

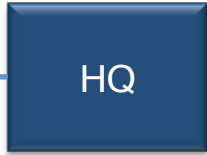
US ARMY RIFLE COMPANY

Water-cooled Browning .30-machinegun, which might be attached from battalion



Company HQ

- Commander (pistol)
- Executive Officer (pistol)
- First Sergeant (pistol)
- 9 Cooks, clerks, and supply personnel (M-1 rifle or carbine)



Weapon Platoon

- Platoon Leader (M-1)
- Platoon Sergeant (M-1)



3x Mortar Sections

- Mortarman (pistol)
- Assistant Gunner (M-1)
- Ammunition Bearer (M-1)



Light Machinegun Sections

- Gunner (M1919A4)
- Assistant Gunner (M-1)
- Ammunition Bearer (M-1)



5x Anti-Tank Teams

- Bazookaman (pistol)
- Assistant Gunner (M-1)
- Ammunition Bearer (M-1)



Platoon HQ

- Platoon Leader (M-1, SMG, or carbine)
- Platoon Sergeant (M-1)
- Platoon Guide (M-1)
- 2x Messengers (M-1)

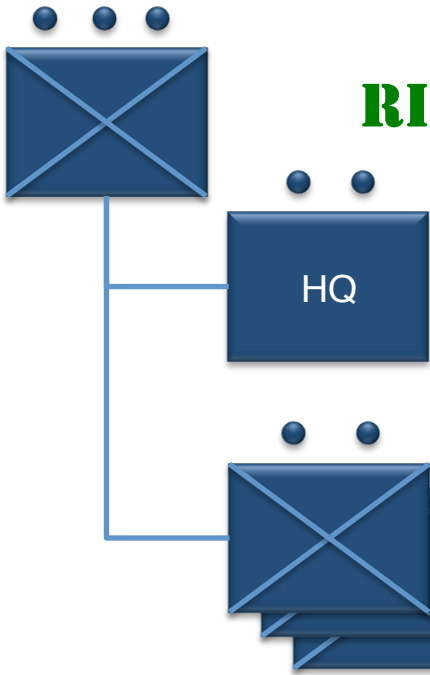


Rifle Squad

- Squad Leader (M-1, SMG, or carbine)
- Assistant Squad Leader (M-1, SMG, or carbine)
- Automatic Rifleman (Browning Automatic Rifle)
- Assistant Automatic Rifleman (M-1)
- Ammunition Bearer (M-1)
- 6x Riflemen (M-1)
- Grenadier (M-1 and M-7 grenade launcher)



US ARMY RIFLE PLATOON



Platoon HQ

- Platoon Leader (M-1, SMG, or carbine)
- Assistant Platoon Leader (M-1)
- 1 Platoon Guide (M-1)
- 2 Messengers (M-1)

3 Rifle Squads

- Squad Leader (M-1, SMG, or carbine)
- Assistant Squad Leader (M-1, SMG, or carbine)
- Automatic Rifleman (Browning Automatic Rifle)
- Assistant Automatic Rifleman (M-1)
- Ammunition Bearer (M-1)
- 7x Riflemen (M-1)



M-1919 Light Machinegun



M-1 carbine



Bazooka



M-1 Garand rifle



M-1918 Browning Automatic Rifle (BAR)

