

USA						Points					
Red Devil Captain						11					
Infantry Officer - 1941											
		Target	0-1	2-4	5-8						
Speed	Defense	Infantry	8	6	-	Speed	Defense	Infantry	9	7	-
2	4	Vehicle	3	-	-	2	5	Vehicle	3	-	-
Rules: Close Assault 7 Initiative +2 Limited Range 3 Pin Pointer – Units targeted by models in Red Devil Captain’s unit lose 1 Defense Die against attacks from Red Devil Captain’s unit.											
Set		Rarity		Number		Set		Rarity		Number	
Name		Rating		#/#		Name		Rating		#/#	

USA						Points					
Screaming Eagle Captain						14					
Infantry Officer - 1944											
		Target	0-1	2-4	5-8						
Speed	Defense	Infantry	9	7	-	Speed	Defense	Infantry	9	7	-
2	5	Vehicle	3	-	-	2	5	Vehicle	3	-	-
Rules: Close Assault 8 Hard Charger – This unit cannot be affected by Suppressing Fire or rules that reduce Speed. Initiative +3											
Set		Rarity		Number		Set		Rarity		Number	
Name		Rating		#/#		Name		Rating		#/#	

USA						Points					
Resourceful Hero						13					
Infantry Officer - 1941											
		Target	0-1	2-4	5-8						
Speed	Defense	Infantry	11	7	-	Speed	Defense	Infantry	11	7	-
2	5	Vehicle	3	-	-	2	5	Vehicle	3	-	-
Rules: Close Assault 8 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		Set		Rarity		Number	
Name		Rating		#/#		Name		Rating		#/#	

USA						Points					
M4A1 Sherman Commander						40					
Vehicle Medium Tank Officer - 1942											
		Target	0-1	2-4	5-8						
Speed	Defense	Infantry	10	9	7	Speed	Defense	Infantry	10	9	7
4	5/4	Vehicle	13	11	9	4	5/4	Vehicle	13	11	9
Rules: Initiative +2 Leading from the Front – All friendly Vehicles within 1 hex gain +1 attack die. Suppressing Fire Versatile Warmachine											
Set		Rarity		Number		Set		Rarity		Number	
Name		Rating		#/#		Name		Rating		#/#	

USA						Points					
Red Devil Captain						11					
Infantry Officer - 1941											
		Target	0-1	2-4	5-8						
Speed	Defense	Infantry	8	6	-	Speed	Defense	Infantry	8	6	-
2	4	Vehicle	3	-	-	2	4	Vehicle	3	-	-
Rules: Close Assault 7 Initiative +2 Limited Range 3 Pin Pointer – Units targeted by models in Red Devil Captain’s unit lose 1 Defense Die against attacks from Red Devil Captain’s unit.											
Set		Rarity		Number		Set		Rarity		Number	
Name		Rating		#/#		Name		Rating		#/#	

USA						Points					
Marine Sergeant						10					
Infantry Officer - 1941											
		Target	0-1	2-4	5-8						
Speed	Defense	Infantry	9	7	-	Speed	Defense	Infantry	9	7	-
2	4	Vehicle	3	-	-	2	4	Vehicle	3	-	-
Rules: Close Assault 7 Drill Sergeant – models in this model’s unit gain +1 hexes to their medium range. Initiative +2											
Set		Rarity		Number		Set		Rarity		Number	
Name		Rating		#/#		Name		Rating		#/#	

USA		Points			
M1 Garande		6			
Basic Infantry - 1941					
		Target	0-1	2-4	5-8
Speed	Defense	Infantry	8	7	-
2	4	Vehicle	3	-	-
Rules:					
Close Assault 7 Stars and Stripes – If an Officer is in this unit, gain +1 Attack Die.					
Set		Rarity		Number	
Name		Rating		#/#	

