

Name	WW2 Era US Troops (with Experimental Weapons)				By:	Robert Avery				Tech Level:	0
Infantry											
Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	Equipment	
Rifle Infantry	Leg	10	Light	Regular	1, 2, 3	4	5	6, 7, 8, 9	10	1/2-tracks to make Mobile	
Experimental Weapons Units											
Heavy Infantry	Assault	6	Standard	Veteran	1, 2	3	4	5, 6	~	Tech 0 Powered Armour	
Firefly Jump Troopers	Assault	10	Light	Veteran	1, 2	3	4	5, 6, 7	8, 9, 10	Battlefield Insertion	
Support Weapons											
Support Weapon	Role	SV	TGT	Load	Expertise	Notes					
.30cal	ISW	1	DF	Auto	Regular						
.50cal	ISW	2	DF	Auto	Regular						
Bazooka	AT	2	DF	Bolt	Regular	Now also issued to Heavy Infantry units					
Light Mortar	ISW	1	IF	Boom	Regular						
Medium Mortar	ISW	2	IF	Boom	Regular						
Anti-Tank Gun	AT	3	DF	Bolt	Regular						
Artillery	Artillery	5	VF	Both	Regular						
Experimental Weapons Units											
Heavy Rifle	ISW	2	DF	Bolt	Veteran						
Vehicles											
Vehicle	Role	Crew	Move	Expertise	Armour	Weapons		Notes			
Jeep	GP	2	WHL	Regular	0	One per squad: .50cal		.50cal is AA; 3 Actions			
Truck	GP	1	WHL	Regular	0	One per squad: .50cal		.50cal is AA; 3 Actions			
1/2-Track	APC	1	TRK	Regular	2	One per squad: .50cal		.50cal is AA; 3 Actions			
Armoured Car	Recon	3	WHL	Regular	2	SV2 DF Both		3 Actions			
Light Tank	AFV	3	TRK	Regular	3	SV2 DF Both		3 Actions			
Medium Tank	AFV	4	TRK	Regular	4	SV4 DF Both		3 Actions			
Experimental Weapons Units											
Coyote Light Walker	AFV	1	WLK	Veteran	2	1 x SV1 Autogun; 1 x SV2 Autogun		4 Actions			
Grizzly Medium Walker	AFV	4	WLK	Veteran	4	1 x SV2 Autogun; 1 x SV4 DF Both		4 Actions			
Kodiak Assault Walker	AFV	4	WLK	Veteran	4	1 x SV2 Autogun; 2 x Twin SV3 Autogun; 2 x SV4 DF Both		4 Actions			
Ursus Support Walker	AFV	4	WLK	Veteran	4	1 x SV2 Autogun; 2 x SV5 IF Boom; 1 x SV4 DF Both		4 Actions			
Hyena Light Jump Walker	AFV	1	WLK (FAST)	Veteran	2	1 x SV1 Autogun; 1 x Flamer		4 Actions. May use all Actions for movement. Can be Battlefield Inserted.			
Mudskipper Medium Jump Walker	AFV	3	WLK (FAST)	Veteran	3	2 x SV3 Autogun; 2 x SV2 Auto or DF Boom; 1 x SV1 Autogun		4 Actions. May use all Actions for movement. Can be Battlefield Inserted.			
Specialists											
FO; Sniper; Medic											
Off-Table Support											
SV6 IF Boom											
Characteristic Cards											
Rally; Heroic Commander; Recon (ACs); Bonus Move (Light Tanks); Bonus Move (Hyenas, Mudskippers & Firefly Jump Troopers)											
Chrome											



Order of Battle

<i>Infantry Company</i>	<i>Experimental Infantry Company</i>	<i>Support Squads</i>
<i>Company HQ</i>	<i>Company HQ</i>	<i>Light & Medium Tanks: Big Man plus 5 x AFV</i>
<i>2 x Big Men</i>	<i>1 x Big Man</i>	<i>Armoured Cars: Big Man plus 3 x AFVs</i>
<i>3 x Bazooka Team</i>	<i>1 x Heavy Rifle Team (one man)</i>	<i>Guns: Big Man plus 2 x Artillery (towed by trucks/SP)</i>
<i>1 x FO</i>	<i> platoons One to Three</i>	<i>AT Guns: Big Man plus 3 x ATGs (towed by trucks)</i>
<i>1 x Sniper</i>	<i>Big Man</i>	<i>Mortars: up to 6 x Medium Mortar (carried in Jeeps)</i>
<i> platoons One to Three</i>	<i>3 x Heavy Infantry Squad</i>	<i>Off-Table: 4 x Off-Table Guns</i>
<i>Big Man</i>	<i>Walker 'Platoon'</i>	
<i>3 x Infantry Squad</i>	<i>3 x Coyote Light Walker</i>	<i>Experimental Support Squads</i>
<i>Weapons Platoon</i>		<i>Light Walker Platoon: 3 x Coyote Light Walker</i>
<i>Big Man</i>		<i>Medium Walker Platoon: 3 x Grizzly Medium Walker</i>
<i>3 x Light Mortar Team</i>		<i>(may substitute one Ursus or Kodiak for a Grizzly)</i>
<i>2 x .30 cal Team</i>		<i>Jump Troops (via Battlefield Insertion)</i>
<i>1 x Jeep with .50cal</i>		<i>Jump Platoon: 1-3 squads of Firefly Jump Troopers</i>
		<i>Hyena Platoon: 3 x Hyena Walkers</i>
		<i>Mudskipper Platoon: 3 x Mudskipper Walkers</i>

Figures from:

Historical figures from various manufacturers; experimental troops from Clockwork Goblin

Background

The wave of alien attacks on the earth in the aftermath of WW2 took the Americans by surprise as much as it did everyone else. Swiftly rallying to this new cause, however, they began to fight back.

Initial encounters with the invaders were painfully costly for the Americans, but alien technology scavenged from battlefield debris has allowed their scientists to develop high tech (well, high tech for 1945) weapons of their own: the key being power plants small enough to be man portable. All humanity hopes that these advances can turn the tide in their favour.