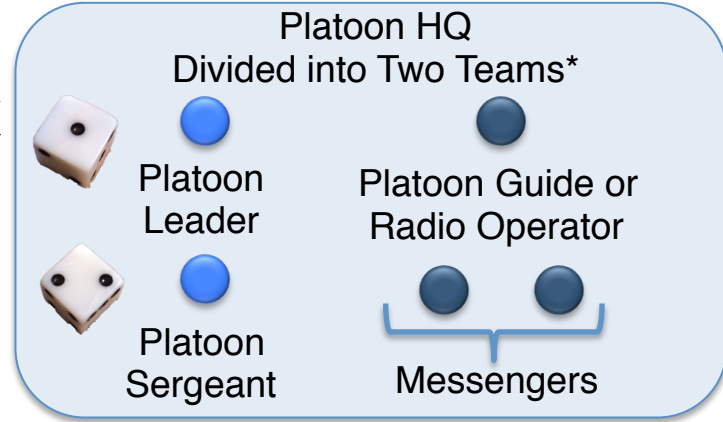


M-1928 "Thompson" Submachine Gun



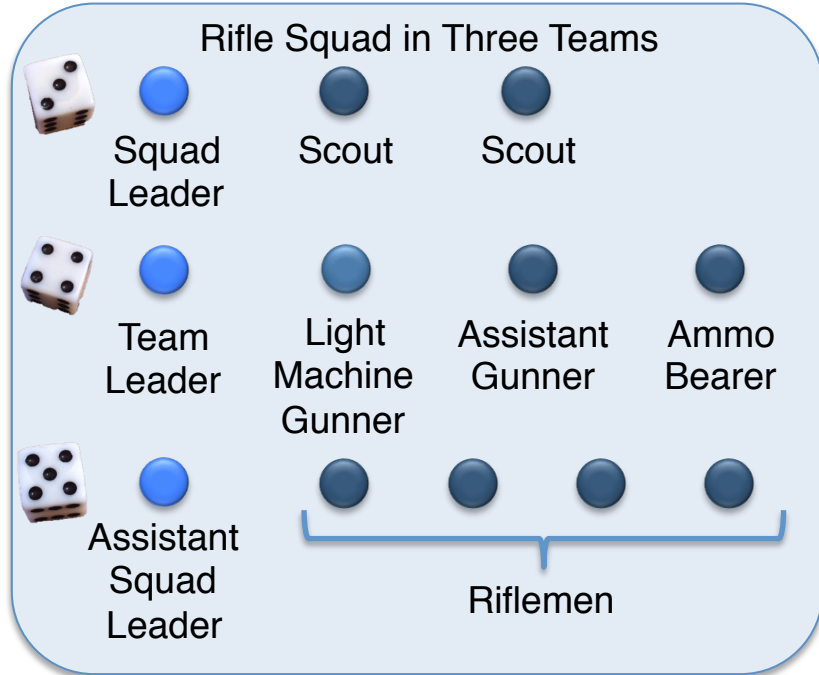
M-1911 pistol

1x

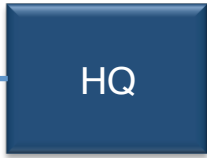


*The platoon leader and platoon sergeant may both swap dice with the three squads or each other in accordance with Section 3.2.4 of the rules.

3x



ALTERNATE US ARMY RIFLE PLATOON



Platoon HQ

- Platoon Leader (M-1, SMG, or carbine)
- Assistant Platoon Leader (M-1)
- 1 Platoon Guide (M-1)
- 2 Messengers (M-1)

3 Rifle Squads

- Squad Leader (M-1, SMG, or carbine)
- Assistant Squad Leader (M-1, SMG, or carbine)
- Automatic Rifleman (Browning Automatic Rifle)
- Assistant Automatic Rifleman (M-1)
- Ammunition Bearer (M-1)
- 7x Riflemen (M-1)



M-1919 Light Machinegun



M-1 carbine



Bazooka



M-1 Garand rifle



M-1918 Browning Automatic Rifle (BAR)

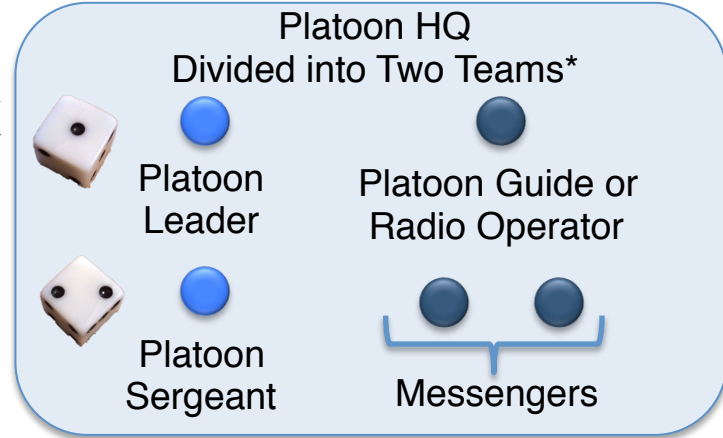


M-1928 "Thompson" Submachine Gun



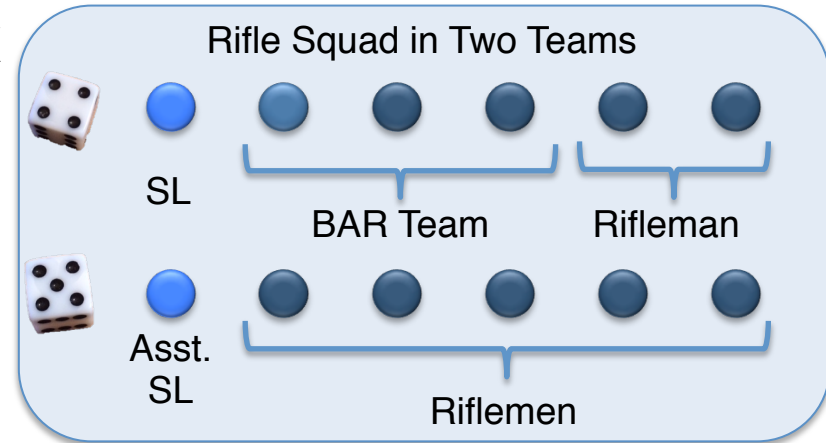
M-1911 pistol

1x



**The platoon leader and platoon sergeant may both swap dice with the three squads or each other in accordance with Section 3.2.4 of the rules.*

3x



If not using spotting rules, the scouts do not have much of a role, and it is sometimes preferable to play with squads consisting of just two teams.