USA		Points			
Screaming Eagle Paratrooper		14			
Basic Infantry - 1941					
		Target	0-1	2-4	5-8
Speed	Defense	Infantry	9	7	-
2	5	Vehicle	3	-	-
Rules:					
Close Assault 8 Paratrooper Stars and Stripes – If an Officer is in this unit, gain +1 Attack Die.					
Set		Rarity		Number	
Name		Rating		#/#	

USA		Points			
Marine Rifleman		5			
Basic Infantry - 1942					
		Target	0-1	2-4	5-8
Speed	Defense	Infantry	8	7	-
2	4	Vehicle	3	-	-
Rules:					
Close Assault 7 Marksmanship – This model’s medium range is 2-5 instead of 2-4.					
Set		Rarity		Number	
Name		Rating		#/#	

USA		Points			
Buffalo Soldier		8			
Infantry - 1944					
		Target	0-1	2-4	5-8
Speed	Defense	Infantry	8	7	-
2	5	Vehicle	3	-	-
Rules:					
Close Assault 7					
Set		Rarity		Number	
Name		Rating		#/#	

USA		Points			
Rangers		13			
Infantry - 1942					
		Target	0-1	2-4	5-8
Speed	Defense	Infantry	10	8	-
2	5	Vehicle	3	-	-
Rules:					
Close Assault 8 Lead the Way – This unit may spend 2 Speed to move over a cliff, obstacle, or river without making a roll, even if movement would not normally allowed.					
Set		Rarity		Number	
Name		Rating		#/#	

USA		Points			
Untested Recruit		3			
Infantry - 1942					
		Target	0-1	2-4	5-8
Speed	Defense	Infantry	7	6	-
2	4	Vehicle	3	-	-
Rules:					
Close Assault 6					
Set		Rarity		Number	
Name		Rating		#/#	

USA		Points			
M1 Bazooka		8			
Infantry Specialist - 1942					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	5	-	-
2	4	Vehicle	9	4	-
Rules:					
Close Assault 10					
Set	Rarity	Number			
Name	Rating	#/#			

USA		Points			
M2-2 Flamethrower		5			
Infantry Specialist - 1944					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	10	-	-
2	4	Vehicle	7	-	-
Rules:					
Flamethrower					
Set	Rarity	Number			
Name	Rating	#/#			

USA		Points			
BAR Gunner		5			
Infantry Specialist - 1941					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	9	7	-
2	4	Vehicle	4	4	-
Rules:					
Suppressive Fire					
Set	Rarity	Number			
Name	Rating	#/#			

USA		Points			
Mortar M2		6			
Infantry Specialist - 1941					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	3	6	5
2	4	Vehicle	-	4	3
Rules:					
Inaccurate 1 Indirect Fire Shrapnel 2					
Set	Rarity	Number			
Name	Rating	#/#			

USA		Points			
Hunting Sniper		8			
Infantry Specialist - 1941					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	5	5	5
2	4	Vehicle	-	-	-
Rules:					
Crack Shot Specialist Hunter – This model gains +2 attack dice against Infantry Specialists.					
Set	Rarity	Number			
Name	Rating	#/#			

USA		Points			
Thompson Gunner		5			
Infantry Specialist - 1941					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	10	6	-
2	4	Vehicle	3	-	-
Rules:					
Close Assault 7 Limited Range 2					
Set	Rarity	Number			
Name	Rating	#/#			

USA		Points			
US Engineer		7			
Infantry Specialist - 1942					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	8	7	-
2	4	Vehicle	3	-	-
Rules:					
Bridge Demolition – Instead of attacking or moving in the assault phase, roll a d6. On a 3+ one Bridge or Obstacle is destroyed. Close Assault 10					
Set Name		Rarity Rating		Number #/#	

USA		Points			
M1919 MG Team		11			
Infantry MG Team - 1941					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	9	8	7
2	4	Vehicle	3	3	3
Rules:					
Sustained Fire – Infantry 9/8/7, Vehicle 3/3/3.					
Set Name		Rarity Rating		Number #/#	

