

FOCUSED FIREPOWER

A WWII Wargame for Heroes

US Forces

US Infantry Company

The introduction of US army proved to be a decisive factor in turning the tide of the war. A massive, actively focused US economy allowed a reduction in the production costs of vital equipment and supplies, without which, the allies would have almost certainly succumbed.

The role of the American Infantryman was an equally important one. Initially, US military planners believed the basic equipment issued to the troops was more than adequate, however when it was found not to be the case, the massive US military procurement machine was unable to adapt with sufficient speed or innovation. As a result, the basic US trooper went through the war with a significant firepower disadvantage during medium ranged engagements and was forced to use increased mobility and close range attack to engage effectively. This serves as a testament to the individual bravery of such men.

US Infantry Company

US Special Rules

Attrition Resistant (1942-1945): Due to the monolithic size of the American military machine and its highly effective manufacturing base, American armoured battle groups are able to respond better to fluctuating levels of manpower and supply, producing vehicles in tremendous quantities.

In gaming terms, many of the American forces vehicles have the Mass Produced, and so factor in the points cost reduction.

Untested Troops (Africa Campaign only): During the initial conflicts within the African Campaign the US Army found its command structure unable to deal with the pressures of battlefield control. Harsh lessons were learned as the Army took heavy casualties due to inexperience and naivety.

In gaming terms the US Army suffers from the Fractured Chain of Command Special Rule during their African campaign. As such, the points cost for each element should be reduced by 1.

Risk Averse (1945): With the end of the war in sight, many Allied troops had their thoughts turn to home rather than the desire to engage the enemy. The difficulties encountered by officers in encouraging their men to advance under fire were more pronounced as they came closer Germany's heart - Berlin. From D Day onwards, when US elements roll on the Morale Effects Table, they will suffer the Pinned Down result on a 3 to 5, and the Fatigued result on a 6 to 7.

Weapons Cache (1942-1943): At this date, the Weapons Platoon HQ had three Bazookas available for use. Historically the weapons platoon were reluctant to let go of these weapons and so their use is restricted to themselves. Up to three members of the Weapons Platoon may add a bazooka to their allocated armaments.

Weapons Cache (1944-1945): In later years the control of the Weapons Cache were put directly under the Company Commanders control, ensuring such weapons were better distributed throughout the company. Troopers from any of the Platoons may replace their weaponry with weapons taken from the cache.

Floating Reserve (1942-1945)

The Command HQ has the ability to dispatch troops to reinforce depleted squads, returning the effectiveness of the company under fire. The Senior Sergeant would direct troopers from his reserve squad to reinforce a depleted squad, returning it to strength and is able to exert command influence on a demoralised, routing squad.

In gaming terms, dispatched reserves:

- may not reinforce a squad above its original strength.
- may not reinforce a routing unit. (Should reserves be dispatched to a unit which routs before the reserves reach, remove the reserve troopers as casualties).
- All troopers in the floating reserve, have no universal moral value, until they reach the intended squad. (This means shooting floating reserve while en-route does not gain additional moral points)
- The Senior Sergeant exerts a Command Range. He directs the dispatch of reserves within his command range.
- The Senior Sergeant is considered to be an individual element on his own and may not join other squads. In universal moral terms, he is worth 3 moral points. (1pt as an Element, +1pt for Command Range, +1pt as a Specialist Element).

US Infantry Company - 1942-1943

The Rifle Company founded the format that would be used through to the end of war by the US Infantry Battalion, with one Weapons and three Rifle Platoons. Each Rifle Platoon consists of a Platoon HQ and three Rifle Squads.

Company HQ: Company HQ provided the usual command and administrative functions. The commander was a Captain, with a 1st Lieutenant serving as his Executive Officer. At this time, the unassigned Medical Support were distributed among the various Platoons of the Company.

Company HQ	Pts: 145	UMV: 3
Captain (CO)	Carbine & Hand Grenades	
Lieutenant (CO)	Carbine & Hand Grenades	
Communications Sergeant (SNCO)	Carbine & Hand Grenades	
Sergeant (SNCO)	Carbine & Hand Grenades	
Corporal (JNCO)	Carbine & Hand Grenades	
5 Troopers	M1 Garand Rifles & Hand Grenades	
2 Signallers	M1 Garand Rifles, Hand Grenades & Field Radios	
Floating Reserve	Pts: 81	UMV: 1
Senior Sergeant (SNCO)	Carbine & Hand Grenades	
14 Troopers	M1 Garand Rifles & Hand Grenades	
Supply Squad	Pts: 56	UMV: 1
Sergeant (SNCO)	Carbine & Hand Grenades	
9 Troopers	M1 Garand Rifles & Hand Grenades	

Assigned Medical Support*	Pts: 60 (15 Each)	UMV: Special
4 Field Medics	Medi-Packs & Colt 45 Pistols	

* Each Medic must be attached to a section at the beginning of the game, increasing the UMV of the section by +1pt.

