

TANK COMPANY (3RD)

SAJANET TERCERA FASE

RELUCTANT VETERAN

TANK COMPANY

POINTS 1725

| PLATOON | QTY | UNIT | POINTS |
|---|-----|------------------------------------|--------|
| HEADQUARTERS | | | |
| Tank Company HQ (3rd) p.11 | 1 | M4A3E2 Jumbo | 265 |
| | 1 | M4A3E8 Easy Eight | |
| COMBAT PLATOONS | | | |
| Heavy Tank Platoon (3rd) p.11 CONFIDENT VETERAN | 1 | T26E4 Super Pershing | 290 |
| | 1 | Carbine Tank Escort | |
| Tank Platoon (3rd) p.12 | 1 | M4A3 Sherman (late) | 495 |
| | 2 | M4A3E8 Easy Eight | |
| | 1 | M4A3E2 Jumbo | |
| WEAPONS PLATOONS | | | |
| Armored Mortar Platoon (3rd) p.13 | 1 | Cmd Carbine team | 70 |
| | 1 | M2 half-track with .50 cal AA MG | |
| | 2 | M4 81mm MMC | |
| Light Tank Platoon (3rd) p.15 | 4 | M5A1 Stuart | 185 |
| Recon Platoon (3rd) p.21 | 1 | Cmd Rifle team | 55 |
| | 1 | M2 half-track with .50 cal AA MG | |
| | 1 | Rifle team | |
| | 1 | Jeep | |
| SUPPORT PLATOONS | | | |
| Rifle Platoon p.29 CONFIDENT VETERAN | 1 | Cmd Rifle team | 215 |
| | 1 | Bazooka team | |
| | 6 | Rifle team | |
| | 3 | Bazooka team | |
| Air Support p.33 | 5 | Limited Air Support P-38 Lightning | 150 |

Bridge at Remagen - USA Late-War - Platoon Count: 6

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 |
|----------------------------|--------------------------|---------------------|--------------------------|-------------------------|---|
| TANKS | | | | | |
| M4A3E2 Jumbo | Slow Tank | 12 | 8 | 2 | Co-ax MG, Hull MG, .50 cal AA MG, Jumbos Lead the Way, Tank telephone. |
| <i>M3 75mm gun</i> | <i>32"/80cm</i> | <i>2</i> | <i>10</i> | <i>3+</i> | <i>Smoke, Stabiliser.</i> |
| M4A3 Sherman (late) | Standard Tank | 7 | 4 | 1 | Co-ax MG, Hull MG, .50 cal AA MG, Detroit's finest, Protected ammo, Tank telephone. |
| <i>M3 75mm gun</i> | <i>32"/80cm</i> | <i>2</i> | <i>10</i> | <i>3+</i> | <i>Smoke, Stabiliser.</i> |
| M4A3E8 Easy Eight | Standard Tank | 7 | 4 | 1 | Co-ax MG, Hull MG, .50 cal AA MG, Detroit's Finest, Protected ammo, Smooth Ride, Tank telephone, Wide tracks. |
| <i>M1 76mm gun (late)</i> | <i>32"/80cm</i> | <i>2</i> | <i>13</i> | <i>3+</i> | <i>Stabiliser.</i> |
| LIGHT TANKS | | | | | |
| M5A1 Stuart | Light Tank | 4 | 2 | 1 | Co-ax MG, Hull MG, AA MG. |
| <i>M6 37mm gun</i> | <i>24"/60cm</i> | <i>2</i> | <i>7</i> | <i>4+</i> | <i>Stabiliser.</i> |
| HEAVY TANKS | | | | | |
| T26E4 Super Pershing | Slow Tank | 13 | 6 | 2 | Co-ax MG, Hull MG, .50 cal AA MG, Overloaded, Tank telephone. |
| <i>T15E1 90mm gun</i> | <i>40"/100cm</i> | <i>2</i> | <i>16</i> | <i>3+</i> | <i>Smoke.</i> |
| SUPPORT WEAPONS | | | | | |
| M4 81mm MMC | Half-tracked | 1 | 0 | 0 | |
| <i>M1 81mm mortar</i> | <i>24"/60cm</i> | <i>2</i> | <i>2</i> | <i>3+</i> | <i>Hull mounted, Minimum range 8"/20cm, Portee, Smoke.</i> |
| <i>Firing bombardments</i> | <i>40"/100cm</i> | <i>-</i> | <i>2</i> | <i>6+</i> | <i>Smoke bombardment.</i> |

