crew (owner's choice) as a Passenger that applies to the PP capacity. This vehicle can retain unpossessed SW aboard it (D6.4), and its crew/Passenger may Remove its MG armament (D6.631).  E. The Inherent crew may fire only the .50-cal MA unless it is malfunctioned or disabled, in which case the crew may fire the secondary AAMG instead. Otherwise, only a Good Order *Passenger* may use the secondary AAMG (as signified on the counter by the printing such FP in *red*). If such a Passenger is a lone SMC, it can fire one secondary AAMG; if > 2 SMC or a MMC, all secondary AAMG can be fired. | **39. M3A1 Scout Car**  E. **(cont.)** Assuming they are properly manned, the MA AAMG and any/all secondary AAMG may be fired together as a FG or at separate targets (as per D3.5 and within any applicable field of fire restrictions. *Each red-FP AAMG fired by a Passenger counts as use of a SW for the purpose of also using that Passenger's inherent FP. See vehicle Note H.*  H. Each AAMG malfunctions and is repaired independently of the others. Since ROF applies to MA (A9.2), the owner must announce before firing that he is using MA if he wishes to possibly retain ROF. An Armor/Passenger Leader may direct the fire of more than 1 vehicular mounted/Passenger fired MG only if those MG are firing as part of a FG.  I. The AAMG FP actually consists of 2 MG: one .50-cal HMG (MA; 4FP) and one secondary .30-cal MMG (2FP). See vehicle Note E.  N. This vehicle was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates). | **40. M20 Scout Car**    **Equipped with Smoke Pots instead of Smoke Mortar. See D13 for usage. A crew must be CE in order to attempt sP usage.**  D. This vehicles high hull made exit and entry difficult for Personnel who had to climb over the sides. Therefore, the cost to (un)load (D6.2-.5) are double to 1/2 of the vehicles MP allotment and 2 MF for the Personnel [EXC: normal costs apply to the LVT4]. In addition, all attacks makde by the Passengers are halved (or receive +2 To Hit DRM) as Mounted Fire (D6.1). This vehicle can retain unpossessed SW aboard it (D6.4) and its crew may Remove it MG (D6.631).  O. The AAMG is a .50-cal if 4 or 6 FP, or a MMG is 2 FP--and may be Removed (D6.631) as such. |
| **40. M20 Scout Car**  W. Reverse movement costs four time its normal hex entry costs.  Z. This vehicle starts each scenario carrying one BAZ of the latest model, which does apply to the PP capacity when it takes counter form. In a single Player turn the inherent crew may fire either the vehicles normal armament or the BAZ (as per C13.8-.81). BAZ may be removed by crew, Passenger, or Scrounged (D10.5) | **41. T8 Reconnaissance Vehicle**    O. The AAMG is a .50-cal if 4 or 6 FP, or a MMG is 2 FP--and may be Removed (D6.631) as such.  ~~P~~. Not used in PTO by US forces. | **42. M8 Armored Car**    **Equipped with Smoke Pots instead of Smoke Mortar. See D13 for usage. A crew must be CE in order to attempt sP usage.**  C. 37mm Canister has 12FP, and is available in all theaters but only after 7/42. Printed Canister Depletion #s are increased by *three* for use in the PTO unless the superscript "P" is present to indicate that the canister is available only in the PTO.  G. May be equipped with a Gyrostabilizer as per D11  S. Equipped with Smoke Pots instead of Smoke Mortar. See D13 for usage. A crew must be CE in order to attempt sP usage.  W. Reverse movement costs four time its normal hex entry costs. |
