UNITED STATES K47

The USA still fields enormous numbers of traditional infantry forces and conventional armoured vehicles yet few factions have embraced the military and industrial benefits of Rift energy as effectively as Uncle Sam. US factories and advanced Rift research facilities pour out a seemingly inexhaustible supply of advanced military equipment. The United States' industry works tirelessly to fuel an unparalleled war machine in an ongoing crusade to cleanse the Earth of the Axis' evil.

Repelled by the static meat grinder campaigns of 1945 and 1946, the US Military has embraced mobility on the battlefield. Fast-moving US forces specialise in striking where the enemy least expects.

In combat the US Jump Infantry, the 'Fireflies', harness Rift technology to dart around the battlefield whilst US-designed walkers such as the Coyote and Grizzly storm the frontlines. Some examples benefit from the addition of gravity repulsor jump pods allowing them to keep up with the Fireflies and provide much needed heavy support. Few enemy positions can resist the impact of a fully integrated airborne assault.

On the ground breakthrough formations of GIs and Marines are equipped with heavy powered armour suits; these not only provide ballistic protection but also allow excellent mobility through their artificial musculature. The Los Alamos Rift has also given the USA access to directed energy weapons of great destructive power and, of all the combatants the US has the greatest capacity to field such weapons en masse. The brainchild behind them is the eccentric but brilliant Nikola Tesla. These weapons range from the man-portable heavy Tesla rifle to vehicle and walker-mounted Tesla cannon, nicknamed 'death rays', as per Tesla's blueprints. Though indelicate, the name is apt; few things are more terrifying to an enemy force than the barrage of blinding blue actinic Tesla bolts that precede an attack by US forces. Over 1945-46, many of these weapons were also supplied to their Commonwealth Allies under the Lend-Lease programme.

Harnessing the potential of Rift biological engineering, the USA has also created the Paragon enhanced soldier program. These genetically modified men and women are gifted with enhanced physical and psychic traits whilst still retaining their original personalities and humanity. Deployed primarily in special forces teams, these troops are key to countering the horrors that the Axis are unleashing on the battlefield.

Armed with this 'arsenal of democracy', and buoyed by the miracle of Los Alamos, the United States are determined to bring the wrath of divine retribution on their enemies. On the surface, the people of the United States are unified in their mission; to wipe the scourge of Axis abominations from the face of Europe, to remove the threat of surging communism, and deal deliverance to the Empire of Japan.

Meanwhile, Roosevelt increasingly regards the British Commonwealth with callous eyes, wary of the new technologies that their Rift-tech research has created, only possible through the US' generosity in sharing certain findings from the Los Alamos Rift. The British failure to reciprocate places the Allied relationship in jeopardy.

Only one nation – that under God – can triumph at the end of days.

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THE ARMY LIST

This army list describes the troops, equipment, and special abilities available to the United States in games of *Konflikt '47*. It may be used in conjunction with the Force Selection rules on pages 164-171 of the *Konflikt '47* Rulebook. Each unit entry specifies its type for the purposes of fulfilling the slots in each type of Platoon.

Incorporating Bolt Action Units

If both players agree, they may use units taken from *Bolt Action Armies of the United States: Third Edition* in their list (see page 164 of the *Konflikt '47* rulebook).

It is recommended that any units taken be identified as 'Late War' units in *Armies of the United States*. Any Infantry units count as Basic Infantry for the purposes of the *Konflikt '47* Platoon Selectors.

With the opening of the Rifts, the nature of warfare has changed. For this reason, any *Bolt Action* units taken do not benefit from the United States Army Special Rules, **with the exception of Arsenal of Democracy**, nor do they benefit from the Army Special Rules present in *Armies of the United States*.

ARMY SPECIAL RULES

THE ARSENAL OF DEMOCRACY

With the awesome power of American industry backing them the US Military has continued to emphasise aggressive offense and coordinated assaults. Soldiers use the high rate of fire of their weapons to suppress and overwhelm opponents in the field.

United States units firing any weapon that has multiple Shots may re-roll one failed 'to hit' roll per weapon type. For instance, a unit of six Fireflies all equipped with M1X1 Thompsons firing twelve shots in Normal Mode would be able to re-roll one die. Whereas a Linebacker Jump Walker firing with Twin HMGs and an M21 Light Tesla Cannon using the Tesla Arc ability would be able to re-roll to hit with one HMG die, and one M21 Light Tesla Cannon die.

DEATH FROM ABOVE

The United States has pushed the development of gravitic jump pack technology further than any other nation. The Firefly divisions are the backbone of US forces in Europe, operating in a massed drop assault role, supported by ever more capable jump walkers. The co-ordination of US Airborne forces is second to none.

Infantry units do not suffer the usual –1 Morale Penalty for moving onto the table from Reserve when using the **Flight** special rule. United States Vehicle units do not suffer the usual –1 Morale Penalty for moving onto the table from Reserve when using the **Jump** special rule.

TOUGH AS NAILS

Roosevelt's remarkable recovery at Los Alamos has sparked an unyielding patriotism in the common man of the United States. This has extended to the soldiers of the US Military, spurring them to ever greater feats of battlefield valour.

All **Veteran** United States Platoon and Company Commanders start the game with an additional point of Guts. Units from the Heroes section of the Army List do not benefit from this special rule.

TESLA'S GIFT

With the United States' vast industrial capacity, Tesla's 'death rays' are now mass-produced, coupled with ever more reliable power-plants.

When a Rift Die is drawn from the Dice Bag, rolled, and assigned to a unit armed with any weapon with the **Tesla Arc** special rule, including because that unit has been assigned an Order Die and does not already have a Rift Die, you may re-roll the result.

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SPECIAL US PLATOONS

When building a United States force, the Platoons listed below can be used in addition to those presented in the *Konflikt '47* rulebook. Rather than identify Unit Types that can be taken in a Platoon, these special Platoons list specific units. These Platoons also confer additional special rules to some or all of the units in that Platoon, as outlined. Only one of each type of Special Platoon may be taken in a force.

FIREFLY PLATOON

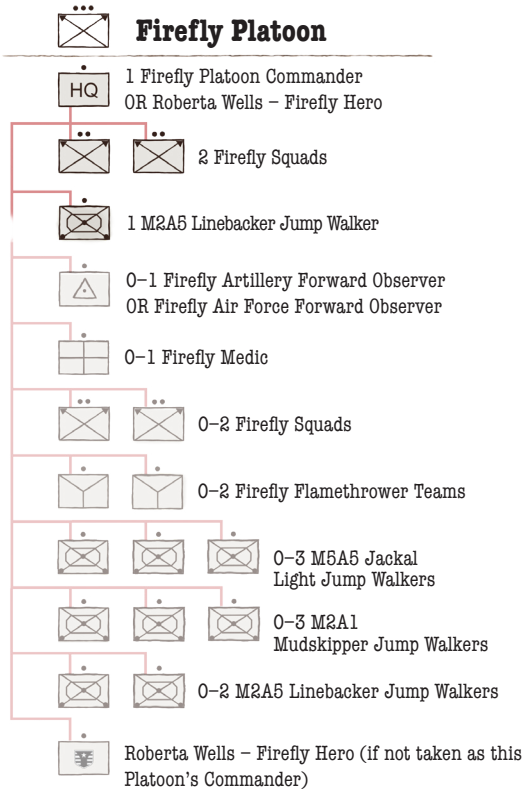
A Firefly Platoon may be taken in lieu of an Assault Platoon as the mandatory requirement for a United States force. If this option is taken, it counts as an Assault Platoon for the purposes of forming additional Platoons as described on page 166 of the *Konflikt '47* rulebook.

MANDATORY UNITS

1 Firefly Platoon Commander
OR Roberta Wells – Firefly Hero
2 Firefly Squads
1 M2A5 Linebacker Jump Walker

OPTIONAL UNITS

0-1 Firefly Artillery Forward Observer
OR Firefly Air Force Forward Observer
0-1 Firefly Medic
0-2 Firefly Squads
0-2 Firefly Flamethrower Teams
0-3 M5A5 Jackal Light Jump Walkers
0-3 M2A1 Mudskipper Jump Walkers
0-2 M2A5 Linebacker Jump Walkers
0-1 Roberta Wells – Firefly Hero (if not taken as this Platoon's Commander)



Special Rules:

- Once per Game Turn, you may re-roll the result of a **Regroup in Hell!** for one of the units in this Platoon.
- At the start of the game, before Deployment, you may nominate a unit from this Platoon. When the chosen unit deploys from Reserve using either the **Flight** or **Jump** special rules, enemy units that have yet to receive an Order within 12" may not react by opening fire. Furthermore, if the chosen unit has the **Regroup in Hell!** Rift Enhancement, it may use it to move again after deploying from Reserve using the Flight rule.

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CAPTAIN HARRIS 'SLAMMER' SAMUELS, 'THE FIRST PARAGON'

Enlisting the day after Pearl Harbor, Harris Samuels quickly established himself as a natural soldier and leader. Having impressed his drill sergeants and coming to the notice of several influential officers, Samuels was fast-tracked to the fledgling 1st Ranger Battalion and was one of fifty specially selected Rangers dispersed amongst the British Commandos for the Dieppe Raid in August 1942. In this action he became one of the first American soldiers to see ground combat in the European theatre.

Winning the Silver Star for single-handedly taking out a German Tiger Tank in Tunisia, Samuels was later promoted to the rank of captain just prior to the D-Day invasion. Badly wounded on Omaha beach he was transferred back to the USA for treatment. Rather than being sent to a standard hospital, Samuels found himself in a special facility at Area 51 in New Mexico. Here he was offered the opportunity to volunteer for the newly instigated Paragon programme.

