

# Tank Company

Confident Trained

USA Mid-War

## Tank Company

Platoon	Qty	Unit	Points
Headquarters			
Tank Company HQ - p.237	2	M5A1 Stuart	125
Combat Platoons			
Tank Platoon - p.237	5	M3 or M3A1 Stuart with Stabiliser	285
Tank Platoon - p.237	5	M5A1 Stuart	310
Tank Platoon - p.237	4	M3 Lee	360
Weapon Platoons			
Armored Mortar Platoon - p.240	1 1 3	Cmd Carbine team M2 half-track with .50 cal AA MG M4 81mm MMC with .50 cal AA MG	95
Regimental Support			
Assault Gun Platoon - p.241	3	T30 75mm HMC with .50 cal AA MG	90
Armored Recon Platoon - p.243	2 1 1	M3A1 armored Car Mortar Jeep Recon Jeep	95
Divisional Support			
Self-Propelled Anti-Tank Platoon - p.256	1 1 2 2 4	Cmd Carbine team Jeep with .50 cal AA MG Carbine team Jeep M3 75mm GMC with .50 cal AA MG	280
Armored Field Artillery Battery - p.257	1 1 1 2 1 3	Cmd Carbine team Staff team Observer Carbine team M2 half-track with AA MG M2 half-track with .50 cal AA MG M7 Priest HMC	195
Field Artillery Battery - p.257	1 1 1 1 4	Cmd Carbine team Staff team Observer Carbine team Jeep M2A1 105mm howitzer	165
Company Points:			2000

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Source document: North Africa

Arsenal

Tank Teams						
Name	Mobility	Front	Side	Top	Equipment and Notes	
Weapon	Range	ROF	Anti-tank	Firepower		
<b>Tanks</b>						
M3 Lee	Standard Tank	5	3	1	Co-ax MG, Cupola MG.	
M6 37mm gun	24"/60cm	3	7	4+	Stabiliser.	
M2 75mm gun	32"/80cm	2	9	3+	Hull-mounted, Smoke, Stabiliser.	
M3 or M3A1 Stuart with Stabiliser	Light Tank	3	2	1	Co-ax MG, Hull MG, AA MG.	
M6 37mm gun	24"/60cm	2	7	4+	Stabiliser.	
<b>Light Tanks</b>						
M5A1 Stuart	Light Tank	4	2	1	Co-ax MG, Hull MG, AA MG.	
M6 37mm gun	24"/60cm	2	7	4+	Stabiliser.	
<b>Support Weapons</b>						
M4 81mm MMC	Half-tracked	1	0	0		
M1 81mm mortar	24"/60cm	2	2	3+	Hull mounted, Minimum range 8"/20cm, Portee, Smoke.	
Firing bombardments	40"/100cm	-	2	6+	Smoke bombardment.	
T30 75mm HMC	Half-tracked	1	0	0		
M1A1 75mm howitzer	16"/40cm	2	6	3+	Hull mounted, Smoke.	
Firing bombardments	64"/160cm	-	3	6+		
<b>Artillery</b>						
M7 Priest HMC	Standard Tank	1	0	0	.50 cal AA MG.	
M2A1 105mm howitzer	24"/60cm	1	9	2+	Breakthrough gun, Hull mounted, Smoke.	
Firing bombardments	72"/180cm	-	4	4+	Smoke Bombardment.	
<b>Tank Destroyers</b>						
M3 75mm GMC	Half-tracked	1	0	0		
M1897 75mm gun	32"/80cm	2	9	3+	Hull mounted, Smoke.	
<b>Armoured Cars</b>						
M3A1 armored car	Jeep	1	0	0	.50 cal AA MG, two AA MG, Recce.	
<b>Reconnaissance</b>						
Mortar Jeep	Jeep	-	-	-	Recce.	
M2 60mm mortar	24"/60cm	2	1	3+	Hull mounted, Portee, Can fire over friendly troops, 8" minimum range.	
Firing bombardments	32"/80cm	-	1	6+		
Recon Jeep	Jeep	-	-	-	AA MG.	

Gun Teams						
Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
M2A1 105mm howitzer	Immobile	24"/60cm	1	9	2+	Breakthrough gun, Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke Bombardment.
M3 37mm gun	Light	24"/60cm	3	7	4+	Gun shield.
M1917 HMG team	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.
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	-	1	6+	

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.	
Staff team	16"/40cm	1	2	6+	Automatic rifles, Moves as a Heavy Gun team.	