| **43. M8 HMC "Scott"**    C. 75mm Canister has 20FP, and is available in all theaters but only after 7/42. Printed Canister Depletion #s are increased by *three* for use in the PTO unless the superscript "P" is present to indicate that the canister is available only in the PTO.  Y. If the scenario date is after 7/25/44, and if SSR so specifies, this AFV is equipped with the Culin Hedgerow device. See B9.541. | **44. M7 HMC**    C. 105mm Canister has 24FP, and is available in all theaters but only after 7/42. Printed Canister Depletion #s are increased by *three* for use in the PTO unless the superscript "P" is present to indicate that the canister is available only in the PTO.  N. This vehicle was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates). | **45. M12 GMC**    † Due to the M12's configuration most of the crew actually stood outside of and behind it while serving the gun. Therefore, one side of the counter shows the AFV "limbered" while the other side shows it "unlimbered". To change modes the counter is flipped over during any friendly PFPh/DFPh, provided its inherent crew is not stunned, shocked, pinned, or broken, and neither the crew nor the MA has fired; both the crew and the AFV then become TI. The MA may not fire while "limbered". **(cont)** |
| **45. M12 GMC**  **(cont)** While the M12 is "unlimbered" it may not expend MP, is treated as an RFNM Gun (C10.25) for To Hit purposes, and its crew is always CE as per D6.84 (but with only a +1 CE DRM [0 DRM if attacked through its unarmored Target Facing; D5.311])  ~~P~~. Not used in PTO by US forces. | **46. LVT(A)1**    C. 37mm Canister has 12FP, and is available in all theaters but only after 7/42. Printed Canister Depletion #s are increased by *three* for use in the PTO unless the superscript "P" is present to indicate that the canister is available only in the PTO.  G. May be equipped with a Gyrostabilizer as per D11  H. Each AAMG malfunctions and is repaired independently of the others. Since ROF applies to MA (A9.2), the owner must announce before firing that he is using MA if he wishes to possibly retain ROF. An Armor/Passenger Leader may direct the fire of more than 1 vehicular mounted/Passenger fired MG only if those MG are firing as part of a FG. | **46. LVT(A)1**  P. This vehicle was used by US forces only in the PTO.  T. The Bog DRM for ground specified as "soft, mud, or snow-covered" (D8.21) does not apply to an LVT. |
| **47. LVT(A)4**    C. 75mm Canister has 20FP, and is available in all theaters but only after 7/42. Printed Canister Depletion #s are increased by *three* for use in the PTO unless the superscript "P" is present to indicate that the canister is available only in the PTO.  P. This vehicle was used by US forces only in the PTO.  T. The Bog DRM for ground specified as "soft, mud, or snow-covered" (D8.21) does not apply to an LVT.  X. BMG can fire while HD. | **48. M4 DD Medium Tank**    G. May be equipped with a Gyrostabilizer as per D11  ~~P~~. Not used in PTO by US forces.  R. This AFV had a very fast and accurate turret traverse, and also better than normal ROF for MA of its caliber. Therefore, this AFV is allowed the possibility of Multiple Hits (C3.8) even though is MA is > 40mm. Moreover, in a Gun Duel (C2.2401) its total Firer-based TH DRM are halved (FRD) prior to adding acquisition DRM. (the Final total of all DRM may not be , 0, and applies for Gun Duel calculation only. Signified by white ROF background. | **49. LVT2**    † If designated as equipped with wire-removal grapnel, no Bog Check is required when entering Wire. Instead, on a dr < 2, the wire is removed. If a Wire/Tetrahedron, it is replaced with Tetrahedron.  D. This vehicles high hull made exit and entry difficult for Personnel who had to climb over the sides. Therefore, the cost to (un)load (D6.2-.5) are double to 1/2 of the vehicles MP allotment and 2 MF for the Personnel [EXC: normal costs apply to the LVT4]. In addition, all attacks makde by the Passengers are halved (or receive +2 To Hit DRM) as Mounted Fire (D6.1). This vehicle can retain unpossessed SW aboard it (D6.4) and its crew may Remove it MG (D6.631). |