US ARMY ARMORED INFANTRY COMPANY



Company HQ

- Commander (pistol)
- Executive Officer (pistol)
- First Sergeant (pistol)
- 9 Cooks, clerks, and supply personnel (M-1 rifle or carbine)
- 1x M3 Halftrack with .50 cal. HMG
- 1x 2.5-ton truck



Anti-Tank Gun Platoon

- Platoon Leader (M-1)
- Platoon Sergeant (M-1)
- 3x Gunners
- 6x Assistants
- 3x Drivers
- 3x M3 Halftracks with .50 cal. HMG
- 3x 57mm anti-tank guns



Platoon HQ

- Platoon Leader (M-1, SMG, or carbine)
- Platoon Sergeant (M-1)
- Platoon Guide (M-1)
- 2x Messengers (M-1)

Rifle Squad

- Squad Leader (M-1, SMG, or carbine)
- Assistant Squad Leader (M-1, SMG, or carbine)
- Driver (Carbine)
- 8x Rifleman (M-1)
- Grenadier (M-1 and M-7 grenade launcher)
- M3 Halftrack with .30cal. MMG

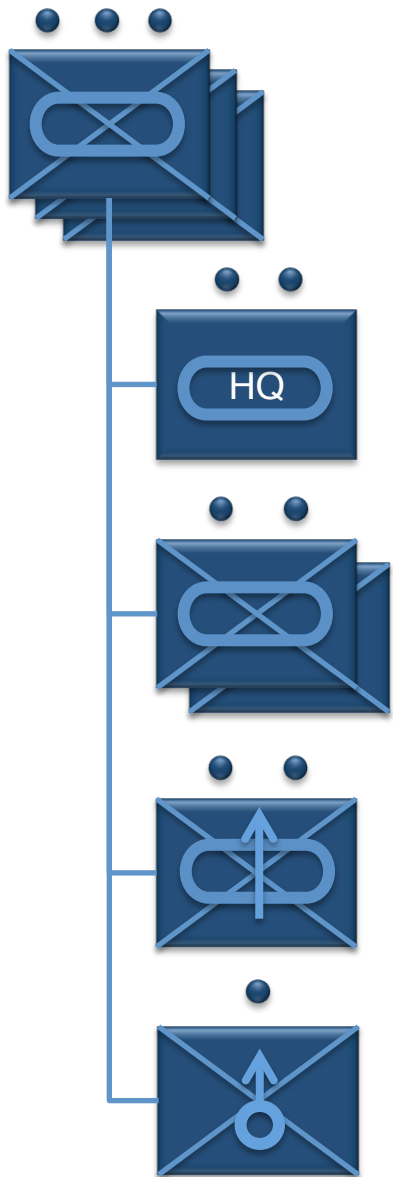
Machinegun Squad

- Squad Leader (M-1, SMG, or carbine)
- Assistant Squad Leader (M-1, SMG, or carbine)
- 2x Gunner (.30cal. MMG)
- 2x Loader (Carbine)
- Driver (Carbine)
- 5x Rifleman (M-1)
- M3 Halftrack with .30cal. MMG

Mortar Section

- Section Leader (Carbine)
- 60mm mortar
- 4x Mortarmen (Carbine)
- Driver (Carbine)
- M3 Halftrack with .30cal. MMG

ARMORED INFANTRY PLATOON



Platoon HQ

- Platoon Leader (M-1, SMG, or carbine)
- Platoon Sergeant (M-1)
- Driver (Carbine)
- 2x Messengers (M-1)
- M3 Halftrack with .30cal. MMG

1x

Rifle Squad

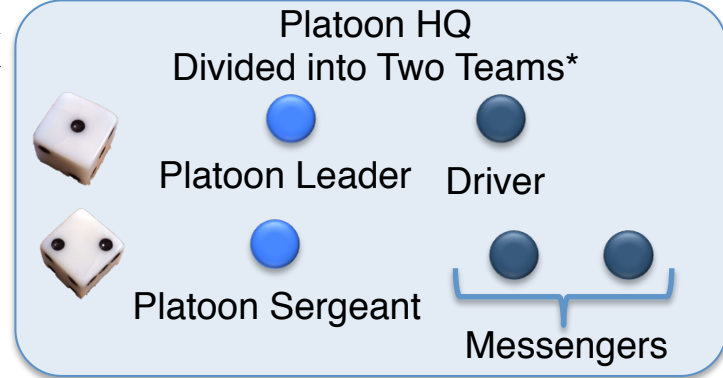
- Squad Leader (M-1, SMG, or carbine)
- Assistant Squad Leader (M-1, SMG, or carbine)
- Driver (Carbine)
- 8x Rifleman (M-1)
- Grenadier (M-1 and M-7 grenade launcher)

