

Tank Company (7th Division)

Confident Trained

USA

Late-War

Tank Company

Platoon	Qty	Unit	Points
Headquarters			
Tank Company HQ (7th Division) - p.23	1 1 1	M4A3E2 Jumbo M4A3E8 Easy Eight M32 TRV recovery vehicle	250
Combat Platoons			
Tank Platoon (7th Division) - p.23	1 2 1	M4 (105mm) Sherman M4A3E8 Easy Eight M4A3E2 Jumbo	405
Tank Platoon (7th Division) - p.23	1 2 1	M4 or M4A1 Sherman M4A3E8 Easy Eight M4A3E2 Jumbo	415
Warriors			
Lt. General George S Patton Jr. - p.11 Fearless Veteran	1	Lt. General George S Patton in M20 utility car	100
Weapons Platoons			
Light Tank Platoon (7th Division) - p.25	4	M5A1 Stuart	160
Support Platoons			
Cavalry Recon Platoon (Trained) - p.40	1 1 1	M8 armored car Mortar Jeep Recon Jeep	70
Armored Field Artillery Battery (Trained) - p.42	1 1 1 3	Cmd Carbine team Staff team M4 Sherman OP M7 Priest HMC	170
Armored Field Artillery Battery (Trained) - p.42	1 1 1 3	Cmd Carbine team Staff team M4 Sherman OP M7 Priest HMC	170
Air Observation Post - p.42	1	L4 Grasshopper AOP	40
Company Points:			1780

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Source document: Blood, Guts, & Glory

Arsenal

Tank Teams						
Name	Mobility	Front	Side	Top	Equipment and Notes	
Weapon	Range	ROF	Anti-tank	Firepower		
Tanks						
M4A3E2 Jumbo	Slow Tank	12	8	1	Co-ax MG, Hull MG, .50 cal AA MG, Jumbos Lead the Way, Tank telephone.	
M3 75mm gun	32"/80cm	2	10	3+	Smoke, Stabiliser.	
M4 or M4A1 Sherman	Standard Tank	6	4	1	Co-ax MG, Hull MG, .50 cal AA MG, 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, .50 cal AA MG, Detroit's Finest, Protected ammo, Smooth Ride, Tank telephone, Wide tracks.	
M1 76mm gun (late)	32"/80cm	2	13	3+	Stabiliser.	
Light Tanks						
M5A1 Stuart	Light Tank	4	2	1	Co-ax MG, Hull MG, AA MG.	
M6 37mm gun	24"/60cm	2	7	4+	Stabiliser.	
Support Weapons						
M4 (105mm) Sherman	Standard Tank	7	4	1	Co-ax MG, Hull MG, .50 cal AA MG, Protected ammo.	
M4 105mm howitzer	24"/60cm	1	9	2+	Breakthrough gun, Slow traverse, Smoke.	
Firing bombardments	48"/120cm	-	4	4+		
Artillery						
M4, M4A1 Sherman OP	Standard Tank	6	4	1	Co-ax MG, Hull MG, .50 cal AA MG.	
M3 75mm gun	32"/80cm	1	10	3+	Smoke.	
M7 Priest HMC	Standard Tank	1	0	0	.50 cal AA MG.	
M2A1 105mm howitzer	24"/60cm	1	9	2+	Breakthrough gun, Hull mounted, Smoke.	
Firing bombardments	72"/180cm	-	4	4+	Smoke Bombardment.	
Armoured Cars						
M8 armored car	Wheeled	1	0	0	Coax MG, .50 cal AA MG, Recce.	
M6 37mm gun	24"/60cm	2	7	4+		
Reconnaissance						
Mortar Jeep	Jeep	-	-	-	Recce.	
M2 60mm mortar	24"/60cm	2	1	3+	Hull mounted, Portee, Can fire over friendly troops, 8" minimum range.	
Firing bombardments	32"/80cm	-	1	6+		
Recon Jeep	Jeep	-	-	-	AA MG.	
Gun Teams						
Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
.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+	
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.	
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	
Armoured Personnel Carriers						
Lt. General George S Patton in M20 utility car	Jeep	1	0	0	.50 cal AA MG.	
Recovery and Engineer Vehicles						
M32 TRV recovery vehicle	Standard Tank	6	4	0	.50 cal AA MG, Recovery vehicle.	

Vehicle Machine-guns

<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
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.

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Special Rules

Armored Field Artillery Battery (Trained) - p.42

Observer Sherman OP tanks cannot launch assaults.

Cavalry Recon Platoon (Trained) - p.40

Dismount

Before deployment you may choose to dismount all of your Cavalry Recon Platoons. If you do this, all of the Cavalry Recon Patrols from the same platoon operate as a single platoon.

If you do this, all of the platoon's vehicles are permanently removed from the game. Replace all of the vehicles in each Patrol with any two of the following teams for each Patrol:

Carbine teams

.50 cal MG teams

M1919 LMG teams

up to one Bazooka team per Cavalry Recon Patrol

up to one M2 60mm mortar team per Cavalry Recon patrol.

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

Cavarly Recon Patrols are Reconnaissance Platoons.

Cavarly Recon Patrols from Cavalry Recon Platoons operate as separate platoons, each with their own Command team.

Lt. General George S Patton Jr. - p.11

A force led by Patton has the Always Attack rule (see page 257 of the rulebook).

Each turn Patton may re-roll one die rolled to receive Reserves for his company.

If Patton is Destroyed during the game American morale at the front and back home suffers a huge loss, despite any other gains. If this happens, the American player losses one Victory Point and their opponent gains one Victory Point at the end of the battle.

If your force is the Attacker in a mission, each American platoon witin Line Of Sight of Patton may make a Spearhead movement (see page 261 of the rulebook) at the beginning of the game.

In any turn in which Patton did not move At the Double, all American platoons with their Platoons Command team in Line of Sight of Patton pass Motivation Tests on a result of 3+.

Lieutenant George S Patton Jr. is a Warrior and Higher Command Transport Team rated Fearless Veteran. He is mounted in an M20 Utility car. You may field Patton for +100 points with the Tank Company on page 22, the Armored Rifle Company on page 26, or the Tank Destroyer Company on page 32.

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