Readily accepting the challenge he passed the intensive physical and mental entry tests easily. The programme's genetic enhancement procedures worked flawlessly and Samuels became a benchmark for the Paragon soldier initiative. He quickly adapted to the prototype Rift-tech weaponry provided to him, so much so that he was issued with the first experimental heavy Tesla rifle which he insisted on field testing back on the European mainland. In combat Samuels revels in close quarters fighting where he puts his signature weapon, the Tesla Gauntlet, to good use. Combining a pneumatic punch with a Tesla discharge, the glove allows him to takedown even armoured or inhuman opponents he faces.

'Slammer' Samuels is a truly inspiring giant of a man, leading from the front and getting those around him to live up to standards he sets. He is a true all-American hero.

Unit Composition:	1 Heroic Officer	**REQUISITION POINTS**
Unit Type:	Hero *(May be used as a Company Commander)*	**163**
Base Size:	32mm	
Standard Weapons:	Heavy Tesla Rifle, Tesla Gauntlet	
Movement Rate:	***Advance*** ***Run***	
Whilst Fast:	8" 16"	
Otherwise:	6" 12"	
Quality:	***Veteran***	
Damage Value:	7+	
Morale Value:	10	

SPECIAL RULES

- **Fast**
- **Heavy**

HERO STATISTICS

Guts:	3
Rift Mastery:	1
Luck:	1

RIFT UNIT

Rift Dice:	2 *(including Rift Mastery)*
Active Rift Enhancement:	***Tesla Gauntlet.*** In Close Quarters combat, before any dice are rolled, Samuels can use his Tesla Gauntlet to gain a +D6 Pen modifier to any damage rolls he makes. He also gains the Tank Hunters special rule. If the result of the first round of Close Quarters is a draw, Samuels retains these benefits for the second round of fighting. If Samuels uses the Tesla Gauntlet enhancement exhaust one of his Rift Dice after that Close Quarters sequence is resolved (i.e., before another Order Die is drawn after two rounds of Close Quarters, if Samuels finds himself locked in combat).
Surging Bonus:	Gain Deadly (2) special rule.
Exhausted Penalty:	Lose Fast special rule.

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ROBERTA WELLS – FIREFLY HERO

A graduate in physics, the emergence of the Los Alamos Rift at the Trinity test site led to Roberta dedicating herself to the study of Rift Energy. Her no-nonsense approach, resilience to the psychological horrors of the Rift War, and willingness to get stuck in marks her out amongst the raft of scientific advisors seconded to the front.

Roberta is considered the United States' best hope in assessing the Dresden Rift in the goal of safely controlling or neutralising it, and was assigned to Operation Touchdown in 1947, attached to 109th Airborne Division bound for Dresden. As a high value asset, she was granted the use of prototype armour designed specifically for use with the Firefly jump pack.

Unit Composition:	1 Heroic Officer in Grade 1 Powered Armour with Gravitic Jump Pack	**REQUISITION POINTS**
Unit Type:	Hero *(May be used as a Platoon Commander, Firefly Platoon only)*	135
Base Size:	25mm	
Standard Weapons:	Heavy Tesla Rifle	
Movement Rate:	***Advance*** ***Run***	
Using Flight:	12" 18"	
Not using Flight:	6" 12"	
Quality:	***Veteran***	
Damage Value:	6+	
Morale Value:	10	

SPECIAL RULES

- **Flight**
- **Heavy**
- **Resourceful** – Roberta Wells always takes any Order Test she is required to make at her unmodified Morale Value.

HERO STATISTICS

Guts:	1
Rift Mastery:	1
Luck:	2

RIFT UNIT

- **Rift Dice:** 3 *(including Heavy Tesla Rifle and Rift Mastery; see the Konflikt '47 rulebook, page 84, for Tesla Arc)*
- **Active Rift Enhancements:** ***Rift Science.*** At any time whilst executing an Order Roberta Wells may change the facing of an Active Rift Die of a friendly unit within 12" and within her Line of Sight to Surging, or an Exhausted Rift Die of a friendly unit within 12" and within her Line of Sight to Active. If the Rift Science Enhancement is used, exhaust one her Rift Dice after she has completed her Order.
  Rift Research. At any time whilst executing an Order, Roberta Wells may change the facing of an enemy Rift unit's Rift Die to any side. The chosen unit must be within 12" of Roberta Wells and within her Line of Sight. If she uses this enhancement, exhaust one of her Rift Dice after she has completed her Order.
  Regroup in Hell! When executing an Advance or Run Order Roberta Wells can opt to take an additional 2D6" move after resolving her shooting or Close Quarters combat. This additional move uses the Flight special rule with the exception that Roberta Wells must land in Open Ground. If this Enhancement is used, exhaust one of her Rift Dice after she has completed her additional move.
- **Surging Bonus:** None.
- **Exhausted Penalty:** Lose Flight special rule.

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ROBERTA 'EINSTEIN' WELLS (SCIENTIFIC ADVISOR, 1945)

The deployment of Axis Rift horrors, in particular the dread Totenkorps in late 1944, led to Roberta volunteering to ship out to the European theatre to conduct studies of the application of Rift-tech in warfare. Despite numerous objections from the US Army, her request was eventually granted. Exhibiting a fierce independence, Roberta would often strike out separately from the squad to which she was attached, lest they constrain her in the pursuit of her studies. Nevertheless, she gradually earned the respect of the US Army soldiers entrusted with her safety in the field, having displayed a remarkable aptitude for combat situations.

During this time, she carried an array of equipment of her own design, including a highly modified assault rifle, enabling her to detect, analyse, and where circumstances allowed, collect samples of Rift energy.

Unit Composition:	Roberta Wells	**REQUISITION POINTS**
Unit Type:	Hero	**68**
Base Size:	25mm	
Standard Weapons:	Assault Rifle	
Movement Rate:	***Advance*** 6"	***Run*** 12"
Quality:	***Veteran***	
Damage Value:	5+	
Morale Value:	10	

SPECIAL RULES

- **Fieldcraft**
- **Independent** – Roberta Wells may never be assigned an Order by means of a Snap to Action!, nor does she benefit from any Morale bonus for being near a friendly Officer.
- **Infiltrator**
- **Resourceful** – Roberta Wells always takes any Order Test she is required to make at her unmodified Morale Value.

HERO STATISTICS

Guts:	1
Rift Mastery:	1
Luck:	1

RIFT UNIT

Rift Dice:	2 *(including Rift Mastery)*
Active Rift Enhancement:	***Rift Research.*** At any time whilst executing an Order, Roberta Wells may change the facing of an enemy Rift unit's Rift Die to any side. The chosen unit must be within 12" of Roberta Wells and within her Line of Sight. If she uses this enhancement, exhaust one of her Rift Dice after she has completed her Order.
Surging Bonus:	None.
Exhausted Penalty:	Lose Fieldcraft. Gain Lumbering special rule – Reduced to a movement rate of 4" on an *Advance* Order and 8" on a *Run* Order.

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HQ TEAMS

OFFICERS

Six years of intense warfare has created many excellent officers in the US armed forces but, it has also ended the lives of too many. New cadres of officers pass through the War Colleges and Academies at a phenomenal rate, often entering combat within months of graduating. This means that a wide range of quality can be seen in the officer corps on the frontlines ranging from 6-year veterans to wet-behind-the-ears graduates.

COMPANY COMMANDERS

COMPANY COMMANDER – OFFICER

REQUISITION POINTS	
Inexperienced:	42
Regular:	60
Veteran:	78

Unit Composition:	1 Officer		
Unit Type:	Company Commander		
Base Size:	25mm		
Standard Weapon:	Pistol		
Movement Rate:	***Advance*** 6"	***Run*** 12"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

OPTIONS		*Points per model*	*Limit*
· **Additional Soldiers with Pistols** *(No Mixed Quality)*	***Inexperienced***	6	2 per squad
	Regular	9	
	Veteran	12	
· **Replace Pistol with Rifle**		+1	3 per squad
· **Replace Pistol with SMG**		+5	3 per squad
· **Replace Pistol with Assault Rifle**		+7	3 per squad
· **The Officer may take <u>one</u> of the following Hero stat points:**	**Guts**	+10	1 per Officer
	Luck	+15	

SQUAD UPGRADES *(Must be applied to entire squad)*	*Points per model*
· **ATRDs**	+5

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COMPANY COMMANDER - OFFICER IN HEAVY ARMOUR

REQUISITION POINTS	
Regular:	80
Veteran:	98

Unit Composition:	1 Officer in Grade 1 Heavy Powered Armour	
Unit Type:	Company Commander	
Base Size:	25mm	
Standard Weapon:	LMG	
Movement Rate:	***Advance*** 6"	***Run*** 12"
Quality:	***Regular***	***Veteran***
Damage Value:	5+	6+
Morale Value:	9	10

SPECIAL RULES

- **Heavy**

OPTIONS

		Points per model	*Limit*
• **Additional Soldiers in Grade 1 Heavy Powered Armour armed with LMGs** *(No Mixed Quality)*	***Regular***	30	2 per squad
	Veteran	33	
• **The Officer may take <u>one</u> of the following Hero stat points:**	**Guts**	+10	1 per Officer
	Luck	+15	

SQUAD UPGRADES *(Must be applied to entire squad)*

	Points per model
• **ATRDs**	+5
• **Anti-tank Grenades**	+2
• **Stubborn**	+1

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COMPANY COMMANDER – FIREFLY OFFICER

REQUISITION POINTS
92

Unit Composition:	1 Officer with Gravitic Jump Pack	
Unit Type:	Company Commander	
Base Size:	25mm	
Standard Weapon:	Thompson M1X1/2	
Movement Rate:	***Advance***	***Run***
Using Flight:	12"	18"
Not using Flight:	6"	12"
Quality:	***Veteran***	
Damage Value:	5+	
Morale Value:	10	

SPECIAL RULES

- **Flight**
- **Only Human** – Unlike other Rift units, a Firefly Officer can benefit from the presence of a nearby Medic.

