Screaming Eagle Captain   14   Infantry Officer - 1941   15   15   16   16   17   17   16   17   18   18   19   19   19   19   19   19
Speed   Defense   Infantry   8   6   - 2   2   4   Vehicle   3   - 3   - 5
2 4 Vehicle 3  Rules:    Close Assault 7
Rules:    Close Assault 7
Close Assault 7 initiative +2 mited Range 3 in Pointer — Units targeted by models in Red Devil Captain's unit lose 1 efense Die against attacks from Red evil Captain's unit.    Rarity
High Value Target 1 Improvisation – If a Vehicle is destroyed in this model's hex, leave it for reference (it does not count against population). Once per destroyed Vehicle in the hex, you may make an attack with that Vehicle. Remove the marker afterwards. Limited Range 2  Set Rarity Number Rating Points  4A1 Sherman Commander 40 icle Medium Tank Officer - 1942  Target 0-1 2-4 5-8 peed Defense Infantry 10 9 7 4 5/4 Vehicle 13 11 9  Est:  Hard Charger – This unit cannot be affected by Suppressive Fire or rules that reduce Speed. Initiative +3  High Value Target 1  Improvisation – If a Vehicle is destroyed in this model's hex, leave it for reference (it does not count against population). Once per destroyed Vehicle in the hex, you may make an attack with that Vehicle. Remove the marker afterwards. Limited Range 2  Set Rarity Number #/# Name Rating #//  Name Rating Points Marine Sergeant 10  Infantry Officer - 1941  Target 0-1 2-4 5-8  Speed Defense Infantry 8 6 - 2 2 4 Vehicle 3 - 2 4 Vehicle 3 - 2 4 Vehicle 3 - 3  Rules:  Rules:
affected by Suppressive Fire or rules that reduce Speed. Initiative +3  affected by Suppressive Fire or rules that reduce Speed. Initiative +3  affected by Suppressive Fire or rules that reduce Speed. Initiative +3  Improvisation – If a Vehicle is destroyed in this model's hex, leave it for reference (it does not count against population). Once per destroyed Vehicle in the hex, you may make an attack with that Vehicle. Remove the marker afterwards. Limited Range 2  Set Rarity Number Rating #/#  Name Rating #/#  Marine Sergeant 10  Infantry Officer - 1941  Infantry Offi
that reduce Speed. Initiative +3  Set Rarity Number Name Rating #/#  Name Rating #/#  Name Rating #/#  Marine Sergeant Infantry Officer - 1941  Infantry Officer - 194
Initiative +3  Initia
efense Die against attacks from Red evil Captain's unit.    Rarity
destroyed Vehicle in the hex, you may make an attack with that Vehicle. Remove the marker afterwards. Limited Range 2  Set Rarity Name Rating #/# Name Rating #/# Name Rating #/#  USA Points  4A1 Sherman Commander 40 icle Medium Tank Officer - 1942  Target 0-1 2-4 5-8 peed Defense Infantry 10 9 7 4 5/4 Vehicle 13 11 9  Est Rarity Number Rating #/# Name Rating #/# N
Rarity Number Rating Points  4A1 Sherman Commander 40 licle Medium Tank Officer - 1942  Target 0-1 2-4 5-8 losed Defense Infantry 10 9 7 4 5/4 Vehicle 13 11 9  Barity Number Rating Number Rating Points Points Points Points Points Points Points Points Points Red Devil Captain Points
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Number Rating   Number Rating   Rarity Name Rating   Number
Name   Rating   #/#
Name   Rating   #/#
4A1 Sherman Commander dolicle Medium Tank Officer - 1942       40       Red Devil Captain       11       Marine Sergeant       10         Infantry Officer - 1941       Target o-1 o-2-4 o-8       0-1 o-1 o-1 o-1 o-1 o-1 o-1 o-1 o-1 o-1 o
icle Medium Tank Officer - 1942  Target 0-1 2-4 5-8  peed Defense Infantry 10 9 7 4 5/4 Vehicle 13 11 9  Infantry Officer - 1941  Speed Defense Infantry 8 6 - 2 2 4 Vehicle 3  Rules:  Infantry Officer - 1941  Infantry Officer - 1941  Speed Defense Infantry 8 6 2 4 Vehicle 3  Rules:  Rules:
Target   0-1   2-4   5-8     Target   0-1   2-4   5-8     Speed   Defense   Infantry   10   9   7   2   4   Vehicle   3   -   -       2   4   Vehicle   3   -   -
Speed   Defense   Infantry   10   9   7     Speed   Defense   Infantry   8   6   -     Speed   Defense   Infantry   9   7   -   2   4   Vehicle   3   -   -   2   4   Vehicle   3   -   -     Speed   Defense   Infantry   9   7   -   2   4   Vehicle   3   -   -     Speed   Defense   Infantry   9   7   -   2   4   Vehicle   3   -   -     Speed   Defense   Infantry   9   7     Speed
4 5/4 Vehicle 13 11 9 2 4 Vehicle 3 2 4 Vehicle 3 Rules: Rules:
es: Rules: Rules:
itiative +2       Close Assault 7       Close Assault 7
eading from the Front – All friendly     Initiative +2   Drill Sergeant – models in this model's
ehicles within 1 hex gain +1 attack     Limited Range 3   unit gain +1 hexes to their medium
ie. Pin Pointer – Units targeted by models     range.
uppressive Fire     in Red Devil Captain's unit lose 1   Initiative +2
ersatile Warmachine     Defense Die against attacks from Red
ersatile Warmachine Defense Die against attacks from Red
ersatile Warmachine Defense Die against attacks from Red
ersatile Warmachine Defense Die against attacks from Red

**Rarity** Rating

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	rande				6		ning Eag	gle Para	troo <sub>l</sub>	per	14		e Riflem	an			5
Basic Infa	ntry - 1941					Basic Infa	ntry - 1941					Basic Infa	ntry - 1942	_			
Speed	Defense	Target Infantry	0-1	2-4	5-8	Speed	Defense	Target Infantry	0-1	2-4	5-8	Speed	Defense	Target Infantry	0-1	2-4	5-8
2	4	Vehicle	8	7	-	2	5	Vehicle	9	7	-	2	4	Vehicle	8	7	-
2	4	Vernicie		-	-		) 5	vernicie	3	_			4	vernicie	3	-	
Rules:						Rules:						Rules:					
	Assault 7					Close	Assault 8						Assault 7				
	and Stripe			er is in		Paratr	-					1 1	manship			med	muik
	nit, gain +					1 1	and Stripe nit, gain +					,60	is 2-5 inst				
i <b>et</b> Iame		<b>arity</b> ating		Νι	ımber #/#	Set Name		<b>arity</b> ating		Ni	umber #/#	Set Name		<b>arity</b> ating		N	Numb #,
JSA				-	Points	USA					Points	USA					Point
Buffalo Infantry -	o Soldiei 1944	٢			8	Range Infantry -					13	Untest Infantry -	ted Recr 1942	uit			3
	T = -	Target	0-1	2-4	5-8	l	T = -	Target	0-1	2-4	5-8		T	Target	0-1	2-4	5-8
Speed	Defense	Infantry	8	7	-	Speed	Defense	Infantry	10	8	-	Speed	Defense	Infantry	7	6	-
2	5	Vehicle	3	-	-	2	5	Vehicle	3	-	-	2	4	Vehicle	3	-	-
Rules:						Rules:						Rules:					
Close A	Assault 7					Lead t Speed or rive	Assault 8 he Way – to move er withou ment wou ed.	·This unit over a cl t making	iff, ob a roll,	stacle even	2,	Close	Assault 6				
		arity		Ni	ımber	Set	R	arity		Ni	umber	Set	R	arity			Numb

USA					Points	USA					Points	USA					Point
M1 Ba	zooka				8	M2-2	Flameth	rower			5	BAR G	unner				5
Infantry S <sub>l</sub>	pecialist - 1	942				Infantry	Specialist - 1	944				Infantry S	pecialist - 1	941			
		Target	0-1	2-4	5-8	l	1 - 6	Target	0-1	2-4	5-8	l <del></del>		Target	0-1	2-4	5-8
Speed	Defense	Infantry	5	-	-	Speed	Defense	Infantry	10	-	-	Speed	Defense	Infantry	9	7	-
2	4	Vehicle	9	4	-	2	4	Vehicle	7	-	-	2	4	Vehicle	4	4	-
Rules:						Rules:						Rules:					
Close A	Assault 10	)				Flame	ethrower					Suppr	essive Fire	2			
Set Name JSA Mortal	Ra	arity ating		N	lumber #/# Points						umber #/# Points					N	lumbe #/i Point 5
illialitiy 5	pecialist - 1.	Target	0-1	2-4	5-8	illianti y	specialist - 1	Target	0-1	2-4	5-8	linanti y 3	pecialist - 1	Target	0-1	2-4	5-8
Speed	Defense	Infantry	3	6	5	Speed	Defense	Infantry	5	5	5	Speed	Defense	Infantry	10	6	T -
2	4	Vehicle	-	4	3	2	4	Vehicle	-	-	-	2	4	Vehicle	3	-	-
Rules: Inaccu Indirec Shrapr	ct Fire					1 1 -	alist Hunte ack dice a			_	S		Assault 7 d Range 2	2			
	R	arity		N	lumber	Set	R	arity		Nı	umber	Set	R	arity		N	lumbe