Machinegun Squad

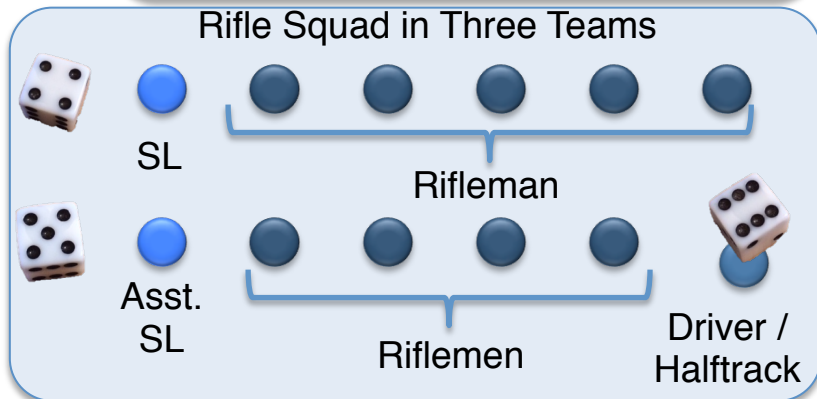
- Squad Leader (M-1, SMG, or carbine)
- Assistant Squad Leader (M-1, SMG, or carbine)
- 2x Gunner (.30cal. MMG)
- 2x Loader (Carbine)
- Driver (Carbine)
- 5x Rifleman (M-1)

Mortar Section

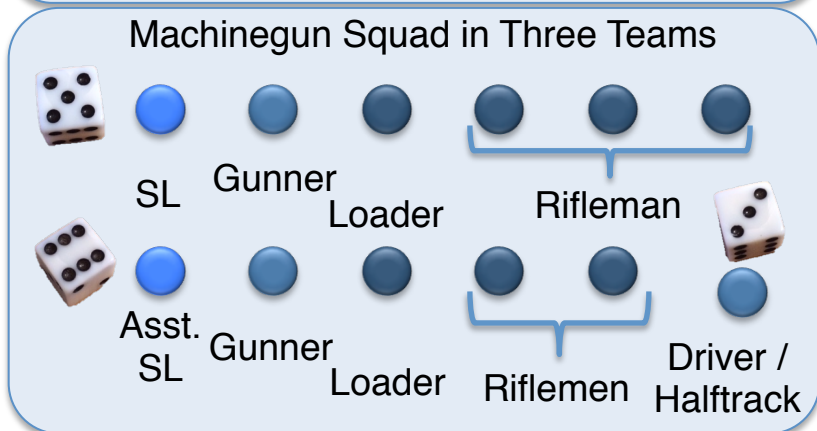
- Section Leader (Carbine)
- 60mm mortar
- 4x Mortar men (Carbine)
- Driver (Carbine)
- M3 Halftrack with .30cal. MMG



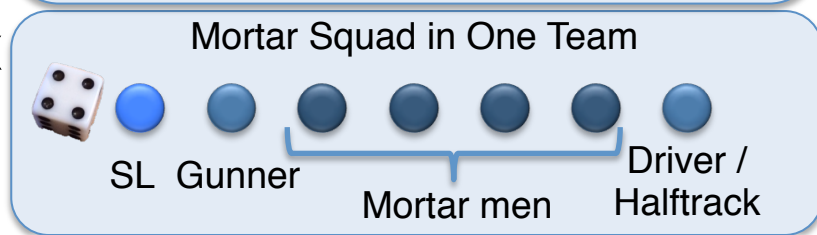
2x



1x



1x



US ARMY AIRBORNE COMPANY



Company HQ

- Commander (pistol)
- Executive Officer (pistol)
- First Sergeant (pistol)
- 9 Cooks, clerks, and supply personnel (M-1 rifle or carbine)



Platoon HQ

- Platoon Leader (M-1 carbine)
- Assistant Platoon Leader (SMG)
- Platoon Guide (M-1)
- 3x Messengers (M-1)



Mortar Squad

- Squad Leader (SMG)
- Mortarman (M-1 carbine)
- 4x Assistants (M-1 carbine)



Rifle Squad

- Squad Leader (M-1, SMG, or carbine)
- Assistant Squad Leader (M-1, SMG, or carbine)
- Automatic Rifleman (M1919A4 or A6 light machinegun)
- Assistant Automatic Rifleman (M-1)
- Ammunition Bearer (M-1)
- 6x Riflemen (M-1)
- Grenadier (M-1 and M-7 grenade launcher)



An airborne company could be augmented with one or more 2-man bazooka teams or additional M1919 light machinegun teams.



US ARMY AIRBORNE PLATOON



Platoon HQ

- Platoon Leader (M-1 carbine)
- Assistant Platoon Leader (SMG)
- Platoon Guide (M-1)
- 3x Messengers (M-1)

Mortar Squad

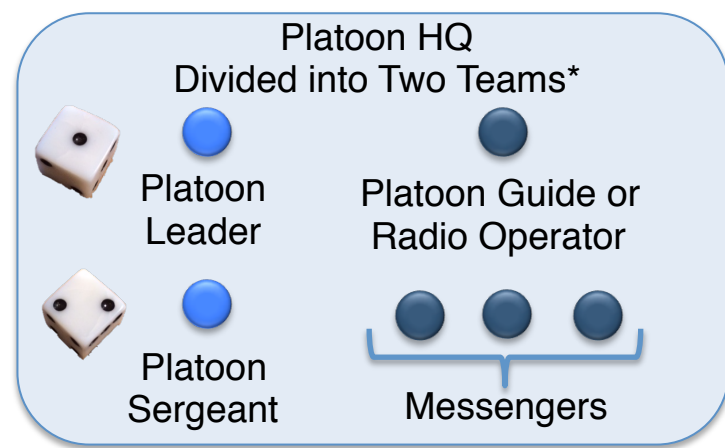
- Squad Leader (SMG)
- Mortarman (M-1 carbine)
- 4x Assistants (M-1 carbine)