## 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.

### 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.

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## Special Rules

### Armored Recon Platoon - p.243

Armored Recon Patrols and Dismounted Armored Recon Platoons are Reconnaissance Platoons.

Armored Recon Patrols operate as separate platoons, each with their own Command team. Although its patrols count as separate platoons for all other purposes, an Armored Recon Platoon deploys all at the same time as a single platoon. For example, the entire Armored Recon Platoon is treated as a single platoon when calculating the number of platoons held in Ambush or Reserve.

Before deployment you may replace any or all Armored Recon Platoons with Dismounted Armored Recon Platoons with the same number of Patrols.

In each Patrol, you may replace at no cost:

- up to two Carbine teams with .50 cal MG teams,
  - up to three Carbine teams with M1919 LMG teams,
  - up to one Carbine team with a M2 60mm mortar team,
  - up to two Carbine teams with a Bazooka team each or one Carbine team with a M3 37mm anti-tank gun.
- All of the Dismounted Recon Patrols in a Dismounted Armored Recon Platoon operate as a single infantry platoon.

### Field Artillery Battery - p.257

Field Artillery Batteries equipped with M1 155mm howitzers may not be deployed in Ambush.

### Self-Propelled Anti-Tank Platoon - p.256

Self-Propelled Anti-Tank Platoons use the Tank Destroyer rules on page 262.

### Tank Company HQ - p.237

Major General Ernest N Harmon

Harmon is a Warrior and a Higher Command Transport team rated as Fearless Trained. Harmon is always mounted in a Jeep. He can join any Tank or Armored Rifle Company for +40 points.

**Get Moving:** Each turn one platoon that is not Pinned Down and is within 6"/15cm of Harmon may attempt to move again at the end of the Movement Step after all other movement. Roll a die. On a roll of 4+ the platoon may move a further 4"/10cm. All of the normal rules apply for this movement. The platoon may still shoot and assault after making this extra move.

**Old Gravel Voice:** At the start of the Shooting step Harmon may attempt to rally one platoon within 6"/15cm. If the platoon is Pinned Down, roll a Motivation Test. If it is successful, the platoon rallies and is no longer Pinned Down. Any Bailed Out vehicles in the platoon take a Motivation Test and if successful remount immediately.

**T14 Mid-war Monster -** Any US company may replace up to half of the M4 Sherman medium tanks in each Tank Platoon and any or all tanks in the Company HQ with T14 assault tanks armed with .50 cal AA MG for +25 points per tank.

Your company must include at least one Tank Platoon equipped with the same type of tank as the Company HQ.

### **Tank Platoon - p.237**

Staff Sergeant Cole 'Reb' Jackson

Jackson is a Warrior. He is rated as Confident Trained.

Jackson may join a Tank Platoon taking over any tank in the platoon, except the Platoon Command tank, for +25 points.

#### **Like a Rock**

If Jackson's tank is required to take a Motivation Test and fails, re-roll the test. If Jackson's platoon is required to take a Motivation Test and fails, Jackson can re-roll the test for his tank. If the re-roll passes, treat Jackson's tank as passing the test, but the rest of the platoon as failing it. This can lead to Jackson fighting on alone after the rest of the platoon fail a Platoon Morale Check. In this case the platoon now consists of just Jackson's tank.

#### **Go Fix It**

If the Platoon Command team is Destroyed, treat Jackson as the Platoon Command team.

Don't forget that your M3 Lee tanks can fire both their 75mm main gun and the 37mm turret gun at the same time using the Multiple Weapons rule on page 85 of the rulebook.

T14 Mid-war Monster - Any US company may replace up to half of the M4 Sherman medium tanks in each Tank Platoon and any or all tanks in the Company HQ with T14 assault tanks armed with .50 cal AA MG for +25 points per tank.

T14 Mid-war Monster - You may allocate hits to a T14 assault tank as if it had the lowest armour rating for the Hit Weakest Armour First rule (page 95 of the rulebook), assigning it a hit before the lesser armoured tanks.

This rule does not apply to hits from Machine-guns, Artillery Bombardments or Aircraft.

Treat T14 assault tanks and M4 Sherman tanks as having the same chassis, making them indistinguishable using the Gun Tanks rule (page 96 of the rulebook).