USA		Points			
3” Gun M5		21			
Infantry Artillery - 1943					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	8	7	6
0	5	Vehicle	14	12	10
Rules:					
Large Relocate 1 Tank Destroyer					
Set Name		Rarity Rating		Number #/#	

USA		Points			
Quad 50		16			
Infantry Artillery - 1943					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	9	8	7
0	4	Vehicle	4	4	4
Rules:					
AA Relocate 1 Suppressive Fire Sustained Fire – Infantry 9/8/7, Vehicle 4/4/4, AA, Suppressive Fire.					
Set Name		Rarity Rating		Number #/#	

USA		Points			
M1 81mm Mortar		10			
Infantry Artillery - 1941					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	3	8	7
0	3	Vehicle	-	6	5
Rules:					
Extended Range 16 Inaccurate 1 Indirect Fire Relocate 1 Shrapnel 2					
Set Name		Rarity Rating		Number #/#	

USA		Points			
M20 75mm Recoilless Rifle		10			
Infantry Artillery - 1945					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	9	8	7
0	3	Vehicle	10	8	6
Rules:					
Backblast – Once this unit has fired, for the remainder of the turn this unit cannot gain the bonus defense die from being in hex or in a hex with a Vehicle. Relocate 1					
Set Name		Rarity Rating		Number #/#	

USA		Points			
37mm Gun M3		10			
Infantry Artillery - 1941					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	9	8	7
0	3	Vehicle	9	7	5
Rules:					
Relocate 1 Tank Destroyer					
Set		Rarity		Number	
Name		Rating		#/#	

USA		Points			
M8 75mm Pack Howitzer		16			
Infantry Artillery - 1941					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	9	8	7
0	3	Vehicle	6	5	4
Rules:					
Extended 12 Indirect Fire Relocate 1					
Set		Rarity		Number	
Name		Rating		#/#	

USA		Points			
M5 Halftrack		21			
Vehicle - 1941					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	9	8	7
4	2/2	Vehicle	4	4	4
Rules:					
Firing Deck High Gear 1 Suppressive Fire Transport					
Set		Rarity		Number	
Name		Rating		#/#	

USA		Points			
Jeep		6			
Vehicle - 1941					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	-	-	-
5	1/1	Vehicle	-	-	-
Rules:					
High Gear 2 Transport Unarmored					
Set		Rarity		Number	
Name		Rating		#/#	

USA		Points			
Amtrack		14			
Vehicle - 1943					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	9	8	7
3	2/2	Vehicle	4	4	4
Rules:					
Amphibious Jeep Transport – This model may instead embark one Jeep variant instead of one Infantry unit. Suppressive Fire Transport					
Set		Rarity		Number	
Name		Rating		#/#	

USA		Points			
Higgins Boat		23			
Vehicle - 1941					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	9	8	7
4	3/3	Vehicle	4	4	4
Rules:					
Amphibious Heavy Transport Jeep Transport Suppressive Fire					
Set		Rarity		Number	
Name		Rating		#/#	

USA		Points	
CCKW 352		8	
Vehicle - 1941			

USA		Points			
LVT-2		19			
Vehicle Light Tank - 1943					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	9	8	7
3	2/2	Vehicle	9	7	5
Rules:					
Amphibious Spotter Strike and Fade 2					
Set		Rarity		Number	
Name		Rating		#/#	

USA		Points			
M4A1 Sherman		35			
Vehicle Medium Tank - 1942					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	10	9	7
4	5/4	Vehicle	13	11	9
Rules:					
Suppressive Fire Versatile Warmachine					
Set		Rarity		Number	
Name		Rating		#/#	

USA		Points			
M3 Lee		29			
Vehicle Medium Tank - 1942					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	10	9	7
3	5/4	Vehicle	9	7	5
Rules:					
Auxiliary 75mm Cannon – Infantry 8/7/6, Vehicle 13/11/9 No Turret. Tall Silhouette – This model cannot gain the benefit of defense dice from hexes. Versatile Warmachine					
Set		Rarity		Number	
Name		Rating		#/#	