Rifle Squad

- Squad Leader (M-1, SMG, or carbine)
- Assistant Squad Leader (M-1, SMG, or carbine)
- Automatic Rifleman (M1919A4 or A7 light machinegun)
- Assistant Automatic Rifleman (M-1)
- Ammunition Bearer (M-1)
- 6x Riflemen (M-1)
- Grenadier (M-1 and M-7 grenade launcher)

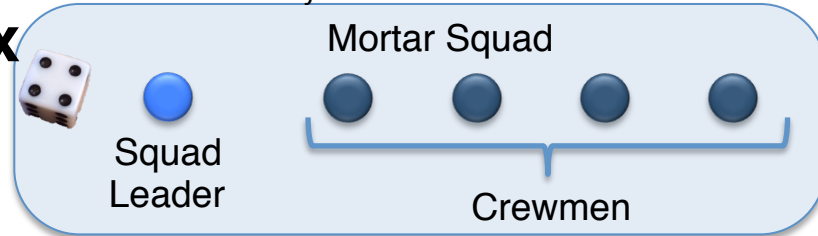
Each paratrooper might also have an M-1911 pistol.

1x

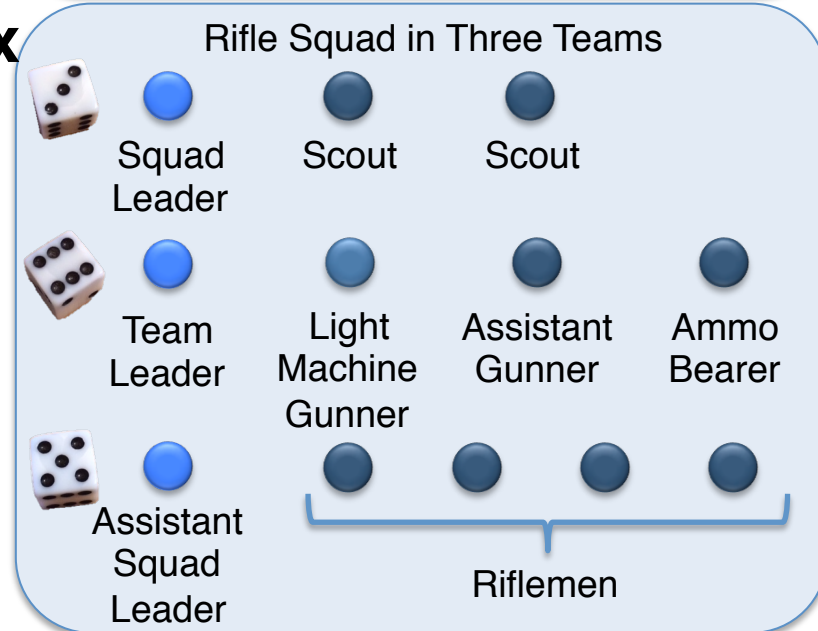


*The platoon leader and platoon sergeant may both swap dice with the three squads or each other in accordance with Section 3.2.4 of the rules.

1x



3x



ALTERNATE US ARMY AIRBORNE PLATOON



Platoon HQ

- Platoon Leader (M-1 carbine)
- Assistant Platoon Leader (SMG)
- Platoon Guide (M-1)
- 3x Messengers (M-1)

Mortar Squad

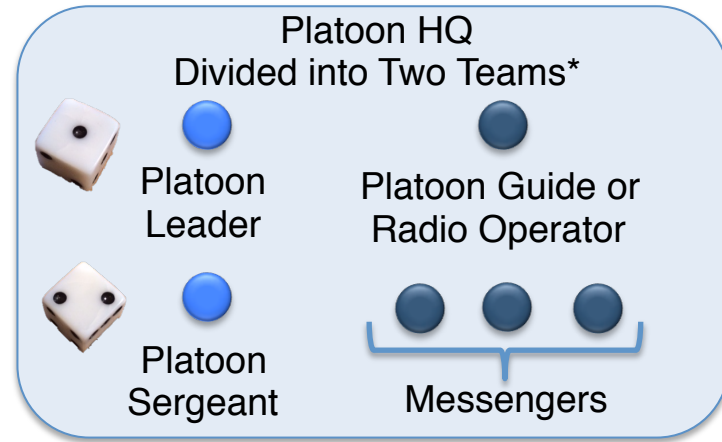
- Squad Leader (SMG)
- Mortarman (M-1 carbine)
- 4x Assistants (M-1 carbine)