RIFT UNIT

· **Rift Dice:**	1
· **Active Rift Enhancement:**	***Regroup in Hell!*** When executing an *Advance* or *Run* Order a Firefly Officer and any accompanying Fireflies can opt to take an additional 2D6" move after resolving their shooting or Close Quarters combat. This additional move uses the Flight special rule with the exception that the Firefly unit must land in Open Ground. If this Enhancement is used, exhaust the unit's Rift Die after it has completed its additional move.
· **Surging Bonus:**	None.
· **Exhausted Penalty:**	Lose Flight special rule.

OPTIONS

		Points per model	*Limit*
· **Additional Fireflies armed with Thompson M1X1/2s**		27	2 per squad
· **The Officer may take <u>one</u> of the following Hero stat points:**	**Guts**	+10	1 per Officer
	Luck	+15	

SQUAD UPGRADES *(Must be applied to entire squad)*

	Points per model
· **ATRDs**	+5
· **Anti-tank Grenades**	+2
· **Stubborn**	+1

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PLATOON COMMANDERS

PLATOON COMMANDER – OFFICER

REQUISITION POINTS	
Inexperienced:	21
Regular:	30
Veteran:	39

Unit Composition:	1 Officer		
Unit Type:	Platoon Commander		
Base Size:	25mm		
Standard Weapon:	Pistol		
Movement Rate:	***Advance*** 6"	***Run*** 12"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

OPTIONS

		Points per model	*Limit*
· **Additional Soldiers armed with Pistols** *(No Mixed Quality)*	***Inexperienced***	6	2 per squad
	Regular	9	
	Veteran	12	
· **Replace Pistol with Rifle**		+1	3 per squad
· **Replace Pistol with SMG**		+5	3 per squad
· **Replace Pistol with Assault Rifle**		+7	3 per squad
· **The Officer may take <u>one</u> of the following Hero stat points:**	**Guts**	+10	1 per Officer
	Luck	+15	

SQUAD UPGRADES *(Must be applied to entire squad)*

	Points per model
· **ATRDs**	+5

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PLATOON COMMANDER - OFFICER IN HEAVY ARMOUR

REQUISITION POINTS	
Regular:	50
Veteran:	59

Unit Composition:	1 Officer in Grade 1 Heavy Powered Armour	
Unit Type:	Platoon Commander	
Base Size:	25mm	
Standard Weapon:	LMG	
Movement Rate:	***Advance*** 6"	***Run*** 12"
Quality:	***Regular***	***Veteran***
Damage Value:	5+	6+
Morale Value:	9	10

SPECIAL RULES

- **Heavy**

OPTIONS

		Points per model	*Limit*
• **Additional Soldiers in Grade 1 Heavy Powered Armour armed with LMGs** *(No Mixed Quality)*	***Regular***	30	2 per squad
	Veteran	33	
• **The Officer may take <u>one</u> of the following Hero stat points:**	**Guts**	+10	1 per Officer
	Luck	+15	

SQUAD UPGRADES *(Must be applied to entire squad)*

	Points per model
• **ATRDs**	+5
• **Anti-tank Grenades**	+2
• **Stubborn**	+1

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PLATOON COMMANDER – FIREFLY OFFICER

REQUISITION POINTS
52

Unit Composition:	1 Officer with Gravitic Jump Pack	
Unit Type:	Platoon Commander	
Base Size:	25mm	
Standard Weapon:	Thompson M1X1/2	
Movement Rate:	***Advance***	***Run***
Using Flight:	12"	18"
Not using Flight:	6"	12"
Quality:	***Veteran***	
Damage Value:	5+	
Morale Value:	10	

SPECIAL RULES

- **Flight**
- **Only Human** – Unlike other Rift units, a Firefly Officer can benefit from the presence of a nearby Medic.

RIFT UNIT

· **Rift Dice:**	1
· **Active Rift Enhancement:**	***Regroup in Hell!*** When executing an *Advance* or *Run* Order a Firefly Officer and any accompanying Fireflies can opt to take an additional 2D6" move after resolving their shooting or Close Quarters combat. This additional move uses the Flight special rule with the exception that the Firefly unit must land in Open Ground. If this Enhancement is used, exhaust the unit's Rift Die after it has completed its additional move.
· **Surging Bonus:**	None.
· **Exhausted Penalty:**	Lose Flight special rule.

OPTIONS

		Points per model	*Limit*
· **Additional Fireflies armed with Thompson M1X1/2s**		27	2 per squad
· **The Officer may take <u>one</u> of the following Hero stat points:**	**Guts**	+10	1 per Officer
	Luck	+15	

SQUAD UPGRADES *(Must be applied to entire squad)*

	Points per model
· **ATRDs**	+5
· **Anti-tank Grenades**	+2
· **Stubborn**	+1

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MEDICS

The field medic presents the wounded soldier with his best chance of surviving serious injury and can ensure that lightly wounded soldiers are returned to fighting fitness as rapidly as possible. Under the old Geneva Convention medical staff were obliged to go unarmed, but now that unnatural horrors roam the battlefields they now carry Pistols as a bare minimum, and are often accompanied by more heavily armed guardians.

MEDIC

REQUISITION POINTS	
Regular:	23
Veteran:	30

Unit Composition:	1 Medic	
Unit Type:	Medic	
Base Size:	25mm	
Standard Weapon:	Pistol	
Movement Rate:	***Advance*** 6"	***Run*** 12"
Quality:	***Regular***	***Veteran***
Damage Value:	4+	5+
Morale Value:	9	10

SPECIAL RULES

- **Medic**

OPTIONS

		Points per model	*Limit*
• **Additional Soldiers armed with Pistols** *(No Mixed Quality)*	***Regular***	9	2 per squad
	Veteran	12	
• **Replace Pistol with Rifle** *(additional soldiers only)*		+1	2 per squad
• **Replace Pistol with SMG** *(additional soldiers only)*		+5	2 per squad
• **Replace Pistol with Assault Rifle** *(additional soldiers only)*		+7	2 per squad

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FIREFLY MEDIC

REQUISITION POINTS
44

Unit Composition:	1 Medic with Gravitic Jump Pack	
Unit Type:	Medic	
Base Size:	25mm	
Standard Weapon:	Thompson M1X1/2	
Movement Rate:	***Advance***	***Run***
Using Flight:	12"	18"
Not using Flight:	6"	12"
Quality:	***Veteran***	
Damage Value:	5+	
Morale Value:	10	

SPECIAL RULES

- **Flight**
- **Medic**
- **Only Human** – Unlike other Rift units, a Firefly Medic can benefit from the Medic rule.

RIFT UNIT

- **Rift Dice:** 1
- **Active Rift Enhancement:** ***Regroup in Hell!*** When executing an *Advance* or *Run* Order a Firefly Medic and any accompanying Fireflies can opt to take an additional 2D6" move after resolving their shooting or Close Quarters combat. This additional move uses the Flight special rule with the exception that the Firefly unit must land in Open Ground. If this Enhancement is used, exhaust the unit's Rift Die after it has completed its additional move.
- **Surging Bonus:** None.
- **Exhausted Penalty:** Lose Flight special rule.

OPTIONS

	Points per model	*Limit*
Additional Fireflies armed with Thompson M1X1/2s	27	2 per squad
Replace Thompson M1X1/2 with SMG	–4	3 per squad
Replace Thompson M1X1/2 with Automatic Rifle	–2	3 per squad

SQUAD UPGRADES *(Must be applied to entire squad)*

	Points per model
Stubborn	+1

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FORWARD OBSERVERS

Forward observers are liaison officers responsible for coordinating the fire of remote heavy artillery batteries, aircraft strikes, or other, less conventional Rift weapons. They are likely to be accompanied by a radio operator or other immediate attendants.

ARTILLERY FORWARD OBSERVER

REQUISITION POINTS	
Regular:	**75**
Veteran:	**90**

Unit Composition:	1 Artillery Forward Observer	
Unit Type:	Forward Observer	
Base Size:	25mm	
Standard Weapon:	Pistol	
Movement Rate:	***Advance*** 6"	***Run*** 12"
Quality:	***Regular***	***Veteran***
Damage Value:	4+	5+
Morale Value:	9	10

SPECIAL RULES

- **Infiltrator**
- **Modern Communications** – US Artillery Forward Observers may re-roll the D6 when they roll on the Artillery Barrage Chart.

OPTIONS

		Points per model	*Limit*
• **Additional Soldiers armed with Pistols**	***Regular***	9	2 per squad
	Veteran	12	
• **Replace Pistol with Rifle**		+1	3 per squad
• **Replace Pistol with SMG**		+5	3 per squad
• **Replace Pistol with Assault Rifle**		+7	3 per squad

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FIREFLY ARTILLERY FORWARD OBSERVER

REQUISITION POINTS
104

Unit Composition:	1 Artillery Forward Observer with Gravitic Jump Pack	
Unit Type:	Forward Observer	
Base Size:	25mm	
Standard Weapon:	Thompson M1X1/2	
Movement Rate:	***Advance***	***Run***
Using Flight:	12"	18"
Not using Flight:	6"	12"
Quality:	***Veteran***	
Damage Value:	5+	
Morale Value:	10	

SPECIAL RULES

- **Flight**
- **Infiltrator**
- **Modern Communications** – US Firefly Artillery Forward Observers may re-roll the D6 when they roll on the Artillery Barrage Chart.
- **Only Human** – Unlike other Rift units, a Firefly Forward Observer can benefit from the presence of a nearby Medic.