| **49. LVT2**  H. Each AAMG malfunctions and is repaired independently of the others. Since ROF applies to MA (A9.2), the owner must announce before firing that he is using MA if he wishes to possibly retain ROF. An Armor/Passenger Leader may direct the fire of more than 1 vehicular mounted/Passenger fired MG only if those MG are firing as part of a FG.  Q. The AAMG FP actually consists of 3 MG; one .50-cal HMG (MA;6FP) and 2 secondary .30-cal MMG (4-FP each). These MG may fire together as a FG or at separate targets (as per D3.5). In all other respects they are treated as normal AAMG.  T. The Bog DRM for ground specified as "soft, mud, or snow-covered" (D8.21) does not apply to an LVT. | **49.1 LVT2(m)**    D. This vehicles high hull made exit and entry difficult for Personnel who had to climb over the sides. Therefore, the cost to (un)load (D6.2-.5) are double to 1/2 of the vehicles MP allotment and 2 MF for the Personnel [EXC: normal costs apply to the LVT4]. In addition, all attacks makde by the Passengers are halved (or receive +2 To Hit DRM) as Mounted Fire (D6.1). This vehicle can retain unpossessed SW aboard it (D6.4) and its crew may Remove it MG (D6.631). | **49.1 LVT2(m)**  H. Each AAMG malfunctions and is repaired independently of the others. Since ROF applies to MA (A9.2), the owner must announce before firing that he is using MA if he wishes to possibly retain ROF. An Armor/Passenger Leader may direct the fire of more than 1 vehicular mounted/Passenger fired MG only if those MG are firing as part of a FG.  Q. The AAMG FP actually consists of 3 MG; one .50-cal HMG (MA;6FP) and 2 secondary .30-cal MMG (4-FP each). These MG may fire together as a FG or at separate targets (as per D3.5). In all other respects they are treated as normal AAMG. **See US vehicle Note H.**  T. The Bog DRM for ground specified as "soft, mud, or snow-covered" (D8.21) does not apply to an LVT. |
| **50. LVT(A)2**    † If designated as equipped with wire-removal grapnel, no Bog Check is required when entering Wire. Instead, on a dr < 2, the wire is removed. If a Wire/Tetrahedron, it is replaced with Tetrahedron.  D. This vehicles high hull made exit and entry difficult for Personnel who had to climb over the sides. Therefore, the cost to (un)load (D6.2-.5) are double to 1/2 of the vehicles MP allotment and 2 MF for the Personnel [EXC: normal costs apply to the LVT4]. In addition, all attacks makde by the Passengers are halved (or receive +2 To Hit DRM) as Mounted Fire (D6.1). This vehicle can retain unpossessed SW aboard it (D6.4) and its crew may Remove it MG (D6.631). | **50. LVT(A)2**  H. Each AAMG malfunctions and is repaired independently of the others. Since ROF applies to MA (A9.2), the owner must announce before firing that he is using MA if he wishes to possibly retain ROF. An Armor/Passenger Leader may direct the fire of more than 1 vehicular mounted/Passenger fired MG only if those MG are firing as part of a FG.  Q. The AAMG FP actually consists of 3 MG; one .50-cal HMG (MA;6FP) and 2 secondary .30-cal MMG (4-FP each). These MG may fire together as a FG or at separate targets (as per D3.5). In all other respects they are treated as normal AAMG.  T. The Bog DRM for ground specified as "soft, mud, or snow-covered" (D8.21) does not apply to an LVT. | **51. LVT4**    **See page H42 for additional information & Fire Diagram**  D. This vehicles high hull made exit and entry difficult for Personnel who had to climb over the sides. Therefore, the cost to (un)load (D6.2-.5) are double to 1/2 of the vehicles MP allotment and 2 MF for the Personnel [EXC: normal costs apply to the LVT4]. In addition, all attacks makde by the Passengers are halved (or receive +2 To Hit DRM) as Mounted Fire (D6.1). This vehicle can retain unpossessed SW aboard it (D6.4) and its crew may Remove it MG (D6.631). |