USA		Points			
M4A3E8 Sherman Easy Eight		40			
Vehicle Medium Tank - 1944					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	9	8	7
4	5/4	Vehicle	14	12	10
Rules:					
Superior Armour 1 Suppressive Fire Versatile Warmachine					
Set		Rarity		Number	
Name		Rating		#/#	

USA		Points			
M4A3 Sherman Rhino		41			
Vehicle Medium Tank - 1944					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	10	9	7
4	5/4	Vehicle	13	11	9
Rules:					
Brushcutter – This model may enter and move in Forest and Hedge Hexes as if they were clear. Superior Armor 1 Suppressive Fire Versatile Warmachine					
Set		Rarity		Number	
Name		Rating		#/#	

USA		Points			
M26 Pershing		51			
Vehicle Medium Tank - 1945					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	9	8	7
4	6/4	Vehicle	17	15	13
Rules:					
Extended Range 12 Superior Armor 1 Suppressive Fire Versatile Warmachine					
Set		Rarity		Number	
Name		Rating		#/#	

Rules:
Bombardment
Superior Armour 1
Suppressive Fire
Versatile Warmachine

USA

Points

M18 Hellcat

36

Vehicle Tank Destroyer - 1944

Target

0-1

2-4

5-8

Speed	Defense	Infantry	9	8	7
5	3/2	Vehicle	14	12	10

Rules:
High Gear 1 Strike and Fade 2 Suppressive Fire Tank Destroyer

Rules:

Auxiliary Rocket Rack – Infantry
11/10/9, Vehicle 6/5/4, Blast,
Bombardment.
Versatile Warmachine

USA				Points		
M36 Jackson				56		
Vehicle Tank Destroyer - 1944						
Target			0-1	2-4	5-8	
Speed	Defense	Infantry	9	8	7	
4	5/3	Vehicle	17	15	13	

Rules:

- Extended Range 12
- Suppressive Fire
- Tank Destroyer

Rules:

Highly Flammable – each time this model suffers one or more damage roll a d6. On a 5+ suffer one additional damage.

Suppressive Fire

Versatile Warmachine

USA

Points

M10 Wolverine

31

Vehicle Tank Destroyer - 1943

		Target	0-1	2-4	5-8
Speed	Defense	Infantry	9	8	7
4	4/3	Vehicle	14	12	10

Rules:

Suppressive Fire
Tank Destroyer

Set	Rarity	Number
Name	Rating	#/#

USA M7 105mm Priest Vehicle SPG - 1942						Points 45
		Target	0-1	2-4	5-8	
Speed	Defense	Infantry	11	10	9	
3	3/3	Vehicle	10	8	6	
Rules: Bombardment Extended Range 16 Indirect Fire No Turret Auxiliary M2 – Infantry 9/8/7, Vehicle 4/4/4, Suppressive Fire.						
Set	Rarity	Number				
Name	Rating	#/#				

USA M12 GMC Vehicle SPG - 1944						Points 50
		Target	0-1	2-4	5-8	
Speed	Defense	Infantry	12	11	9	
3	4/3	Vehicle	12	10	8	
Rules: Blast Bombardment Extended Range 16 Indirect Fire No Turret Open Back Tank Destroyer						
Set	Rarity	Number				
Name	Rating	#/#				

USA FO Jeep Vehicle - 1942						Points 6
		Target	0-1	2-4	5-8	
Speed	Defense	Infantry	-	-	-	
5	1/1	Vehicle	-	-	-	
Rules: High Gear 2 Spotter Unarmored						
Set	Rarity	Number				
Name	Rating	#/#				