RIFT UNIT

- **Rift Dice:** 1
- **Active Rift Enhancement:** ***Regroup in Hell!*** When executing an *Advance* or *Run* Order, or after calling in an Artillery Barrage by way of a *Fire* Order, a Firefly Forward Observer and any accompanying Fireflies can opt to take an additional 2D6" move after resolving their shooting or Close Quarters combat. This additional move uses the Flight special rule with the exception that the Firefly unit must land in Open Ground. If this Enhancement is used, exhaust the unit's Rift Die after it has completed its additional move.
- **Surging Bonus:** None.
- **Exhausted Penalty:** Lose Flight special rule.

OPTIONS

	Points per model	*Limit*
Additional Fireflies armed with Thompson M1X1/2s	27	2 per squad
Replace Thompson M1X1/2 with SMG	–4	3 per squad
Replace Thompson M1X1/2 with Automatic Rifle	–2	3 per squad

SQUAD UPGRADES *(Must be applied to entire squad)*

	Points per model
ATRDs	+5
Anti-tank Grenades	+2
Stubborn	+1

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AIR FORCE FORWARD OBSERVER

REQUISITION POINTS	
Regular:	75
Veteran:	90

Unit Composition:	1 Air Force Forward Observer	
Unit Type:	Forward Observer	
Base Size:	25mm	
Standard Weapon:	Pistol	
Movement Rate:	***Advance*** 6"	***Run*** 12"
Quality:	***Regular***	***Veteran***
Damage Value:	4+	5+
Morale Value:	9	10

SPECIAL RULES

- **Infiltrator**
- **Modern Communications** – US Air Force Forward Observers may re-roll the D6 when they roll on the Air Strike Chart.

OPTIONS

		Points per model	*Limit*
• **Additional Soldiers armed with Pistols**	***Regular***	9	2 per squad
	Veteran	12	
• **Replace Pistol with Rifle**		+1	3 per squad
• **Replace Pistol with SMG**		+5	3 per squad
• **Replace Pistol with Assault Rifle**		+7	3 per squad

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FIREFLY AIR FORCE FORWARD OBSERVER

REQUISITION POINTS
104

Unit Composition:	1 Air Force Forward Observer with Gravitic Jump Pack	
Unit Type:	Forward Observer	
Base Size:	25mm	
Standard Weapon:	Thompson M1X1/2	
Movement Rate:	***Advance***	***Run***
Using Flight:	12"	18"
Not using Flight:	6"	12"
Quality:	***Veteran***	
Damage Value:	5+	
Morale Value:	10	

SPECIAL RULES

- **Flight**
- **Infiltrator**
- **Modern Communications** – US Firefly Air Force Forward Observers may re-roll the D6 when they roll on the Air Strike Chart.
- **Only Human** – Unlike other Rift units, a Firefly Forward Observer can benefit from the presence of a nearby Medic.

RIFT UNIT

- **Rift Dice:** 1
- **Active Rift Enhancement:** ***Regroup in Hell!*** When executing an *Advance* or *Run* Order, or after calling in an Air Strike by way of a *Fire* Order, a Firefly Forward Observer and any accompanying Fireflies can opt to take an additional 2D6" move after resolving their shooting or Close Quarters combat. This additional move uses the Flight special rule with the exception that the Firefly unit must land in Open Ground. If this Enhancement is used, exhaust the unit's Rift Die after it has completed its additional move.
- **Surging Bonus:** None.
- **Exhausted Penalty:** Lose Flight special rule.

OPTIONS

	Points per model	*Limit*
Additional Fireflies armed with Thompson M1X1/2s	27	2 per squad
Replace Thompson M1X1/2 with SMG	–4	3 per squad
Replace Thompson M1X1/2 with Automatic Rifle	–2	3 per squad

SQUAD UPGRADES *(Must be applied to entire squad)*

	Points per model
ATRDs	+5
Anti-tank Grenades	+2
Stubborn	+1

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INFANTRY

RIFLE SQUAD

Not all US infantry and Marines have been provided with powered armour and these troops are now classed as rifle squads to differentiate them from their armoured comrades. However, many rifle squads are now receiving the new M3 assault rifle giving these troops a significant punch.

Unit Composition:	1 NCO and 5 Soldiers		
Unit Type:	Basic Infantry		
Base Size:	25mm		
Standard Weapon:	Rifle		
Movement Rate:	***Advance*** 6"	***Run*** 12"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

REQUISITION POINTS

Inexperienced:	**42**
Regular:	**60**
Veteran:	**78**

OPTIONS

		Points per model	*Limit*
· **Additional Soldiers** *(No Mixed Quality)*	***Inexperienced***	7	6 per squad
	Regular	10	
	Veteran	13	
· **Replace Rifle with SMG**		+4	12 per squad
· **Replace Rifle with Assault Rifle**		+6	12 per squad
· **Replace Rifle with Automatic Rifle**		+6	2 per squad
· **Upgrade Rifle with the ability to fire Rifle Grenades**		+6	3 per squad
· **Replace Rifle with LMG**		+15	2 per squad
· **Replace Rifle with Infantry Flamethrower** *(only if Engineers option taken)*		+30	1 per squad

SQUAD UPGRADES *(Must be applied to entire squad)*

	Points per model
· **ATRDs**	+5
· **Anti-tank Grenades**	+2
· **Stubborn**	+1
· **Engineers**	+1

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US HEAVY INFANTRY SQUAD

Although Axis 'Schwer' heavy powered armoured infantry appeared on the battlefields first, the USA was not far behind in equipping their specialised assault troops with their own personal armoured suits. Armoured infantry squads generally carry the arm-mounted M1945SB .30 Cal LMG which can lay down a formidable weight of fire.

Unit Composition:	1 NCO and 2 Soldiers in Grade 1 Heavy Powered Armour	
Unit Type:	Advanced Infantry	
Base Size:	25mm	
Standard Weapon:	LMG	
Movement Rate:	***Advance*** 6"	***Run*** 12"
Quality:	***Regular***	***Veteran***
Damage Value:	5+	6+
Morale Value:	9	10

REQUISITION POINTS

Regular:	**90**
Veteran:	**99**

SPECIAL RULES

- **Heavy**

OPTIONS

		Points per model	*Limit*
• **Additional Soldiers in Grade 1 Powered Armour** *(No Mixed Quality)*	***Regular***	30	3 per squad
	Veteran	33	
• **Replace LMG with Super Bazooka**		+55	1 per squad

SQUAD UPGRADES *(Must be applied to entire squad)*

	Points per model
• **ATRDs**	+5
• **Anti-tank Grenades**	+2
• **Stubborn**	+1

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FIREFLY AIRBORNE SQUAD

Rift technology has allowed the creation of gravity nullifying jump packs to re-equip the USA's elite paratrooper formations, starting with the famous 82nd and 101st Airborne Divisions. Exploiting the pack's capabilities to perform assault drops and short-range jumps, the Fireflies specialise in rapid advances to outmanoeuvre and outflank enemy forces. Once in combat they use their signature weapon, the formidable Thompson M1X1/2 to hold their ground until friendly infantry and armour can relieve them.

Unit Composition:	1 NCO and 5 Fireflies	**REQUISITION POINTS**
Unit Type:	Specialist Infantry	**162**
Base Size:	25mm	
Standard Weapon:	Thompson M1X1/2	
Movement Rate:	***Advance*** ***Run***	
Using Flight:	12" 18"	
Not using Flight:	6" 12"	
Quality:	***Veteran***	
Damage Value:	5+	
Morale Value:	10	

SPECIAL RULES

- **Flight**
- **Only Human** – Unlike other Rift units, a Firefly Airborne Squad can benefit from the presence of a nearby Medic.

RIFT UNIT

· **Rift Dice:**	1
· **Active Rift Enhancement:**	***Regroup in Hell!*** When executing an *Advance* or *Run* Order a Firefly squad can opt to take an additional 2D6" move after resolving their shooting or Close Quarters combat. This additional move uses the Flight special rule with the exception that the Firefly unit must land in Open Ground. If this Enhancement is used, exhaust the unit's Rift Die after it has completed its additional move.
· **Surging Bonus:**	None.
· **Exhausted Penalty:**	Lose Flight special rule.

OPTIONS	***Points per model***	***Limit***
· **Additional Fireflies**	27	6 per squad
· **Replace Thompson M1X1/2 with SMG**	–4	12 per squad
· **Replace Thompson M1X1/2 with Automatic Rifle**	–2	2 per squad
· **Replace Thompson M1X1/2 with Infantry Flamethrower**	+22	1 per squad

SQUAD UPGRADES *(Must be applied to entire squad)*	***Points per model***
· **ATRDs**	+5
· **Anti-tank Grenades**	+2
· **Stubborn**	+1

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PARACADUTISTI FIREFLY AIRBORNE SQUAD

In the early days of the Firefly programme, the US provided equipment and training to the Escercito Cobelligerante Italiano, with the goal that each of their parachute battalions would be able deploy at least one company by jump pack rather than parachute. The ability to enhance the mobility of these elite troops, without being reliant on aircraft, allowed the Paracadutisti to get to the thick of the fighting in quick order. With the cessation of the Lend-Lease program and each nation now guarding its technological secrets ever more closely, the Fireflies of the Paracadututisti remain reliant on more conventional firearms than their American cousins.

Unit Composition:	1 NCO and 4 Paracadutisti Fireflies	**REQUISITION POINTS**
Unit Type:	Specialist Infantry	**120**
Base Size:	25mm	
Standard Weapon:	SMG	
Movement Rate:	***Advance*** ***Run***	
Using Flight:	12" 18"	
Not using Flight:	6" 12"	
Quality:	***Veteran***	
Damage Value:	5+	
Morale Value:	10	

SPECIAL RULES

- **Flight**
- **Only Human** – Unlike other Rift units, a Paracadutisti Firefly Airborne Squad can benefit from the presence of a nearby Medic.
- **Stubborn**

RIFT UNIT

· **Rift Dice:**	1
· **Active Rift Enhancement:**	***Regroup in Hell!*** When executing an *Advance* or *Run* Order a Firefly squad can opt to take an additional 2D6" move after resolving their shooting or Close Quarters combat. This additional move uses the Flight special rule with the exception that the Firefly unit must land in Open Ground. If this Enhancement is used, exhaust the unit's Rift Die after it has completed its additional move.
· **Surging Bonus:**	None.
· **Exhausted Penalty:**	Lose Flight special rule.