US Infantry Company - 1942-1943

Rifle Platoon - 3 per Company

Platoon HQ: Platoon HQ consisted of a 1st or 2nd Lieutenant, two Sergeants (one Platoon Leader, the other Platoon Guide) and 2 basic Troopers. The Battalion would also attach a Radio Trooper to assist in communication and squad coordination. By 1943, the Officer and Platoon Sergeant may replace their main small arms with Thompson SMGs.

Platoon HQ	Pts: 71	UMV:2
Lieutenant (CO)	Carbine & Hand Grenades	
Platoon Sergeant (SNCO)	M1 Garand Rifle & Hand Grenades	
Sergeant (SNCO)	M1 Garand Rifle & Hand Grenades	
2 Troopers	M1 Garand Rifles & Hand Grenades	
Signaller	M1 Garand Rifle, Hand Grenades & Field Radio	
Options:		
- 1 Trooper may be upgraded to a sniper for +5pts.		

Rifle Sections (3 per Platoon): Each Rifle Platoon had three Squads, each consisting of twelve men at full strength. The Squad was commanded by a Sergeant, with a Corporal as his assistant, and had eight riflemen plus a two man team to man the Squad's single Browning Automatic Rifle, or BAR. Two members of the unit were designated as ammunition carriers for the BAR, but only one trooper was needed to fire it. The M1 Garand was officially the standard rifle of the US Army. A spigot attachment was given to two troopers within the squad, ensuring the element was well equipped to engage the enemy at short range. The Corporal in each Rifle Squad was also equipped with a spigot to allow the Carbine to be used as a Grenade Launcher with somewhat limited range.

Rifle Section - 3 per Platoon	Pts: 97	UMV:1
Sergeant (SNCO)	Carbine & Hand Grenades	
Corporal (JNCO)	Carbine & Grenade Launcher	
2 Troopers	M1 Garand Rifles & Grenade Launcher	
7 Troopers	M1 Garand Rifles & Hand Grenades	
Gunner	Browning Automatic Rifle & Hand Grenades	

US Infantry Company - 1942-1943

Weapons Platoon

Platoon HQ: The Weapons Platoon had a Mortar Section with three 60-mm weapons (which were always fielded as a group) and a Machine Gun Section with two belt fed M1919 medium machine guns. The Platoon's HQ provided radio support.

Platoon HQ	Pts: 128 + Vehicles	UMV: 2
Captain (CO)	Carbine & Hand Grenades	
Sergeant (SNCO)	Carbine & Hand Grenades	
Runner	M1 Garand Rifle & Hand Grenades	
2 Drivers	M1 Garand Rifles & Hand Grenades	
Signaller	M1 Garand Rifle, Hand Grenades & Field Radio	
Additional Equipment:		
Willy's Jeep with Browning 50cal HMG and Trailer Willy's Jeep with Trailer 3 Bazookas*		

*The Bazookas may be allocated to any Troopers within the Weapons Platoon. The Bazooka will replace their Rifle.

Mortar Section:

Mortar Section	Pts: 17	UMV: 1
Sergeant (SNCO)	Carbine & Hand Grenades	
Runner	M1 Garand Rifle & Hand Grenades	
Mortar Team (3 per Section)		
	Pts: 52 per Team	UMV: 2 Each
Corporal (JNCO)	Carbine and Grenade Launcher	
2 Troopers	Carbines & Hand Grenades	
Gunner & Loader	Colt 45s & Hand Grenades, manning 60mm Medium Mortar	

Medium Machine Gun Section:

MMG Section	Pts: 17	UMV: 1
Sergeant (SNCO)	Carbine & Hand Grenades	
Runner	M1 Garand Rifle & Hand Grenades	
MMG Team (2 per Section)		
	Pts: 50 Per Team	UMV: 2 Each
Corporal (JNCO)	Carbine and Grenade Launcher	
2 Troopers	Carbines & Hand Grenades	
Gunner & Loader	Colt 45s & Hand Grenades, manning .30cal MMG	

US Infantry Company - 1944-1945

The Rifle Company founded the format that would be used through to the end of war by the US Infantry Battalion, with one Weapons and three Rifle Platoons. Each Rifle Platoon consists of a Platoon HQ and three Rifle Squads.

Company HQ: Company HQ provided the usual command and administrative functions. The commander was a Captain, with a 1st Lieutenant serving as his Executive Officer. At this time, the unassigned Medical Support were distributed among the various Platoons of the Company.

