

ARMORED RIFLE COMPANY (9TH)

GT-UK-2017

CONFIDENT

VETERAN

MECHANISED COMPANY

POINTS

1540

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Armored Rifle Company HQ (9th) p.19	2	Cmd Carbine team	1.6% 25
	1	Jeep	
	1	M3 half-track with .50 cal AA MG	
COMBAT PLATOONS			
Armored Rifle Platoon (9th) p.19	1	Cmd Rifle team	15.3% 235
	3	Rifle team	
	2	M3 half-track with AA MG	
	2	M3 half-track with .50 cal AA MG	
	1	M2 60mm mortar	
	2	M1919 LMG team	
	4	Bazooka team	
Armored Rifle Platoon (9th) p.19	1	Cmd Rifle team	15.3% 235
	3	Rifle team	
	2	M3 half-track with AA MG	
	2	M3 half-track with .50 cal AA MG	
	1	M2 60mm mortar	
	2	M1919 LMG team	
	4	Bazooka team	
Armored Anti-tank Platoon (9th) p.20	1	Cmd Carbine team	6.8% 105
Player note: Redundant teams -10	1	Jeep	
	2	M1 57mm gun (late)	
	2	M2 half-track with .50 cal AA MG	
	1	Bazooka team	
WEAPONS PLATOONS			
Recon Platoon (9th) p.21	1	Cmd Rifle team	4.2% 65
	1	M2 half-track with .50 cal AA MG	
	1	Rifle team	
	1	Jeep	
Armored Mortar Platoon (9th) p.13	1	Cmd Carbine team	8.1% 125
Player note: Redundant teams -10 -5 = -15	1	M2 half-track with .50 cal AA MG	
	3	M4 81mm MMC with .50 cal AA MG	
SUPPORT PLATOONS			
Heavy Tank Platoon (9th) p.11	3	M26 Pershing	38.6% 595
Light Tank Platoon (9th) p.15	3	M5A1 Stuart	10.1% 155

Bridge at Remagen - 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>	
LIGHT TANKS					
M5A1 Stuart	Light Tank	4	2	1	Co-ax MG, Hull MG, AA MG.
<i>M6 37mm gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	<i>Stabiliser.</i>
HEAVY TANKS					
M26 Pershing	Standard Tank	10	6	2	Co-ax MG, Hull MG, .50 cal AA MG, Tank telephone.
<i>M3 90mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>14</i>	<i>3+</i>	<i>Smoke.</i>
SUPPORT WEAPONS					
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>

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.
Firing bombardments		32"/80cm	-	0	4+	
M1 57mm gun (late)	Medium	24"/60cm	3	10	4+	Gun shield.

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.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
TRUCKS					
Jeep	Jeep	-	-	-	Optional Passenger-fired AA MG or .50 cal AA MG.
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

Armored Rifle Company HQ (9th) - p.19

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.

If you pick the Dismount option for any of your platoons, then your Headquarters and all of your platoons that may pick the Dismount option must do so.

A Dismounted Armored Rifle Company is still rated as a Mechanised Company.

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+.

Recon Platoon (9th) - p.21

Recon Platoons are Reconnaissance Platoons.