Assault Company (29th I.D.)

Confident Trained II/116 Rifle Battalion - Omaha Beach - Easy Green

USA

Late-War

Infantry Company								
Platoon	Qty	Unit	Points					
Headquarters								
Assault Company HQ (29th I.D.) - p.173	2	Cmd Carbine team	10					
Combat Platoor	ıs							
Boat Section (29th I.D.) - p.173	1	Cmd Rifle team	130					

Headquarters			
Assault Company HQ (29th I.D.) - p.173	2	Cmd Carbine team	10
Combat Platoons			
Boat Section (29th I.D.) - p.173	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Cmd Rifle team Rifle team Bazooka team M1919 LMG team M2 60mm mortar Flame-thrower team	130
Boat Section (29th I.D.) - p.173	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Cmd Rifle team Rifle team Bazooka team M1919 LMG team M2 60mm mortar Flame-thrower team	130
Boat Section (29th I.D.) - p.173	4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Cmd Rifle team Rifle team Bazooka team M1919 LMG team M2 60mm mortar Flame-thrower team	130
Boat Section (29th I.D.) - p.173	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Cmd Rifle team Rifle team Bazooka team M1919 LMG team M2 60mm mortar Flame-thrower team	130
Boat Section (29th I.D.) - p.173	4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Cmd Rifle team Rifle team Bazooka team M1919 LMG team M2 60mm mortar Flame-thrower team	130
Boat Section (29th I.D.) - p.173	4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Cmd Rifle team Rifle team Bazooka team M1919 LMG team M2 60mm mortar Flame-thrower team	130
Divisional Support			
DD Tank Platoon (29th I.D.) - p.177 Assault Engineer Combat Platoon (29th I.D.) - p.178	1 1 1 4 1 4 1 4 1 1	M4A1 Sherman DD Cmd Pioneer Rifle team M4 Sherman with dozer blade Bazooka team Pioneer Rifle team M1917 HMG team	275 280
Field Artillery Battery (29th I.D.) - p.179	1 1	Cmd Carbine team Staff team Observer Carbine team M2A1 105mm howitzer	140
Naval Gun Fire Support - p.233		Naval Guns Observer Carbine team	200
Corps Anti-aircraft Artillery (SP) Platoon - p.233	2	M15 CGMC (37mm) M16 MGMC (Quad .50 cal)	160
		Company Points:	1845

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Source document: Turning Tide (D-Day)

