

TANK COMPANY (9TH)

CONFIDENT

VETERAN

TANK COMPANY

POINTS

1515

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Tank Company HQ (9th) p.11	2	M4A3 (76mm) Sherman	18.2% 275
COMBAT PLATOONS			
Heavy Tank Platoon (9th) p.11	1	T26E4 Super Pershing	19.1% 290
	1	Carbine Tank Escort	
Tank Platoon (9th) p.12	2	M4A3 Sherman (late)	40.9% 620
	3	M4A3 (76mm) Sherman	
WEAPONS PLATOONS			
Armored Mortar Platoon (9th) p.13	1	Cmd Carbine team	7.9% 120
	1	M2 half-track with .50 cal AA MG	
	1	M4 81mm MMC	
	2	M4 81mm MMC with .50 cal AA MG	
Sherman Assault Gun Platoon (9th) p.13	3	M4A3 (105mm) Sherman	13.9% 210

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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>	
TANKS					
M4A3 (76mm) Sherman	Standard Tank	7	4	1	Co-ax MG, Hull MG, .50 cal AA MG, Detroit's Finest, Protected ammo, 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>
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>1</i>	<i>4+</i>	<i>Smoke bombardment.</i>
M4 81mm MMC with .50 cal AA MG	Half-tracked	1	0	0	.50 cal AA MG.
<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>1</i>	<i>4+</i>	<i>Smoke bombardment.</i>
M4A3 (105mm) Sherman	Standard Tank	7	4	1	Co-ax MG, Hull MG, .50 cal AA MG, Detroit's finest, Protected ammo.
<i>M4 105mm howitzer</i>	<i>24"/60cm</i>	<i>1</i>	<i>9</i>	<i>2+</i>	<i>Breakthrough gun, Slow traverse, Smoke.</i>
<i>Firing bombardments</i>	<i>48"/120cm</i>	<i>-</i>	<i>3</i>	<i>3+</i>	

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Carbine Tank Escort	8"/20cm	1	1	6+	
Carbine team	8"/20cm	1	1	6+	Automatic rifles.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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

Heavy Tank Platoon (9th) - p.11

A Tank Team with Carbine Tank Escorts increases its Vehicle MG ROF by +1 at up to 8"/20cm (Carbine weapon Range).

A Tank Team with Carbine Tank Escorts re-rolls unsuccessful To Hit rolls in Assaults.

A Tank Team with Carbine Tank Escorts can Defensive Fire against Infantry Teams sneaking up on it (see page 56 of the rulebook) as a Carbine Team.

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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. Tanks fitted with Duckbills change to Cross on 2+, but their Mobility rating becomes Slow Tank.

M4A3E2 Jumbo, M4A3E2 (76mm), and M4A3E8 Easy Eight tanks cannot be fitted with Duckbills and ignore the Duckbills special rule.

Tank Teams with Detroit's Finest add +2"/5cm to their Terrain and Cross-country Dash movement.

Tank Teams with Smooth Ride have a Cross of 2+.