

# RIFLE COMPANY (2ND I.D.)

JANO 3 FASE

CONFIDENT

VETERAN

INFANTRY COMPANY

POINTS

1725

PLATOON	QTY	UNIT	POINTS
<b>HEADQUARTERS</b>			
Rifle Company HQ (2nd I.D.) p.49	2	Cmd Carbine team	15
<b>COMBAT PLATOONS</b>			
Rifle Platoon (2nd I.D.) p.49	1 1 4 2	Cmd Rifle team Bazooka team Rifle team Bazooka team	155
Rifle Platoon (2nd I.D.) p.49	1 1 5 1	Cmd Rifle team Bazooka team Rifle team Bazooka team	150
Weapons Platoon (2nd I.D.) p.50	1 2 3	Cmd Carbine team M1919 LMG team M2 60mm mortar	115
<b>WEAPONS PLATOONS</b>			
Anti-tank Platoon (2nd I.D.) p.51	1 5	Cmd Carbine team Bazooka team	100
<b>REGIMENTAL SUPPORT</b>			
Anti-tank Platoon (2nd I.D.) p.51	1 3	Cmd Carbine team M1 57mm gun (late)	100
Intelligence & Recon Platoon (2nd I.D.) p.52	1 1 1 1	.50 cal Recon Jeep Recon Jeep Bazooka Recon Jeep Armored .50 cal Recon Jeep	105
<b>SUPPORT PLATOONS</b>			
Tank Destroyer Platoon (Veteran) p.69	1 2 4	.50 cal Recon Jeep M20 Scout Car M10 3in GMC (late)	405
Tank Destroyer Platoon (Trained) p.69 <b>CONFIDENT TRAINED</b>	1 2 4	.50 cal Recon Jeep M20 Scout Car M18 Hellcat GMC	315
Calliope Tank Platoon (Trained) p.54 <b>CONFIDENT TRAINED</b>	2	T34 Calliope	80
Field Artillery Battery (Veteran) p.72	1 1 1 1 4	Cmd Carbine team Staff team Observer Carbine team Jeep M2A1 105mm howitzer	185

Devil's Charge - USA Late-War - Platoon Count: 10

# ARSENAL

## TANK TEAMS

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	

### SUPPORT WEAPONS

T34 Calliope	Standard Tank	6	4	1	Co-ax MG, Hull MG.
<i>T34 Calliope rocket launcher</i>	<i>48"/120cm</i>	-	2	5+	<i>Rocket launcher, Saturation Bombardment, Sixty Rockets.</i>

### TANK DESTROYERS

M18 Hellcat GMC	Light Tank	2	0	0	.50 cal AA MG.
<i>M1 76mm gun (late)</i>	<i>32"/80cm</i>	2	13	3+	
M10 3in GMC (late)	Standard Tank	4	2	0	.50 cal AA MG.
<i>M7 3in gun (late)</i>	<i>32"/80cm</i>	2	13	3+	<i>Slow traverse.</i>

### RECONNAISSANCE

.50 cal Recon Jeep	Jeep	-	-	-	.50 cal AA MG, Recce.
Armored .50 cal Recon Jeep	Jeep	0	0	0	.50 cal AA MG, Overloaded, Recce.
Bazooka Recon Jeep	Jeep	0	0	0	Overloaded, Recce.
<i>Twin M1 Bazooka launcher</i>	<i>8"/20cm</i>	2	10	5+	<i>Hull mounted.</i>
M20 Scout Car	Jeep	1	0	0	.50 cal AA MG, Recce.
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.
.50 cal MG team	Man-packed	16"/40cm	3	4	5+	
M1919 LMG team	Man-packed	16"/40cm	5	2	6+	ROF 2 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+	
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
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### TRUCKS

Jeep	Jeep	-	-	-	Optional Passenger-fired AA MG or .50 cal AA MG.
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## 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

### **Calliope Tank Platoon (Trained) - p.54**

At the start of the game, place a Full Salvo marker with a platoon with Sixty Rockets rocket launchers. Remove this marker after firing an Artillery Bombardment.

If a platoon with Sixty Rockets rocket launchers does not have a Full Salvo marker when it fires an Artillery Bombardment, roll a Skill Test for each Rocket Launcher able to fire in the Bombardment. Only those that pass the Skill Test can fire as part of the Bombardment.

Place a Full Salvo marker on a platoon with Sixty Rockets rocket launchers at the end of any Shooting Step in which every Rocket Launcher in the platoon was able to fire an Artillery Bombardment, but none did so.

Each T34 Calliope counts as four weapons when firing an Artillery Bombardment.

A Calliope Tank Platoon cannot use the Hit 'Em With Everything You Got special rule.

T34 Calliope teams may not Charge into Contact and must Break Off rather than Counterattack if Assaulted (see page 144 and 165 of the rulebook).

### **Intelligence & Recon Platoon (2nd I.D.) - p.52**

#### **Dismount**

Before deployment you may choose to dismount all of your jeeps. If you do this, all of the platoon's vehicles are permanently removed from the game. Replace each:

- Recon Jeep or Armoured Recon Jeep with a Rifle or M1919 LMG team.
- .50 cal Recon Jeep or Armoured .50 cal Recon Jeep with a Rifle or .50 cal MG team.
- Bazooka Recon Jeep with a Rifle or Bazooka team.

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

An Intelligence & Recon Platoon is a Reconnaissance Platoon.

### **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.