Arsenal

Name			Tank '	Teams			
Cank	Name	Mobility	Top	Equipment	and Notes		
Standard Tank 6	Weapon	Range	ROF	Anti-tank	Firepower		
M3 75mm gun 32"80cm 2 10 3+ Smoke, Stabiliser.	Tanks						
	M4 or M4A1 Sherman	Standard Tank	6	4	1	Co-ax MG, Hull MG, .50 cal AA MG.	
Martical Martical	M3 75mm gun	32"/80cm	2	10	3+	Smoke, Stabiliser.	
### Anti-Aircraft ### 16 MGMC (Quad .50 cal)	M4A1 Sherman DD	Standard Tank	6	4	1	Co-ax MG, .50 cal AA MG, DD tank.	
Half-tracked 1	M3 75mm gun	32"/80cm	2	10	3+	Smoke, Stabiliser.	
M45 quad .50 cal gun 16"/40cm 6 4 5+ Anti-aircraft. M15 CGMC (37mm) Wheeled 1 0 0 M15 37mm combination mount 24"/60cm 4 5 4+ Anti-aircraft. Cury Teams Veapon Mobility Range ROF Anti-tank Firepower Notes 122A1 105mm howitzer Immobile 24"/60cm 1 9 2+ Breakthrough gun, Gu shield, Smoke. Firing bombardments 72"/180cm - 4 4+ Smoke Bombardment. 11917 HMG team Man-packed 24"/60cm 6 2 6+ ROF 3 when pinned do or moving. 11919 LMG team Man-packed 16"/40cm 5 2 6+ ROF 2 when pinned do or moving. 12 60mm mortar Man-packed 24"/60cm 2 1 3+ Minimum range 8"/20cm Interest when the pinned do or moving. Firing bombardments 32"/80cm - 1 6+ 1 + Eam Range ROF<	Anti-Aircraft						
M15 37mm combination mount	M16 MGMC (Quad .50 cal)	Half-tracked	1	0	0		
Mobility Range ROF Anti-tank Firepower Notes	M45 quad .50 cal gun	16"/40cm	6	4	5+	Anti-aircraft.	
Note	M15 CGMC (37mm)	Wheeled	1	0	0		
Veapon Mobility Range ROF Anti-tank Firepower Notes 12A1 105mm howitzer Immobile 24"/60cm 1 9 2+ Breakthrough gun, Gu shield, Smoke. Firing bombardments 72"/180cm - 4 4+ Smoke Bombardment. 11917 HMG team Man-packed 24"/60cm 6 2 6+ ROF 2 when pinned do or moving. 11919 LMG team Man-packed 24"/60cm 5 2 6+ ROF 2 when pinned do or moving. 12 60mm mortar Man-packed 24"/60cm 2 1 3+ Minimum range 8"/20c Can fire over friendly troops. Firing bombardments 32"/80cm - 1 6+ + Naval Guns Fires Supports Firing bombardments 112"/280cm - 6 1+ 6+ Naval Guns Fires Supports Fean Range ROF Anti-tank Firepower Notes Fean Range ROF Anti-tank Firepower Notes	M15 37mm combination mount	24"/60cm	4	5	4+	Anti-aircraft.	
12A1 105mm howitzer			Gun 7	Ceams			
Shield, Smoke. Shield, Smoke. Shield, Smoke. Shield, Smoke. Smoke Bombardment.	Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Man-packed 24"/60cm 6	M2A1 105mm howitzer	Immobile	24"/60cm	1	9	2+	Breakthrough gun, Gun shield, Smoke.
Man-packed 16"/40cm 5 2 6+ ROF 2 when pinned do or moving.	Firing bombardments		72"/180cm	-	4	4+	Smoke Bombardment.
Man-packed 24"/60cm 2	M1917 HMG team	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.
Can fire over friendly troops. Can fire over friendly troops.	M1919 LMG team	Man-packed	16"/40cm	5	2	6+	ROF 2 when pinned down or moving.
Naval Gun Fire Support Fire Support Fire Support	M2 60mm mortar	Man-packed	24"/60cm	2	1	3+	
Ream Range ROF Anti-tank Firepower Notes Iaval Guns 112"/280cm - 6 1+ Infantry Teams Yeam Range ROF Anti-tank Firepower Notes Sazooka team 8"/20cm 1 10 5+ Tank assault 4. Sazooka team 8"/20cm 1 1 6+ Automatic rifles. Iame-thrower team 4"/10cm 2 - 6+ Flame-thrower. Staff team 16"/40cm 1 2 6+ Automatic rifles. Staff team 16"/40cm 1 2 6+ Automatic rifles, Moves as a Heavy of team. Vehicle Machine-guns Vehicle Machine-guns Veapon Range ROF Anti-tank Firepower Vehicle MG 16"/40cm 3 2 6 ROF 1 if other weapons fire.	Firing bombardments		32"/80cm	-	1	6+	•
Ream Range ROF Anti-tank Firepower Notes Iaval Guns 112"/280cm - 6 1+ Infantry Teams Yeam Range ROF Anti-tank Firepower Notes Sazooka team 8"/20cm 1 10 5+ Tank assault 4. Sazooka team 8"/20cm 1 1 6+ Automatic rifles. Iame-thrower team 4"/10cm 2 - 6+ Flame-thrower. Staff team 16"/40cm 1 2 6+ Automatic rifles. Staff team 16"/40cm 1 2 6+ Automatic rifles, Moves as a Heavy of team. Vehicle Machine-guns Vehicle Machine-guns Veapon Range ROF Anti-tank Firepower Vehicle MG 16"/40cm 3 2 6 ROF 1 if other weapons fire.		N	[aval Gun]	Fire Suppor	rt		
Infantry Teams T	Геат					Notes	
PeamRangeROFAnti-tankFirepowerNotesJazooka team8"/20cm1105+Tank assault 4.Jarbine team8"/20cm116+Automatic rifles.Jame-thrower team4"/10cm2-6+Flame-thrower.Lifle team16"/40cm126+Automatic rifles.Laff team16"/40cm126+Automatic rifles, Moves as a Heavy of team.Vehicle Machine-gunsVeaponRangeROFAnti-tankFirepowerVehicle MG16"/40cm326ROF 1 if other weapons fire.	Naval Guns	112"/280cm	-	6	-		
PeamRangeROFAnti-tankFirepowerNotesJazooka team8"/20cm1105+Tank assault 4.Jarbine team8"/20cm116+Automatic rifles.Jame-thrower team4"/10cm2-6+Flame-thrower.Lifle team16"/40cm126+Automatic rifles.Laff team16"/40cm126+Automatic rifles, Moves as a Heavy of team.Vehicle Machine-gunsVeaponRangeROFAnti-tankFirepowerVehicle MG16"/40cm326ROF 1 if other weapons fire.			Infantry	Teams			
Sazooka team	Team	Range	~		Firepower	Notes	
Carbine team 8"/20cm 1 1 6+ Automatic rifles. Ilame-thrower team 4"/10cm 2 - 6+ Flame-thrower. Lifle team 16"/40cm 1 2 6+ Automatic rifles. Itaff team 16"/40cm 1 2 6+ Automatic rifles, Moves as a Heavy of team. Vehicle Machine-guns Weapon Range ROF Anti-tank Firepower Vehicle MG 16"/40cm 3 2 6 ROF 1 if other weapons fire.	Bazooka team	_					4.
lame-thrower team 4"/10cm 2 - 6+ Flame-thrower. tifle team 16"/40cm 1 2 6+ Automatic rifles. taff team 16"/40cm 1 2 6+ Automatic rifles, Moves as a Heavy Content of team. Vehicle Machine-guns Veapon Range ROF Anti-tank Firepower Vehicle MG 16"/40cm 3 2 6 ROF 1 if other weapons fire.	Carbine team						
tifle team 16"/40cm 1 2 6+ Automatic rifles. 16"/40cm 1 2 6+ Automatic rifles, Moves as a Heavy Content of team. Vehicle Machine-guns Veapon Range ROF Anti-tank Firepower Vehicle MG 16"/40cm 3 2 6 ROF 1 if other weapons fire.	Flame-thrower team		2	-			
taff team 16"/40cm 1 2 6+ Automatic rifles, Moves as a Heavy Contemp. Vehicle Machine-guns Veapon Range ROF Anti-tank Firepower Vehicle MG 16"/40cm 3 2 6 ROF 1 if other weapons fire.	Rifle team			2			
VeaponRangeROFAnti-tankFirepowerVehicle MG16"/40cm326ROF 1 if other weapons fire.	Staff team	16"/40cm	1	2	6+	Automatic rifles, Moves as a Heavy Gur	
Vehicle MG 16"/40cm 3 2 6 ROF 1 if other weapons fire.		7	Vehicle Ma	chine-guns	S		
Vehicle MG 16"/40cm 3 2 6 ROF 1 if other weapons fire.	Weapon	Range	ROF	Anti-tank	Firepower		
.50 cal Vehicle MG 16"/40cm 3 4 5+ ROF 1 if other weapons fire.	Vehicle MG	_	3	2	6	ROF 1 if other	er weapons fire.
	.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if other	er weapons fire.

