Name	WW2 Era U	S Troops	s (with	n Experimer	ntal Weapons)	B	y:	Rober	rt Avery		Tech Level:	0		
Infantry	1													
Infantry Squad	Role	No.	w	Veight	Expertise	0	1	2	3	4	Equipment			
Rifle Infantry	Leg	10		Light	Regular	1, 2, 3	4	5	6, 7, 8,9			. Mohile		
Experimental Weapons		10		ызт	Regular	1, 2, 5	-	5	0, 7, 0,7	10	72 tracks to make	moone		
Heavy Infantry	Assault	6	ŀ	Heavy	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				
				.0		,	-		.,.,.					
Support Weapons	1													
Support Weapon	Role	SV	TGT	Load	Expertise	Notes								
.30cal	ISW	1	DF	Auto	Regular									
.50cal	ISW	2	DF	Auto	Regular									
Bazooka	AT	_	DF	Bolt	Regular	Now also	issued to l	Heavy Infar	trv units					
Light Mortar	ISW	1	IF	Boom	Regular	11010 4150	155404 10 1	ieuvy ingui	ury unus					
Medium Mortar	ISW	2	IF	Boom	Regular									
Anti-Tank Gun	AT	_	DF											
		3		Bolt	Regular									
Artillery	Artillery	3	VF	Both	Regular									
Experimental Weapons			DE	D 1	17.4									
Heavy Rifle	ISW	2	DF	Bolt	Veteran									
Vehicles	1													
Vehicle	Role	Cre	w	Move	Expertise	Armour		Weapon	s	Notes		Mobile Armour ion ovement. d.		
Jeep	GP	2		WHL	Regular	0	One	per squad:	.50cal	.50cal i.	s AA; 3 Actions			
Truck	GP	1		WHL	Regular	0	One	per squad:	.50cal	.50cal i.	s AA; 3 Actions			
¹ /2-Track	APC	1		TRK	Regular	2	4	per squad:						
Armoured Car	Recon	3		WHL	Regular	2		SV2 DF Bo			,			
Light Tank	AFV	3		TRK	Regular	3	SV2 DF Both							
Medium Tank	AFV	4		TRK	Regular	4		SV4 DF Bo						
	· · · ·				Kegului	4	SV4 DI Doin			JACIO	15			
Experimental Weapons	Unus						1	CT71 A .						
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		x SV2 Autog x SV4 DF E		4 Actions				
Kodiak Assault Walker	AFV	4		WLK	Veteran	4	2 x T	x SV2 Autog win SV3 Au x SV4 DF E	itogun;	4 Action	4 Equipment 10 ½-tracks to make ~ Tech 0 Powered A 3, 9, 10 Battlefield Insertion Battlefield Insertion Battlefield Insertion 50cal SActions .50cal is AA; 3 Actions Socal is AA; 3 Actions .50cal is AA; 3 Actions Socal is AA; 3 Actions .50cal is AA; 3 Actions Actions 3 Actions Actions 4 Actions Actions 4 Actions Actions for mo Can be Battlefield Inserted 4 Actions. May use all Actions for mo Can be Battlefield Inserted 4 Actions. May use all Actions for mo Can be Battlefield Inserted Image: A actions for mo Can be Battlefield Inserted Image: Actions for mo Can be Battlefield Inserted			
Ursus Support Walker	AFV	4		WLK	Veteran	4	1 x SV2 Autogun; 2 x SV5 IF Boom; 1 x SV4 DF Both			4 Action	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.				
Canadialists														
Specialists FO; Sniper; Medic Off-Table Support SV6 IF Boom]			CLUEDORENT CLUESTOCOPANY STREET HA SERVE RETONUMENTS			
Characteristic Cards Rally; Heroic Command	ler; Recon (ACs); Bonu:	s Mov	ve (Light To	anks); Bonus Mo	ve (Hyenas,	Mudskipp	ers & Firef	ly Jump Tro	opers)				
Chrome														

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

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.

Points

	_
Infantry Squad	
Rifle Infantry	16
Heavy Infantry	15
Firefly Jump Troopers	23

BM: Level x 10	EWSO: 20

Support Weapons	
.30cal	9
.50cal	10
Bazooka	7
Light Mortar	6
Medium Mortar	8
Anti-Tank Gun	10
Artillery	19
Heavy Rifle	6

Sniper: 15 Medi	c: 5
	_
Vehicles	
Jeep	11
Truck	11
¹ /2-Track	11
Armoured Car	10
Light Tank	13
Medium Tank	17
Coyote Light Walker	9
Grizzly Medium Walker	20
Kodiak Assault Walker	34
Ursus Support Walker	30
Hyena Light Jump Walker	11
Mudskipper Medium Jump	21

