

# Tank Company

Confident Trained

USA Mid-War

## Tank Company

Platoon	Qty	Unit	Points
<b>Headquarters</b>			
Tank Company HQ - p.237	2	M3 or M3A1 Stuart with Stabiliser	115
<b>Combat Platoons</b>			
Tank Platoon - p.237	5	M3 Lee	450
Tank Platoon - p.237	5	M3 or M3A1 Stuart with Stabiliser	285
Tank Platoon - p.237	3	M3 or M3A1 Stuart with Stabiliser	175
<b>Regimental Support</b>			
Recon Platoon - p.241	1	Cmd Rifle team	70
	1	M2 half-track with .50 cal AA MG	
	2	Rifle team	
	2	Jeep with AA MG	
<b>Divisional Support</b>			
Self-Propelled Anti-Tank Platoon - p.256	1	Cmd Carbine team	280
	1	Jeep with .50 cal AA MG	
	2	Carbine team	
	2	Jeep	
	4	M3 75mm GMC with .50 cal AA MG	
Armored Recon Platoon - p.243	2	M3A1 armored Car	95
	1	Mortar Jeep	
	1	Recon Jeep	
Armored Field Artillery Battery - p.257	1	Cmd Carbine team	185
	1	Staff team	
	1	Observer Carbine team	
	2	Jeep	
	1	M2 half-track with .50 cal AA MG	
	3	M7 Priest HMC	
Anti-aircraft Artillery (Self-propelled) Platoon - p.259	1	M13 MGMC (Twin .50 cal)	75
	1	T28E1 CGMC (37mm)	
<b>Company Points:</b>			<b>1730</b>

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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>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>Anti-Aircraft</b>						
M13 MGMC (Twin .50 cal)	Half-tracked	1	0	0		
M33 twin .50 cal MG	16"/40cm	5	4	5+	Anti-aircraft.	
T28E1 CGMC (37mm)	Half-tracked	0	0	0	Awkward layout.	
T28E1 37mm combination mount	24"/60cm	4	5	4+	Anti-aircraft.	
<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.	
<b>Gun Teams</b>						
Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
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+	
<b>Infantry Teams</b>						
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.	
<b>Transport Teams</b>						
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.	

## Vehicle Machine-guns

<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
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 teams 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.

### Recon Platoon - p.241

Recon Platoons are Reconnaissance Platoons.

### 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).