

# Armored Rifle Company (7th Division)

**Confident Trained**

USA - Jim Rush - USA - Mechanized

USA

Late-War

## Mechanised Company

Platoon	Qty	Unit	Points
<b>Headquarters</b>			
Armored Rifle Company HQ (7th Division) - p.27	2 1 1 1	Cmd Carbine team Jeep M3 half-track with .50 cal AA MG Bazooka team	35
<b>Combat Platoons</b>			
Armored Rifle Platoon (7th Division) - p.27	1 5 2 3 1 2 5	Cmd Rifle team Rifle team M3 half-track with .50 cal AA MG M3 half-track with AA MG M2 60mm mortar M1919 LMG team Bazooka team	225
Armored Rifle Platoon (7th Division) - p.27	1 5 2 3 1 2 5	Cmd Rifle team Rifle team M3 half-track with .50 cal AA MG M3 half-track with AA MG M2 60mm mortar M1919 LMG team Bazooka team	225
Armored Rifle Platoon (7th Division) - p.27	1 3 2 2 1 2 4	Cmd Rifle team Rifle team M3 half-track with AA MG M3 half-track with .50 cal AA MG M2 60mm mortar M1919 LMG team Bazooka team	180
<b>Warriors</b>			
Lieutenant Colonel Creighton Abrams - p.13 <b>Fearless Veteran</b>	1	Lt. Col. Abrams in M4 Sherman	155
<b>Weapons Platoons</b>			
Recon Platoon (7th Division) - p.28	1 1 2 2 1	Cmd Rifle team M2 half-track with .50 cal AA MG Rifle team Jeep Bazooka team	85
Armored Mortar Platoon (7th Division) - p.24	1 1 2	Cmd Carbine team M2 half-track with .50 cal AA MG M4 81mm MMC with .50 cal AA MG	70
<b>Support Platoons</b>			
Tank Platoon (7th Division) - p.23	1 2 1	M4 or M4A1 Sherman M4A3E8 Easy Eight M4A3E2 Jumbo	415
Armored Field Artillery Battery (Trained) - p.42	1 1 1 1 1 3	Cmd Carbine team Jeep Staff team M2 half-track with .50 cal AA MG M4 Sherman OP M7 Priest HMC	175
Armored Field Artillery Battery (Trained) - p.42	1 1 1 1 1 3	Cmd Carbine team Jeep Staff team M2 half-track with .50 cal AA MG M4 Sherman OP M7 Priest HMC	175
Air Observation Post - p.42	1	L4 Grasshopper AOP	40
<b>Company Points:</b>			1780

## 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>	

### Tanks

M4A3E2 Jumbo	Slow Tank	12	8	1	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>
Lt. Col. Abrams in M4 Sherman	Standard Tank	6	4	1	Co-ax MG, Hull MG, .50 cal AA MG, Hedgerow cutters, Tank telephone.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Smoke, Stabiliser.</i>
M4 or M4A1 Sherman	Standard Tank	6	4	1	Co-ax MG, Hull MG, .50 cal AA MG, 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>

### Support Weapons

M4 81mm MMC with .50 cal AA MG	Half-tracked	1	0	0	.50 cal AA MG.
<i>M1 81mm&amp;nbsp;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>

### 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>

## Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
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.
<i>Firing bombardments</i>		<i>32"/80cm</i>	<i>-</i>	<i>1</i>	<i>6+</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.
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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### Armoured Personnel Carriers

M2 or M3 half-track	Half-tracked	1	0	0	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.

### **Armored Field Artillery Battery (Trained) - p.42**

Observer Sherman OP tanks cannot launch assaults.

### **Lieutenant Colonel Creighton Abrams - p.13**

Lieutenant Colonel Creighton Abrams is a Warrior and Higher Command Tank Team rated Fearless Veteran. He is mounted in one of his "Thunderbolt" tanks as follows:

M4 Sherman "Thunderbolt V" 155 Points

M4A3 (76mm) Sherman "Thunderbolt VI" 210 Points

M4A3E8 Sherman "Thunderbolt VII" 260 Points

You may field Abrams in the Tank Company on page 23 or the Armoured Rifle Company on page 26.

A force led by Abrams may make a Spearhead moves (see page 261 of the rulebook) with up to two of your platoons at the beginning of the game.

A platoon led by Abrams may use the German Stormtroopers special rule (see page 241 of the rulebook).

Combat and Weapons platoons in a force led by Abrams use the German Mission Tactics special rule (see page 242 of the rulebook).

### **Recon Platoon (7th Division) - p.28**

Recon Platoons are Reconnaissance Platoons.

### **Tank Platoon (7th Division) - p.23**

An M4A3E8 Easy Eight tank 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) with Duckbills. This gives them Wide Tracks (see page 61 of the rulebook), but makes their mobility rating Slow Tank.

M4A3E2 Jumbo 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 and Cross-country Terrain.

You can upgrade your M4 or M4A1 Sherman tanks from your Tank Company HQ and Tank Platoon to newer models. For each tank you wish to upgrade, simply add the points that match your division (4th or 7th) from the adjacent table to the cost of your HQ or platoon.

For example, in one of your full-strength Tank Platoons from the 4th Armoured Division (415 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 +60 points for the Jumbo upgrade and +55 for each of the 76mm upgrades, for a total cost of 585 points for the platoon.

In your next platoon you would like to upgrade all five tanks to M4A3 tanks, making that platoon cost 440 points.

You may allocate hits to an M4A3E2 Jumbo 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.

You may not have more than one M4 (105mm) or M4A3 (105mm) tank in your company.

You may only have a total of two of the following in each platoon: M4A1 (76mm), M4A3 (76mm), M4A3E8 Easy Eight