Company HQ	Pts: 137	UMV: 3
Captain (CO)	Carbine & Hand Grenades	
Lieutenant (CO)	Carbine & Hand Grenades	
Communications Sergeant (SNCO)	M1 Garand Rifles, Grenade Launcher & Field Radio	
Mess Sergeant (SNCO)	Carbine & Hand Grenades	
Signaller	Carbine, Hand Grenades & Field Radio	
3 Runners	M1 Garand Rifles & Hand Grenades	
2 Troopers	M1 Garand Rifles & Hand Grenades	
Floating Reserve	Pts: 56	UMV: 1
Senior Sergeant (SNCO)	Carbine & Hand Grenades	
9 Troopers	M1 Garand Rifles & Hand Grenades	
HMG Support Reserve Section	Pts: 56	UMV: 1
Corporal (JNCO)	Carbine & Hand Grenades	
2 Troopers	M1 Garand Rifles and Hand Grenades	
Gunner & Loader	Colt 45s & Hand Grenades, manning Browning .50cal HMG	
Supply Squad	Pts: 57	UMV: 1
Sergeant (SNCO)	Carbine & Hand Grenades	
Corporal (JNCO)	Carbine & Grenade Launcher	
8 Troopers	M1 Garand Rifles & Hand Grenades	

Assigned Medical Support*	Pts: 60 (15 Each)	UMV: Special
4 Field Medics	Medi-Packs & Colt 45s	

* Each Medic must be attached to a section at the beginning of the game, increasing the UMV of the section by +1pt.

Company Weapons Cache*		
6x BAR Support Rifles	Pts: 15 Each	
6x Thompsons SMGs	Pts: Free	
5x Bazookas	Pts: 20 Each	
3x Sniper Rifle (Max one per Platoon)	Pts: 5 Each	

* These weapons may be allocated as desired amongst Troopers within the Company, replacing the trooper's rifle or carbine.

US Infantry Company - 1944-1945

Rifle Platoon - 3 per Company

Platoon HQ: Platoon HQ consisted of a 1st or 2nd Lieutenant, two Sergeants (one Platoon Leader, the other Platoon Guide) and 2 Runners. The Battalion would also attach a Radio Trooper to assist in communication and squad coordination. By 1943, the Officer and Platoon Sergeant may replace their main small arms with Thompson SMGs.

Platoon HQ	Pts: 51	UMV: 2
Lieutenant (CO)	Carbine & Hand Grenades	
Platoon Sergeant (SNCO)	M1 Garand Rifle & Hand Grenades	
Sergeant (SNCO)	M1 Garand Rifle & Hand Grenades	
2 Troopers	M1 Garand Rifles & Hand Grenades	
Signaller	M1 Garand Rifle, Hand Grenades & Field Radio	

Rifle Sections (3 per Platoon): Each Rifle Platoon had three Squads, each consisting of twelve men at full strength. The Squad was commanded by a Squad Leader Sergeant, with an Assisting Sergeant and had eight riflemen plus a two man team to man the Squad's single Browning Automatic Rifle, or BAR. Two members of the unit were designated as ammunition carriers for the BAR, but only one trooper was needed to fire it. The M1 Garand was officially the standard rifle of the US Army.

Rifle Section - 3 per Platoon	Pts: 95	UMV: 1
Sergeant (SNCO)	M1 Garand Rifle & Hand Grenades	
Assistant Sergeant (SNCO)	M1 Garand Rifle & Grenade Launcher	
2 Troopers	M1 Garand Rifles & Grenade Launcher	
7 Troopers	M1 Garand Rifles & Hand Grenades	
Gunner	Browning Automatic Rifle & Hand Grenades	

US Infantry Company - 1944-1945

Weapons Platoon

Platoon HQ: The Weapons Platoon had a Mortar Section with three 60-mm weapons (which were always fielded as a group) and a Machine Gun Section with two belt fed M1919 medium machine guns. The Platoon's HQ provided radio support.

Platoon HQ	Pts: 130 + Vehicles	UMV: 2
Lieutenant (CO)	Carbine & Hand Grenades	
Technical Sergeant (SNCO)	Carbine & Hand Grenades	
Runner	M1 Garand Rifle & Hand Grenades	
2 Drivers	Carbines & Hand Grenades	
Signaller	M1 Garand Rifle, Hand Grenades & Field Radio	
Additional Equipment:		
Willy's Jeep with Browning 50cal HMG and Trailer		
Willy's Jeep with Trailer		
3 Bazookas		

Mortar Section:

Mortar Section	Pts: 16	UMV: 1
Sergeant (SNCO)	Carbine & Hand Grenades	
Runner	M1 Garand Rifle & Hand Grenades	
Mortar Team (3 per Section)		
Pts: 58 Per Team		
UMV: 1 Each		
Corporal (JNCO)	Carbine and Grenade Launcher	
2 Troopers	Carbines & Hand Grenades	
Gunner & Loader	Colt 45s & Hand Grenades, manning 60mm Medium Mortar	

Medium Machine Gun Section:

MMG Section	Pts: 16	UMV: 1
Sergeant (SNCO)	Carbine & Hand Grenades	
Runner	M1 Garand Rifle & Hand Grenades	
MMG Team (2 per Section)		
Pts: 53 per Team		
UMV: 1 Each		
Corporal (JNCO)	Carbine and Grenade Launcher	
2 Troopers	Carbines & Hand Grenades	
Gunner & Loader	Colt 45s & Hand Grenades, manning .30cal MMG	