

# 1944 - Battle of the Bulge

United States

Western Europe 1943-45

Order Dice: 10

Platoon #1				
Second Lieutenant (Armies of the United States page: 22)			Regular	60
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 Second Lieutenant with Pistol	6"	1	n/a	Assault
with Submachine gun	12"	2	n/a	Assault
with M1 carbine (rifle)	24"	1	n/a	
1 Infantry (equipped as modeled)		-	-	
Infantry Squads				
Veteran Infantry Squad (Armies of the United States page: 6)			Veteran	106
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 NCO with Submachine gun	12"	2	n/a	Assault
5 Infantry with Rifle	24"	1	n/a	
1 Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	
Tough Fighters				Tough Fighters
Veteran Paratrooper squad (Late) (Battle of the Bulge page: 0)			Veteran	155
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 NCO with Submachine gun	12"	2	n/a	Assault
2 Infantry with Light Machine gun (requires loader)	36"	4	n/a	
5 Infantry with Rifle	24"	1	n/a	
Stubborn				Stubborn
Forward Observer				
Air Force Forward Observer (Armies of the United States page: 22)			Regular	85
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 Air Force Forward Observer with M1 carbine (rifle)	24"	1	n/a	
with Pistol	6"	1	n/a	Assault
with Submachine gun	12"	2	n/a	Assault
1 Infantry (equipped as modeled)		-	-	
Infantry				
Regular Engineer squad (Armies of the United States page: 24)			Regular	113
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 NCO with Submachine gun	12"	2	n/a	Assault
4 Infantry with Rifle	24"	1	n/a	
2 Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a	
1 Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower
Mortar				
Medium Mortar team (Armies of the United States page: 29)			Regular	60
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
Spotter				Spotter
1 Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
Sniper				
Sniper team (Armies of the United States page: 28)			Regular	56

Qty	Weapons	Range	Shots	Penetration	Special Rules
1	Sniper team	36"	1	n/a	Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol)
	with Pistol	6"	1	n/a	Assault
2	with Pistol replaced by Submachine gun	12"	2	n/a	Assault

### Artillery

Medium Artillery (M2A1) (Armies of the United States page: 32)		Regular	85
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Qty	Weapons	Range	Shots	Penetration	Special Rules
1	Medium howitzer	60"(30-72)	1	HE	Team (4 men), Fixed, Howitzer, HE (3")
	Spotter				Spotter
	Gun shield				Gun shield

### Armoured Cars

Armoured Jeep with Twin Bazookas (Armies of the United States page: 0)		Regular	105
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Qty	Vehicle	Type	Transport	DamageValue	Special Rules
	Weapons	Range	Shots	Penetration	
1	Armoured Jeep with Twin Bazookas	Wheeled	-	6+	Recce, Frontal armour
	Twin Bazookas	24"	2	+5	360 degree arc, Shaped Charge

### Tanks and SP Guns

M12 GMC (Armies of the United States page: 44)		Regular	175
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Qty	Vehicle	Type	Transport	DamageValue	Special Rules
	Weapons	Range	Shots	Penetration	
1	M12 GMC	Tracked	-	8+	Open-topped
	Forward facing heavy howitzer	72"(36-84)	1	HE	Front arc, Howitzer, HE (4")

<b>Platoon Points:</b>	<b>1000</b>
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## Special Rules

### Open-topped

(p118) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins. If hit by indirect fire then add +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

### Recce

(p118)

### Shaped Charge

(p73) Never suffer the -1 penetration modifier for firing at long range.

### Team (2 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### Team (3 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### Team (4 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### Tough Fighters

(p91) When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

### **Stubborn**

(p91) If forced to take a morale check, they ignore negative morale modifiers from pin markers. Remember that order tests are not morale checks.

### **HE (2")**

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go down to halve the hits taken

### **HE (3")**

(p68) PEN: +3, PIN: D3 (2D6 if in building) - Infantry and artillery can go down to halve the hits taken

### **HE (4")**

(p68) PEN: +4, PIN: D6 (3D6 if in building) - Infantry and artillery can go down to halve the hits taken

### **Assault**

(p66) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as tough fighters (page 91). When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

### **Sniper (Sniper with rifle & pistol- Spotter with pistol)**

(p91) When a sniper shoots using a Fire or Ambush order, the player can decide to use his scope. Rifle range changes to 36". If target is within 12" the shot misses automatically. Shot ignores negative to-hit modifiers except pinning markers and for missing assistant. Shot ignores gun shield and extra protection rules. If successful, always counts as exceptional damage and can pick any model in the unit. When not using scope, all members of team can fire any weapon they have and in assault can use the assault rule if pistol/submachine gun.

### **Indirect fire**

(p71)

### **Howitzer**

(p71) Can either shoot directly at a target drawing its line of fire 'over open sights' in the normal way, or it can shoot indirect fire. When using indirect fire, a howitzer has a minimum range; when firing over open sights it has no minimum range.

### **Gun shield**

(p95) The die roll an enemy requires to score damage from the front arc of the gun is increased by +1. The die roll is modified by the penetration value of the weapon in the usual way. Hits from HE (both direct and indirect), flame throwers, and close quarters attacks ignore the gun shield rule.

### **Flamethrower**

(p67).Flamethrowers never suffer to-hit penalties for cover or Down. Hits multiplied into D6 (D6+1 for vehicle flamethrower). Always hits top armour. No -1 PEN for long range. Gun shield and extra protection rules do not apply. Units hit take D3+1 pins and must always check morale (if fail, then destroyed). Flamethrower rolls D6 - on 1 it runs out of fuel. When rolling to damage vehicle with flamerthrower, add +1 to damage effects chart.

### **Fixed**

(p66) When given Advance order, fixed weapons can rotate on the spot suffering a -1 to-hit penalty. Non-artillery Fixed can move normal 12" when given Run order.

### **Spotter**

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon.

### **Frontal armour**

This vehicle cannot be damaged by small arms hits from the frontal arc but will still be pinned as normal

## **Pick List**

### **United States**

Air Force Forward Observer	1
Armoured Jeep with Twin Bazookas	1
Flamethrower (infantry) (requires assistant)	1
Infantry (equipped as modeled)	2
Infantry with BAR M1918A2 Automatic rifle	3
Infantry with Rifle	5
Infantry with Rifle	9
Light Machine gun M1919A6 (requires loader)	2
M12 GMC	1
Medium howitzer	1

Medium Mortar team	1
NCO with Submachine gun	3
Pistol replaced with Submachine gun	2
Second Lieutenant	1
Sniper team	1
Spotter	2