

TANK COMPANY (9TH)

CONFIDENT

VETERAN

TANK COMPANY

POINTS

1800

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Tank Company HQ (9th) p.11	1	M4A3E2 Jumbo	145
COMBAT PLATOONS			
Heavy Tank Platoon (9th) p.11	1	T26E4 Super Pershing	275
Tank Platoon (9th) p.12	1	M4A3 Sherman (late)	610
	2	M4A3E8 Easy Eight	
	1	M4A3E2 Jumbo (76mm)	
WEAPONS PLATOONS			
Armored Mortar Platoon (9th) p.13	1	Cmd Carbine team	110
	1	M2 half-track with .50 cal AA MG	
	3	M4 81mm MMC	
Light Tank Platoon (9th) p.15	4	M24 Chaffee	335
Recon Platoon (9th) p.21	1	Cmd Rifle team	110
	1	M2 half-track with .50 cal AA MG	
	2	Rifle team	
	2	Jeep	
	1	Bazooka team	
SUPPORT PLATOONS			
Rifle Platoon p.29	1	Cmd SMG team	215
	1	Bazooka team	
	7	Rifle team	
	2	Bazooka team	

Bridge at Remagen - USA Late-War

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>
M4A3E2 Jumbo (76mm)	Slow Tank	12	8	2	Co-ax .50 cal MG, Hull MG, .50 cal AA MG, Jumbos Lead the Way, Tank telephone.
<i>M1 76mm gun (late)</i>	<i>32"/80cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	<i>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					
M24 Chaffee	Light Tank	4	2	1	Co-ax MG, Hull MG, .50 cal AA MG.
<i>M6 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Smoke, 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 team	8"/20cm	1	1	6+	Automatic rifles.
Rifle team	16"/40cm	1	2	6+	Automatic rifles.
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

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.

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

Recon Platoon (9th) - 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 (9th) - 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 (9th) - 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.