

RIFLE COMPANY (2ND I.D.)

CONFIDENT

VETERAN

INFANTRY COMPANY

POINTS

1800

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 1 8 1	Cmd Rifle team Bazooka team Rifle team Bazooka team	205
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
WEAPONS PLATOONS			
Anti-tank Platoon (2nd I.D.) p.51	1 3	Cmd Carbine team M1 57mm gun (late)	100
REGIMENTAL SUPPORT			
Anti-tank Platoon (2nd I.D.) p.51	1 4	Cmd Carbine team Bazooka team	80
Intelligence & Recon Platoon (2nd I.D.) p.52	1 1 1 1	.50 cal Recon Jeep Recon Jeep Bazooka Recon Jeep .50 cal Recon Jeep	95
SUPPORT PLATOONS			
Tank Destroyer Platoon (Veteran) p.69	1 2 4	.50 cal Recon Jeep M20 Scout Car M10 3in GMC (late)	405
Light Tank Platoon (2nd Cav) p.67	4	M24 Chaffee	335
Field Artillery Battery (Veteran) p.72	1 1 1 1 4	Cmd Carbine team Staff team Observer Carbine team Jeep M2A1 105mm howitzer	185
Anti-aircraft Artillery (SP) Platoon (Trained) p.77	1 1	M15 CGMC (37mm) M16 MGMC (Quad .50 cal)	75
Air Observation Post p.77	1	L4 Grasshopper AOP	40

CONFIDENT TRAINED

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>	
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>
TANK DESTROYERS					
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>
ANTI-AIRCRAFT					
M16 MGMC (Quad .50 cal)	Half-tracked	1	0	0	
<i>M45 quad .50 cal gun</i>	<i>16"/40cm</i>	<i>6</i>	<i>4</i>	<i>5+</i>	<i>Anti-aircraft.</i>
M15 CGMC (37mm)	Wheeled	1	0	0	
<i>M15 37mm combination</i>	<i>24"/60cm</i>	<i>4</i>	<i>5</i>	<i>4+</i>	<i>Anti-aircraft.</i>
<i>mount</i>					
RECONNAISSANCE					
.50 cal Recon Jeep	Jeep	-	-	-	.50 cal AA MG, Recce.
Bazooka Recon Jeep	Jeep	0	0	0	Overloaded, Recce.
<i>Twin M1 Bazooka launcher</i>	<i>8"/20cm</i>	<i>2</i>	<i>10</i>	<i>5+</i>	<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
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

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 (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.