USA **M16 Halftrack** Vehicle - 1943						**Points** **21**
		Target	**0-1**	**2-4**	**5-8**	
Speed	Defense	Infantry	9	8	7	
4	2/2	Vehicle	4	4	4	
Rules: AA High Gear 1 Sustained Fire – Infantry 9/8/7, Vehicle 4/4/4, AA, Suppressive Fire. Suppressive Fire						
Set	**Rarity**	**Number**				
Name	Rating	#/#				

USA M8 Greyhound Vehicle Armored Car - 1943						Points 26
		Target	0-1	2-4	5-8	
Speed	Defense	Infantry	9	8	7	
5	2/2	Vehicle	9	7	5	
Rules: Aggression 2 High Gear 2 Strike and Fade 1 Suppressive Fire						
Set	Rarity	Number				
Name	Rating	#/#				

USA P-51D Mustang Aircraft - 1944						Points 27
		Target	0-1	2-4	5-8	
Speed	Defense	Infantry	10	8	-	
A	4	Vehicle	5	5	-	
Rules: Aircraft Rockets 8 – Once per game, this model may roll 8 attack dice against a Vehicle instead of the normal dice. Suppressive Fire						
Set	Rarity	Number				
Name	Rating	#/#				

USA		Points			
P38G Lightning		33			
Aircraft - 1942					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	10	8	-
A	4	Vehicle	5	5	-
Rules:					
Heavy Armor 1 Suppressive Fire					
Set		Rarity		Number	
Name		Rating		#/#	

USA		Points			
F4U Corsair		34			
Aircraft - 1943					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	10	8	-
A	4	Vehicle	5	5	-
Rules:					
Aircraft Bombs 12 – Once per game, this model may instead roll 12 attack dice against an Infantry or Vehicle unit within 0-1 hexes. Superior Armor 1 Suppressive Fire					
Set		Rarity		Number	
Name		Rating		#/#	

USA		Points			
P40 Tomahawk		29			
Aircraft - 1941					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	9	8	-
A	4	Vehicle	4	4	-
Rules:					
Aircraft Ram – Instead of attacking, this model may roll 12 attack dice against an Aircraft model within 4 hexes. This triggers a defensive fire from that aircraft. Suppressive Fire					
Set		Rarity		Number	
Name		Rating		#/#	

USA		Points			
Sherman DD		41			
Vehicle Medium Tank - 1944					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	10	9	7
4	5/4	Vehicle	13	11	9
Rules:					
Amphibious Collapsible Screen – This model may not make attacks while it is in a water hex. Superior Armor 1 Suppressive Fire Versatile Warmachine					
Set		Rarity		Number	
Name		Rating		#/#	

USA		Points			
Sherman VC Firefly		43			
Vehicle Medium Tank - 1944					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	9	8	7
4	5/4	Vehicle	15	13	11
Rules:					
Extended Range 10 Superior Armor 1 Versatile Warmachine					
Set		Rarity		Number	
Name		Rating		#/#	

USA		Points			
M4A3E2 Jumbo (105)		49			
Vehicle Medium Tank - 1944					
Target		0-1	2-4	5-8	
Speed	Defense	Infantry	12	11	9
3	7/4	Vehicle	10	8	6
Rules:					
Bombardment Superior Armor 1 Suppressive Fire Versatile Warmachine					
Set		Rarity		Number	
Name		Rating		#/#	

USA				Points	
M4A1 Zippo				30	
Vehicle Medium Tank - 1942					
Target			0-1	2-4	5-8
Speed	Defense	Infantry	11	-	-
4	5/4	Vehicle	12	-	-

Auxiliary M1919s – Infantry 9/8/7,
Vehicle 3/3/3, Suppressive Fire.
Flamethrower
Versatile Warmachine

Set	Rarity	Number
Name	Rating	#/#

USA			Points		
M3 Satan			26		
Vehicle Light Tank - 1942					
Target			0-1	2-4	5-8
Speed	Defense	Infantry	10	-	-
5	4/3	Vehicle	11	-	-