Drone Op or FO: 10

Cards & Chrome	1
Rally	10
Heroic Commander	10
Bonus Move	10
Recon	10

Tabletop Stats																		
Infantry																		
Infantry Squad		Role No. Weig		Woigh	Weight Expert			0	1	2		3	4	1	Firing			
Rifle Infantry					Light	L	Expertise Regular		2, 3	4		5	5 6, 7, 8,9	10		-1D6		
Heavy Infantry		Leg 10 Assault 6			Heavy		Veteran		, 2	- 4		<i>3</i> 4	5, 6	~		+1D6		
Firefly Jump Troopers		Assaul		10	Light		Veteran		, 2	3		4	5, 6, 7	8, 9, 10		-1D6		
Tirejiy Jump 1100pers	1	135000	1	0	Ligni		veierun	1	, 2	5	,	4	5, 0, 7	0, 9, 10		-100		
Information Converd			Chee	1.	Deed	Carra	-	Omera	Liel		Lleeun	1		47.0.4	4.01	0.42		
Infantry Squad Rifle Infantry	Miss 1,2		Miss		Shoc 3,4	к	Dead 5,6	Save ~		Open ~	Ligh -1/0		Heavy -2/D6	_	np /D6	AT: 0-4 "	4-8" ~	8-12" ~
Heavy Infantry		2,3	4,5		6	2D6: 2		x2	~		-2/D6		/D6	1	~	~		
Firefly Jump Troopers		1,2			5,6 ~			x2	2(-1/	D6) 2	2(-2/D6)	2(-4	I/D6)	1	~	~		
Support Weapons																		
Support Weapons	sv	TGT			vs Inf				v	s Veh]					
.30cal	1	DF			1D6 & P					DF: 1			-					
.50cal	2	DF	-		2D6 & P					DF:1								
Bazooka	2	DF	Р	in: do	uble on D		ill			DF: 4								
Light Mortar	1	IF		1D6 8	k Pin, miss	on one 2	1		Indired	ct Fire o	only							
Medium Mortar	2	IF			k Pin, miss				Indired									
Anti-Tank Gun	3	DF			n/a					DF: 6								
Artillery	5	VF			Pin, miss					0F: 10								
Heavy Rifle	2	DF	Р	in: do	uble on D	6 = one k	ill		[DF: 4								
Vehicles																		
Vehicle	Gu	nner	Exp.		Arm.				vs Inf			1		vs Veh		Cl Cmbt		
Jeep		0	Reg (3		0			2	D6 & Pi	n		1		DF:1				
Truck		0	Reg (3		0				D6 & Pi					DF:1				
1/2-Track		0	Reg (3	-	2			2	D6 & Pi	n				DF:1				
Armoured Car		0	Reg (3		2			2D6 & Pin						DF: 2				
Light Tank		0	Reg (3		3			2D6 & Pin						DF: 4				
Medium Tank		0	Reg (4		4	4D6 & pin, miss on two 1s					DF: 8					
Coyote Light Walker		0	Vet (4	1)	2			2D6 & Pin					DF:1					
Grizzly Medium Walker		1	Vot /		4		4	4D6 & pin, miss on two 1s					DF: 8					
Walker		1	Vet (4	+)														
Kodiak Assault Walker		1	Vet (4	1)	4		4	D6 & pii	n, miss o	on two	1s			DF: 8				
		-	• • • • •	.,			_					1		DE 0				
Ursus Support Walker		1	Vet (4	1)	4		5	5D6 & pin, miss on two 1s				1	DF: 8					
Hyena Light Jump			1	<u> </u>	2		200	2D6, ignore cover, double shock					300.0		d			
Walker		0	Vet (4	1)	2		206	2D6, Ignore cover, double shock					200:0	5's>1's = KO	u			
Mudskipper Medium					3			3D6 & Pin						DF: 2				
Jump Walker		1	Vet (4	1)	-			5		·		 				-		
												1						
Vehicle	T۱	pe	Oper		Light	Heavy	Imp											
Jeep		HL	x2	•	-2/D6	NO	NO											
Truck		'HL	x2		-2/D6	NO	NO											
1/2-Track		RK	x2		~	-2/D6	NO											
Armoured Car		'HL	x2		-2/D6	NO	NO											
Light Tank		RK	+1/D		~	-2/D6	NO											
Medium Tank		RK	+1/D		~	-2/D6	NO											
Coyote Light Walker	W	'LK	+1/D	6	-1/D6	-2/D6	-4/D6	5										
Grizzly Medium Walker	W	'LK	+1/D	6	-1/D6	-2/D6	-4/D6	5										
Kodiak Assault Walker	۱ <u>۸</u>	′LK	+1/D	6	-1/D6	-2/D6	-4/D6	5										
nouun noouut wuiker	~~	-11	, 0	<u> </u>	1,00	2/00	-4,00											
Ursus Support Walker	W	'LK	+1/D	6	-1/D6	-2/D6	-4/D6	5										
Hyena Light Jump	W	'LK	+2/D	6	~	-1/D6	-3/D6	5										
Walker																		
Mudshinner Medium																		
Mudskipper Medium Jump Walker	Ŵ	'LK	+2/D	6	~	-1/D6	-3/D6	5										