OPTIONS	***Points per model***	***Limit***
· **Additional Paracadutisti Fireflies**	24	5 per squad
· **Replace SMG with Grenade Launcher** *(This weapon fires both Rifle Grenades and AT Rifle Grenades)*	+22	2 per squad

SQUAD UPGRADES *(Must be applied to entire squad)*	***Points per model***
· **Anti-tank Grenades**	+2

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PARAGON SQUAD

Paragons are the elite of the United States fighting troops. Recruited from all branches of the military these men and women have their physical and mental attributes enhanced by carefully measured and targeted exposure to Rift Energy at Area 51. The Rift effects on the Paragons are mostly benign, avoiding such extreme measures that create the Rift mutated Axis horrors. In action they usually operate in small teams performing hit and run attacks intended to disrupt Axis forces. Equipped with the best warfighting technology that the United States can provide, Paragons are a welcome sight to the rank and file US fighting soldier, and are at the forefront of the American media's portrayal of the 'victory' in Europe. However, their almost superhuman attributes can make some ordinary, god-fearing soldiers uneasy.

Unit Composition:	1 Paragon NCO and 2 Paragons	**REQUISITION POINTS**
Unit Type:	Heroic Specialist Infantry	**84**
Base Size:	25mm	
Standard Weapon:	SMG	
Movement Rate:	***Advance***	***Run***
Whilst Fast:	8"	16"
Otherwise:	6"	12"
Quality:	***Veteran***	
Damage Value:	6+	
Morale Value:	10	

SPECIAL RULES

- **Fast**
- **Heavy**
- **Infiltrator**
- **Tank Hunters**

RIFT UNIT

· **Rift Dice:**	1 *(or 2 if any Heavy Tesla Rifles are taken – see Konflikt '47 Rulebook, page 84 for Tesla Arc)*
· **Active Rift Enhancement:**	***Gung Ho!*** Once per Game Turn, when issued an Order a Paragon Squad can immediately generate a point of Guts. Any model in the unit may spend Guts points as if they were a Hero. Any unused Guts points persist from turn to turn. If the Paragon Squad uses its Gung Ho! ability exhaust one of the unit's Rift Die after the squad has completed its Order.
· **Surging Bonus:**	Gain Fearless special rule.
· **Exhausted Penalty:**	Lose Fast special rule.

OPTIONS

	Points per model	*Limit*
· **Additional Paragons**	28	3 per squad
· **Replace SMG with Heavy Tesla Rifle**	+6	2 per squad
· **Replace SMG with Infantry Flamethrower**	+26	1 per squad
· **Any Paragon may take a Paragon Close Combat Weapon** *(Confers Deadly (2) and +1 Pen at Close Quarters)*	+4	6 per squad

SQUAD UPGRADES *(Must be applied to entire squad)*

	Points per model
· **ATRDs**	+5
· **Fanatics**	+2
· **Engineers**	+1

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INFANTRY TEAMS

MACHINE GUN TEAMS

Despite the arrival of rift-based technology on the battlefield, great reliance is still placed on the simple mechanics and versatility of the machine gun in the support role. US forces still regularly employ the reliable .30 cal medium and .50 cal heavy machine gun in all theatres.

MMG TEAM

Team Composition:	3 Soldiers		
Unit Type:	Machine Gun Team		
Base Size:	25mm		
Standard Weapon:	1x Medium Machine Gun		
Movement Rate:	***Advance*** Rotate	***Run*** 12"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

REQUISITION POINTS

Inexperienced:	**35**
Regular:	**50**
Veteran:	**65**

HMG TEAM

Team Composition:	4 Soldiers		
Unit Type:	Machine Gun Team		
Base Size:	25mm		
Standard Weapon:	1x Heavy Machine Gun		
Movement Rate:	***Advance*** Rotate	***Run*** 12"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

REQUISITION POINTS

Inexperienced:	**49**
Regular:	**70**
Veteran:	**91**

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ANTI-TANK TEAMS

Squads requiring offensive firepower against walkers and tanks still rely on the punch of the trusty Bazooka. However, recent deployments of even more heavily armoured opponents has made the weapon less effective and a light version of the M20 Super Bazooka has begun to be rolled out. Heavy Bazooka teams have also been incorporated into powered armour infantry formations.

BAZOOKA TEAM

REQUISITION POINTS	
Inexperienced:	42
Regular:	60
Veteran:	78

Team Composition:	2 Soldiers		
Unit Type:	Anti-tank Team		
Base Size:	25mm		
Standard Weapon:	1x Bazooka		
Movement Rate:	***Advance*** 6"	***Run*** 12"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

SUPER BAZOOKA TEAM

REQUISITION POINTS	
Regular:	105
Veteran:	129

Team Composition:	2 Soldiers in Grade 1 Heavy Powered Armour	
Unit Type:	Anti-tank Team	
Base Size:	25mm	
Standard Weapons:	1 Soldier with Super Bazooka 1 Soldier with LMG	
Movement Rate:	***Advance*** 6"	***Run*** 12"
Quality:	***Regular***	***Veteran***
Damage Value:	5+	6+
Morale Value:	9	10

SPECIAL RULES

- **Heavy**

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SNIPER TEAMS

Now that many of their targets are protected by advanced armour, or enhanced by genetic manipulation. US Snipers have a new challenge on their hands. Only those with pinpoint accuracy and tireless patience are able to fell such targets, so only the very best marksmen make the grade.

SNIPER TEAM

REQUISITION POINTS	
Regular:	**52**
Veteran:	**67**

Unit Composition:	2 Soldiers	
Unit Type:	Sniper Team	
Base Size:	25mm	
Standard Weapons:	Team Leader – Rifle & Pistol Assistant – Pistol	
Movement Rate:	***Advance*** 6"	***Run*** 12"
Quality:	***Regular***	***Veteran***
Damage Value:	4+	5+
Morale Value:	9	10

SPECIAL RULES

- **Infiltrator**
- **Sniper**

OPTIONS	*Points*
• **Replace the Assistant's Pistol with a Rifle**	+1
• **Replace the Assistant's Pistol with an SMG**	+5
• **Replace the Assistant's Pistol with an Assault Rifle**	+7

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LIGHT MORTAR / MORTAR TEAMS

While Rift weapons of the Tesla variety have provided US forces with excellent direct fire capabilities, indirect fire is still provided by tube mortar weapons firing high explosive projectiles. US Forces deploy the 60mm light mortar, 81mm medium mortar, and 107mm heavy mortar.

LIGHT MORTAR TEAM

REQUISITION POINTS	
Inexperienced:	25
Regular:	35
Veteran:	46

Team Composition:	3 Soldiers		
Unit Type:	Light Mortar Team		
Base Size:	25mm		
Standard Weapon:	1x Light Mortar		
Movement Rate:	***Advance*** 6"	***Run*** 12"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

OPTIONS	*Points*
· **Reduce Team Composition to 2 Soldiers**	–5

MEDIUM MORTAR TEAM

REQUISITION POINTS	
Inexperienced:	32
Regular:	45
Veteran:	59

Team Composition:	3 Soldiers		
Unit Type:	Mortar Team		
Base Size:	25mm		
Standard Weapon:	1x Medium Mortar		
Movement Rate:	***Advance*** Rotate	***Run*** 12"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

OPTIONS	*Points*
· **If taken as Regular or Veteran, may take a Spotter**	+10

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HEAVY MORTAR TEAM

REQUISITION POINTS	
Inexperienced:	42
Regular:	60
Veteran:	78

Team Composition:	4 Soldiers		
Unit Type:	Mortar Team		
Base Size:	25mm		
Standard Weapon:	1x Heavy Mortar		
Movement Rate:	***Advance*** Rotate	***Run*** 12"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

OPTIONS	*Points*
· **If taken as Regular or Veteran, may take a Spotter**	+10

FLAMETHROWER TEAMS

The merits of the portable-flamethrower have not diminished even with the proliferation of Rift-derived weaponry. In fact, there are few greater deterrents to Rift-enhanced Axis and Soviet monstrosities than a timely gout of flame.

FLAMETHROWER TEAM

REQUISITION POINTS	
Regular:	50
Veteran:	65

Team Composition:	2 Soldiers	
Unit Type:	Flamethrower Team	
Base Size:	25mm	
Standard Weapon:	Team Leader – Infantry Flamethrower Assistant – Pistol	
Movement Rate:	***Advance*** 6"	***Run*** 12"
Quality:	***Regular***	***Veteran***
Damage Value:	4+	5+
Morale Value:	9	10

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FIREFLY FLAMETHROWER TEAM

Unit Composition:	2 Fireflies
Unit Type:	Flamethrower Team
Base Size:	25mm
Standard Weapon:	Team Leader – Infantry Flamethrower Assistant – Pistol

REQUISITION POINTS
77

Movement Rate:	***Advance***	***Run***
Using Flight:	12"	18"
Not using Flight:	6"	12"
Quality:	***Veteran***	
Damage Value:	5+	
Morale Value:	10	

SPECIAL RULES

- **Flight**
- **Only Human** – Unlike other Rift units, a Firefly Flamethrower Team can benefit from the presence of a nearby Medic.