Auxiliary M1919s – Infantry 9/8/7.
Vehicle 3/3/3.
Flamethrower
Spotter
Strike and Fade 2

Set	Rarity	Number
Name	Rating	#/#

USA			Points		
M59 Long Tom			48		
Infantry Artillery - 1940					
		Target	0-1	2-4	5-8
Speed	Defense	Infantry	12	11	9
0	4	Vehicle	12	10	8

Blast
Bombardment
Extended Range 16
Indirect Fire
Large
Tank Destroyer

Set	Rarity	Number
Name	Rating	#/#

USA

Points

M6 Heavy Tank

50

Vehicle Heavy Tank - 1943

		Target	0-1	2-4	5-8
Speed	Defense	Infantry	10	9	7
3	6/4	Vehicle	14	12	10

Auxiliary 37mm – Infantry 9/8/7,
Vehicle 9/7/5.
Auxiliary M2s – Infantry 9/8/7, Vehicle
4/4/4, No Turret, Suppressive Fire.
Heavy Armor 1
Suppressive Fire

Set	Rarity	Number
Name	Rating	#/#

USA			Points		
M26E4 Super Pershing			66		
Vehicle Heavy Tank - 1945					
		Target	0-1	2-4	5-8
Speed	Defense	Infantry	9	8	7
3	7/4	Vehicle	17	15	13

Extended Range 12
Heavy Armor 1
Superior Armor 1
Suppressive Fire

Set	Rarity	Number
Name	Rating	#/#

USA

Points

Recon Jeep

16

Vehicle - 1941

		Target	0-1	2-4	5-8
Speed	Defense	Infantry	9	8	7
5	1/1	Vehicle	3	3	3

High Gear 2
Unarmored
Strike and Fade 2

Set	Rarity	Number
Name	Rating	#/#

USA						Points					
Assault Jeep						19					
Vehicle - 1941											
		Target	0-1	2-4	5-8						
Speed	Defense	Infantry	9	8	7	Speed	Defense	Infantry	9	8	7
5	1/1	Vehicle	4	4	4	5	1/1	Vehicle	10	8	6
Rules:						Rules:					
Aggression 2 High Gear 2 Unarmored Suppressive Fire						Backblast – Once this unit has fired, for the remainder of the turn this unit cannot gain the bonus defense die from being in hex. High Gear 2 Unarmored					
Set	Rarity	Number				Set	Rarity	Number			
Name	Rating	#/#				Name	Rating	#/#			

USA						Points					
B17 Flying Fortress						52					
Super Heavy Aircraft - 1941											
		Target	0-1	2-4	5-8						
Speed	Defense	Infantry	12	-	-	Speed	Defense	Infantry	9	8	7
A	5/5	Vehicle	20	-	-	5	3/2	Vehicle	17	15	13
Rules:						Rules:					
Aircraft Auxiliary M2s – Aircraft 12/10/-. Blast Bombardment Flying Fortress – This model may make a Defensive Fire against Aircraft each time one is triggered. Heavy Armor 2 High Value Target 3						Extended Range 12 High Gear 1 Strike and Fade 1 Suppressive Fire Tank Destroyer					
Set	Rarity	Number				Set	Rarity	Number			
Name	Rating	#/#				Name	Rating	#/#			

USA						Points					
Ford GPA						7					
Vehicle - 1941											
		Target	0-1	2-4	5-8						
Speed	Defense	Infantry	-	-	-	Speed	Defense	Infantry	-	-	-
5	1/1	Vehicle	-	-	-	5	1/1	Vehicle	-	-	-
Rules:						Rules:					
Amphibious High Gear 2 Transport Unarmored											
Set	Rarity	Number				Set	Rarity	Number			
Name	Rating	#/#				Name	Rating	#/#			