					Points	USA					Points	USA				F	oints
JS En	gineer				7	M1919	MG Te	am			11	3" Gur	n M5				21
	Specialist - 1					Infantry N	/IG Team - 1					Infantry A	rtillery - 19				
C	D-f	Target	0-1	2-4	5-8	C	D. C	Target	0-1	2-4	5-8	Consider	5.6	Target	0-1	2-4	5-8
Speed	Defense	Infantry	8	7	-	Speed	Defense	Infantry	9	8	7	Speed	Defense	Infantry	8	7	6
2	4	Vehicle	3	-	-	2	4	Vehicle	3	3	3	0	5	Vehicle	14	12	10
tules:						Rules:						Rules:					
Bridge	e Demoliti	on – Inst	ead o	of		Sustaii	ned Fire -	- Infantry	9/8/	7,		Large					
attack	ing or mo	ving in th	ne ass	sault		Vehicle	e 3/3/3.					Reloca	ite 1				
-	, roll a d6		one l	Bridg	e or							Tank D	Destroyer				
	cle is dest	-															
Close	Assault 10	0															
et	R	arity		N	umber	Set	R	arity		N	umber	Set	R:	arity		N	umb
ame		ating			#/#	Name		ating			#/#	Name		ating			#
SA					Points	USA					Points	USA				F	oint
Quad	50				16	M1 81	mm Mc	rtar			10	M20 7	5mm Re	ecoilless	s Rifle	е	10
-	Artillery - 19	43					rtillery - 19					Infantry A	rtillery - 19	45			
		Target	0-1	2-4	5-8	l		Target	0-1	2-4	5-8			Target	0-1	2-4	5-8
	T = -		9	8	7	Speed	Defense	Infantry	3	8	7	Speed	Defense	Infantry	9	8	7
	Defense	Infantry		_	_							1 1				0	6
Speed 0	Defense 4	Infantry Vehicle	4	4	4	0	3	Vehicle	-	6	5	0	3	Vehicle	10	8	
0				_	4	0 Rules:	3	Vehicle	-	6	5	0 Rules:	3	Vehicle	10	0	-
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0 aules:	4			_	4	Rules:	ded Range		-	6	5	Rules:	3  ast – Onc   remaind	e this un	it has	fired	-
0 aules: AA Reloca	4 ate 1	Vehicle		_	4	Rules:	ded Range		-	6	5	Rules: Backb	last – Onc	e this un	it has turn	fired	-
0 AA Reloca Suppr	4 ate 1 essive Fire	Vehicle	4	4	4	Rules: Extend	ded Range rate 1 ct Fire		-	6	5	Rules:  Backb for the	last – Once remaind t gain the	e this un er of the bonus d	it has turn efens	fired this u	init
0 AA Reloca Suppr Sustai	4 ate 1	Vehicle  e - Infantry	9/8/	7,		Rules: Extend Inaccu	ded Range rate 1 ct Fire ite 1		-	6	5	Rules:  Backb for the	last – Once remaind t gain the peing in h	e this un er of the bonus d	it has turn efens	fired this u	init
ules: AA Reloca Suppr Sustai	4  ate 1  essive Fire -	Vehicle  e - Infantry	9/8/	7,		Rules: Extend Inaccu Indired Reloca	ded Range rate 1 ct Fire ite 1		-	6	5	Rules:  Backb for the canno	last – Once remaind t gain the being in h	e this un er of the bonus d	it has turn efens	fired this u	init
ules: AA Reloca Suppr Sustai	4  ate 1  essive Fire -	Vehicle  e - Infantry	9/8/	7,		Rules: Extend Inaccu Indired Reloca	ded Range rate 1 ct Fire ite 1			6	5	Rules:  Backb for the canno from b Vehicl	last – Once remaind t gain the being in h	e this un er of the bonus d	it has turn efens	fired this u	init
0 aules: AA Reloca Suppr Sustai	4  ate 1  essive Fire -	Vehicle  e - Infantry	9/8/	7,		Rules: Extend Inaccu Indired Reloca	ded Range rate 1 ct Fire ite 1		-	6	5	Rules:  Backb for the canno from b Vehicl	last – Once remaind t gain the being in h	e this un er of the bonus d	it has turn efens	fired this u	init
0 AA Reloca Suppr Sustai	4  ate 1  essive Fire -	Vehicle  e - Infantry	9/8/	7,		Rules: Extend Inaccu Indired Reloca	ded Range rate 1 ct Fire ite 1		-	6	5	Rules:  Backb for the canno from b Vehicl	last – Once remaind t gain the being in h	e this un er of the bonus d	it has turn efens	fired this u	init
0 Rules: AA Reloca Suppr Sustai	4  ate 1  essive Fire -	Vehicle  e - Infantry	9/8/	7,		Rules: Extend Inaccu Indired Reloca	ded Range rate 1 ct Fire ite 1		-	6	5	Rules:  Backb for the canno from b Vehicl	last – Once remaind t gain the being in h	e this un er of the bonus d	it has turn efens	fired this u	init
0 Rules: AA Reloca Suppr Sustai Vehicl	ate 1 essive Fire ned Fire – e 4/4/4, A	e - Infantry AA, Suppr	9/8/	7, re Fire		Rules:  Extend Inaccu Indired Reloca Shrapr	ded Rango rate 1 ct Fire ite 1 nel 2	e 16	-			Rules:  Backb for the canno from b Vehicl Reloca	last – Once e remaind t gain the peing in he e. ate 1	e this un ler of the bonus d ex or in a	it has turn efens	fired this u e die with a	init
0 AA Reloca Suppr Sustai	4  ate 1 essive Fire - ned Fire - e 4/4/4, F	Vehicle  e - Infantry	9/8/	7, re Fire		Rules: Extend Inaccu Indired Reloca	ded Range rate 1 ct Fire ite 1 nel 2		-		5 umber #/#	Rules:  Backb for the canno from b Vehicl	last – Once remaind t gain the peing in he e. ate 1	e this un er of the bonus d	it has turn efens	fired this u e die with a	init

USA		Points	USA				P	oints	USA					Points
37mm Gun M3		10		mm Pac		tzer		16	M5 Ha	lftrack				21
nfantry Artillery - 1941			Infantry A	rtillery - 19					Vehicle - 3	1941				
Speed Defense Infantr	1 1	4 5-8	Speed	Defense	Target Infantry	0-1	2-4	5-8	Speed	Defense	Target Infantry	0-1	2-4	5-8
0 3 Vehicle		<ul><li>8 7</li><li>7 5</li></ul>	0	3	Vehicle	9	8 5	7	4	2/2	Vehicle	9	8	7
U 3 Vernicio	9	/ 5		3	vernicie	О	Э	4	4	2/2	Vernicie	4	4	4
Rules:			Rules:						Rules:					
Relocate 1			Extend	ded 12					Firing					
Tank Destroyer			Indire						High G					
			Reloca	ite 1						essive Fire	9			
									Transp	ort				
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Set Rarity		Number	Set	R	arity		N	umber	Set	R	arity		N	Numbe
Name Rating		#/#	Name	R	ating			#/#	Name	R	ating			#/
USA		Points	USA				P	oints	USA				-	Points
Jeep		6	Amtra	ck				14	Higgin	s Boat				23
Vehicle - 1941			Vehicle - 2	1943					Vehicle - 3	1941				
Speed Defense Infantr		-4 5-8	Speed	Defense	Target Infantry	<b>0-1</b>	<b>2-4</b> 8	5-8 7	Speed	Defense	Target Infantry	<b>0-1</b>	<b>2-4</b>	5-8 7
			3	2/2	Vehicle	4	4	4	4	3/3	Vehicle	4	4	4
5 1/1 Vehicle	_			_/		_				3/3				
5 1/1 Vehicle	-			•										
Rules:	-		Rules:						Rules:					
Rules: High Gear 2	-		Rules:						Amph					
Rules: High Gear 2 Transport	<u>  -  </u>		Rules: Amphi	ransport -			-		Amph Heavy	Transpor	t			
Rules: High Gear 2	-		Rules: Amphi Jeep T instead	ransport d embark	one Jee	o vari	-		Amph Heavy Jeep T	Transpor ransport				
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Rules: High Gear 2 Transport	-		Rules: Amphi Jeep T instead instead	ransport d embark d of one I essive Fire	one Jeeμ Infantry ι	o vari	-		Amph Heavy Jeep T	Transpor ransport				
Rules: High Gear 2 Transport	-		Rules: Amphi Jeep T instead	ransport d embark d of one I essive Fire	one Jeeμ Infantry ι	o vari	-		Amph Heavy Jeep T	Transpor ransport				
Rules: High Gear 2 Transport	-		Rules: Amphi Jeep T instead instead	ransport d embark d of one I essive Fire	one Jeeμ Infantry ι	o vari	-		Amph Heavy Jeep T	Transpor ransport				
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Rules: High Gear 2 Transport	-	Number	Rules: Amphi Jeep T instead instead	ransport d embark d of one I essive Fire	one Jeeμ Infantry ι	o vari	ant	umber	Amph Heavy Jeep T	Transport ransport essive Fire				Numbe

USA					Points	USA				F	Points	USA					Points
CCKW	352				8	DUKW	1				8	M3A1	Scout C	ar			19
/ehicle -						Vehicle -							rmored Car				
		Target	0-1	2-4	5-8			Target	0-1	2-4	5-8			Target	0-1	2-4	5-8
Speed	Defense	Infantry	-	-	-	Speed	Defense	Infantry	-	-	-	Speed	Defense	Infantry	9	8	7
3	1/1	Vehicle	-	-	-	3	2/2	Vehicle	-	-	-	5	2/2	Vehicle	4	4	4
Rules:						Rules:						Rules:					
Heavy	/ Transpor	t				Amph	ibious					Aggre	ssion 2				
High (	Gear 2					Heavy	Transpor	t				High G	iear 2				
Unarn	nored											Transp	ort				
Set	R	arity		N	umber	Set	R	arity		N	umber	Set	R	arity			lumbe
Name		ating			#/#	Name		ating			#/#	Name		ating		•	#/
JSA					Doints	USA					Points	USA					Poin
	SI C				Points		. l <del></del> l			l			realization <del></del> -	- 1			
	Chafee				33		ght Tank				31		Light Ta				28
Vehicle L	ight Tank - 1					Vehicle L	ight Tank - 1					Vehicle Li	ght Tank - 1				
6 1	1 5 6	Target	0-1	2-4	5-8		l n (	Target	0-1	2-4	5-8		5.6	Target	0-1	2-4	5-8
Speed	Defense	Infantry	9	8	7	Speed	Defense	Infantry	9	8	7	Speed	Defense	Infantry	9	8	7
5	4/3	Vehicle	13	11	9	5	4/3	Vehicle	9	7	5	5	4/3	Vehicle	9	7	5
Rules:						Rules:						Rules:					
	er					Spotte	er					Spotte	r				
Spotte		1				1 1 -	and Fade	2				1 1 -	and Fade	2			
Spotte						1 1			. 0 /0 /	_		1 1					
Super						Sustai	ned Fire -	<ul> <li>Infantry</li> </ul>	9/8/	/,		Superi	or Armor	1			
Super	essive Fire	9															
Super		9					e 3/3/3.										
Super		9															
Super		9															
Super		9															
Super		2															
Super		<b>e</b>															
Super		2															
Super		9															
Super Suppr	essive Fire					Vehicl	e 3/3/3.										
Super	essive Fire	erity aritg		N	umber #/#		e 3/3/3.	<b>arity</b> ating		N	umber #/#	Set Name		ari <b>ty</b> ating		N	Jumbe