Rifle Squad

- Squad Leader (M-1, SMG, or carbine)
- Assistant Squad Leader (M-1, SMG, or carbine)
- Automatic Rifleman (M1919A4 or A7 light machinegun)
- Assistant Automatic Rifleman (M-1)
- Ammunition Bearer (M-1)
- 6x Riflemen (M-1)
- Grenadier (M-1 and M-7 grenade launcher)

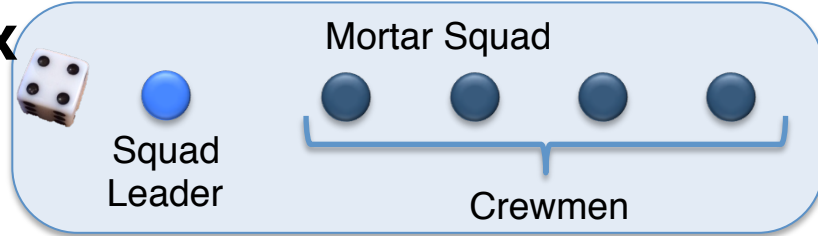
Each paratrooper might also have an M-1911 pistol.

1x

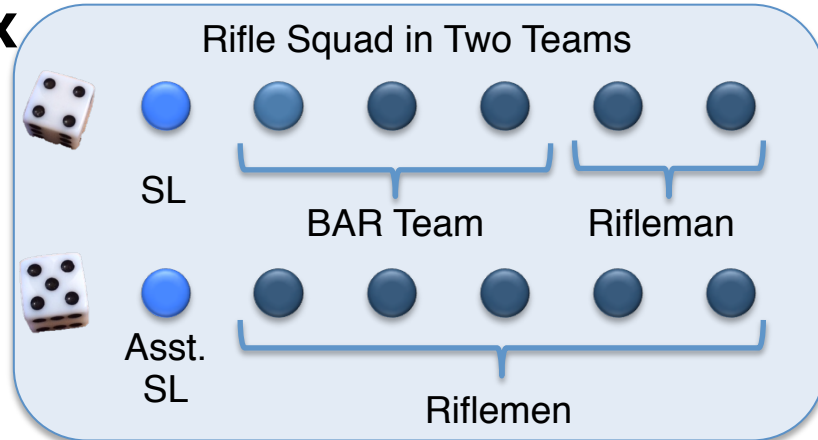


**The platoon leader and platoon sergeant may both swap dice with the three squads or each other in accordance with Section 3.2.4 of the rules.*

1x



3x

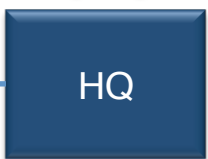


If not using spotting rules, the scouts do not have much of a role, and it is sometimes preferable to play with squads consisting of just two teams.

US MARINE CORPS RIFLE COMPANY



Company HQ



- Commander (pistol)
- Executive Officer (pistol)
- First Sergeant (pistol)
- Cooks, clerks, and supply personnel (Rifle or carbine)

Mortar Section



- Section Leader (Carbine)
- Section Sergeant (Carbine)
- 3x Mortar Squads
 - 60mm mortar
 - Squad Leader (Carbine)
 - 5x Mortarmen (Carbine)

Machinegun Platoon



- Headquarters
 - Platoon Leader (Rifle or carbine)
 - Gunnery Sergeant (Rifle or carbine)
 - Ammunition Corporal (Rifle or carbine)
 - 2x Runners (Rifle or corporal)
- 3x Machinegun Sections
 - Section Leader (Rifle or carbine)
 - 2x Light Machinegun Squads
 - Squad Leader (Rifle or carbine)
 - Machine Gunner (M1919 LMG)
 - 6x Privates (Rifle or carbine)

* M-1903 Springfield

** M-1 Rifle

The company also had six heavy machineguns in reserve.

Platoon HQ

- Platoon Leader (Rifle, carbine, or SMG)
- Platoon Sergeant (Rifle, carbine, or SMG)
- Platoon Guide (Rifle)
- Demolitions Corporal (Rifle)
- 3x Messengers (Rifle)



Rifle Squad 1941-1942

- Squad Leader (Rifle*)
- Assistant Squad Leader (Rifle*)
- Automatic Rifleman (BAR)
- 8x Riflemen (Rifle*)
- Rifle Grenadier (Rifle* and M-7 grenade launcher)

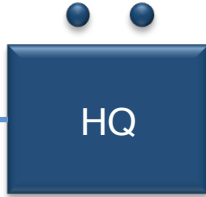
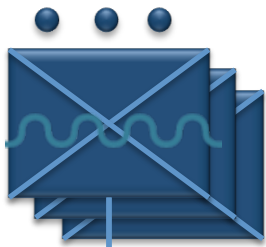
Rifle Squad 1943-1944

- Squad Leader (Rifle**, SMG, or carbine)
- Assistant Squad Leader (Rifle**, SMG, or carbine)
- 2x Automatic Riflemen (Rifle**)
- 7x Riflemen (Rifle**)
- 1x Rifle Grenadier (Rifle** and M-7 grenade launcher)