RIFT UNIT

· **Rift Dice:**	1
· **Active Rift Enhancements:**	***Controlled Burn.*** When a hit is scored with the Flamethrower, the Firefly Flamethrower Team may use this Enhancement. If it does, it may re-roll the D6 to determine how many hits are scored against the target unit. If it does, the firing unit suffers D3 Pin Markers, instead of the usual one. Additionally, no test is required to determine if the Flamethrower runs out of fuel – it is considered to have automatically passed. If this Enhancement is used, exhaust the unit's Rift Die immediately after the shot has been resolved. ***Regroup in Hell!*** When executing an *Advance* or *Run* Order a Firefly Flamethrower Team can opt to take an additional 2D6" move after resolving their shooting or Close Quarters combat. This additional move uses the Flight special rule with the exception that the Firefly Flamethrower Team must land in Open Ground. If this Enhancement is used, exhaust the unit's Rift Die after it has completed its additional move.
· **Surging Bonus:**	None.
· **Exhausted Penalty:**	Lose Flight special rule.

TEAM UPGRADES *(Must be applied to entire squad)*	***Points per model***
· **ATRDs**	+5
· **Stubborn**	+1

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ARTILLERY

FIELD ARTILLERY

Long range indirect firepower continues to be provided by traditional howitzers whilst Rift-tech replacements remain on the drawing board. US forces are plentifully supplied with light, medium, and heavy examples which are deadly to both human and non-human adversaries.

LIGHT ARTILLERY TEAM

Team Composition:	3 Soldiers		
Unit Type:	Field Artillery		
Base Size:	25mm		
Standard Weapon:	1x Light Howitzer		
Movement Rate:	***Advance*** Rotate	***Run*** 6"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

REQUISITION POINTS

Inexperienced:	**32**
Regular:	**45**
Veteran:	**59**

OPTIONS

	Points
· **Add a Gun Shield**	+5

MEDIUM ARTILLERY TEAM

Team Composition:	4 Soldiers		
Unit Type:	Field Artillery		
Base Size:	25mm		
Standard Weapon:	1x Medium Howitzer		
Movement Rate:	***Advance*** Rotate	***Run*** 6"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

REQUISITION POINTS

Inexperienced:	**60**
Regular:	**85**
Veteran:	**111**

OPTIONS

	Points
· **If taken as Regular or Veteran, may take a Spotter**	+10
· **Add a Gun Shield**	+5

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HEAVY ARTILLERY TEAM

REQUISITION POINTS	
Inexperienced:	95
Regular:	135
Veteran:	176

Team Composition:	5 Soldiers		
Unit Type:	Field Artillery		
Base Size:	25mm		
Standard Weapon:	1x Heavy Howitzer		
Movement Rate:	***Advance*** Rotate	***Run*** N/A	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

OPTIONS

	Points
· **If taken as Regular or Veteran, may take a Spotter**	+10
· **Add a Gun Shield**	+5

ANTI-TANK GUNS

The M17 Tesla cannon provides enhanced anti-armour capability to US troops. It's so effective that their operators regard the overloaded electric blue lightning beams as 'Death Rays'. However, until these weapons, and other devastating designs, become more widely available, many formations still rely on conventional 76mm and 90mm anti-tank guns to take out armoured opponents.

LIGHT ANTI-TANK GUN TEAM

REQUISITION POINTS	
Inexperienced:	35
Regular:	50
Veteran:	65

Team Composition:	3 Soldiers		
Unit Type:	Anti-tank Gun		
Base Size:	25mm		
Standard Weapon:	1x Light Anti-tank Gun		
Movement Rate:	***Advance*** Rotate	***Run*** 6"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

SPECIAL RULES

· **Gun Shield**

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MEDIUM ANTI-TANK GUN TEAM

REQUISITION POINTS	
Inexperienced:	49
Regular:	70
Veteran:	91

Team Composition:	3 Soldiers		
Unit Type:	Anti-tank Gun		
Base Size:	25mm		
Standard Weapon:	1x Medium Anti-tank Gun		
Movement Rate:	***Advance*** Rotate	***Run*** 6"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

SPECIAL RULES

- **Gun Shield**

HEAVY ANTI-TANK GUN TEAM

REQUISITION POINTS	
Inexperienced:	70
Regular:	100
Veteran:	130

Team Composition:	4 Soldiers		
Unit Type:	Anti-tank Gun		
Base Size:	25mm		
Standard Weapon:	1x Heavy Anti-tank Gun		
Movement Rate:	***Advance*** Rotate	***Run*** N/A	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

SPECIAL RULES

- **Gun Shield**

SUPER-HEAVY ANTI-TANK GUN TEAM

REQUISITION POINTS	
Inexperienced:	98
Regular:	140
Veteran:	182

Team Composition:	5 Soldiers		
Unit Type:	Anti-tank Gun		
Base Size:	25mm		
Standard Weapon:	1x Super-heavy Anti-tank Gun		
Movement Rate:	***Advance*** Rotate	***Run*** N/A	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

SPECIAL RULES

- **Gun Shield**

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M17 TESLA CANNON TEAM

REQUISITION POINTS	
Inexperienced:	88
Regular:	125
Veteran:	163

Team Composition:	3 Soldiers		
Unit Type:	Anti-tank Gun		
Base Size:	25mm		
Standard Weapon:	1x M17 Tesla Cannon – *Counts as Heavy Artillery for the purposes of being moved by its crew*		
Movement Rate:	***Advance*** Rotate	***Run*** N/A	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

RIFT UNIT

· **Rift Dice:**	1	Tesla Arc Weapon *(see Konflikt '47 rulebook, page 84)*

OPTIONS

	Points
· **If taken as Regular or Veteran, upgrade entire crew to wear Grade 1 Heavy Powered Armour**	+15
· **Add a Gun Shield**	+5

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WALKERS

M3A2 PONDSKATER SCOUT WALKER

Having suffered at the hands of German and Soviet fast recce walkers, the US looked to develop a lightweight scout walker that could operate in highly difficult terrain and provide a vehicle more versatile than the M8 armoured car. The Pondskater was originally developed by the US Marine Corps but was quickly brought into Army service once it had passed initial field trials. Light enough to be carried by a glider or parachute, and small enough to deploy from an infantry landing craft, the Pondskater acts as a recce vehicle for the US Army and Marines.

Unit Type:	Scout Walker (2 Legs)	
Standard Weapons:	1x Pintle-mounted HMG with a 360-degree arc of fire	
	1x Forward-facing, Hull-mounted MMG	
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"
Damage Value:	7+	
Quality:	***Regular***	***Veteran***
Morale Value:	9	10

REQUISITION POINTS	
Regular:	**80**
Veteran:	**96**

SPECIAL RULES

- **Amphibious**
- **Open-topped**
- **Recce**
- **Two-legged**

OPTIONS	*Points*
Add a second HMG on the same Pintle mount	+20

M3A5 PONDSKATER SCOUT WALKER

While the Pondskater fulfilled immediate needs for a dependable recce walker, the remote, isolated battlefields of the South Pacific showed the need for a mobile support weapon platform. The USMC settled for mounting a M20 Recoilless Rifle to replace the pintle .50 cal HMG, a variant that soon found its way into Army hands as the M3A5.

Unit Type:	Scout Walker (2 Legs)	
Standard Weapons:	1x Forward-facing Light Anti-tank Gun	
	1x Forward-facing, Hull-mounted MMG	
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"
Damage Value:	7+	
Quality:	***Regular***	***Veteran***
Morale Value:	9	10

REQUISITION POINTS	
Regular:	**110**
Veteran:	**132**

SPECIAL RULES

- **Amphibious**
- **Improved HE** – Instead of HE (1"), the Light Anti-Tank Gun has HE (2").
- **Open-topped**
- **Two-legged**

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M5A2 COYOTE LIGHT WALKER

Introduced in late 1946 and carrying a single crew member, the Coyote has served with distinction in all theatres and environments. Although lightly armed it is manoeuvrable, mechanically reliable, and has proven useful in the reconnaissance role and in supporting the infantry in urban battlefields. The one criticism is that the workload of the single crew member makes it difficult to use all the weapons simultaneously.

Unit Type:	Light Walker (2 Legs)	
Standard Weapons:	Left Arm Right Arm mounting an MMG *(Arm-mounted MMGs do not halve their Shots value for being mounted on a Vehicle)* 1x Forward-facing HMG	
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"
Damage Value:	8+	
Quality:	***Regular***	***Veteran***
Morale Value:	9	10

REQUISITION POINTS

Regular:	**105**
Veteran:	**126**

SPECIAL RULES

- **Single-crew Walker**
- **Two-legged**

M5A5 JACKAL LIGHT JUMP WALKER

The Jackal variant of the original Coyote uses new Rift-tech repulsor pods to give this walker a jump capability similar to that of Firefly infantry, allowing combined arms jump assaults. The Jackal sacrifices firepower for speed but can be fitted with an arm-mounted flamethrower to compensate.

Unit Type:	Light Walker (2 Legs)	
Standard Weapons:	Left Arm Right Arm mounting an MMG *(Arm-mounted MMGs do not halve their Shots value for being mounted on a Vehicle)*	
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"
Damage Value:	8+	
Quality:	***Regular***	***Veteran***
Morale Value:	9	10

REQUISITION POINTS

Regular:	**105**
Veteran:	**126**

SPECIAL RULES

- **Jump**
- **Single-crew Walker**
- **Two-legged**

OPTIONS

	Points
Add an Infantry Flamethrower, mounted to the Left Arm	+30

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M2A1 MUDSKIPPER JUMP WALKER

Buoyed by the success of the jump-capable Jackal, the US military demanded a heavier platform to give the Fireflies some genuine punch and support them as they jumped into enemy territory. The response was the Mudskipper, Its repulsor pods and potent weapons loadouts have proved to be a battle-winning addition to the jump battalions. The Mudskipper also embodies a very effective Anti-aircraft capability with its arm-mounted HMGs. The M2A2 Hunter variant loses that capability but replaces the arm-mounted .50 cals with Bazooka rocket launchers for additional anti-armour firepower.