USA					Points	USA				l	Points	USA					Point
VT-2					19	M4A1	Sherma	n			35	M3 Le	e				29
ehicle Lig	ght Tank - 19	943				Vehicle M	ledium Tank	- 1942				Vehicle M	ledium Tank	c - 1942			
1		Target	0-1	2-4	5-8	I		Target	0-1	2-4	5-8			Target		2-4	5-8
Speed	Defense	Infantry	9	8	7	Speed	Defense	Infantry	10	9	7	Speed	Defense	Infantry	10	9	7
3	2/2	Vehicle	9	7	5	4	5/4	Vehicle	13	11	9	3	5/4	Vehicle	9	7	5
tules:						Rules:						Rules:					
Amphi	bious					Suppre	essive Fire	<u>;</u>				Auxilia	ary 75mm	Cannon	– Infa	ntry	
Spotte						Versat	ile Warm	achine				8/7/6,	Vehicle 1	L3/11/9 N	No Tur	ret.	
-	and Fade	2											houette -				
												gain th	ne benefit	t of defer	nse dic	e fro	m
												hexes.					
												Versat	ile Warm	achine			
et		arity		N	umber	Set		arity		Nι	ımber	Set		arity		Νι	ımb
lame	R:	ating			#/#	Name	Ra	nting			#/#	Name	R	ating			#,
varrie	110	0			•			. 0			,			•			
				F	Points	USA				P	oints	USA				P	oints
JSA	E8 Sherr		sy Eig		Points		Sherma		) )				ershing				oints
JSA <b>M4A3</b> E		man Eas	, ,		40	M4A3	Sherma ledium Tank	n Rhino		•	oints 41	M26 P		< <b>-</b> 1945			51
JSA M4A3E Vehicle M	E8 Sherr	man Eas - 1944 Target	0-1	ght 2-4	40 5-8	M4A3 Vehicle M	ledium Tank	n Rhino - 1944 Target	0-1	2-4	oints 41 5-8	M26 P Vehicle M	ershing ledium Tank	< - 1945 Target	1 1	2-4	51 5-8
JSA V4A3E /ehicle M	E8 Sherr edium Tank Defense	man Eas - 1944 Target Infantry	<b>0-1</b>	ght 2-4 8	40 5-8 7	M4A3 Vehicle M	ledium Tank Defense	n Rhino - 1944 Target Infantry	<b>0-1</b> 10	<b>2-4</b> 9	oints 41 5-8	M26 P Vehicle M	ershing ledium Tank Defense	c - 1945 Target Infantry	9	<b>2-4</b>	51 5-8 7
JSA <b>M4A3E</b> /ehicle M	E8 Sherr	man Eas - 1944 Target	0-1	ght 2-4	40 5-8	M4A3 Vehicle M	ledium Tank	n Rhino - 1944 Target	0-1	2-4	oints 41 5-8	M26 P Vehicle M	ershing ledium Tank	< - 1945 Target	1 1	2-4	51 5-8 7
JSA M4A3E /ehicle M Speed 4	E8 Sherr edium Tank Defense	man Eas - 1944 Target Infantry	<b>0-1</b>	ght 2-4 8	40 5-8 7	M4A3 Vehicle M	ledium Tank Defense	n Rhino - 1944 Target Infantry	<b>0-1</b> 10	<b>2-4</b> 9	oints 41 5-8	M26 P Vehicle M	ershing ledium Tank Defense	c - 1945 Target Infantry	9	<b>2-4</b>	51 5-8 7
JSA  V4A3E /ehicle M Speed 4	E8 Sherr edium Tank Defense	man Eas - 1944 Target Infantry Vehicle	<b>0-1</b>	ght 2-4 8	40 5-8 7	M4A3 Vehicle M Speed 4 Rules:	ledium Tank Defense	n Rhino - 1944 Target Infantry Vehicle	0-1 10 13	<b>2-4</b> 9 11	oints 41 5-8 7 9	M26 P Vehicle M Speed 4 Rules:	ershing ledium Tank Defense	( - 1945 Target Infantry Vehicle	9	<b>2-4</b>	51 5-8 7
JSA M4A3E /ehicle M Speed 4 Rules:	E8 Sherr edium Tank Defense 5/4	man Eas - 1944 Target Infantry Vehicle	<b>0-1</b>	ght 2-4 8	40 5-8 7	M4A3 Vehicle M Speed 4 Rules: Brusho	Defense 5/4	n Rhind - 1944 Target Infantry Vehicle	0-1 10 13	2-4 9 11	oints 41 5-8 7 9	M26 P Vehicle M Speed 4 Rules: Extend	ershing ledium Tank Defense 6/4	( - 1945 Target Infantry Vehicle	9	<b>2-4</b>	5-8
JSA M4A3E /ehicle M Speed 4  Rules: Superior Suppre	E8 Sherr edium Tank Defense 5/4 or Armou	man Eas - 1944 Target Infantry Vehicle	<b>0-1</b>	ght 2-4 8	40 5-8 7	M4A3 Vehicle M Speed 4 Rules: Brusho	Defense 5/4  cutter – T	n Rhind - 1944 Target Infantry Vehicle nis mode	0-1 10 13	2-4 9 11	oints 41 5-8 7 9	M26 P Vehicle M Speed 4 Rules: Extend Superi	ershing ledium Tank Defense 6/4	C-1945 Target Infantry Vehicle	9	<b>2-4</b>	5-8 7
JSA M4A3E /ehicle M Speed 4  Rules: Superior Suppre	E8 Sherr edium Tank Defense 5/4 or Armou	man Eas - 1944 Target Infantry Vehicle	<b>0-1</b>	ght 2-4 8	40 5-8 7	M4A3 Vehicle M Speed 4 Rules: Brusho and m as if th	Defense 5/4  cutter – Tl	n Rhind - 1944 Target Infantry Vehicle nis mode rest and clear.	0-1 10 13	2-4 9 11	oints 41 5-8 7 9	M26 P Vehicle M Speed 4 Rules: Extend Superi Suppro	ershing ledium Tank Defense 6/4 ded Range for Armor	c - 1945 Target Infantry Vehicle e 12 1	9	<b>2-4</b>	51 5-8 7
JSA M4A3E //ehicle M Speed 4  Rules: Superior Superior Suppre	E8 Sherr edium Tank Defense 5/4 or Armou	man Eas - 1944 Target Infantry Vehicle	<b>0-1</b>	ght 2-4 8	40 5-8 7	M4A3 Vehicle M Speed 4 Rules: Brushd and m as if th Superi	Defense 5/4  cutter – Tl ove in Followy were corn Armor	n Rhind - 1944 Target Infantry Vehicle nis mode rest and clear.	0-1 10 13	2-4 9 11	oints 41 5-8 7 9	M26 P Vehicle M Speed 4 Rules: Extend Superi Suppro	ershing ledium Tank Defense 6/4 ded Range for Armor essive Fire	c - 1945 Target Infantry Vehicle e 12 1	9	<b>2-4</b>	51 5-8 7
JSA M4A3E //ehicle M/ Speed 4  Rules: Superior Superior Suppre	E8 Sherr edium Tank Defense 5/4 or Armou	man Eas - 1944 Target Infantry Vehicle	<b>0-1</b>	ght 2-4 8	40 5-8 7	M4A3 Vehicle M Speed 4 Rules: Brusho and m as if th Superi Suppro	Defense 5/4  cutter – Ti ove in For	n Rhino -1944 Target Infantry Vehicle nis mode rest and clear.	0-1 10 13	2-4 9 11	oints 41 5-8 7 9	M26 P Vehicle M Speed 4 Rules: Extend Superi Suppro	ershing ledium Tank Defense 6/4 ded Range for Armor essive Fire	c - 1945 Target Infantry Vehicle e 12 1	9	<b>2-4</b>	51 5-8 7
JSA M4A3E //ehicle M/ Speed 4  Rules: Superior Superior Suppre	E8 Sherr edium Tank Defense 5/4 or Armou	man Eas - 1944 Target Infantry Vehicle	<b>0-1</b>	ght 2-4 8	40 5-8 7	M4A3 Vehicle M Speed 4 Rules: Brusho and m as if th Superi Suppro	Defense 5/4  cutter – Tl ove in Former were corners armoressive Fire	n Rhino -1944 Target Infantry Vehicle nis mode rest and clear.	0-1 10 13	2-4 9 11	oints 41 5-8 7 9	M26 P Vehicle M Speed 4 Rules: Extend Superi Suppro	ershing ledium Tank Defense 6/4 ded Range for Armor essive Fire	c - 1945 Target Infantry Vehicle e 12 1	9	<b>2-4</b>	51 5-8 7
JSA M4A3E //ehicle M/ Speed 4  Rules: Superior Superior Suppre	E8 Sherr edium Tank Defense 5/4 or Armou	man Eas - 1944 Target Infantry Vehicle	<b>0-1</b>	ght 2-4 8	40 5-8 7	M4A3 Vehicle M Speed 4 Rules: Brusho and m as if th Superi Suppro	Defense 5/4  cutter – Tl ove in Former were corners armoressive Fire	n Rhino -1944 Target Infantry Vehicle nis mode rest and clear.	0-1 10 13	2-4 9 11	oints 41 5-8 7 9	M26 P Vehicle M Speed 4 Rules: Extend Superi Suppro	ershing ledium Tank Defense 6/4 ded Range for Armor essive Fire	c - 1945 Target Infantry Vehicle e 12 1	9	<b>2-4</b>	51 5-8 7
JSA M4A3E //ehicle M Speed 4  Rules: Superior Superior Suppre	E8 Sherr edium Tank Defense 5/4 or Armou	man Eas - 1944 Target Infantry Vehicle	<b>0-1</b>	ght 2-4 8	40 5-8 7	M4A3 Vehicle M Speed 4 Rules: Brusho and m as if th Superi Suppro	Defense 5/4  cutter – Tl ove in Former were corners armoressive Fire	n Rhino -1944 Target Infantry Vehicle nis mode rest and clear.	0-1 10 13	2-4 9 11	oints 41 5-8 7 9	M26 P Vehicle M Speed 4 Rules: Extend Superi Suppro	ershing ledium Tank Defense 6/4 ded Range for Armor essive Fire	c - 1945 Target Infantry Vehicle e 12 1	9	<b>2-4</b>	51 5-8 7
JSA M4A3E //ehicle M Speed 4  Rules: Superior Superior Suppre	E8 Sherr edium Tank Defense 5/4 or Armou	man Eas - 1944 Target Infantry Vehicle	<b>0-1</b>	ght 2-4 8	40 5-8 7	M4A3 Vehicle M Speed 4 Rules: Brusho and m as if th Superi Suppro	Defense 5/4  cutter – Tl ove in Former were corners armoressive Fire	n Rhino -1944 Target Infantry Vehicle nis mode rest and clear.	0-1 10 13	2-4 9 11	oints 41 5-8 7 9	M26 P Vehicle M Speed 4 Rules: Extend Superi Suppro	ershing ledium Tank Defense 6/4 ded Range for Armor essive Fire	c - 1945 Target Infantry Vehicle e 12 1	9	<b>2-4</b>	51 5-8 7
JSA M4A3E  /ehicle M  Speed 4  Rules: Superior Suppre	Defense 5/4  or Armouessive Fire	man Eas - 1944 Target Infantry Vehicle ur 1 e achine	<b>0-1</b>	2-4 8 12	40 5-8 7	M4A3 Vehicle M Speed 4 Rules: Brusho and m as if th Superi Suppro	Defense 5/4  Cutter – Ti ove in Form ney were of or Armoressive Fire ille Warma	n Rhind - 1944 Target Infantry Vehicle nis mode rest and clear. 1	0-1 10 13	2-4 9 11 enter Hexe	oints 41 5-8 7 9	M26 P Vehicle M Speed 4 Rules: Extend Superi Suppro	ershing Defense 6/4  ded Range for Armor essive Fire file Warm	r 1945 Target Infantry Vehicle e 12 f 1 e achine	9	2-4 8 15	51 5-8 7
Speed 4  Rules: Superior Superior Superior Versati	Defense 5/4  or Armouessive Fire	man Eas - 1944 Target Infantry Vehicle	<b>0-1</b>	2-4 8 12	40 5-8 7 10	M4A3 Vehicle M Speed 4 Rules: Brusho and m as if th Superi Suppro Versat	Defense 5/4  cutter – Ti ove in Form ney were of or Armor essive Fire ille Warma	n Rhino -1944 Target Infantry Vehicle nis mode rest and clear.	0-1 10 13	2-4 9 11 enter Hexe	oints 41  5-8  7  9	M26 P Vehicle M Speed 4 Rules: Extend Superi Suppro Versat	ershing Defense 6/4  ded Range for Armor essive Fire tile Warm	c - 1945 Target Infantry Vehicle e 12 1	9	2-4 8 15	51 5-8 7 13