USA						Points					
M18 GMC (90mm)						51					
Vehicle Tank Destroyer - 1944											
		Target	0-1	2-4	5-8						
Speed	Defense	Infantry	9	8	7	Speed	Defense	Infantry	3	8	7
5	3/2	Vehicle	17	15	13	4	2/2	Vehicle	-	6	5
Rules:						Rules:					
Extended Range 12 High Gear 1 Strike and Fade 1 Suppressive Fire Tank Destroyer						Extended Range 16 High Gear 2 Inaccurate 1 Indirect Fire No Turret Shrapnel 2					
Set	Rarity	Number				Set	Rarity	Number			
Name	Rating	#/#				Name	Rating	#/#			

USA						Points					
M21 81mm						13					
Vehicle - 1943											
		Target	0-1	2-4	5-8						
Speed	Defense	Infantry	3	8	7	Speed	Defense	Infantry	3	8	7
4	2/2	Vehicle	-	6	5	4	2/2	Vehicle	-	6	5
Rules:						Rules:					
Extended Range 16 High Gear 2 Inaccurate 1 Indirect Fire No Turret Shrapnel 2											
Set	Rarity	Number				Set	Rarity	Number			
Name	Rating	#/#				Name	Rating	#/#			

USA						Points
T19 HMC						28
Vehicle - 1943						
		Target	0-1	2-4	5-8	
Speed	Defense	Infantry	11	10	9	
4	2/2	Vehicle	10	8	6	
Rules:						
Bombardment Extended Range 12 High Gear 2 Indirect Fire No Turret						
Set	Rarity	Number				
Name	Rating	#/#				

USA						Points
M8 75mm HMC						28
Vehicle Tank Destroyer - 1942						
		Target	0-1	2-4	5-8	
Speed	Defense	Infantry	9	8	7	
5	4/3	Vehicle	6	5	4	
Rules:						
Extended Range 12 Suppressive Fire Tank Destroyer						
Set	Rarity	Number				
Name	Rating	#/#				

USA						Points
T30 HMC						23
Vehicle - 1943						
		Target	0-1	2-4	5-8	
Speed	Defense	Infantry	9	8	7	
4	2/2	Vehicle	6	5	4	
Rules:						
Extended 12 High Gear 2 Indirect Fire						
Set	Rarity	Number				
Name	Rating	#/#				

USA						Points
P-51D Mustang Ace						28
Aircraft - 1944						
		Target	0-1	2-4	5-8	
Speed	Defense	Infantry	11	9	-	
A	4	Vehicle	5	5	-	
Rules:						
Aircraft High Value Target 1 Rockets 8 – Once per game, this model may roll 8 attack dice against a Vehicle instead of the normal dice. Suppressive Fire						
Set	Rarity	Number				
Name	Rating	#/#				

USA						Points
F4U Corsair Ace						39
Aircraft - 1943						
		Target	0-1	2-4	5-8	
Speed	Defense	Infantry	11	9	-	
A	4	Vehicle	5	5	-	
Rules:						
Aircraft Bombs 12 – Once per game, this model may instead roll 12 attack dice against an Infantry or Vehicle unit within 0-1 hexes. High Value Target 1 Superior Armor 1 Suppressive Fire						
Set	Rarity	Number				
Name	Rating	#/#				

USA						Points
B25 Mitchell						41
Aircraft - 1941						
		Target	0-1	2-4	5-8	
Speed	Defense	Infantry	11	-	-	
A	4/4	Vehicle	18	-	-	
Rules:						
Aircraft Auxiliary M2s – Aircraft 10/8/-. Blast Bombardment Heavy Armor 1						
Set	Rarity	Number				
Name	Rating	#/#				

USA

Points

M4A1 Sherman (76mm)

36

Vehicle Medium Tank - 1944

		Target	0-1	2-4	5-8
Speed	Defense	Infantry	9	8	7
4	5/4	Vehicle	14	12	10

Rules:

Suppressive Fire

Versatile Warmachine

Set

Name

Rarity

Rating

Number

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