

RIFLE COMPANY (2ND I.D.)

CONFIDENT

VETERAN

INFANTRY COMPANY

POINTS

1500

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Rifle Company HQ (2nd I.D.) p.49	2	Cmd Carbine team	15
COMBAT PLATOONS			
Rifle Platoon (2nd I.D.) p.49	1	Cmd Rifle team	150
	1	Bazooka team	
	5	Rifle team	
	1	Bazooka team	
Rifle Platoon (2nd I.D.) p.49	1	Cmd Rifle team	145
	1	Bazooka team	
	6	Rifle team	
Weapons Platoon (2nd I.D.) p.50	1	Cmd Carbine team	115
	2	M1919 LMG team	
	3	M2 60mm mortar	
WEAPONS PLATOONS			
Anti-tank Platoon (2nd I.D.) p.51	1	Cmd Carbine team	100
	3	M1 57mm gun (late)	
SUPPORT PLATOONS			
Tank Destroyer Platoon (Trained) p.69 CONFIDENT TRAINED	1	.50 cal Recon Jeep	315
	2	M20 Scout Car	
	4	M18 Hellcat GMC	
Tank Destroyer Platoon (Veteran) p.69	1	.50 cal Recon Jeep	405
	2	M20 Scout Car	
	4	M10 3in GMC (late)	
Cavalry Recon Platoon (14th Cav) p.65 CONFIDENT TRAINED	1	M8 armored car	70
	1	Mortar Jeep	
	1	Recon Jeep	
Field Artillery Battery (Veteran) p.72	1	Cmd Carbine team	185
	1	Staff team	
	1	Observer Carbine team	
	1	Jeep	
	4	M2A1 105mm howitzer	

Devil's Charge - USA Late-War - Platoon Count: 8

ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
TANK DESTROYERS					
M18 Hellcat GMC	Light Tank	2	0	0	.50 cal AA MG.
<i>M1 76mm gun (late)</i>	<i>32"/80cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	
M10 3in GMC (late)	Standard Tank	4	2	0	.50 cal AA MG.
<i>M7 3in gun (late)</i>	<i>32"/80cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	<i>Slow traverse.</i>
ARMoured CARS					
M8 armored car	Wheeled	1	0	0	Coax MG, .50 cal AA MG, Recce.
<i>M6 37mm gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	
RECONNAISSANCE					
.50 cal Recon Jeep	Jeep	-	-	-	.50 cal AA MG, Recce.
M20 Scout Car	Jeep	1	0	0	.50 cal AA MG, Recce.
Mortar Jeep	Jeep	-	-	-	Recce.
<i>M2 60mm mortar</i>	<i>24"/60cm</i>	<i>2</i>	<i>1</i>	<i>3+</i>	<i>Hull mounted, Portee, Can fire over friendly troops, 8" minimum range.</i>
<i>Firing bombardments</i>	<i>32"/80cm</i>	<i>-</i>	<i>1</i>	<i>6+</i>	
Recon Jeep	Jeep	-	-	-	AA MG, Recce.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
M2A1 105mm howitzer	Immobile	24"/60cm	1	9	2+	Breakthrough gun, Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke Bombardment.
M1919 LMG team	Man-packed	16"/40cm	5	2	6+	ROF 2 when pinned down or moving.
M2 .50 cal MG team	Man-packed	16"/40cm	3	4	5+	
M2 60mm mortar	Man-packed	24"/60cm	2	1	3+	Minimum range 8"/20cm, Can fire over friendly troops.
Firing bombardments		32"/80cm	-	1	6+	
M1 57mm gun (late)	Medium	24"/60cm	3	10	4+	Gun shield.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Bazooka team	8"/20cm	1	10	5+	Tank assault 4.
Carbine team	8"/20cm	1	1	6+	Automatic rifles.
Rifle team	16"/40cm	1	2	6+	Automatic rifles.
Staff team	16"/40cm	1	2	6+	Automatic rifles, Moves as a Heavy Gun team.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
TRUCKS					
Jeep	Jeep	-	-	-	Optional Passenger-fired AA MG or .50 cal AA MG.

VEHICLE MACHINE-GUNS

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if other weapons fire.

SPECIAL RULES

Cavalry Recon Platoon (14th Cav) - p.65

Dismount

Before deployment you may choose to dismount any or all of your Cavalry Recon Platoons. If you do this, all of the Cavalry Recon Patrols from the same platoon operate as a single platoon.

If you dismount, all of the platoon's vehicles are permanently removed from the game. Replace all of the vehicles in each Patrol with any two of the following teams for each Patrol:

- Carbine teams
- M1919 LMG teams
- up to one M2 .50 cal MG team per Cavalry Recon Patrol.
- up to one Bazooka team per Cavalry Recon Patrol.
- up to one M2 60mm mortar team per Cavalry Recon patrol.

Designate any one of the teams as the Platoon Command team. The platoon remains a Reconnaissance Platoon.

Cavalry Recon Patrols are Reconnaissance Platoons.

Cavalry Recon Patrols from Cavalry Recon Platoons operate as separate platoons, each with their own Command team.

Rifle Company HQ (2nd I.D.) - p.49

All American platoons from a company with the Why We Fight special rule use the British Bulldog rule (see page 246 of the rulebook in Assaults involving any SS platoon).

Platoons from the 2nd Infantry Division do not use the Truscott Trot special rule. Instead, Infantry and Man-packed Gun teams from the 2nd Infantry Division may move At the Double through Slow Going, (but not through Obstacle fortifications).

Tank Destroyer Platoon (Trained) - p.69

Tank Destroyer Platoons use the US Tank Destroyers special rules on page 238 of the rulebook.

Tank Destroyer Platoon (Veteran) - p.69

Tank Destroyer Platoons use the US Tank Destroyers special rules on page 238 of the rulebook.

Weapons Platoon (2nd I.D.) - p.50

Weapons Platoons may make Combat Attachments to Rifle Platoons.