

US Tank Company (7th Armored)

Tank Company, from Battle of the Bulge, page 28

		Morale	Points 1750	Platoons 6
Headquarters				
Trained Tank Company HQ (7th Armoured) (p.29)	CinC M4 or M4A1 Sherman 2iC M4 or M4A1 Sherman	CT	130	
- Tank upgrade 1	Replace M4 or M4A1 Sherman with M4A3E2 Jumbo		50	
Combat				
Trained Tank Platoon (7th Armoured) (p.29)	Command M4 or M4A1 Sherman 3x M4 or M4A1 Sherman	CT	255	1
- Tank upgrade 1	Replace M4 or M4A1 Sherman with M4A3E2 Jumbo		50	
- Tank upgrade 2	Replace M4 or M4A1 Sherman with M4A3E8 Easy Eight		55	
- Tank upgrade 3	Replace M4 or M4A1 Sherman with M4A3E8 Easy Eight		55	
- Tank upgrade 4	Replace M4 or M4A1 Sherman with M4A3 Sherman (late)		15	
Trained Tank Platoon (7th Armoured) (p.29)	Command M4 or M4A1 Sherman 3x M4 or M4A1 Sherman	CT	255	1
- Tank upgrade 1	Replace M4 or M4A1 Sherman with M4A3E2 Jumbo		50	
- Tank upgrade 2	Replace M4 or M4A1 Sherman with M4A3E8 Easy Eight		55	
- Tank upgrade 3	Replace M4 or M4A1 Sherman with M4A3E8 Easy Eight		55	
- Tank upgrade 4	Replace M4 or M4A1 Sherman with M4A3 Sherman (late)		15	
Trained Tank Platoon (7th Armoured) (p.29)	Command M4 or M4A1 Sherman 3x M4 or M4A1 Sherman	CT	255	1
- Tank upgrade 2	Replace M4 or M4A1 Sherman with M4A1 (76mm) Sherman		40	
- Tank upgrade 3	Replace M4 or M4A1 Sherman with M4A1 (76mm) Sherman		40	
Support				
Trained Rifle Platoon (99th Infantry Division) (p.81)	Command Rifle 6x Rifle Bazooka	CT	110	1
- Bazooka	2x Replace Rifle with Bazooka		10	
Trained Cavalry Recon Platoon (14th Cavalry Group) (p.97)	Command M8 Armoured car Mortar Jeep Recon Jeep	CT	70	1
Veteran Field Artillery Battery (p.132)	Command Carbine Staff Observer Carbine Jeep 4x M2A1 105mm howitzer	CV	185	1

US Tank Teams

Name Weapon	Mobility Range	Front ROF	Side AT	Top Firepower	Notes
M4 or M4A1 Sherman	Standard Tank	6	4	1	Co-ax MG, Hull MG, .50cal AA MG
M3 75mm gun	32"/80cm	2	10	3+	Smoke, Stabiliser
M4A1 (76mm) Sherman	Standard Tank	7	4	1	Co-ax MG, Hull MG, .50cal AA MG, Protected ammo, Tank telephone
M1 76mm gun (late)	32"/80cm	2	13	3+	Stabiliser
M4A3 Sherman (late)	Standard Tank	7	4	1	Co-ax MG, Hull MG, .50cal AA MG, Detroit's finest, Protected ammo, Tank telephone
M3 75mm gun	32"/80cm	2	10	3+	Smoke, Stabiliser
M4A3E2 Jumbo	Slow Tank	12	8	2	Co-ax MG, Hull MG, .50cal AA MG, Jumbo leads the way, Tank telephone
M3 75mm gun	32"/80cm	2	10	3+	Smoke, Stabiliser

M4A3E8 Easy Eight	Standard Tank	7	4	1	Co-ax MG, Hull MG, .50cal AA MG, Detroit's finest, Protected ammo, Smooth ride, Tank telephone, Wide tracks
M1 76mm gun (late)	32"/80cm	2	13	3+	Stabiliser
M8 Armoured car	Wheeled	1	0	0	co-ax MG, .50cal AA MG
M6 37mm gun	24"/60cm	2	7	4+	
Mortar Jeep	Jeep	-	-	-	Recce
M2 60mm mortar	24"/60cm	2	1	3+	Hull mounted, Minimum range 8"/20cm
Firing Bombardments	32"/80cm	-	1	6	
Recon Jeep	Jeep	-	-	-	AA MG