| **51. LVT4**  H. Each AAMG malfunctions and is repaired independently of the others. Since ROF applies to MA (A9.2), the owner must announce before firing that he is using MA if he wishes to possibly retain ROF. An Armor/Passenger Leader may direct the fire of more than 1 vehicular mounted/Passenger fired MG only if those MG are firing as part of a FG.  T. The Bog DRM for ground specified as "soft, mud, or snow-covered" (D8.21) does not apply to an LVT  X. BMG can fire while HD. | **51.1 M4 18-Ton High Speed Tractor**    † MA is a 12.7mm MG--as signified by "MA:12.7" on the counter. | **52. DUKW**    D. This vehicles high hull made exit and entry difficult for Personnel who had to climb over the sides. Therefore, the cost to (un)load (D6.2-.5) are double to 1/2 of the vehicles MP allotment and 2 MF for the Personnel [EXC: normal costs apply to the LVT4]. In addition, all attacks makde by the Passengers are halved (or receive +2 To Hit DRM) as Mounted Fire (D6.1). This vehicle can retain unpossessed SW aboard it (D6.4) and its crew may Remove it MG (D6.631). |
| **52. DUKW**  O. The AAMG is a .50-cal if 4 or 6 FP, or a MMG is 2 FP--and may be Removed (D6.631) as such.  CC. The vehicle if armed, has an Inherent crew and thus has a CS# instead of a cs# (D5.6) | **53. Jeep GPA "Seep" "Waterbug" "Duckling"**    † The Target Size To Hit DRM is +3 (and also HD) if in a Water Obstacle or deep/flooded stream hex.  L. Vehicle has Low Ground Pressure (D1.41)--signified by is identity letter being inside a square. Moreover, when this vehicle is bogged, only (only) CX squad (even a Prisoner--but not a Guard) on foot expending 4 MF in the vehicles location (and declared to be assisting unbogging) thereby allows the owning player to subtract 2 (1 per crew/HS) from the colored dr of its immediately subsequent unbogging DR | **54. Jeep GPA**    L. Vehicle has Low Ground Pressure (D1.41)--signified by is identity letter being inside a square. Moreover, when this vehicle is bogged, only (only) CX squad (even a Prisoner--but not a Guard) on foot expending 4 MF in the vehicles location (and declared to be assisting unbogging) thereby allows the owning player to subtract 2 (1 per crew/HS) from the colored dr of its immediately subsequent unbogging DR |
| **54. Jeep GPA**  N. This vehicle was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates).  O. The AAMG is a .50-cal if 4 or 6 FP, or a MMG is 2 FP--and may be Removed (D6.631) as such.  CC. The vehicle if armed, has an Inherent crew and thus has a CS# instead of a cs# (D5.6) | **55. 3/4-Ton Truck**    † If "T7" is used as its Towing number, the game piece can also represent the International 1-ton Truck which was widely used by the USMC  N. This vehicle was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates). | **56. 1 1/2-Ton Truck**    N. This vehicle was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates). |
| **57. 2 1/2-Ton Truck "Deuce and a half", "Jimmy", "Eager Beaver"**    N. This vehicle was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates). | **58. 7 1/2-Ton Truck**    N. This vehicle was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates). | **3. M1 81mm Mortar**    F. This weapon may be Animal-Packed (G10).  N. This weapon was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates). |
| **4. M2 4.2-in Mortar**    † This mortar fired an exceptionally potent round for its caliber; therefore its Area Target Type FP is "12" (rather than "8"). This is signified by "12 Area FP" on the counter. | **5. T25 155mm Mortar**    P. This weapons was used by US forces only in the PTO. | **6. M3A1 37mm AT Gun**    C. 37mm Canister has 12FP, and is available in all theaters but only after 7/42. Printed Canister Depletion #s are increased by *three* for use in the PTO unless the superscript "P" is present to indicate that the canister is available only in the PTO.  N. This weapon was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates). |
| **7. M1 57mm AT Gun**    † HE depletion # of "7", and APDS depletion # "4", are available in the ETO as of June 1944. HE7 becomes available in PTO in 1945. These restrictions are signified on the counter by the supersciptes "J" (for June) and "E" (for ETO) | **8. M5 3-in. AT Gun**    † APCR is not available in Italy  ~~P.~~ This weapons was not used by US forces in the PTO. | **9. T32 37mm Manpack Gun**    C. 37mm Canister has 12FP, and is available in all theaters but only after 7/42. Printed Canister Depletion #s are increased by *three* for use in the PTO unless the superscript "P" is present to indicate that the canister is available only in the PTO.  D. This weapon requires a crew (C12.2) or 2 SMC (C12.21) in order to be used without penalty (Therefore C12.2-.21 apply to the T32 37mm Manpack Gun as well as to the RCL). See A15.23 for hero usage.  F. This weapon may be Animal-Packed (G10). |