INFANTRY TEAMS

| Team | Range | ROF | Anti-tank | Firepower | Notes |
|---------------------|----------|-----|-----------|-----------|-------------------|
| Bazooka team | 8"/20cm | 1 | 10 | 5+ | Tank assault 4. |
| Carbine Tank Escort | 8"/20cm | 1 | 1 | 6+ | |
| Carbine team | 8"/20cm | 1 | 1 | 6+ | Automatic rifles. |
| Rifle team | 16"/40cm | 1 | 2 | 6+ | Automatic rifles. |

TRANSPORT TEAMS

| Vehicle | Mobility | Front | Side | Top | Equipment and Notes |
|------------------------------------|--------------|-------|------|-----|--|
| TRUCKS | | | | | |
| Jeep | Jeep | - | - | - | Optional Passenger-fired AA MG or .50 cal AA MG. |
| ARMoured PERSONNEL CARRIERS | | | | | |
| M2 or M3 half-track | Half-tracked | 1 | 0 | 0 | Optional Passenger-fired AA MG or .50 cal AA MG. |

AIRCRAFT

| Aircraft | Weapon | To-Hit | Anti-Tank | Firepower | Notes |
|----------------|--------|--------|-----------|-----------|-------|
| P-38 Lightning | Cannon | 3 | 7 | 5+ | |
| | Bombs | 4 | 5 | 1+ | |

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

Air Support - p.33

Close Air Support

The battle for Germany has begun, and the close-support missions of the USAAF are there to help drive our troops on to victory.

If you establish Close Air Support (see the option for Priority Air Support above), you roll two dice on the How Many Aircraft Table and take the best results.

Recon Platoon (3rd) - p.21

A Recon Platoon that is Dismounted uses the Task Force Riders special rule on page 9.

Recon Platoons are Reconnaissance Platoons.

Rifle Platoon - p.29

A Rifle Platoon uses the Tank Force Riders special rule on page 9.

Tank Company HQ (3rd) - p.11

A tank that uses the Smooth Ride special rule does not suffer +1 penalty to its score To Hit when using the Stabilizers special rule, provided that it did not move more than 6"/15cm during the Movement Step and it did not move in, enter, or more out of Rough Terrain.

At the start of the game a player may elect to fit all of their Sherman tanks (of all variants), M5A1 Stuart, and M8 Scott HMC with Duckbills. This gives them Wide Tracks (see page 61 of the rulebook), but makes their mobility rating Slow Tank.

M4A3E2 Jumbo, M4A3E2 (76mm), and M4A3E8 Easy Eight tanks cannot be fitted with Duckbills and ignore the Duckbills special rule.

If a Tank team with Tank Telephone and an adjacent Infantry team did not move in the Movement Step, and the Infantry team is not Pinned Down, the Infantry team can use the Eyes and Ears rule (see page 195 of the rulebook) to Reveal one Gone to Ground enemy team to that Tank team as if the Infantry team was a Recon team. If other tanks in the platoon fire, they must either have their own Infantry team pointing out the targets or continue to treat the target as Gone to Ground.

Tanks that use the Detroit's Finest special rule have a Movement Distance of 14"/35cm on Roads or Cross-country Terrain.

Teams from platoons that use the Task Force Riders special rule do not use the Truscott Trot special rule. Instead, teams from this platoon have a 3+ Save while Mounted on a Slow, Standard, or Light Tank team as Passengers, instead of the normal 5+ Save (see page 101 of the rulebook).

You may allocate hits to an M4A3E2 Jumbo or M4A3E2 (76mm) tank as if it had the lowest armour rating, assigning it a hit before the lesser armoured tanks.

This rule does not apply to hits from Artillery Bombardments or hits from Aircraft.

Tank Platoon (3rd) - p.12

You can replace any or all of your M4A3 (late) Sherman tanks from your Tank Company HQ and Tank Platoons with older or newer models. For each tank you wish to replace, simply add the points that match your division from the adjacent table to the cost of your HQ or platoon.

For example, in one of your full-strength Tank Platoons from the 3rd Armored Division (475 points), you would like to upgrade one tank to an M4A3E2 Jumbo, two tanks to M4A3 (76mm), and leave the rest as normal. This adds +35 for the Jumbo upgrade and +30 for each of the 76mm upgrades, for a total cost of 570 points for the platoon.

In your next platoon you would like to replace all five tanks with older M4A3 tanks, making that platoon 400 points.