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Special Rules

Assault Company HQ (29th I.D.) - p.173

An Assault Company will always attack against any other Infantry Company in a mission with the Defensive Battle special rule.

Assault Engineer Combat Platoon (29th I.D.) - p.178

You may replace all Pioneer HMG teams with Pioneer Rifle teams at the start of the game before deployment.

Boat Section (29th I.D.) - p.173

Rifle teams in Boat Sections count as Pioneer teams when attempting to cross or gap Barbed Wire Entanglements and when assaulting Bunkers.

You may only field two LMG teams in an Assault Company.

DD Tank Platoon (29th I.D.) - p.177

The 741st Tank Battalion is new to combat and is rated Confident Trained.

Naval Gun Fire Support - p.233

Naval Gunfire Support

If you have Naval Gunfire support, your force witll field an Observer Rifle Team that can spot for an artillery battery of four Confident Trained Naval Guns with no Staff team. The guns are not deployed on the table, but have the range to hit any target on the table.

 $<\!table\!><\!tr><\!td>Veapon<\!/td><\!td>Range<\!/td}<\!td>ROF<\!/td><\!td>Anti-Tank<\!/td}<\!td>Firepower<\!/td}<\!/tr><align="center"><\!td>Naval Guns<\td><\td>112"/280cm<\td><\td><\td><\td><\td>6<\td><\td>1+<\td><\td><\td><\td><\table}<$