

ARMORED RIFLE COMPANY (9TH)

CONFIDENT

VETERAN

MECHANISED COMPANY

POINTS

1530

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	19.3% 295
	5	Rifle team	
	2	M3 half-track with .50 cal AA MG	
	3	M3 half-track with AA MG	
	1	M2 60mm mortar	
	2	M1919 LMG team	
Armored Rifle Platoon (9th) p.19	1	Cmd Rifle team	19.3% 295
	5	Rifle team	
	2	M3 half-track with .50 cal AA MG	
	3	M3 half-track with AA MG	
	1	M2 60mm mortar	
	2	M1919 LMG team	
Armored Mortar Platoon (9th) p.13	1	Cmd Carbine team	5.9% 90
	1	M2 half-track with .50 cal AA MG	
	2	M4 81mm MMC with .50 cal AA MG	
WEAPONS PLATOONS			
Armored Mortar Platoon (9th) p.13	1	Cmd Carbine team	5.9% 90
	1	M2 half-track with .50 cal AA MG	
	2	M4 81mm MMC with .50 cal AA MG	
SUPPORT PLATOONS			
Tank Platoon (9th) p.12	1	Uparmoured M4A3 (76mm) Sherman	27.8% 425
	2	M4A1 (76mm) Sherman	
	1	additional AA MG on any tank	
Tank Platoon (9th) p.12	3	M4A1 (76mm) Sherman	26.1% 400

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ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
TANKS					
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>
Uparmoured M4A3 (76mm) Sherman	Standard Tank	8	5	1	Co-ax .50 cal 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>
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+	

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+.