

# GLIDER RIFLE COMPANY

CONFIDENT

VETERAN

INFANTRY COMPANY

POINTS

1575

PLATOON	QTY	UNIT	POINTS
<b>HEADQUARTERS</b>			
Glider Rifle Company HQ p.121	2	Cmd Carbine team	1% 15
<b>COMBAT PLATOONS</b>			
Glider Rifle Platoon p.121	1	Cmd Rifle team	11.1% 175
	1	M2 60mm mortar	
	1	Bazooka team	
	5	Rifle team	
	1	Bazooka team	
Glider Rifle Platoon p.121	1	Cmd Rifle team	11.4% 180
	1	M2 60mm mortar	
	1	Bazooka team	
	4	Rifle team	
	2	Bazooka team	
<b>WEAPONS PLATOONS</b>			
Glider Mortar Platoon p.122	1	Cmd Carbine team	7% 110
	4	M1 81mm mortar	
Player note: no HQ			
Glider Anti-tank Platoon p.123	1	Cmd Carbine team	6.3% 100
	3	M1 57mm gun (late)	
Player note: NO hQ			
<b>SUPPORT PLATOONS</b>			
Tank Platoon (7th Division) p.29	1	M4 (105mm) Sherman	21% 330
	2	M4A1 (76mm) Sherman	
	1	M4A3 Sherman	
<b>CONFIDENT TRAINED</b>			
Corps Tank Destroyer Platoon (Veteran) p.130	1	.50 cal Recon Jeep	25.7% 405
	2	M20 Scout Car	
	4	M10 3in GMC (late)	
Airborne Anti-tank Platoon p.117	1	Cmd Carbine team	9.2% 145
	4	M1 57mm gun (late)	
<b>FEARLESS VETERAN</b>			
Player note: NO HQ			
Glider Field Artillery Battery p.123	1	Cmd Carbine team	7.3% 115
	1	Staff team	
	1	Observer Carbine team	
	3	M3 105mm light howitzer	
Player note: guns only			

Battle of the Bulge - USA Late-War - v3 - Platoon Count: 8

# 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>	
<b>TANKS</b>					
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 Sherman	Standard Tank	6	4	1	Co-ax MG, Hull MG, .50 cal AA MG, Detroit's finest, Tank telephone.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Smoke, Stabiliser.</i>
<b>SUPPORT WEAPONS</b>					
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>4</i>	<i>4+</i>	
<b>TANK DESTROYERS</b>					
M10 3in GMC (late)	Standard Tank	4	2	0	.50 cal AA MG.
<i>M7 3in gun (late)</i>	<i>32"/80cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	<i>Slow traverse.</i>
<b>RECONNAISSANCE</b>					
.50 cal Recon Jeep	Jeep	-	-	-	.50 cal AA MG, Recce.
M20 Scout Car	Jeep	1	0	0	.50 cal AA MG, Recce.

## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
M3 105mm light howitzer	Heavy	16"/40cm	1	7	2+	Breakthrough gun, Smoke.
Firing bombardments		56"/140cm	-	4	4+	Smoke Bombardment.
M1 81mm mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6+	Smoke bombardment.
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+	
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.
Staff team	16"/40cm	1	2	6+	Automatic rifles, Moves as a Heavy Gun team.

## VEHICLE MACHINE-GUNS

Weapon	Range	ROF	Anti-tank	Firepower	Notes
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 (Veteran) - p.130

Corps Tank Destroyer Platoons use the US Tank Destroyers special rules on page 238 of the rulebook.

### Tank Platoon (7th Division) - p.29

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