

# WORLD WAR TWO

## U.S. INFANTRY SQUAD

The U.S. Infantry Squad in Normandy '44 is a ten man unit.

### INFANTRY SQUAD 1944

#### 1x SQUAD LEADER

The squad leader is usually an N.C.O., and is armed with a carbine or SMG. Carbines may fire twice at the same target per turn.

Actions Available

Movement// Move Fast// Move and Fire// Sneak// Assault// Fire// Hide// Cover Fire// Weapon Work

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
SMG	1	1	4	6	-
Carbine	3	4	5	5	6



#### 1x DEPUTY SQUAD LEADER

The Deputy Squad Leader is either a junior N.C.O or a senior soldier. The deputy leader will take command of the squad on the death of the squad leader. He is armed with a carbine. If directed by a scenario or upon the agreement of both players, he can be armed with hand grenades.

Actions Available

Movement// Move Fast// Move and Fire// Sneak// Fire// Hide// Cover Fire// Weapon Work

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
Carbine	3	4	5	5	6



#### 1x MACHINEGUNNER

Armed with a B.A.R. gun and a pistol.

Actions Available

Movement// Move Fast// Sneak// Fire// Hide// Cover Fire// Weapon Work

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
BAR	3	2	1	1	2
Pistol	3	5	6	-	-



#### 1x LOADER

Armed with a rifle, he is the loader for the BAR. When the gunner is firing the loader remains hidden on the left of him. He will take over the BAR if the firer is hit. He will use his rifle if the BAR is under threat at close quarters.

Actions Available

Movement// Move Fast// Sneak// Fire// Hide// Cover Fire// Weapon Work//

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
Rifle	3	2	4	4	5



#### 6x RIFLEMAN

Armed with a rifle.

Actions Available

Movement// Move Fast// Move and Fire// Sneak// Fire// Hide// Cover Fire// Weapon Work

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
Rifle	3	2	4	4	5



Note that only the Squad Leader has the Assault action. The other soldiers in the squad can not make an Assault action unless their Squad Leader makes an Assault action.

## ASSAULT SQUAD 1944

### 1x SQUAD LEADER

The squad leader is usually an N.C.O., and is armed with a two grenades and a carbine or SMG. Carbines may fire twice at the same target per turn.

Actions Available

Movement// Move Fast// Move and Fire// Sneak// Assault// Fire// Hide// Cover Fire// Weapon Work

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
SMG	1	1	4	6	-
Carbine	3	4	5	5	6



### 1x DEPUTY SQUAD LEADER

The Deputy Squad Leader is either a junior N.C.O or a senior soldier. The deputy leader will take command of the squad on the death of the squad leader. He is armed with a carbine and two grenades.

Actions Available

Movement// Move Fast// Move and Fire// Sneak// Fire// Hide// Cover Fire// Weapon Work// Assault

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
Carbine	3	4	5	5	6



### 1x MACHINEGUNNER

Armed with a B.A.R. gun, two grenades and a pistol.

Actions Available

Movement// Move Fast// Sneak// Fire// Hide// Cover Fire// Weapon Work// Assault

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
BAR	3	2	1	1	2
Pistol	3	5	6	-	-



### 1x LOADER

Armed with an SMG and two grenades, he is the loader for the BAR. When the gunner is firing the loader remains hidden on the left of him. He will take over the BAR if the firer is hit. He will use his SMG if the BAR is under threat at close quarters.

Actions Available

Movement// Move Fast// Sneak// Fire// Hide// Cover Fire// Weapon Work// Assault

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
SMG	1	1	4	6	-



### 6x SMG INFANTRY

Armed with SMGs and 2 Grenades.

Actions Available

Movement// Move Fast// Move and Fire// Sneak// Fire// Hide// Cover Fire// Weapon Work// Assault

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
SMG	1	1	4	6	-