Unit Type:	Medium Walker (2 Legs)	
Standard Weapons:	Left and Right Arms each mounting an HMG *(Arm-mounted HMGs do not halve their Shots value for being mounted on a Vehicle)* 2 x Forward-facing Light Automatic Cannons *(Must be fired at the same target)* 1 x Forward-facing, Hull-mounted MMG	
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"
Damage Value:	9+	
Quality:	***Regular***	***Veteran***
Morale Value:	9	10

REQUISITION POINTS

Regular:	**290**
Veteran:	**348**

SPECIAL RULES

- **Jump**
- **Two-legged**

OPTIONS

	Points
Replace Arm-mounted HMG with Arm-mounted Bazooka	+5 each

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M2A5 LINEBACKER JUMP WALKER

Following the disastrous drop assault on Collegno in 1946, the limitations of the original M2 Mudskipper series became clear. While a perfectly satisfactory design, the Firefly jump infantry were in need of more versatile fire support when they dropped into combat. American designers developed an extensive series of refits for the Mudskipper to increase its tactical flexibility. An M21 Tesla cannon and innovative new universal mounts for secondary weapons enabled the walker to be quickly configured to face a wide variety of threats, more articulated legs and feet were much more resilient to the pressures of high-impact landings, and a new control system enabled it to be piloted by a single crewman without loss of utility. The new variant was dubbed the M2A5, and officially considered a continuation of the Mudskipper line rather than a distinct vehicle, but crews and Firefly troopers alike quickly dubbed it the 'Linebacker'. The combat debut of the new model came in May 1947 when 200 Linebackers were rushed to the front line to help breach Axis lines during the siege of Stuttgart during Operation Valentine.

Unit Type:	Medium Walker (2 Legs)	
Standard Weapons:	1x Arm mounting an M21 Light Tesla Cannon 1x Arm mounting Twin HMGs *(Arm-mounted HMGs do not halve their Shots value for being mounted on a Vehicle)* Forward-facing, Hull-mounted Twin MMGs	
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"
Damage Value:	9+	
Quality:	***Regular***	***Veteran***
Morale Value:	9	10

REQUISITION POINTS

Regular:	**328**
Veteran:	**394**

SPECIAL RULES

- **Jump**
- **Reinforced Front Armour**
- **Two-legged**

RIFT UNIT

• **Rift Dice:**	1	Tesla Arc Weapon *(see Konflikt '47 rulebook, page 84)*

OPTIONS

	Points
• **Replace Arm-mounted Twin HMGs with Twin Light Automatic Cannons**	Free
• **Replace Arm-mounted Twin HMGs with Twin Super Bazookas**	+60
• **Replace Hull-mounted Twin MMGs with an Infantry Flamethrower**	+10

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M8A1 GRIZZLY MEDIUM ASSAULT WALKER

The M8 was the United States' first operational walker design. Although now considered first generation, the Grizzly is a watchword in rugged and practical design. Armed with the proven 75mm dual purpose gun made famous by the Sherman tank, the Grizzly is versatile and adaptable. Its powerful arms can also clear obstacles and dismantle any enemy vehicle that strays too close. Well-liked by its crews, the Grizzly is also considered by the infantry to be a better infantry support option than a conventional tank, especially in a complex urban environment.

REQUISITION POINTS	
Regular:	**225**
Veteran:	**270**

Unit Type:	Medium Walker (2 Legs)	
Standard Weapons:	1x Hull-mounted Medium Anti-tank Gun 1x Pintle-mounted HMG Left and Right Arms	
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"
Damage Value:	9+	
Quality:	***Regular***	***Veteran***
Morale Value:	9	10

SPECIAL RULES

- **Improved HE** – Instead of HE (1"), the Medium Anti-Tank Gun has HE (2").
- **Two-legged**

M10A1 GRIZZLY II MEDIUM ASSAULT WALKER

Such has been the rate of technological advancement during the Rift War that by the Summer of 1947, the M8A1 was already approaching obsolescence. Within the testing facilities at Area 51, a new and improved chassis had been designed, incorporating improved armour, relocating the 75mm anti-tank gun to a shoulder mount, and equipping it with an experimental autoloader; previous versions of which had proved unreliable in Sherman tanks as far back as 1944, but were now more mechanically sound due to more durable components produced with the aid of Rift energy. On Independence Day 1947, the M10A1 would be forced to make its combat debut against the Ghosts that had unexpectedly penetrated the defences of Area 51.

REQUISITION POINTS	
Regular:	**265**
Veteran:	**318**

Unit Type:	Medium Walker (2 Legs)	
Standard Weapons:	1x Hull-mounted Medium Anti-tank Gun 1x Hull-mounted MMG 1x Pintle-mounted HMG Left and Right Arms	
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"
Damage Value:	9+	
Quality:	***Regular***	***Veteran***
Morale Value:	9	10

SPECIAL RULES

- **Armoured Plating (Right Arm) –** If an M10A1 Grizzly II is the winner in a Vehicle on Vehicle Assault, it does not take any damage. This special rule is lost if the Right Arm suffers an Arm Jammed result.
- **Improved HE –** Instead of HE (1"), the Medium Anti-Tank Gun has HE (2").
- **Rapid Fire –** When issued a *Fire* Order, the Grizzly may increase the Shots value of its Medium Anti-tank Gun to 2. If it does, it suffers a -1 to hit modifier for this attack, and may not fire HE shots.
- **Two-legged**

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M8A4 BRUIN MEDIUM SUPPORT WALKER

While the M8A1 Grizzly was capable in most situations, it was found that sometimes heavier firepower was desired. The M8A4 Bruin support variant mounts heavy rocket racks on both arms. It retains the functional 75mm gun, but its primary role is to lay down a withering barrage of high explosives from its impressive rocket system.

Unit Type:	Medium Walker (2 Legs)	
Standard Weapons:	1x Hull-mounted Medium Anti-tank Gun	
	1x Pintle-Mounted HMG	
	Forward-facing Medium Rocket System *(The Medium Rocket System is mounted across both Arms; a Bruin may not make Close Quarters attacks with its Arms)*	
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"
Damage Value:	9+	
Quality:	***Regular***	***Veteran***
Morale Value:	9	10

REQUISITION POINTS

Regular:	**275**
Veteran:	**330**

SPECIAL RULES

- **Improved HE** – Instead of HE (1"), the Medium Anti-Tank Gun has HE (2").
- **Two-legged**

M10A4 BRUIN II MEDIUM SUPPORT WALKER

Shortly after the Grizzly II's unexpected combat debut in the defence of Los Alamos against Japanese incursion in July 1947, the M10 chassis was pressed into full service; the vast majority of units bound for the Pacific theatre. The existing Bruin variant had already demonstrated its worth in Europe; now the Bruin II's rocket systems would be employed to suppress heavily fortified Japanese strongholds in the renewed island-hopping operations.

Unit Type:	Medium Walker (2 Legs)	
Standard Weapons:	1x Hull-mounted Medium Anti-tank Gun	
	1x Hull-mounted MMG	
	1x Pintle-Mounted HMG	
	Forward-facing Medium Rocket System *(The Medium Rocket System is mounted across both Arms; a Bruin II may not make Close Quarters attacks with its Arms)*	
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"
Damage Value:	9+	
Quality:	***Regular***	***Veteran***
Morale Value:	9	10

REQUISITION POINTS

Regular:	**305**
Veteran:	**366**

SPECIAL RULES

- **Improved HE** – Instead of HE (1"), the Medium Anti-Tank Gun has HE (2").
- **Rapid Fire –** When issued a *Fire* Order, the Bruin may increase the Shots value of its Medium Anti-tank Gun to 2. If it does, it suffers a -1 to hit modifier for this attack, and may not fire HE shots.
- **Two-legged**

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M9A2 KODIAK CLOSE ASSAULT WALKER

As the US slowly understood how best to deploy regiments of Grizzly and Bruin walkers it became apparent that a dedicated anti-aircraft capability was required. Wheeled and tracked systems were unable to keep up with walkers in urban or close terrain. The Kodiak was the result, reducing its weight with the removal of the M8 series standard 75mm hull gun and adding twin HMG and a light autocannon in each arm mount. The Kodiak can deliver a veritable storm of heavy calibre rounds when defending against aircraft. Field commanders quickly learned that the Kodiaks rapid fire weaponry was also capable of decimating enemy infantry and many of these valuable units have been pulled off AA duty when a particularly stubborn enemy position needs to be cleared.

Unit Type:	Medium Walker (2 Legs)	
Standard Weapons:	Left and Right Arms each mounting a Light Automatic Cannon and Twin HMGs *(Arm-mounted HMGs do not halve their Shots value for being mounted on a Vehicle; a Kodiak may not make Close Quarters attacks with its Arms)*	
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"
Damage Value:	9+	
Quality:	***Regular***	***Veteran***
Morale Value:	9	10

REQUISITION POINTS

Regular:	**335**
Veteran:	**402**

SPECIAL RULES

- **Two-legged**

M10A5 KODIAK II CLOSE ASSAULT WALKER

As with the M8 chassis before it,, the M10 had been designed with versatility in mind, allowing for the simultaneous deployment of several variants. The Kodiak II aped the role of its predecessor, but with the proliferation of ever more advanced technology, its rack of heavy machine guns and automatic cannons would more often than not be turned on Rift-enhanced enemy infantry rather than serving in the anti-aircraft role.

Unit Type:	Medium Walker (2 Legs)	
Standard Weapons:	Left and Right Arms each mounting a Light Automatic Cannon and Twin HMGs *(Arm-mounted HMGs do not halve their Shots value for being mounted on a Vehicle; a Kodiak II may not make Close Quarters attacks with its Arms)*	
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"
Damage Value:	9+	
Quality:	***Regular***	***Veteran***
Morale Value:	9	10

REQUISITION POINTS

Regular:	**370**
Veteran:	**444**

SPECIAL RULES

- **Reinforced Front Armour**
- **Two-legged**

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M3A4(T) STUART LIGHT TANK

The Stuart was primarily designed for reconnaissance and infantry support, making it a useful asset on the battlefield despite its relatively light armour. Despite the increasing availability of more modern light tanks such as the M24 the Stuart remains a favourite in the recce formations. Many Stuarts were amongst the first vehicles to be up-rated with the lighter M21 Tesla cannon, and are now used in close infantry support roles in terrain not accessible to larger tanks.

