

TANK DESTROYER COMPANY (644TH)

CONFIDENT

TRAINED

MECHANISED COMPANY

POINTS

1725

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Tank Destroyer Company HQ (Trained) p.277	2	M20 scout car	60
COMBAT PLATOONS			
Tank Destroyer Platoon (Trained) p.277	1	.50 cal Recon Jeep	290
	2	M20 scout car	
	2	M-10 3in GMC	
	2	M-10 3in GMC with Hedgerow Cutters	
Tank Destroyer Platoon (Trained) p.277	1	.50 cal Recon Jeep	290
	2	M20 scout car	
	2	M-10 3in GMC	
	2	M-10 3in GMC with Hedgerow Cutters	
Tank Destroyer Platoon (Trained) p.277	1	.50 cal Recon Jeep	285
	2	M20 scout car	
	4	M-10 3in GMC	
SUPPORT PLATOONS			
Ranger Company p.220 FEARLESS TRAINED	1	Cmd Rifle team	165
	1	M2 60mm mortar	
	6	Rifle team	
	Pioneer teams are rated as Tank Assault 3.		
Task Force Engineer Combat Platoon p.286	1	Cmd Pioneer Rifle team	155
	1	Jeep with .50 cal AA MG	
	4	Pioneer Rifle team	
	2	Pioneer M1917 HMG team	
	3	GMC 2½-ton dump truck	
Corps Field Artillery Battery p.291	1	Cmd Carbine team	140
	1	Staff team	
	1	Observer Carbine team	
	1	Jeep	
	4	M2A1 105mm howitzer	
Corps Armored Field Artillery Battery p.292	1	Cmd Carbine team	300
	1	Staff team	
	1	M4 Sherman OP	
	6	M7 Priest HMC	
Air Observation Post p.295	1	L4 Grasshopper AOP	40

Overlord book - USA Late-War - Platoon Count: 7

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
ARTILLERY					
M4, M4A1 Sherman OP	Standard Tank	6	4	1	Co-ax MG, Hull MG, .50 cal AA MG.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>1</i>	<i>10</i>	<i>3+</i>	<i>Smoke.</i>
M7 Priest HMC	Standard Tank	1	0	0	.50 cal AA MG.
<i>M2A1 105mm howitzer</i>	<i>24"/60cm</i>	<i>1</i>	<i>9</i>	<i>2+</i>	<i>Breakthrough gun, Hull mounted, Smoke.</i>
<i>Firing bombardments</i>	<i>72"/180cm</i>	<i>-</i>	<i>4</i>	<i>4+</i>	<i>Smoke Bombardment.</i>
TANK DESTROYERS					
M10 3in GMC	Standard Tank	4	2	0	.50 cal AA MG.
<i>M7 3in gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>12</i>	<i>3+</i>	<i>Slow traverse.</i>
M20 scout car	Jeep	1	0	0	.50 cal AA MG.
RECONNAISSANCE					
.50 cal Recon Jeep	Jeep	-	-	-	.50 cal 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.
M1917 HMG	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.
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+	

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.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
TRUCKS					
Jeep	Jeep	-	-	-	Optional Passenger-fired AA MG or .50 cal AA MG.
GMC 2½-ton dump truck	Wheeled	-	-	-	

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

Ranger Company - p.220

Know the Mission

Ranger Platoons and the Ranger Cannon Platoon use the German Mission Tactics special rule (see page 242 of the rulebook).

At the start of the game before Deployment you may replace Rifle or Rifle/MG teams (aside from the Command team) in each Ranger Platoon as follows:

- Replace up to two teams with Bazooka teams.
- Replace up to one team with a Pioneer Rifle team
- Replace M2 60mm mortar with a Rifle or Rifle/MG team (matching whichever the platoon is equipped with).

Ranger Platoons operate as a separate platoons, each with their own command team.

Tank Destroyer Company HQ (Trained) - p.277

Hedgerow Cutters

When a tank fitted with a hedgerow cutter attempts to cross a Bocage Hedgerow, it successfully crosses on a roll of 2+ rather than a Skill Test. If it fails, the tank Bogs Down on the hedgerow as normal, but ignores the Belly Up rule (see page 58 of the rulebook).

If it crosses successfully, then any other Fully-tracked Tank teams adjacent to the hedgerow can follow it through on a roll of 2+ instead of a Skill Test as well.

Tank Telephones

All Stuart and Sherman tanks (except those in a DD Tank Platoon) are equipped with Tank Telephones.

If a Tank team with a Tank Telephone and an adjacent Infantry team did not move in the Movement Step and are 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 recce team.

If other tanks in the platoon fire, they must have their own Infantry team pointing out the target, or continue to treat the target as Gone to Ground.

All platoons with a Rifle Company divisional symbol must have the same symbol.

M20 Scout cars from a Tank Destroyer Company HQ are Recce teams.

Tank Destroyer Platoon (Trained) - p.277

A Tank Destroyer Platoon uses the US Tank Destroyers special rules found on page 238 of the rulebook.

Task Force Engineer Combat Platoon - p.286

You may replace all Pioneer HMG teams with Pioneer Rifle teams at the start of the game before deployment.