Rifle Squad 1944-1945

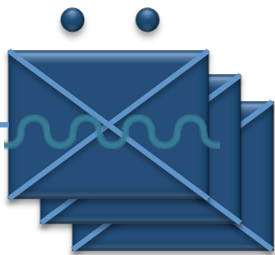
- Squad Leader (Rifle**, SMG, or carbine)
- 3x Team Leaders (Rifle**)
- 3x Automatic Riflemen (BAR)
- 5x Riflemen (Rifle**)
- Rifle Grenadier (Rifle* and M-7 grenade launcher)

US MARINE CORPS RIFLE PLATOON 1941-1942



Platoon HQ

- Platoon Leader (Rifle*)
- Platoon Sergeant (Rifle*)
- Platoon Guide (Rifle*)
- Demolitions Corporal (Rifle*)
- 3x Messengers (Rifle*)



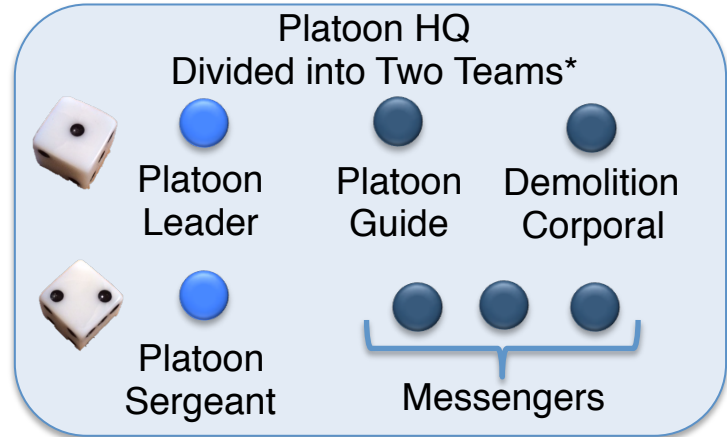
Rifle Squad

- Squad Leader (Rifle*)
- Assistant Squad Leader (Rifle*)
- Automatic Rifleman (BAR)
- 8x Riflemen (Rifle*)
- Rifle Grenadier (Rifle* and M-7 grenade launcher)



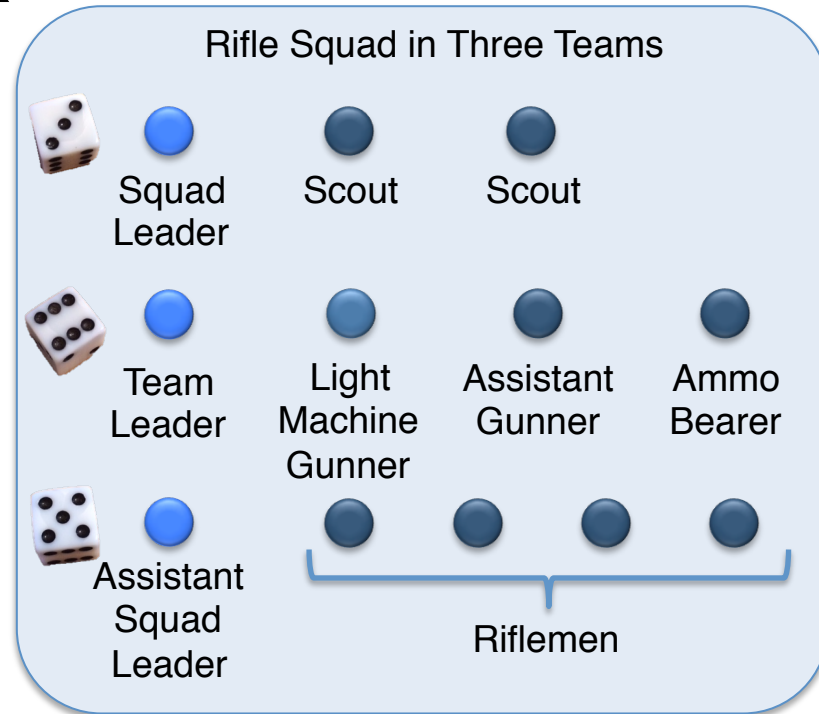
* M-1903 Springfield

1x



*The platoon leader and platoon sergeant may both swap dice with the three squads or each other in accordance with Section 3.2.4 of the rules.

3x



US MARINE CORPS RIFLE PLATOON 1943-1944

Platoon HQ

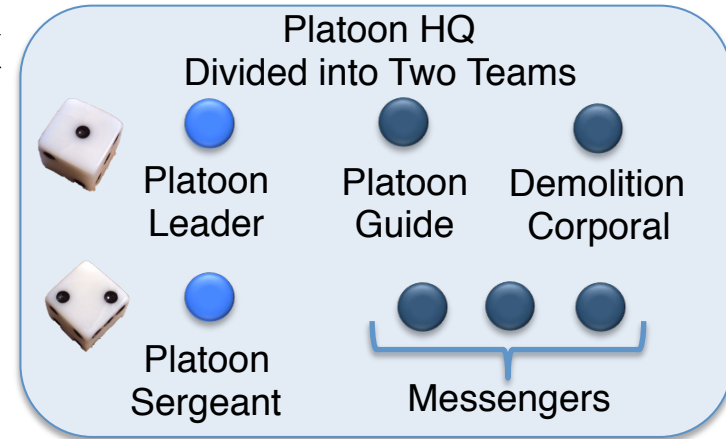
- Platoon Leader (Rifle**, carbine, or SMG)
- Platoon Sergeant (Rifle**, carbine, or SMG)
- Platoon Guide (Rifle**)
- Demolitions Corporal (Rifle**)
- 3x Messengers (Rifle**)