USA		_			Points	USA					Points	USA		_		F	Points
	Sherma	. ,			41		nerman <sup>-</sup>		lliope	5	43		Sherma	•	<b>y</b> )		26
/ehicle M	ledium Tank	- 1944 <b>Target</b>	0-1	2-4	5-8	Vehicle	Medium Tanl	k - 1944 <b>Target</b>	0-1	2-4	5-8	Vehicle M	ledium Tanl	k - 1942 <b>Target</b>	0-1	2-4	5-8
Speed	Defense	Infantry	12	11	9	Speed	Defense	Infantry	9	8	7	Speed	Defense	Infantry	10	9	7
4	5/4	Vehicle	10	8	6	4	5/4	Vehicle	13	11	9	4	5/4	Vehicle	13	11	9
Rules:						Rules:						Rules:					
Bomba	ardment					Auxil	iary Rocke	t Rack – I	nfant	ry		Highly	Flammal	ble – eacl	h time	e this	
Superi	or Armou	ır 1				11/1	0/9, Vehicl	e 6/5/4,	Blast,				suffers o				
	essive Fire					Bom	oardment.					roll a d	d6. On a 5	5+ suffer	one a	dditio	onal
Versat	ile Warm	achine				Versa	itile Warm	achine				damag	-				
												1 1	essive Fir				
												Versat	ile Warm	achine			
												L					
Set	R	arity		N	umber	Set	R	arity		Nu	ımber	Set	R	arity		N	umbe
Name	R	ating			#/#	Name	R	ating			#/#	Name	R	ating			#/
USA				F	Points	USA				I	Points	USA					Point
M18 H		4044			36		lackson	- 1011			56		Volverin				31
venicie ia	ank Destroy	er - 1944 Target	0-1	2-4	5-8	venicie	Tank Destroy	er - 1944 Target	0-1	2-4	5-8	venicie ia	ink Destroy	er - 1943 <b>Target</b>	0-1	2-4	5-8
Speed	Defense	Infantry	9	8	7	Speed	Defense	Infantry	9	8	7	Speed	Defense	Infantry	9	8	7
5	3/2	Vehicle	14	12	10	4	5/3	Vehicle	17	15	13	4	4/3	Vehicle	14	12	10
Rules:						Rules:						Rules:					
High G	ear 1					Exter	ided Rang	e 12				Suppre	essive Fir	e			
Strike	and Fade	2				Supp	ressive Fir	e				Tank D	estroyer				
Suppre	essive Fire	2				Tank	Destroyer										
Tank D	estroyer																
					1												
<b>Set</b> Name		arity ating		N	umber #/#	Set Name		arity ating		Nu	umber #/#	Set Name		arity ating		N	umbe #/#

USA				I	Points		USA					Points	USA					Point
M7 10	)5mm Pr	iest			45		M12 G	MC				50	FO Jee					6
ehicle SI/	PG - 1942						Vehicle SP	G - 1944					Vehicle - 2	1942				
Casad	Defense	Target	0-1	2-4	5-8	٦   ١	Canad	Deferre	Target	0-1	2-4	5-8	Conned	Defense	Target	0-1	2-4	5-8
Speed	Defense	Infantry Vehicle	11	10		4	Speed	Defense	Infantry Vehicle	12	11	9	Speed	Defense	Infantry Vehicle	-	-	-
3	3/3	vernicie	10	8	6	J   l	3	4/3	vernicie	12	10	8	5	1/1	vernicie	-	-	-
Rules:							Rules:						Rules:					
Bomb	ardment						Blast						High G	Gear 2				
Extend	ded Range	e 16					Bomba	ardment					Spotte	r				
Indire	ct Fire						Extend	led Range	e 16				Unarm	nored				
No Tu	rret						Indired	t Fire										
Auxilia	ary M2 – I	nfantry 9	/8/7,	Vehi	icle		No Tur	ret										
4/4/4,	, Suppress	sive Fire.					Open I	3ack										
							Tank D	estroyer										
						.   '												
Set		arity		N	lumber		Set		arity		Nι	ımber	Set		arity		N	umbe
Name	K	ating			#/#		Name	K	ating			#/#	Name	K	ating			#/
					Points		USA					oints	USA					
M16 F	Halftrack				Points 21		M8 Gr	eyhoun				oints 26	P-51D	Mustan	g			
M16 H			0.1		21		M8 Gr	eyhoun mored Car	- 1943	0.1		26				0.1	2.4	27
M16 F Vehicle -	1943	Target	0-1 Q	2-4	21		M8 Greve	mored Car	- 1943 Target	<b>0-1</b>	2-4	26 5-8	P-51D Aircraft - 1	1944	Target	<b>0-1</b>	<b>2-4</b>	
M16 H /ehicle -	1943 Defense		9	<b>2-4</b>	21 5-8 7		M8 Greven	Defense	- 1943	9	<b>2-4</b>	26 5-8 7	P-51D Aircraft - 3	1944 Defense		10	8	27
M16 H /ehicle -	1943	<b>Target</b> Infantry		2-4	21		M8 Greve	mored Car	- 1943 Target Infantry	1	2-4	26 5-8	P-51D Aircraft - 1	1944	Target Infantry			5-8 -
V16 Hehicle - Speed	1943 Defense	<b>Target</b> Infantry	9	<b>2-4</b>	21 5-8 7	]	M8 Greven	Defense	- 1943 Target Infantry	9	<b>2-4</b>	26 5-8 7	P-51D Aircraft - 3	1944 Defense	Target Infantry	10	8	27
M16 H /ehicle - Speed 4	1943 Defense	<b>Target</b> Infantry	9	<b>2-4</b>	21 5-8 7	]	Vehicle Ar  Speed  5  Rules: Aggres	Defense 2/2 ssion 2	- 1943 Target Infantry	9	<b>2-4</b>	26 5-8 7	P-51D Aircraft - :  Speed A  Rules: Aircraft	Defense 4	Target Infantry Vehicle	10 5	5	27
V16 F /ehicle - Speed 4 Rules: AA High G	Defense 2/2	Target Infantry Vehicle	9	2-4 8 4	21 5-8 7	]	M8 Grovehicle Ar Vehicle Ar Speed 5 Rules: Aggres High G	Defense 2/2 ssion 2 ear 2	- 1943 Target Infantry Vehicle	9	<b>2-4</b>	26 5-8 7	P-51D Aircraft - :  Speed A  Rules: Aircraft	Defense 4	Target Infantry Vehicle	10 5	5	27
M16 H/ehicle - Speed 4 Rules: AA High G Sustai	Defense 2/2  Sear 1 ned Fire -	Target Infantry Vehicle	9 4	2-4 8 4	21 5-8 7 4	]	M8 Grovehicle Ar Vehicle Ar Speed 5 Rules: Aggres High G	Defense 2/2 ssion 2	- 1943 Target Infantry Vehicle	9	<b>2-4</b>	26 5-8 7	P-51D Aircraft -: Speed A Rules: Aircraft Rocket model	Defense 4  ft ts 8 – Onc	Target Infantry Vehicle  ce per ga 8 attack	me, t	8 5	27 5-8 - -
M16 Hyehicle - Speed 4 Rules: AA High G Sustai Vehicl	Defense 2/2  Gear 1 ned Fire -	Target Infantry Vehicle - Infantry AA, Suppr	9 4	2-4 8 4	21 5-8 7 4	]	M8 Grovehicle Ar Speed 5 Rules: Aggres High G	Defense 2/2 ssion 2 ear 2	- 1943 Target Infantry Vehicle	9	<b>2-4</b>	26 5-8 7	P-51D Aircraft -: Speed A Rules: Aircraft Rocket model Vehicle	Defense 4  ft ts 8 – Onc may roll e instead	Target Infantry Vehicle Ce per ga 8 attack of the no	me, t	8 5	27 5-8 - -
VM16 Helphicle - Speed 4 Rules: AA High G Sustai Vehicl	Defense 2/2  Sear 1 ned Fire -	Target Infantry Vehicle - Infantry AA, Suppr	9 4	2-4 8 4	21 5-8 7 4	]	M8 Grovehicle Ar Speed 5 Rules: Aggres High G	Defense 2/2 ssion 2 ear 2 and Fade	- 1943 Target Infantry Vehicle	9	<b>2-4</b>	26 5-8 7	P-51D Aircraft -: Speed A Rules: Aircraft Rocket model Vehicle	Defense 4  ft ts 8 – Onc	Target Infantry Vehicle Ce per ga 8 attack of the no	me, t	8 5	27 5-8 - -
M16 Hyehicle - Speed 4 Rules: AA High G Sustai Vehicl	Defense 2/2  Gear 1 ned Fire -	Target Infantry Vehicle - Infantry AA, Suppr	9 4	2-4 8 4	21 5-8 7 4	]	M8 Grovehicle Ar Speed 5 Rules: Aggres High G	Defense 2/2 ssion 2 ear 2 and Fade	- 1943 Target Infantry Vehicle	9	<b>2-4</b>	26 5-8 7	P-51D Aircraft -: Speed A Rules: Aircraft Rocket model Vehicle	Defense 4  ft ts 8 – Onc may roll e instead	Target Infantry Vehicle Ce per ga 8 attack of the no	me, t	8 5	27 5-8 - -
M16 Hyehicle - Speed 4 Rules: AA High G Sustai Vehicl	Defense 2/2  Gear 1 ned Fire -	Target Infantry Vehicle - Infantry AA, Suppr	9 4	2-4 8 4	21 5-8 7 4	]	M8 Grovehicle Ar Speed 5 Rules: Aggres High G	Defense 2/2 ssion 2 ear 2 and Fade	- 1943 Target Infantry Vehicle	9	<b>2-4</b>	26 5-8 7	P-51D Aircraft -: Speed A Rules: Aircraft Rocket model Vehicle	Defense 4  ft ts 8 – Onc may roll e instead	Target Infantry Vehicle Ce per ga 8 attack of the no	me, t	8 5	27 5-8 - -
M16 F Vehicle - Speed 4 Rules: AA High G Sustai Vehicl	Defense 2/2  Gear 1 ned Fire -	Target Infantry Vehicle - Infantry AA, Suppr	9 4	2-4 8 4	21 5-8 7 4	]	M8 Grovehicle Ar Speed 5 Rules: Aggres High G	Defense 2/2 ssion 2 ear 2 and Fade	- 1943 Target Infantry Vehicle	9	<b>2-4</b>	26 5-8 7	P-51D Aircraft -: Speed A Rules: Aircraft Rocket model Vehicle	Defense 4  ft ts 8 – Onc may roll e instead	Target Infantry Vehicle Ce per ga 8 attack of the no	me, t	8 5	27 5-8 - -
Speed 4 Rules: AA High G Sustai Vehicl	Defense 2/2  Gear 1 ned Fire -	Target Infantry Vehicle - Infantry AA, Suppr	9 4	2-4 8 4	21 5-8 7 4	]	M8 Grovehicle Ar Speed 5 Rules: Aggres High G	Defense 2/2 ssion 2 ear 2 and Fade	- 1943 Target Infantry Vehicle	9	<b>2-4</b>	26 5-8 7	P-51D Aircraft -: Speed A Rules: Aircraft Rocket model Vehicle	Defense 4  ft ts 8 – Onc may roll e instead	Target Infantry Vehicle Ce per ga 8 attack of the no	me, t	8 5	27 5-8 - -
M16 F Vehicle - Speed 4 Rules: AA High G Sustai Vehicl	Defense 2/2  Gear 1 ned Fire -	Target Infantry Vehicle - Infantry AA, Suppr	9 4	2-4 8 4	21 5-8 7 4	]	M8 Grovehicle Ar Speed 5 Rules: Aggres High G	Defense 2/2 ssion 2 ear 2 and Fade	- 1943 Target Infantry Vehicle	9	<b>2-4</b>	26 5-8 7	P-51D Aircraft -: Speed A Rules: Aircraft Rocket model Vehicle	Defense 4  ft ts 8 – Onc may roll e instead	Target Infantry Vehicle Ce per ga 8 attack of the no	me, t	8 5	27 5-8 - -
VM16 Helphicle - Speed 4 Rules: AA High G Sustai Vehicl	Defense  2/2  Gear 1  ned Fire – e 4/4/4, A essive Fire	Target Infantry Vehicle - Infantry AA, Suppr	9 4	2-4 8 4	21 5-8 7 4		M8 Grovehicle Ar Speed 5 Rules: Aggres High G	Defense 2/2 ssion 2 ear 2 and Fade essive Fire	- 1943 Target Infantry Vehicle	9	2-4 8 7	26 5-8 7	P-51D Aircraft -: Speed A Rules: Aircraft Rocket model Vehicle	Defense 4  ft ts 8 – Onc may roll e instead essive Fire	Target Infantry Vehicle Ce per ga 8 attack of the no	me, t	nis agains dice.	27 5-8 - -