| **10. M18 57mm Recoilless Rifle**    **ERRATA: 57mm HEAT ammo has Basic TK# of "11"**  D. This weapon requires a crew (C12.2) or 2 SMC (C12.21) in order to be used without penalty (Therefore C12.2-.21 apply to the T32 37mm Manpack Gun as well as to the RCL). See A15.23 for hero usage.  E. Dates and RF for use in Germany are 3-5/1945. For use on Okinawa they are 6/45. | **11. M20 75mm Recoilless Rifle**    D. This weapon requires a crew (C12.2) or 2 SMC (C12.21) in order to be used without penalty (Therefore C12.2-.21 apply to the T32 37mm Manpack Gun as well as to the RCL). See A15.23 for hero usage.  E. Dates and RF for use in Germany are 3-5/1945. For use on Okinawa they are 6/45. | **12. M1A1 75mm Pack Howitzer**    C. 75mm Canister has 20FP, and is available in all theaters but only after 7/42. Printed Canister Depletion #s are increased by *three* for use in the PTO unless the superscript "P" is present to indicate that the canister is available only in the PTO.  F. This weapon may be Animal-Packed (G10). |
| **13. M1897A2 75mm Gun "French 75"**    P. This weapons was used by US forces only in the PTO. | **14. M2A1 105mm Howitzer**    C. 105mm Canister has 24FP, and is available in all theaters but only after 7/42. Printed Canister Depletion #s are increased by *three* for use in the PTO unless the superscript "P" is present to indicate that the canister is available only in the PTO.  N. This weapon was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates). | **15. M3 105mm Howitzer**    C. 105mm Canister has 24FP, and is available in all theaters but only after 7/42. Printed Canister Depletion #s are increased by *three* for use in the PTO unless the superscript "P" is present to indicate that the canister is available only in the PTO. |
| **16. M1 4.5-in. Gun**    ~~P.~~ This weapons was not used by US forces in the PTO. | **17. M1918 155mm Howitzer**    N. This weapon was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates). | **18. M1 155mm Howitzer**    N. This weapon was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates). |
| **19. M1918M1 155mm Gun**    A. The AP ammo has a low depletion # due to its being intended for use solely in the Coast Artillery role against ships.  N. This weapon was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates). | **20. M1A1 155mm Gun**    A. The AP ammo has a low depletion # due to its being intended for use solely in the Coast Artillery role against ships. | **21. M1 8-in. Howitzer** |
| **22. M51 Multiple .50-cal MG Carriage**    † Make 4 To Kill DR when using the 12.7 column of the AP To Kill Table; only one DR (firer's choice) is used.  † Maximum range for To Hit purposes (A9.61) is 16 hexes. | **23. M1A2 37mm AA Gun**    N. This weapon was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates). | **24. M1 40mm Gun "Borfors"**    B. When using Limbered Fire, the Barrel Length modification (C4.1) on the counter's LF side is used for To Hit purposes; the Basic To Kill number, however, is still determined using the Caliber Size and Length printed on the unlimbered side. |
| **25. M3 3-in. AA Gun**    P. This weapons was used by US forces only in the PTO. | **26. M1A1 90mm AA Gun**    N. This weapon was used in North Africa at some time from 11/42 to 5/43 (within limits of its own given dates). | **27. M2 90mm AA Gun**    B. When using Limbered Fire, the Barrel Length modification (C4.1) on the counter's LF side is used for To Hit purposes; the Basic To Kill number, however, is still determined using the Caliber Size and Length printed on the unlimbered side. |