Rifle Squad

- Squad Leader (Rifle**, SMG, or carbine)
- Assistant Squad Leader (Rifle**, SMG, or carbine)
- 2x Automatic Riflemen (Rifle**)
- 7x Riflemen (Rifle**)
- 1x Rifle Grenadier (Rifle** and M-7 grenade launcher)

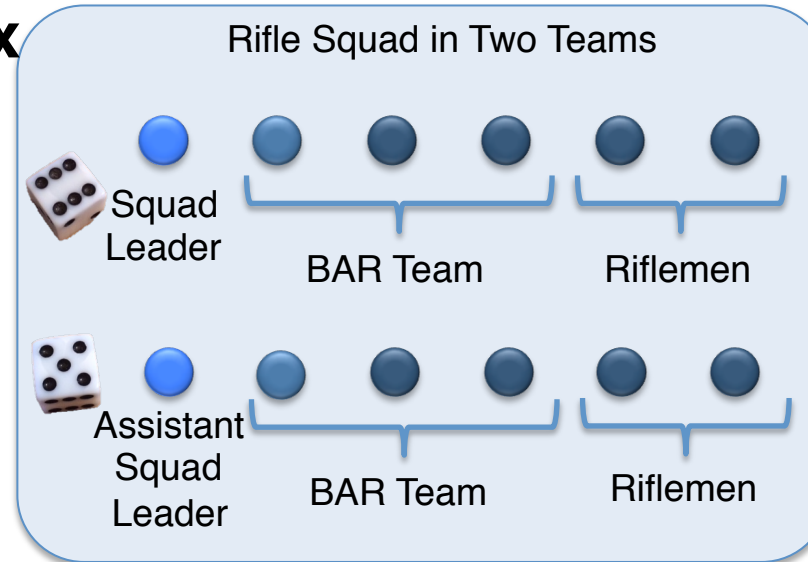
** M-1 Rifle

1x



**The platoon leader and platoon sergeant may both swap dice with the three squads or each other in accordance with Section 3.2.4 of the rules.*

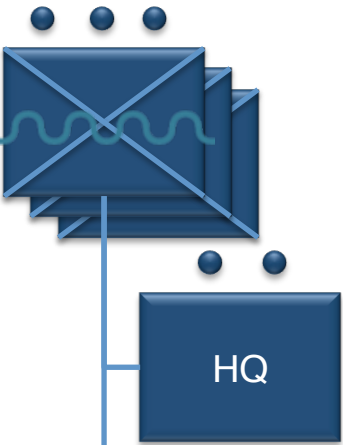
3x



Each squad had a flame thrower stored at battalion that would be issued as needed.



US MARINE CORPS RIFLE PLATOON 1944-1945



Platoon HQ

- Platoon Leader (Rifle**, carbine, or SMG)
- Platoon Sergeant (Rifle**, carbine, or SMG)
- Platoon Guide (Rifle**)
- Demolitions Corporal (Rifle**)
- 3x Messengers (Rifle**)



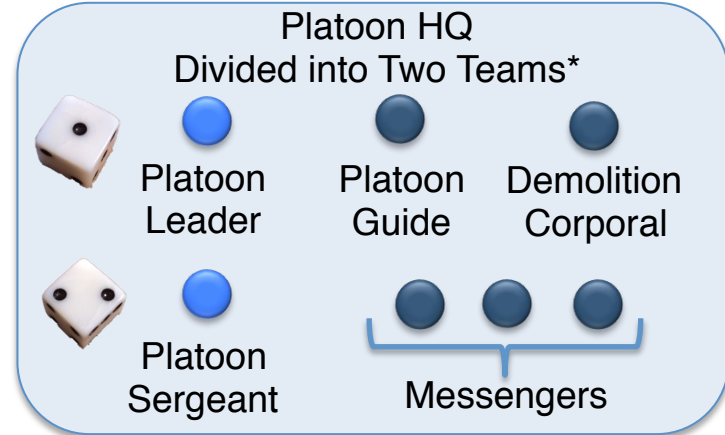
Rifle Squad

- Squad Leader (Rifle**, SMG, or carbine)
- 3x Team Leaders (Rifle**)
- 3x Automatic Riflemen (BAR)
- 5x Riflemen (Rifle**)
- Rifle Grenadier (Rifle* and M-7 grenade launcher)

** M-1 Rifle

Each squad had a flame thrower stored at battalion that would be issued as needed.

1x



**The platoon leader and platoon sergeant may both swap dice with the three squads or each other in accordance with Section 3.2.4 of the rules.*

3x