US Gun Teams

Weapon	Mobility	Range	ROF	AntiTank	Firepower	Notes
M2A1 105mm howitzer	Immobile	24"/60cm	1	9	2+	Breakthrough gun, Gun-shield, Smoke
Firing Bombardments		72"/180cm	-	4	4+	Smoke bombardment

US Infantry Teams

Team	Range	ROF	Antitank	Firepower	Notes
Bazooka	8"/20cm	1	10	5+	Tank assault 4
Carbine	8"/20cm	1	1	6	Automatic rifles
Rifle	16"/40cm	1	2	6	Automatic rifles
Staff	16"/40cm	1	2	6	Automatic rifles, Moves as a Heavy Gun team

US Transport Teams

Name	Mobility	Front	Side	Top	Notes
Weapon	Range	ROF	AT	Firepower	
Jeep	Jeep	-	-	-	Optional Passenger-fired AA MG or .50cal AA MG

Special Rules

.50cal AA MG

Rulebook, Page 113, 157, 182

An AA MG has an all-round Field of Fire and is a Self defence Anti-aircraft weapon (see page 182) allowing it to engage aircraft as well as targets on the ground. However, firing an AA MG leaves the vehicle more vulnerable. In assaults a tank that fired an AA MG in this or the previous players turn has a Top armour rating of 0. Anti-aircraft machine-guns can be fired at the same time as other machine-guns, but not at the same time as a Main Gun, since the commander and gun crew cannot do two things at once.

AA MG

Rulebook, Page 113, 157, 182

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Automatic Rifles

Rulebook, Page 239

Rifle and Carbine teams do not suffer the usual +1 to hit penalty for firing a ROF 1 weapon while moving or Pinned Down. When not Pinned Down, Rifle and Carbine teams re-roll all failed rolls to hit in Defensive Fire during assaults.

Breakthrough gun

Rulebook, Page 100

Infantry teams, Gun teams, Passengers, and Unarmoured vehicles automatically fail their Saves when hit by a Breakthrough Gun or a Bunker Buster. This does not apply to Artillery Bombardments.

Co-ax MG

Rulebook, Page 113

Co-axial machine-guns may fire at the same time as the Main Gun it is mounted with, but only have ROF 1 if the Main Gun fires.

Detroit's Finest

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

Gun-shield

Rulebook, Page 99, 100

Hull MG

Rulebook, Page 113

The field of fire of a Hull MG includes everything in front of a line across the front of the vehicle's hull. A Hull MG cannot fire at the same time as a hull-mounted Main Gun.

Hull mounted

Rulebook, Page 83

A hull-mounted weapon mounted in the front of a vehicle has a 180-degree Field of Fire covering everything in front of a line drawn across the front of the vehicle. If the weapon is mounted at the rear of the vehicle, the Field of Fire covers everything to the rear of a line drawn across the rear of the vehicle.

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

Rulebook, Page 113, 157, 182

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Protected Ammo

Rulebook, Page 119

Tanks with Protected Ammo re-roll all failed Motivation Tests to Remount Bailed Out vehicles in the Starting Step (see page 102 of the main rulebook).

Recce

Rulebook, Page 193 - 196

Smoke

Rulebook, Page 107

Smooth Ride

The driving force behind the development of HVSS (Horizontal Volute Spring Suspension) was the need for wider tracks for crossing soft ground, and a smoother ride. As a result, HVSS made it much easier for gunners to use the basic stabiliser system fitted to the Sherman tank. An M4A3E8 Easy Eight tank does not suffer the +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 move out of Rough Terrain.

Stabiliser

Rulebook, Page 236

A moving tank fitted with a Stabiliser can fire its main gun at its full ROF, but adds a penalty of +1 to the score needed to hit. Before shooting, a tank can choose not to use its Stabiliser and fire at the normal rate if that would give it a better chance.

Tank Assault 4

Rulebook, Page 157, 169

Tank telephone

Overlord, Page 230

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

Wide Tracks

Rulebook, Page 61

If a vehicle with Wide Tracks becomes Bugged Down while attempting to cross Rough Terrain, roll again. On a roll of 4+ the vehicle immediately frees itself and continues moving.