USA				ı	Points	USA				F	Points	USA					Point
238G I	Lightnin	g			33	F4U (	Corsair				34	P40 Tc	mahaw	'k			29
Aircraft - :	_					Aircraft	- 1943					Aircraft -	1941				
	5.6	Target	0-1	1	5-8		15.6	Target	0-1	2-4	5-8		- ·	Target	0-1	2-4	5-8
Speed	Defense	Infantry	10	8	-	Speed	_	Infantry	10	8	-	Speed	Defense	Infantry	9	8	-
Α	4	Vehicle	5	5	-	A	4	Vehicle	5	5	-	A	4	Vehicle	4	4	-
Rules:						Rules:						Rules:					
Heavy	Armor 1					Aircr	aft					Aircra	ft				
Suppre	essive Fire	9				Bom	os 12 – On	ce per ga	me, t	his		Ram –	Instead o	of attacki	ng, th	is mo	del
						mod	el may inst	ead roll :	L2 atta	ack di	ce	1 1 -	oll 12 atta		_		
						_	st an Infar	-	hicle	unit			ft model v				
							n 0-1 hexe						rs a defer	sive fire	from	that	
						1 1 -	rior Armoi					aircraf	-				
						Supp	ressive Fir	e				Suppr	essive Fir	e			
et	R:	arity		Ni	ımber	Set	R	arity		Nı	umber	Set	R	arity		N	umb
lame		ating			#/#	Name		ating			#/#	Name		ating			#/
JSA				F	Points	USA					Points	USA					Poin
	ian DD			ſ	Points 41		nan VC F	irefly			Points 43		E2 Jumb	oo (105)			
_	ian DD ledium Tank	: - 1944		ı		Sherr	nan VC F	•				M4A3	E2 Jumk	, ,	ı		
Sherm /ehicle M	ledium Tank	Target	0-1	2-4	41 5-8	Sherr	Medium Tanl	k - 1944 Target	0-1	2-4	43	M4A3 Vehicle M	1edium Tanl	k - 1944 Target	0-1	2-4	49 5-8
Sherm /ehicle M Speed	ledium Tank	Target Infantry	10	<b>2-4</b> 9	41 5-8 7	Sherr Vehicle Speed	Medium Tanl Defense	k - 1944 Target Infantry	9	<b>2-4</b>	43 5-8 7	M4A3 Vehicle M	1edium Tanl Defense	t - 1944 Target Infantry	<b>0-1</b>	11	<b>5-8</b> 9
Sherm /ehicle M	ledium Tank	Target		2-4	41 5-8	Sherr	Medium Tanl	k - 1944 Target	1	2-4	43	M4A3 Vehicle M	1edium Tanl	k - 1944 Target	0-1	1	<b>5-8</b> 9 6
Sherm /ehicle M Speed 4	ledium Tank	Target Infantry	10	<b>2-4</b> 9	41 5-8 7	Sherr Vehicle Speed	Medium Tanl Defense	k - 1944 Target Infantry	9	<b>2-4</b>	43 5-8 7	M4A3 Vehicle M	1edium Tanl Defense	t - 1944 Target Infantry	<b>0-1</b>	11	<b>5-8</b> 9
Sherm /ehicle M Speed 4	Defense 5/4	Target Infantry	10	<b>2-4</b> 9	41 5-8 7	Sherr Vehicle Speed 4 Rules:	Medium Tanl Defense	k - 1944 Target Infantry Vehicle	9	<b>2-4</b>	43 5-8 7	M4A3 Vehicle M Speed 3 Rules:	1edium Tanl Defense	t - 1944 Target Infantry	<b>0-1</b>	11	<b>5-8</b> 9
Sherm /ehicle M Speed 4 Rules: Amphi	Defense 5/4	Target Infantry Vehicle	10 13	2-4 9 11	41 5-8 7 9	Sherr Vehicle Speed 4 Rules: Exter	Defense 5/4	k - 1944 Target Infantry Vehicle	9	<b>2-4</b>	43 5-8 7	M4A3 Vehicle N Speed 3 Rules: Bomb	Defense	Target Infantry Vehicle	<b>0-1</b>	11	<b>5-8</b> 9
Sherm /ehicle M Speed 4 Rules: Amphi Collap	Defense 5/4 ibious	Target Infantry Vehicle en – This	10 13 mode	2-4 9 11	41 5-8 7 9	Sherr Vehicle Speed 4 Rules: Exter Supe	Defense 5/4	Target Infantry Vehicle e 10	9	<b>2-4</b>	43 5-8 7	M4A3 Vehicle M Speed 3 Rules: Bomb Super	Defense 7/4 ardment	Target Infantry Vehicle	<b>0-1</b>	11	<b>5-8</b> 9
Sherm /ehicle M Speed 4 Rules: Amphi Collap	Defense 5/4 ibious sible Scre	Target Infantry Vehicle en – This	10 13 mode	2-4 9 11	41 5-8 7 9	Sherr Vehicle Speed 4 Rules: Exter Supe	Defense 5/4  nded Rang rior Armol	Target Infantry Vehicle e 10	9	<b>2-4</b>	43 5-8 7	M4A3 Vehicle M Speed 3 Rules: Bomb Super Suppr	Defense 7/4 ardment	Target Infantry Vehicle	<b>0-1</b>	11	<b>5-8</b> 9
Sherm /ehicle M Speed 4 Rules: Amphi Collap not mathex. Superi	Defense 5/4 ibious sible Screake attack	Target Infantry Vehicle en – This ss while it	10 13 mode	2-4 9 11	41 5-8 7 9	Sherr Vehicle Speed 4 Rules: Exter Supe	Defense 5/4  nded Rang rior Armol	Target Infantry Vehicle e 10	9	<b>2-4</b>	43 5-8 7	M4A3 Vehicle M Speed 3 Rules: Bomb Super Suppr	Defense 7/4 ardment ior Armoressive Fire	Target Infantry Vehicle	<b>0-1</b>	11	<b>5-8</b> 9
Speed 4  Rules: Amphi Collap not ma hex. Superi Suppre	Defense 5/4 ibious sible Screake attack	Target Infantry Vehicle en – This as while it	10 13 mode	2-4 9 11	41 5-8 7 9	Sherr Vehicle Speed 4 Rules: Exter Supe	Defense 5/4  nded Rang rior Armol	Target Infantry Vehicle e 10	9	<b>2-4</b>	43 5-8 7	M4A3 Vehicle M Speed 3 Rules: Bomb Super Suppr	Defense 7/4 ardment ior Armoressive Fire	Target Infantry Vehicle	<b>0-1</b>	11	<b>5-8</b> 9
Speed 4  Rules: Amphi Collap not ma hex. Superi Suppre	Defense 5/4 ibious sible Screake attack	Target Infantry Vehicle en – This as while it	10 13 mode	2-4 9 11	41 5-8 7 9	Sherr Vehicle Speed 4 Rules: Exter Supe	Defense 5/4  nded Rang rior Armol	Target Infantry Vehicle e 10	9	<b>2-4</b>	43 5-8 7	M4A3 Vehicle M Speed 3 Rules: Bomb Super Suppr	Defense 7/4 ardment ior Armoressive Fire	Target Infantry Vehicle	<b>0-1</b>	11	<b>5-8</b> 9
Speed 4  Rules: Amphi Collap not ma hex. Superi Suppre	Defense 5/4 ibious sible Screake attack	Target Infantry Vehicle en – This as while it	10 13 mode	2-4 9 11	41 5-8 7 9	Sherr Vehicle Speed 4 Rules: Exter Supe	Defense 5/4  nded Rang rior Armol	Target Infantry Vehicle e 10	9	<b>2-4</b>	43 5-8 7	M4A3 Vehicle M Speed 3 Rules: Bomb Super Suppr	Defense 7/4 ardment ior Armoressive Fire	Target Infantry Vehicle	<b>0-1</b>	11	<b>5-8</b> 9
Sherm /ehicle M Speed 4 Rules: Amphi Collap not ma hex. Superi Suppre	Defense 5/4 ibious sible Screake attack	Target Infantry Vehicle en – This as while it	10 13 mode	2-4 9 11	41 5-8 7 9	Sherr Vehicle Speed 4 Rules: Exter Supe	Defense 5/4  nded Rang rior Armol	Target Infantry Vehicle e 10	9	<b>2-4</b>	43 5-8 7	M4A3 Vehicle M Speed 3 Rules: Bomb Super Suppr	Defense 7/4 ardment ior Armoressive Fire	Target Infantry Vehicle	<b>0-1</b>	11	<b>5-8</b> 9
Sherm /ehicle M Speed 4 Rules: Amphi Collap not ma hex. Superi Suppre	Defense 5/4 ibious sible Screake attack	Target Infantry Vehicle en – This as while it	10 13 mode	2-4 9 11	41 5-8 7 9	Sherr Vehicle Speed 4 Rules: Exter Supe	Defense 5/4  nded Rang rior Armol	Target Infantry Vehicle e 10	9	<b>2-4</b>	43 5-8 7	M4A3 Vehicle M Speed 3 Rules: Bomb Super Suppr	Defense 7/4 ardment ior Armoressive Fire	Target Infantry Vehicle	<b>0-1</b>	11	<b>5-8</b> 9
Sherm Vehicle M Speed 4 Rules: Amphi Collap not ma hex. Superi Suppre	Defense 5/4 ibious sible Screake attack for Armor essive Fire file Warm	Target Infantry Vehicle en – This as while it	10 13 mode	2-4 9 11 el mar a wat	41 5-8 7 9	Sherri Vehicle Speed 4  Rules: Exter Super Versa	Defense 5/4  nded Rang rior Armonatile Warm	Target Infantry Vehicle e 10	9	2-4 8 13	43 5-8 7	M4A3 Vehicle M Speed 3 Rules: Bomb Super Suppr	Defense 7/4  ardment ior Armoressive Fire tile Warm	Target Infantry Vehicle	<b>0-1</b>	11 8	<b>5-8</b> 9

