

Assault Company (4th I.D.)

Confident Trained

Utah Beach - Charlie Company 1/8th RCT

USA

Late-War

Infantry Company

Platoon	Qty	Unit	Points
Headquarters			
Assault Company HQ (4th I.D.) - p.209	2	Cmd Carbine team	10
Combat Platoons			
Boat Section (4th I.D.) - p.209	1 4 1 1 1 1	Cmd Rifle team Rifle team Bazooka team M1919 LMG team M2 60mm mortar Flame-thrower team	130
Boat Section (4th I.D.) - p.209	1 4 1 1 1 1	Cmd Rifle team Rifle team Bazooka team M1919 LMG team M2 60mm mortar Flame-thrower team	130
Boat Section (4th I.D.) - p.209	1 4 2 1 1	Cmd Rifle team Rifle team Bazooka team M2 60mm mortar Flame-thrower team	130
Weapons Platoons			
Machine-gun Platoon (4th I.D.) - p.264	1 2	Cmd Carbine team M1917 HMG team	50
Mortar Platoon (4th I.D.) - p.265	1 6	Cmd Carbine team M1 81mm mortar	120
Support Platoons			
DD Tank Platoon (4th I.D.) - p.211 Confident Veteran	5	M4A1 Sherman DD	410
Engineer Combat Platoon (4th I.D.) - p.271	1 1 4 2	Cmd Pioneer Rifle team M4 Sherman with dozer blade Pioneer Rifle team Pioneer M1917 HMG team	220
Corps Armored Field Artillery Battery - p.292	1 1 1 1 1 3	Cmd Carbine team M2 half-track with AA MG Staff team M2 half-track with .50 cal AA MG M4 Sherman OP M7 Priest HMC	180
Air Support - p.295	7	Priority Air Support P-47 Thunderbolt	190
Company Points:			1570

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Source document: Overlord book

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>	
Tanks					
M4 or M4A1 Sherman	Standard Tank	6	4	1	Co-ax MG, Hull MG, .50 cal AA MG, Tank telephone.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Smoke, Stabiliser.</i>
M4A1 Sherman DD	Standard Tank	6	4	1	Co-ax MG, .50 cal AA MG, DD tank.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Smoke, Stabiliser.</i>
Artillery					
M4, M4A1 Sherman OP	Standard Tank	6	4	1	Co-ax MG, Hull MG, .50 cal AA MG.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>1</i>	<i>10</i>	<i>3+</i>	<i>Smoke.</i>
M7 Priest HMC	Standard Tank	1	0	0	.50 cal AA MG.
<i>M2A1 105mm howitzer</i>	<i>24"/60cm</i>	<i>1</i>	<i>9</i>	<i>2+</i>	<i>Breakthrough gun, Hull mounted, Smoke.</i>
<i>Firing bombardments</i>	<i>72"/180cm</i>	<i>-</i>	<i>4</i>	<i>4+</i>	<i>Smoke Bombardment.</i>

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
M1 81mm mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
<i>Firing bombardments</i>		<i>40"/100cm</i>	<i>-</i>	<i>2</i>	<i>6+</i>	<i>Smoke bombardment.</i>
M1917 HMG	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.
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.
<i>Firing bombardments</i>		<i>32"/80cm</i>	<i>-</i>	<i>1</i>	<i>6+</i>	

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.
Flame-thrower team	4"/10cm	2	-	6+	Flame-thrower.
Rifle team	16"/40cm	1	2	6+	Automatic rifles.
Staff team	16"/40cm	1	2	6+	Automatic rifles, Moves as a Heavy Gun team.

Additional Training and Equipment

Pioneer teams are rated as Tank Assault 3.

Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
Armoured Personnel Carriers					
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
<i>P47 Thunderbolt</i>	<i>MG</i>	<i>2</i>	<i>6</i>	<i>5+</i>	
	<i>Bombs</i>	<i>4</i>	<i>5</i>	<i>1+</i>	

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

Assault Company HQ (4th I.D.) - p.209

Assault Company

An Assault Company Always Attacks another Infantry Company

Hedgerow Cutters

When a tank fitted with a hedgerow cutter attempts to cross a Bocage Hedgerow, it successfully crosses on a roll of 2+ rather than a Skill Test. If it fails, the tank Bogs Down on the hedgerow as normal, but ignores the Belly Up rule (see page 58 of the rulebook).

If it crosses successfully, then any other Fully-tracked Tank teams adjacent to the hedgerow can follow it through on a roll of 2+ instead of a Skill Test as well.

Tank Telephones

All Stuart and Sherman tanks (except those in a DD Tank Platoon) are equipped with Tank Telephones.

If a Tank team with a Tank Telephone and an adjacent Infantry team did not move in the Movement Step and are not Pinned Down, the Infantry team can use the Eyes and Ears rule (see page 195 of the rulebook) to Reveal one Gone to Ground enemy team to that Tank team as if the Infantry team was a recce team.

If other tanks in the platoon fire, they must have their own Infantry team pointing out the target, or continue to treat the target as Gone to Ground.

Boat Section (4th I.D.) - p.209

Pioneer Equipment

Rifle teams in Boat Sections and Support 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 (4th I.D.) - p.211

Tanks in a DD Tank Platoon do not use the Tank Telephone special rule on page 230.

Engineer Combat Platoon (4th I.D.) - p.271

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

Machine-gun Platoon (4th I.D.) - p.264

Machine-gun Platoons may make Combat Attachments to Rifle or Weapons Platoons from a Rifle Company