Unit Type:	Light Tank	
Standard Weapons:	1x Turret-mounted M21 Light Tesla Cannon	
	1x Forward-facing, Hull-mounted MMG	
Movement Rate:	***Advance*** Up to 9"	***Run*** 9"–18"
Damage Value:	8+	
Quality:	***Inexperienced***	***Regular***
Morale Value:	8	9

REQUISITION POINTS

Inexperienced:	**104**
Regular:	**130**

SPECIAL RULES

- **Vulnerable** – All shots from weapons with a Pen value against the sides or rear of an M3 Stuart benefit from an additional +1 Penetration modifier.

RIFT UNIT (ONLY IF ARMED WITH M21 LIGHT TESLA CANNON)

- **Rift Dice:** 1 Tesla Arc Weapon *(see Konflikt '47 rulebook, page 84)*

OPTIONS

	Points
• **Replace Turret-mounted M21 Light Tesla Cannon with Light Anti-tank Gun & Co-axial MMG**	Free
• **Add a Pintle-mounted MMG**	+15
• **Gain the Reinforced Front Armour special rule**	+20

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M5A2(T) STUART LIGHT TANK

The M5 Stuart is an improved version of the Stuart Light tank series, famous for its speed, reliability, and adaptability. As with the M3, the design has similarly been up-rated to carry Tesla weaponry in a specially designed turret.

Unit Type:	Light Tank		
Standard Weapons:	1x Turret-mounted M21 Light Tesla Cannon 1x Forward-facing, Hull-mounted MMG		
Movement Rate:	***Advance*** Up to 9"	***Run*** 9"–18"	
Damage Value:	8+		
Quality:	***Inexperienced***	***Regular***	***Veteran***
Morale Value:	8	9	10

REQUISITION POINTS

Inexperienced:	**112**
Regular:	**140**
Veteran:	**178**

SPECIAL RULES

- **Gyro-Stabilisers** – If taken as Veteran, the M21 Light Tesla Cannon / Light Anti-tank Gun does not suffer a –1 to hit penalty for moving and shooting.

RIFT UNIT (ONLY IF ARMED WITH M21 LIGHT TESLA CANNON)

- **Rift Dice:** 1 Tesla Arc Weapon *(see Konflikt '47 rulebook, page 84)*

OPTIONS

	Points
• **Replace Turret-mounted M21 Light Tesla Cannon with Light Anti-tank Gun & Co-axial MMG**	Free
• **Add a Pintle-mounted MMG <u>or</u> a Pintle-mounted HMG**	+15 / +25
• **Gain the Recce special rule**	+10
• **Gain the Reinforced Front Armour special rule**	+20

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M4A3(T) SHERMAN MEDIUM TANK

In reaction to the appearance of the first German Walkers a growing number of Shermans had their standard turrets removed and replaced by an advanced example mounting the M17 Tesla Cannon, distinguishing the tank as the very first to be retro-fitted with Rift weaponry. Whilst not a perfect marriage of old and new, field results have been positive and the Sherman-T has remained in production.

Unit Type:	Medium Tank		
Standard Weapons:	1x Turret-mounted M17 Tesla Cannon		
	1x Forward-facing, Hull-mounted MMG		
Movement Rate:	***Advance*** Up to 9"	***Run*** 9"–18"	
Damage Value:	9+		
Quality:	***Inexperienced***	***Regular***	***Veteran***
Morale Value:	8	9	10

REQUISITION POINTS	
Inexperienced:	**200**
Regular:	**250**
Veteran:	**310**

SPECIAL RULES

- **Gyro-Stabilisers** – If taken as Veteran, the M17 Tesla Cannon / Anti-tank Gun does not suffer a –1 to hit penalty for moving and shooting.

RIFT UNIT (ONLY IF ARMED WITH M17 TESLA CANNON)

- **Rift Dice:** 1 Tesla Arc Weapon *(see Konflikt '47 rulebook, page 84)*

OPTIONS

	Points
• **Replace Turret-mounted M17 Tesla Cannon with Medium Anti-tank Gun and Co-axial MMG – *Improved HE (Instead of HE (1"), the Medium Anti-Tank Gun has HE (2"))***	–40
• **Replace Turret-mounted M17 Tesla Cannon with Heavy Anti-tank Gun & Co-axial MMG**	–25
• **Add a Pintle-mounted MMG or a Pintle-mounted HMG**	+15 / +25
• **Gain the Reinforced Front Armour special rule**	+35

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M17 TESLA CANNON EMPLACEMENT

Having encountered German Panther and Schwerefeld Projektor turrets in prepared defensive lines along the Rhine and in Italy, the Allies quickly recognised the potential of these quick to install and hard to destroy defensive emplacements. Whilst US doctrine promotes fire and manoeuvre over heavy defensive positions, the ability to quickly install Rift-tech Tesla cannons with enhanced power supplies is now a feature of the Corps of Engineers designs. Combining anti-personnel and anti-tank capability into a single emplacement is also very versatile.

Unit Type:	Medium Emplacement *(Counts as Medium Tank)*		
Standard Weapons:	1x Turret-mounted M17 Tesla Cannon		
Movement Rate:	***Advance*** N/A	***Run*** N/A	
Damage Value:	9+		
Quality:	***Inexperienced***	***Regular***	***Veteran***
Morale Value:	8	9	10

REQUISITION POINTS

Inexperienced:	**168**
Regular:	**210**
Veteran:	**252**

SPECIAL RULES

- **Armoured All Round**
- **Emplacement** – The M17 Tesla Cannon Emplacement starts the game with an Immobilised result. In scenarios that do not normally allow units to start on the table, place this unit within 6" of your DZE.

RIFT UNIT

- **Rift Dice:** 1 Tesla Arc Weapon *(see Konflikt '47 rulebook, page 84)*

M8A3(T) SCOUT CAR

The M8 Greyhound is a fast, lightweight American armoured car used primarily for reconnaissance and light assault roles. Traditionally armed with a 37mm gun and a coaxial .30 calibre machine gun, providing firepower for scouting missions and skirmishes, it is now being refitted with Rift-tech weaponry such as the M21 light tesla cannon. With a 6x6 wheeled design, the M8 is highly maneuverable, and remains ideal for quick reconnaissance operations.

Unit Type:	Armoured Car		
Standard Weapons:	1x Turret-mounted M21 Light Tesla Cannon		
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"	
Damage Value:	7+		
Quality:	***Inexperienced***	***Regular***	***Veteran***
Morale Value:	8	9	10

REQUISITION POINTS

Inexperienced:	**88**
Regular:	**110**
Veteran:	**132**

RIFT UNIT (ONLY IF ARMED WITH M21 LIGHT TESLA CANNON)

- **Rift Dice:** 1 Tesla Arc Weapon *(see Konflikt '47 rulebook, page 84)*

OPTIONS

	Points
• **Replace Turret-mounted M21 Light Tesla Cannon with Light Anti-tank Gun & Co-axial MMG** ***– If this option is taken, the M8A3(T) Scout Car gains the Open-topped special rule***	–10
• **Add a Pintle-mounted MMG or a Pintle-mounted HMG**	+15 / +25
• **Gain the Recce special rule**	+10

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TRANSPORTS & TOWS

Transports remain as relevant as ever, serving vital logistical needs and getting troops where they need to be. The introduction of heavy powered armour, and bulky genetically modified troops, however, has rendered conventional transports somewhat less effective. For now they remain in service. Engineers are hard at work coming up with fresh designs to accommodate the new age of warfare.

M3 HALF-TRACK

REQUISITION POINTS	
Inexperienced:	62
Regular:	77
Veteran:	92

Unit Type:	Transport Vehicle		
Standard Weapons:	1x Pintle-mounted HMG (covering the Forward Arc)		
Movement Rate:	***Advance*** Up to 9"	***Run*** 9"–18"	
Damage Value:	7+		
Quality:	***Inexperienced***	***Regular***	***Veteran***
Morale Value:	8	9	10
Transport:	Up to 12 Soldiers		
Tow:	Light, Medium, or Heavy Howitzers, Anti-tank Guns, or Anti-aircraft Guns, or M17 Tesla Cannon		

SPECIAL RULES

- **Open-topped**

OPTIONS

	Points
• **Add up to 3 Pintle-mounted MMGs (one covering the left arc, one covering the right arc, and one covering the rear arc)**	+15 each

STUDEBAKER US6

REQUISITION POINTS	
Inexperienced:	26
Regular:	33
Veteran:	40

Unit Type:	Transport Vehicle		
Standard Weapons:	None		
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"	
Damage Value:	6+		
Quality:	***Inexperienced***	***Regular***	***Veteran***
Morale Value:	8	9	10
Transport:	Up to 18 Soldiers		
Tow:	Light or Medium Howitzers, Light, Medium, or Heavy Anti-tank Guns, Light Anti-aircraft Guns, or M17 Tesla Cannon		

OPTIONS

	Points
• **Add a Forward-facing Pintle-mounted LMG**	+10

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JEEP

Unit Type:	Transport Vehicle		
Standard Weapons:	None		
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"	
Damage Value:	6+		
Quality:	***Inexperienced***	***Regular***	***Veteran***
Morale Value:	8	9	10
Transport:	Up to 3 Soldiers		

REQUISITION POINTS

Inexperienced:	**14**
Regular:	**18**
Veteran:	**22**

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