USA					Points	USA					Points	USA					Points
	Zippo				30	M3 Sa					26		ong Ton				48
/ehicle N	1edium Tank					Vehicle Li	ght Tank - 1					Infantry A	Artillery - 19				
Speed	Defense	Target Infantry		2-4	5-8	Speed	Defense	Target Infantry	0-1	2-4	5-8	Speed	Defense	Target Infantry	0-1	2-4	5-8
4	5/4	Vehicle	11	-	-	5	4/3	Vehicle	10	-	-	0	4	Vehicle	12	11	8
4	3/4	Verneie	12				4/3	Verneie	11	_			4	Verneie	12	10	0
Rules:						Rules:						Rules:					
Auxilia	ary M191	9s – Infar	ntry 9/	/8/7,		Auxilia	ary M191	9s – Infar	ntry 9	/8/7,		Blast					
Vehicle	e 3/3/3, S	Suppressi	ve Fire	е.		Vehicl	e 3/3/3.						ardment				
	thrower					1 1	thrower						ded Rang	e 16			
Versat	tile Warm	achine				Spotte						Indire	ct Fire				
						Strike	and Fade	2				Large					
												Tank 🗅	Destroyer				
Set	ь	arity		NI.	umber	Set	ь	arity		NI.	umber	Set	ь	arity		N	umbe
Name		-		14	ullibel	Jet	n			131		Jel		ality		IV	unibe
varrie	K	ating			#/#	Name		ating			#/#	Name		ating			#/
	K	aπng						-		D	#/#	Name		•			
USA					Points	USA	R	ating	ισ		#/# Points	Name USA	R	•			Point
usa M6 He	eavy Tan	ık				USA M26E4		Pershin	ıg		#/#	Name	Jeep	•			Point
usa M6 He	eavy Tan	ık	0-1	2-4	Points	USA M26E4	4 Super	Pershin	g 0-1		#/# Points	USA Recon	Jeep	•	0-1	2-4	Point
<sub>JSA</sub> M6 He	eavy Tan	k 1943 Target Infantry	<b>0-1</b>		Points 50	USA M26E4	4 Super	Pershin	_		#/# Points 66	USA Recon	Jeep	ating	<b>0-1</b> 9	8	Point
JSA <b>M6 He</b> /ehicle H	eavy Tan leavy Tank -	k 1943 Target	1 1	2-4	Points 50 5-8	USA M26E4 Vehicle H	R  4 Super eavy Tank -	Pershin 1945 Target	0-1	2-4	#/# Points 66 5-8	USA Recon Vehicle - 2	R <b>Jeep</b> 1941	ating Target	1		Point 16
JSA M6 H6 Vehicle H Speed 3	eavy Tan leavy Tank - Defense	k 1943 Target Infantry	10	<b>2-4</b> 9	Points 50 5-8 7	USA M26E4 Vehicle H Speed 3	4 Super eavy Tank -	Pershin 1945 Target Infantry	<b>0-1</b>	<b>2-4</b>	#/# Points 66 5-8 7	USA Recon Vehicle - 2	Jeep 1941 Defense	Target Infantry	9	8	Point 16
WSA M6 He Wehicle H Speed 3 Rules:	Defense	k 1943 Target Infantry Vehicle	10 14	<b>2-4</b> 9 12	Points 50 5-8 7	USA M26E4 Vehicle H Speed 3	4 Super eavy Tank - Defense 7/4	Pershin 1945 Target Infantry Vehicle	<b>0-1</b>	<b>2-4</b>	#/# Points 66 5-8 7	USA Recon Vehicle - 2 Speed 5 Rules:	Jeep 1941 Defense 1/1	Target Infantry	9	8	Point 16
USA M6 He Vehicle H Speed 3 Rules: Auxilia	eavy Tank - Defense 6/4  ary 37mm	k 1943 Target Infantry Vehicle	10 14	<b>2-4</b> 9 12	Points 50 5-8 7	USA M26E4 Vehicle H Speed 3 Rules:	4 Super eavy Tank - Defense 7/4 ded Range	Pershin 1945 Target Infantry Vehicle	<b>0-1</b>	<b>2-4</b>	#/# Points 66 5-8 7	USA Recon Vehicle - 2 Speed 5 Rules: High G	Jeep 1941 Defense 1/1	Target Infantry	9	8	Point 16
Wehicle H Speed 3 Rules: Auxilia	Defense 6/4  ary 37mm e 9/7/5.	1943 Target Infantry Vehicle	10 14 ry 9/8,	2-4 9 12 /7,	Points 50 5-8 7 10	USA M26E4 Vehicle H Speed 3 Rules: Extend Heavy	4 Super eavy Tank - Defense 7/4 ded Range Armor 1	Pershin 1945 Target Infantry Vehicle	<b>0-1</b>	<b>2-4</b>	#/# Points 66 5-8 7	USA Recon Vehicle - :  Speed 5  Rules: High G Unarm	Jeep 1941 Defense 1/1 Gear 2 nored	Target Infantry Vehicle	9	8	7
Speed 3 Rules: Auxilia Vehicle Auxilia	Defense 6/4  ary 37mm e 9/7/5. ary M2s —	k 1943 Target Infantry Vehicle 1 — Infant	10 14 ry 9/8,	2-4 9 12 /7,	Points 50 5-8 7 10	USA M26E4 Vehicle H Speed 3 Rules: Extend Heavy Superi	4 Super eavy Tank - Defense 7/4 ded Rang Armor 1	Pershin 1945 Target Infantry Vehicle	<b>0-1</b>	<b>2-4</b>	#/# Points 66 5-8 7	USA Recon Vehicle - :  Speed 5  Rules: High G Unarm	Jeep 1941 Defense 1/1	Target Infantry Vehicle	9	8	Point 16
Speed 3 Rules: Auxilia Vehicle Auxilia 4/4/4,	Defense 6/4 ary 37mm e 9/7/5. ary M2s – , No Turre	k 1943 Target Infantry Vehicle 1 — Infant	10 14 ry 9/8,	2-4 9 12 /7,	Points 50 5-8 7 10	USA M26E4 Vehicle H Speed 3 Rules: Extend Heavy Superi	4 Super eavy Tank - Defense 7/4 ded Range Armor 1	Pershin 1945 Target Infantry Vehicle	<b>0-1</b>	<b>2-4</b>	#/# Points 66 5-8 7	USA Recon Vehicle - :  Speed 5  Rules: High G Unarm	Jeep 1941 Defense 1/1 Gear 2 nored	Target Infantry Vehicle	9	8	Point 16
JSA M6 He Vehicle H Speed 3 Rules: Auxilia Vehicle Auxilia 4/4/4, Heavy	Defense 6/4  ary 37mm e 9/7/5. ary M2s – , No Turre	Ik 1943 Target Infantry Vehicle Infantry Infantry Infantry	10 14 ry 9/8,	2-4 9 12 /7,	Points 50 5-8 7 10	USA M26E4 Vehicle H Speed 3 Rules: Extend Heavy Superi	4 Super eavy Tank - Defense 7/4 ded Rang Armor 1	Pershin 1945 Target Infantry Vehicle	<b>0-1</b>	<b>2-4</b>	#/# Points 66 5-8 7	USA Recon Vehicle - :  Speed 5  Rules: High G Unarm	Jeep 1941 Defense 1/1 Gear 2 nored	Target Infantry Vehicle	9	8	Point 16
Speed 3 Rules: Auxilia Vehicle Auxilia 4/4/4, Heavy	Defense 6/4 ary 37mm e 9/7/5. ary M2s – , No Turre	Ik 1943 Target Infantry Vehicle Infantry Infantry Infantry	10 14 ry 9/8,	2-4 9 12 /7,	Points 50 5-8 7 10	USA M26E4 Vehicle H Speed 3 Rules: Extend Heavy Superi	4 Super eavy Tank - Defense 7/4 ded Rang Armor 1	Pershin 1945 Target Infantry Vehicle	<b>0-1</b>	<b>2-4</b>	#/# Points 66 5-8 7	USA Recon Vehicle - :  Speed 5  Rules: High G Unarm	Jeep 1941 Defense 1/1 Gear 2 nored	Target Infantry Vehicle	9	8	Point 16
Speed 3 Rules: Auxilia Vehicle Auxilia 4/4/4, Heavy	Defense 6/4  ary 37mm e 9/7/5. ary M2s – , No Turre	Ik 1943 Target Infantry Vehicle Infantry Infantry Infantry	10 14 ry 9/8,	2-4 9 12 /7,	Points 50 5-8 7 10	USA M26E4 Vehicle H Speed 3 Rules: Extend Heavy Superi	4 Super eavy Tank - Defense 7/4 ded Rang Armor 1	Pershin 1945 Target Infantry Vehicle	<b>0-1</b>	<b>2-4</b>	#/# Points 66 5-8 7	USA Recon Vehicle - :  Speed 5  Rules: High G Unarm	Jeep 1941 Defense 1/1 Gear 2 nored	Target Infantry Vehicle	9	8	Point 16
JSA M6 He Vehicle H Speed 3 Rules: Auxilia Vehicle Auxilia 4/4/4, Heavy	Defense 6/4  ary 37mm e 9/7/5. ary M2s – , No Turre	Ik 1943 Target Infantry Vehicle Infantry Infantry Infantry	10 14 ry 9/8,	2-4 9 12 /7,	Points 50 5-8 7 10	USA M26E4 Vehicle H Speed 3 Rules: Extend Heavy Superi	4 Super eavy Tank - Defense 7/4 ded Rang Armor 1	Pershin 1945 Target Infantry Vehicle	<b>0-1</b>	<b>2-4</b>	#/# Points 66 5-8 7	USA Recon Vehicle - :  Speed 5  Rules: High G Unarm	Jeep 1941 Defense 1/1 Gear 2 nored	Target Infantry Vehicle	9	8	Point 16 5-8 7
JSA M6 He /ehicle H Speed 3 Rules: Auxilia Vehicle Auxilia 4/4/4, Heavy	Defense 6/4  ary 37mm e 9/7/5. ary M2s – , No Turre	Ik 1943 Target Infantry Vehicle Infantry Infantry Infantry	10 14 ry 9/8,	2-4 9 12 /7,	Points 50 5-8 7 10	USA M26E4 Vehicle H Speed 3 Rules: Extend Heavy Superi	4 Super eavy Tank - Defense 7/4 ded Rang Armor 1	Pershin 1945 Target Infantry Vehicle	<b>0-1</b>	<b>2-4</b>	#/# Points 66 5-8 7	USA Recon Vehicle - :  Speed 5  Rules: High G Unarm	Jeep 1941 Defense 1/1 Gear 2 nored	Target Infantry Vehicle	9	8	Point 16 5-8 7
Speed 3 Rules: Auxilia Vehicle Auxilia 4/4/4, Heavy	Defense 6/4  ary 37mm e 9/7/5. ary M2s – , No Turre of Armor 1 essive Fire	Ik 1943 Target Infantry Vehicle Infantry Infantry Infantry	10 14 ry 9/8,	2-4 9 12 /7, , Veh Fire.	Points 50 5-8 7 10	USA M26E4 Vehicle H Speed 3 Rules: Extend Heavy Superi	4 Super eavy Tank - Defense 7/4 ded Rang Armor 1 for Armor essive Fire	Pershin 1945 Target Infantry Vehicle	<b>0-1</b>	2-4 8 15	#/# Points 66 5-8 7	USA Recon Vehicle - :  Speed 5  Rules: High G Unarm	Jeep 1941  Defense 1/1  Gear 2 nored and Fade	Target Infantry Vehicle	9	8 3	Point 16 5-8 7

