

TANK COMPANY (7TH DIVISION)

CONFIDENT

TRAINED

TANK COMPANY

POINTS

1525

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Tank Company HQ (7th Division) p.29	1	M4 (105mm) Sherman	11.1% 170
	1	M4A3E2 Jumbo	
COMBAT PLATOONS			
Tank Platoon (7th Division) p.29	2	M4 or M4A1 Sherman	22% 335
	2	M4A1 (76mm) Sherman	
Tank Platoon (7th Division) p.29	4	M4 or M4A1 Sherman	23.9% 365
	1	M4A3 (76mm) Sherman	
WEAPONS PLATOONS			
Armored Mortar Platoon (7th Division) p.30	1	Cmd Carbine team	5.6% 85
	1	M2 half-track with .50 cal AA MG	
	3	M4 81mm MMC	
Light Tank Platoon (7th Division) p.31	4	M24 Chaffee	16.7% 255
SUPPORT PLATOONS			
Corps Tank Destroyer Platoon (Trained) p.130	1	.50 cal Recon Jeep	20.7% 315
	2	M20 Scout Car	
	4	M18 Hellcat GMC (late)	

Battle of the Bulge - USA Late-War - v4



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					
M4A3E2 Jumbo	Slow Tank	12	8	2	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>
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>
M4A1 (76mm) Sherman	Standard Tank	7	4	1	Co-ax MG, Hull MG, .50 cal AA MG, 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 (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>
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>
SUPPORT WEAPONS					
M4 (105mm) Sherman	Standard Tank	7	4	1	Co-ax MG, Hull MG, .50 cal AA MG, 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>	
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>
TANK DESTROYERS					
M18 Hellcat GMC (late)	Light Tank	2	0	0	.50 cal AA MG.
<i>M1 76mm gun (late)</i>	<i>32"/80cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	
RECONNAISSANCE					
.50 cal Recon Jeep	Jeep	-	-	-	.50 cal AA MG, Recce.
M20 Scout Car	Jeep	1	0	0	.50 cal AA MG, Recce.

INFANTRY TEAMS

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

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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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.

SPECIAL RULES

Corps Tank Destroyer Platoon (Trained) - p.130

Corps Tank Destroyer Platoons use the US Tank Destroyers special rules on page 69 of the rulebook.

Tank Platoon (7th Division) - p.29

At the Start of the game a player may elect to fit all of their Sherman tanks (of all variants) with Duckbills. Tanks fitted with Duckbills change to Cross on 2+, but their Mobility rating becomes Slow Tank.

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

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 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