

# ARMORED RIFLE COMPANY (3RD)

ARKON UK GT 2017

RELUCTANT VETERAN

MECHANISED COMPANY

POINTS 1540

PLATOON	QTY	UNIT	POINTS
<b>HEADQUARTERS</b>			
Armored Rifle Company HQ (3rd) p.19	2	Cmd Carbine team	2.6% 40
	1	Jeep	
	1	M3 half-track with .50 cal AA MG	
	1	Bazooka team	
<b>COMBAT PLATOONS</b>			
Armored Rifle Platoon (3rd) p.19	1	Cmd Rifle team	18.2% 280
	5	Rifle team	
	2	M3 half-track with .50 cal AA MG	
	3	M3 half-track with .50 cal AA MG	
	1	M2 60mm mortar	
	2	M1919 LMG team	
	5	Bazooka team	
Armored Rifle Platoon (3rd) p.19	1	Cmd Rifle team	18.2% 280
	5	Rifle team	
	2	M3 half-track with .50 cal AA MG	
	3	M3 half-track with .50 cal AA MG	
	1	M2 60mm mortar	
	2	M1919 LMG team	
	5	Bazooka team	
Armored Anti-tank Platoon (3rd) p.20	1	Cmd Carbine team	8.1% 125
	1	Jeep	
	3	M1 57mm gun (late)	
	3	M2 half-track with .50 cal AA MG	
	1	Bazooka team	
<b>WEAPONS PLATOONS</b>			
Recon Platoon (3rd) p.21	1	Cmd Rifle team	3.6% 55
	1	M2 half-track with .50 cal AA MG	
	1	Rifle team	
	1	Jeep	
Armored Mortar Platoon (3rd) p.13	1	Cmd Carbine team	7.5% 115
	1	M2 half-track with .50 cal AA MG	
	3	M4 81mm MMC with .50 cal AA MG	
Assault Gun Platoon (3rd) p.21	3	M4A3 (105mm) Sherman	12.3% 190
<b>SUPPORT PLATOONS</b>			
Heavy Tank Platoon (3rd) p.11	1	T26E4 Super Pershing	17.9% 275
		<b>CONFIDENT VETERAN</b>	
Air Support p.33	2	Limited Air Support P-47 Thunderbolt w/ 5.5in HVAR	11.7% 180

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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>	
<b>HEAVY TANKS</b>					
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>
<b>SUPPORT WEAPONS</b>					
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>	

## 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
<b>TRUCKS</b>					
Jeep	Jeep	-	-	-	Optional Passenger-fired AA MG or .50 cal AA MG.
<b>ARMoured PERSONNEL CARRIERS</b>					
M2 or M3 half-track	Half-tracked	1	0	0	Optional Passenger-fired AA MG or .50 cal AA MG.

## AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
P47 Thunderbolt with 5.5in HVAR rockets	MG	2	6	5+	
	Bombs	4	3	1+	
	Rockets	3	3	3+	

## 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

### **Armored Rifle Company HQ (3rd) - 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 (3rd) - p.21**

Recon Platoons are Reconnaissance Platoons.