USA					Points	USA					Points	USA					Point
Assaul	t Jeep				19	Destro	yer Jee <sub>l</sub>	)			15	Ford G	PA				7
Vehicle - :	1941					Vehicle - :	1941					Vehicle - :	1941				
Casad	Deferre	Target	0-1	2-4	5-8	Canad	Defense	Target	0-1	2-4	5-8	Canad	Deferre	Target	0-1	2-4	5-8
Speed	Defense	Infantry	9	8	7	Speed	Defense	Infantry	9	8	7	Speed	Defense	Infantry	-	-	-
5	1/1	Vehicle	4	4	4	5	1/1	Vehicle	10	8	6	5	1/1	Vehicle	-	-	-
Rules:						Rules:						Rules:					
Aggre	ssion 2					Backb	last – Ond	e this un	it has	fired	,	Amph	bious				
High G						for the	e remaind	er of the	turn	this u	nit	High G					
Unarn	nored					canno	t gain the	bonus d	efens	e die		Transp	ort				
Suppr	essive Fire	2				from b	eing in h	ex.				Unarm	nored				
						High G	Gear 2										
						Unarm	nored										
							_										
i <b>et</b> Iame		<b>arity</b> ating		N	umber #/#	<b>Set</b> Name		arity ating		N	umber #/#	<b>Set</b> Name		<b>arity</b> ating		N	umbe #/#
idilic	100	ating			"/"	Name	10	ating			"/"	Name	110	utilig			",'
JSA					Points	USA					Points	USA					Point
	ying For				52	M18 G	MC (90	mm)			51	M21 8	1mm				13
Super He	avy Aircraft	- 1941				Vehicle Ta	nk Destroy					Vehicle - 3	1943	_			
					5-8			Target	0-1	2-4						2-4	5-8
Snood	Defense	Target	0-1	2-4		Sneed	Defense		1		5-8	Snood	Defense	Infantry	0-1	1	7
Speed	Defense	Infantry	12	-	-	Speed	Defense	Infantry	9	8	7	Speed	Defense	Infantry	3	8	7
Speed A	Defense 5/5				-	Speed 5	Defense 3/2		1			Speed 4	Defense 2/2			1	7 5
Α		Infantry	12	-	-			Infantry	9	8	7	<u>                                   </u>		Infantry		8	1
Α	5/5	Infantry	12			5 Rules:		Infantry Vehicle	9	8	7	4 Rules:		Infantry Vehicle		8	1
A Rules: Aircra	5/5	Infantry Vehicle	12 20	-		5 Rules: Extend	3/2 ded Range Gear 1	Infantry Vehicle	9	8	7	4 Rules:	2/2 ded Range	Infantry Vehicle		8	1
A Rules: Aircra	5/5 ft	Infantry Vehicle	12 20	-		5 Rules: Extend	3/2 ded Range	Infantry Vehicle	9	8	7	4 Rules: Extend	2/2 ded Range sear 2	Infantry Vehicle		8	1
A Rules: Aircraf Auxilia Blast	5/5 ft	Infantry Vehicle	12 20	-		Rules: Extend High G	3/2 ded Range Gear 1	Infantry Vehicle 2 12	9	8	7	4 Rules: Extend	2/2 ded Range sear 2 rate 1	Infantry Vehicle		8	1
A Rules: Aircraf Auxilia Blast Bomba	5/5 ft ary M2s –	Infantry Vehicle Aircraft	12 20 12/10	-   - 		Rules: Extend High G Strike Suppro	3/2 ded Range Gear 1 and Fade	Infantry Vehicle 2 12	9	8	7	Rules: Extend High G	2/2 ded Range fear 2 rate 1 ct Fire	Infantry Vehicle		8	1
A  Rules:  Aircraft Auxilia Blast Bomba Flying make	ft ary M2s – ardment Fortress - a Defensiv	Infantry Vehicle  Aircraft:  - This move Fire ag	12 20 12/10 odel m	- - /	- -	Rules: Extend High G Strike Suppro	3/2 ded Rango Gear 1 and Fade essive Firo	Infantry Vehicle 2 12	9	8	7	Rules: Extend High G Inaccu	2/2 ded Range sear 2 rate 1 ct Fire rret	Infantry Vehicle		8	1
A Rules: Aircraf Auxilia Blast Bomb Flying make each t	ft ary M2s – ardment Fortress - a Defensivime one i	Infantry Vehicle  Aircraft:  - This move Fire ag	12 20 12/10 odel m	- - /	- -	Rules: Extend High G Strike Suppro	3/2 ded Rango Gear 1 and Fade essive Firo	Infantry Vehicle 2 12	9	8	7	Rules: Extend High G Inaccu Indired No Tui	2/2 ded Range sear 2 rate 1 ct Fire rret	Infantry Vehicle		8	1
A Rules: Aircrat Auxilia Blast Bombo Flying make each t Heavy	ft ary M2s – ardment Fortress - a Defension ime one i Armor 2	Infantry Vehicle  Aircraft:  - This move Fire agonest riggere	12 20 12/10 odel m	- - /		Rules: Extend High G Strike Suppro	3/2 ded Rango Gear 1 and Fade essive Firo	Infantry Vehicle 2 12	9	8	7	Rules: Extend High G Inaccu Indired No Tui	2/2 ded Range sear 2 rate 1 ct Fire rret	Infantry Vehicle		8	1
A  Rules:  Aircrat  Auxilia  Blast  Bomba  Flying  make  each t  Heavy	ft ary M2s – ardment Fortress - a Defensivime one i	Infantry Vehicle  Aircraft:  - This move Fire agonest riggere	12 20 12/10 odel m	- - /	- -	Rules: Extend High G Strike Suppro	3/2 ded Rango Gear 1 and Fade essive Firo	Infantry Vehicle 2 12	9	8	7	Rules: Extend High G Inaccu Indired No Tui	2/2 ded Range sear 2 rate 1 ct Fire rret	Infantry Vehicle		8	1
A Rules: Aircrat Auxilia Blast Bombo Flying make each t Heavy	ft ary M2s – ardment Fortress - a Defensiv ime one i Armor 2	Infantry Vehicle  Aircraft:  - This move Fire agonest riggere	12 20 12/10 odel m	/	- - raft	Rules: Extend High G Strike Suppro	3/2 ded Rango Gear 1 and Fade essive Firo Destroyer	Infantry Vehicle 2 12	9	8 15	7	Rules: Extend High G Inaccu Indired No Tui	2/2 ded Range ear 2 rate 1 ct Fire rret nel 2	Infantry Vehicle		8 6	1

