

RIFLE COMPANY (2ND)

ICF INFANTRY 2

CONFIDENT

VETERAN

INFANTRY COMPANY

POINTS

1780

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Rifle Company HQ (2nd) p.81	2	Cmd Carbine team	.8% 15
COMBAT PLATOONS			
Rifle Platoon (2nd) p.81	1 1 4 2	Cmd Rifle team Bazooka team Rifle team Bazooka team	8.7% 155
Rifle Platoon (2nd) p.81	1 1 4 2	Cmd Rifle team Bazooka team Rifle team Bazooka team	8.7% 155
WEAPONS PLATOONS			
Anti-tank Platoon (2nd) p.83	1 3	Cmd Carbine team M1 57mm gun (late)	5.6% 100
REGIMENTAL SUPPORT			
Intelligence & Recon Platoon (2nd) p.84	1 3	.50 cal Recon Jeep Recon Jeep	4.8% 85
SUPPORT PLATOONS			
Tank Platoon (4th Division) p.29	1 2 1	M4 (105mm) Sherman M4A1 (76mm) Sherman M4A3E2 Jumbo	27% 480
Light Tank Platoon (4th Division) p.31	4	M5A1 Stuart	11.8% 210
Engineer Combat Platoon (Veteran) p.91	1 1 4 2	Cmd Pioneer Rifle team Pioneer Supply GMC 2½-ton dump truck Pioneer Rifle team Pioneer M1917 HMG team	12.9% 230
Field Artillery Battery (155mm) (2nd) p.133	1 1 1 1 4	Cmd Carbine team Staff team Observer Carbine team Jeep M1 155mm howitzer	15.4% 275
Anti-aircraft Artillery Platoon (Trained) p.137 CONFIDENT TRAINED	1 1 1	Cmd Carbine team M1 Bofors gun M2 .50 cal AA gun	2% 35
Air Observation Post p.139	1	L4 Grasshopper AOP	2.2% 40

Battle of the Bulge - USA Late-War - v3 - Platoon Count: 9

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					
M4A3E2 Jumbo	Slow Tank	12	8	2	Co-ax MG, Hull MG, .50 cal AA MG, Jumbos Lead the Way, 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 (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>
LIGHT TANKS					
M5A1 Stuart	Light Tank	4	2	1	Co-ax MG, Hull MG, AA MG.
<i>M6 37mm gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	<i>Stabiliser.</i>
SUPPORT WEAPONS					
M4 (105mm) Sherman	Standard Tank	7	4	1	Co-ax MG, Hull MG, .50 cal AA MG, Protected ammo.
<i>M4 105mm howitzer</i>	<i>24"/60cm</i>	<i>1</i>	<i>9</i>	<i>2+</i>	<i>Breakthrough gun, Slow traverse, Smoke.</i>
<i>Firing bombardments</i>	<i>48"/120cm</i>	<i>-</i>	<i>4</i>	<i>4+</i>	
RECONNAISSANCE					
.50 cal Recon Jeep	Jeep	-	-	-	.50 cal AA MG, Recce.
Recon Jeep	Jeep	-	-	-	AA MG, Recce.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
M2 .50 cal AA gun	Heavy	16"/40cm	4	4	5+	Anti-aircraft, Turntable.
M1 155mm howitzer	Immobile	24"/60cm	1	10	1+	Bunker buster, Gun shield, Smoke.
Firing bombardments		88"/220cm	-	5	2+	Smoke Bombardment.
M1 Bofors gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable.
.50 cal MG team	Man-packed	16"/40cm	3	4	5+	
M1917 HMG	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.
M1 57mm gun (late)	Medium	24"/60cm	3	10	4+	Gun shield.

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.
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
TRUCKS					
Jeep	Jeep	-	-	-	Optional Passenger-fired AA MG or .50 cal AA MG.
GMC 2½-ton dump truck	Wheeled	-	-	-	

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

Engineer Combat Platoon (Veteran) - p.91

Engineer Combat Platoons use the German Mission Tactics special rules on page 242 of the rulebook.

Instead of placing a Minefield or three Barbed Wire Entanglements for a Pioneer Supply Truck (see page 263 of the rulebook), you may place three Booby Traps (see page 230 of the rulebook).

Using Captured Vehicles: Since the only difference is a visual one, feel free to model any or all of your 2½-ton trucks with German 3-ton trucks, and any or all of your jeeps with Kübelwagen jeeps.

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

Intelligence & Recon Platoon (2nd) - p.84

Dismount Before deployment you may choose to dismount all of your jeeps. If you do this, all of the platoon's vehicles are permanently removed from the game. Replace each:

- Recon Jeep or Armoured Recon Jeep with a Rifle or M1919 LMG team.
- .50 cal Recon Jeep or Armoured .50 cal Recon Jeep with a Rifle or .50 cal MG team.
- Bazooka Recon Jeep with a Rifle or Bazooka team.

Designate one of the teams as the Platoon Command team. The platoon remains a Reconnaissance Platoon.

An Intelligence & Recon Platoon is a Reconnaissance Platoon.

Rifle Company HQ (2nd) - p.81

Platoons from the 2nd Infantry Division do not use the Truscott Trot special rule. Instead, Infantry and Man-packed Gun teams from the 2nd Infantry Division may move At the Double through Slow Going, (but not through Obstacle fortifications).

Rifle Platoon (2nd) - p.81

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Tank Platoon (4th Division) - p.29

An M4A3E8 Easy Eight tank does not suffer +1 penalty to its score To Hit when using the Stabilizers special rule, provided that it did not move more than 6"/15cm during the Movement Step and it did not move in, enter, or more out of Rough Terrain.

At the start of the game a player may elect to fit all of their Sherman tanks (of all variants) with Duckbills. This gives them Wide Tracks (see page 61 of the rulebook), but makes their mobility rating Slow Tank.

M4A3E2 Jumbo and M4A3E8 Easy Eight tanks cannot be fitted with Duckbills and ignore the Duckbills special rule.

If a Tank team with Tank Telephone and an adjacent Infantry team did not move in the Movement Step, and the Infantry team is 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 Recon team. If other tanks in the platoon fire, they must either have their own Infantry team pointing out the targets or continue to treat the target as Gone to Ground.

Tanks that use the Detroit's Finest special rule have a Movement Distance of 14"/35cm on Roads and Cross-country Terrain.

You can upgrade your M4 or M4A1 Sherman tanks from your Tank Company HQ and Tank Platoon to newer models. For each tank you wish to upgrade, simply add the points that match your division (4th or 7th) from the adjacent table to the cost of your HQ or platoon.

For example, in one of your full-strength Tank Platoons from the 4th Armoured Division (415 points), you would like to upgrade one tank to an M4A3E2 Jumbo, two tanks to M4A3 (76mm), and leave the rest as normal. This adds +60 points for the Jumbo upgrade and +55 for each of the 76mm upgrades, for a total cost of 585 points for the platoon.

In your next platoon you would like to upgrade all five tanks to M4A3 tanks, making that platoon cost 440 points.

You may allocate hits to an M4A3E2 Jumbo tank as if it had the lowest armour rating, assigning it a hit before the lesser armoured tanks.

This rule does not apply to hits from Artillery Bombardments or hits from Aircraft.

You may not have more than one M4 (105mm) or M4A3 (105mm) tank in your company.

You may only have a total of two of the following in each platoon: M4A1 (76mm), M4A3 (76mm), M4A3E8 Easy Eight