USA					Points	USA					Points	USA					Point
T19 HI	MC				28		mm HM				28	T30 HI	MC				23
/ehicle - :	1943	_				Vehicle Ta	ank Destroy					Vehicle - 3	1943				
Speed	Defense	Target Infantry		2-4	5-8	Speed	Defense	Target Infantry	0-1	2-4	5-8	Speed	Defense	Target Infantry	0-1	2-4	5-8
4		Vehicle	11	10	9	5 Speed		Vehicle	9	8 5	7	4		Vehicle	9	5	7
4	2/2	Vernicle	10	8	О		4/3	Vernicie	О	Э	4	4	2/2	Vernicie	О	)	4
Rules:						Rules:						Rules:					
Bombardment					Extended Range 12					Extend	ded 12						
Extended Range 12					Suppressive Fire						High Gear 2						
High Gear 2					Tank D	Tank Destroyer					Indirect Fire						
Indire																	
No Tur	rret																
Set	D	oritu		N	umber	Set	ь	arity		N	umber	Set	ь	arity		N	umbe
Name		<b>arity</b> ating		IV	#/#	Name		arity ating		IN	#/#	Name		arity ating		IN	#/
		J			•			J			•			Ü			
JSA					Points	USA					Points	USA					Poin
P-51D	Mustan	g Ace			28	F4U C	orsair A	ce			39	B25 M	itchell				41
. 510		_															
		<b>-</b>	0.4		- 0	Aircraft -	1943	<b>.</b>			- 0	Aircraft -	1941	<b>-</b>			- 0
Aircraft - :	1944	Target	1	2-4	5-8		1	Target	0-1	2-4	5-8			Target	0-1	2-4	5-8
Aircraft - : Speed	1944 Defense	Infantry	11	9	5-8	Speed	Defense	Infantry	11	9	5-8	Speed	Defense	Infantry	11	2-4	5-8
Aircraft - :	1944		1		5-8		1				5-8					2-4 - -	5-8 - -
Aircraft - : Speed A	1944 Defense	Infantry	11	9	5-8	Speed	Defense	Infantry	11	9	5-8	Speed	Defense	Infantry	11	2-4 - -	5-8
Aircraft - : Speed A	Defense 4	Infantry	11	9	5-8	Speed A	Defense 4	Infantry	11	9	5-8	Speed A	Defense 4/4	Infantry	11	2-4	5-8
Speed A Rules: Aircraft	Defense 4	Infantry Vehicle	11	9	5-8	Speed A Rules: Aircra	Defense 4	Infantry Vehicle	11 5	5	5-8	Speed A Rules: Aircraft	Defense 4/4	Infantry Vehicle	11 18	-	5-8
Speed A Rules: Aircraft	1944  Defense  4	Infantry Vehicle	11 5	5	5-8	Speed A Rules: Aircra Bomb	Defense 4	Infantry Vehicle	11 5 me, t	9 5		Speed A Rules: Aircraft	Defense 4/4	Infantry Vehicle	11 18	-	5-8
Speed A Rules: Aircraft	Defense 4  ft /alue Targ	Infantry Vehicle et 1 ce per gai	11 5 me, th	9 5 5		Speed A Rules: Aircra Bomb: model	Defense 4 ft s 12 – On	Infantry Vehicle ce per gaead roll 1	11 5 me, t	9 5 his		Speed A Rules: Aircrat Auxilia Blast	Defense 4/4	Infantry Vehicle	11 18	-	5-8
Speed A Rules: Aircraft High V Rocket model	Defense 4  ft /alue Targ ts 8 – Onc	Infantry Vehicle et 1 se per gai	11 5 me, the	9 5 nis gains		Rules: Aircra Bomb model agains	Defense 4  ft s 12 – On may inst	Infantry Vehicle  ce per ga ead roll 1 atry or Ve	11 5 me, t	9 5 his		Rules: Aircraf Auxilia Blast Bombi	Defense 4/4 ft ary M2s –	Infantry Vehicle	11 18	-	5-8
Speed A Rules: Aircraft High V Rocket model Vehicle	Defense 4  ft /alue Targ ts 8 – Onc I may roll	et 1 se per gal 8 attack of the no	11 5 me, the	9 5 nis gains		Rules: Aircra Bomb model agains within	Defense  4  ft s 12 – On I may inst	ce per ga ead roll 1 stry or Ve	11 5 me, t	9 5 his		Rules: Aircraf Auxilia Blast Bombi	Defense 4/4  ft ary M2s – ardment	Infantry Vehicle	11 18	-	5-8
Speed A Rules: Aircraft High V Rocket model Vehicle	Defense 4  ft /alue Targ ts 8 – Onc I may roll e instead	et 1 se per gal 8 attack of the no	11 5 me, the	9 5 nis gains		Rules: Aircraf Bomb model agains within High V	Defense 4  ft s 12 – On I may inst tt an Infar 0-1 hexe	ce per ga ead roll 1 htry or Ve s. et 1	11 5 me, t	9 5 his		Rules: Aircraf Auxilia Blast Bombi	Defense 4/4  ft ary M2s – ardment	Infantry Vehicle	11 18	-	5-8
Speed A Rules: Aircraft High V Rocket model Vehicle	Defense 4  ft /alue Targ ts 8 – Onc I may roll e instead	et 1 se per gal 8 attack of the no	11 5 me, the	9 5 nis gains		Rules: Aircra Bomb model agains within High V Superi	Defense 4  ft s 12 – On I may inst tt an Infar 0-1 hexe /alue Targ	ce per ga ead roll 1 atry or Ve s. et 1	11 5 me, t	9 5 his		Rules: Aircraf Auxilia Blast Bombi	Defense 4/4  ft ary M2s – ardment	Infantry Vehicle	11 18	-	5-8
Speed A Rules: Aircraft High V Rocket model Vehicle	Defense 4  ft /alue Targ ts 8 – Onc I may roll e instead	et 1 se per gal 8 attack of the no	11 5 me, the	9 5 nis gains		Rules: Aircra Bomb model agains within High V Superi	ft s 12 – On may inst t an Infar 0-1 hexe //alue Targ	ce per ga ead roll 1 atry or Ve s. et 1	11 5 me, t	9 5 his		Rules: Aircraf Auxilia Blast Bombi	Defense 4/4  ft ary M2s – ardment	Infantry Vehicle	11 18	-	5-8
Speed A Rules: Aircraft High V Rocket model Vehicle	Defense 4  ft /alue Targ ts 8 – Onc I may roll e instead	et 1 se per gal 8 attack of the no	11 5 me, the	9 5 nis gains		Rules: Aircra Bomb model agains within High V Superi	ft s 12 – On may inst t an Infar 0-1 hexe //alue Targ	ce per ga ead roll 1 atry or Ve s. et 1	11 5 me, t	9 5 his		Rules: Aircraf Auxilia Blast Bombi	Defense 4/4  ft ary M2s – ardment	Infantry Vehicle	11 18	-	5-8
Speed A Rules: Aircraft High V Rocket model Vehicle	Defense 4  ft /alue Targ ts 8 – Onc I may roll e instead	et 1 se per gal 8 attack of the no	11 5 me, the	9 5 nis gains		Rules: Aircra Bomb model agains within High V Superi	ft s 12 – On may inst t an Infar 0-1 hexe //alue Targ	ce per ga ead roll 1 atry or Ve s. et 1	11 5 me, t	9 5 his		Rules: Aircraf Auxilia Blast Bombi	Defense 4/4  ft ary M2s – ardment	Infantry Vehicle	11 18	-	5-8
Speed A Rules: Aircraft High V Rocket model Vehicle	Defense 4  ft /alue Targ ts 8 – Onc I may roll e instead essive Fire	et 1 se per gal 8 attack of the no	11 5 me, the	9 5		Rules: Aircra Bomb model agains within High V Superi	ft s 12 – On I may inst tt an Infar 0-1 hexe /alue Targ ior Armor essive Fire	ce per ga ead roll 1 atry or Ve s. et 1	11 5 me, t	9 5 his ack di unit		Rules: Aircraf Auxilia Blast Bombi	Defense  4/4  ft ary M2s – ardment Armor 1	Infantry Vehicle	11 18	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	5-8

USA					oints					
	M4A1 Sherman (76mm)									
venicie iv	nicle Medium Tank - 1944 Target 0-1 2									
Speed	Defense	Infantry	9	8	<b>5-8</b> 7					
4	5/4	Vehicle	14	12	10					
Rules:	Rules:									
Suppre	Suppressive Fire									
Versatile Warmachine										
Set	R	arity		N	umber					

Rating

#/#

Name