

# L2024 - Nick - US - Veteran M4 Sherman Late Tank Company

## Bulge: American Force

Veteran M4 Sherman (Late) Tank Company		U.S.	79
Veteran M4 Sherman (Late) Tank Company HQ	LU189	13	
2x M4 Sherman (late 75mm)	11		
• Replace any or all M4 Sherman (late 75mm) with M4 Sherman (late 76mm) for +1 point each. (2 selected)			
Veteran M4 Sherman (Late) Tank Platoon	LU190	24	
4x M4 Sherman (late 75mm)	20		
• Replace any or all M4 Sherman (late 75mm) with M4 Sherman (late 76mm) for +1 point each. (1 selected)			
• Replace up to one M4 Sherman (late 75mm) with M4 Jumbo (76mm) (LU193) for +3 points.			
Veteran M24 Chaffee Tank Platoon	LU198	15	
4x M24 Chaffee (75mm)	15		
Veteran M4 Sherman (Late) Tank Platoon	LU190	24	
4x M4 Sherman (late 75mm)	20		
• Replace any or all M4 Sherman (late 75mm) with M4 Sherman (late 76mm) for +1 point each. (1 selected)			
• Replace up to one M4 Sherman (late 75mm) with M4 Jumbo (76mm) (LU193) for +3 points.			
Veteran Armoured M4 81mm Mortar Platoon	LU171	3	
3x M4 (81mm mortar)	3		
<b>Support</b>		<b>U.S.</b>	<b>31</b>
M7 Priest Artillery Battery	LU121	8	
3x M7 Priest (105mm)	8		
M8 Greyhound Cavalry Recon Patrol	LU174	3	
1x M8 Greyhound (37mm)			
1x Jeep (MG) (LU107)			
1x Jeep (60mm) (LU107)	3		
M4 Sherman (Late) OP Observation Post	LU235	3	
1x M4 Sherman (late) OP (75mm)	3		
Veteran M5 Stuart Tank Platoon	LU164	10	
4x M5 Stuart (37mm)	10		
Battle Weary Rifle Platoon	LU206	7	
7x M1 Garand rifle team			
1x M1 Bazooka team	6		
• Add one M1 Bazooka team for +1 point.			
<b>Bulge: American Command Cards</b>		<b>U.S.</b>	<b>-5</b>
Lucky		1	
Command Card Lucky	1		
76mm Hyper-Velocity AP		3	
Command Card 76mm Hyper-Velocity AP	1		
• Total per two teams (or part thereof): (3 selected)			
3rd Armored Division Spearhead		-9	
• Command Card 3rd Armored Division Spearhead			
• Total Veteran M4 Sherman (late) Platoons at -3 points: (2 selected)			
• Total Veteran M24 Chaffee Tank Platoon at -2 points: (1 selected)			
• Total other Unit at -1 point: (1 selected)			
<b>Bulge: American</b>		<b>Unit Count: 12</b>	<b>Total Points : 105</b>

### Card List:

3rd Armored Division Spearhead  
 76mm Hyper-Velocity AP  
 Lucky  
 LU107 Jeep  
 LU121 M7 Priest Artillery Battery  
 LU164 Veteran M5 Stuart Tank Platoon  
 LU171 Veteran Armoured M4 81mm Mortar Platoon  
 LU174 M8 Greyhound Cavalry Recon Patrol  
 LU189 Veteran M4 Sherman (Late) Tank Company HQ  
 LU190 Veteran M4 Sherman (Late) Tank Platoon  
 LU192 M4 Easy Eight  
 LU193 M4 Jumbo  
 LU198 Veteran M24 Chaffee Tank Platoon  
 LU206 Battle Weary Rifle Platoon  
 LU235 M4 Sherman (Late) OP Observation Post

### Pick List:

1 Jeep (60mm)  
 1 Jeep (MG)  
 2 M1 Bazooka team  
 7 M1 Garand rifle team  
 4 M24 Chaffee (75mm)  
 3 M4 (81mm mortar)  
 2 M4 Jumbo (76mm)  
 4 M4 Sherman (late 75mm)  
 4 M4 Sherman (late 76mm)  
 1 M4 Sherman (late) OP (75mm)  
 4 M5 Stuart (37mm)  
 3 M7 Priest (105mm)  
 1 M8 Greyhound (37mm)

3<sup>RD</sup> ARMORED DIVISION  
**SPEARHEAD**

*The 3<sup>rd</sup> Armored Division have been fighting the Germans since they landed in Normandy and casualties were getting high.*

Units in this Formation have the following ratings for -3 points per Veteran M4 Sherman (late) Tank Platoon, for -2 points per Veteran M5 Stuart Tank Platoon, Veteran M4 Sherman (late) Assault Gun Platoon or Veteran M24 Chaffee Tank Platoon, and -1 point per other Unit.

MOTIVATION

**RELUCTANT 5+**

Any Units with Protected Ammo change their rating to Remount 4+.

MOTIVATION

Protected Ammo  
Remount **4+**

M26 Pershing Tank Platoons or T26 Super Pershing Tank Platoons in this Formation do not alter their ratings or points cost.

**US, Build, Formation  
(Veteran M4 Sherman (late)  
Tank Company), Title**

**0  
POINTS**

**76MM  
HYPER-VELOCITY AP**

*Hyper-velocity armour-piercing (HVAP) ammunition was issued to US tank and anti-tank units from late 1944. This anti-tank projectile has a core of a high-density hard tungsten carbide, surrounded by a shell of a lighter aluminium alloy. The kinetic energy of the round is concentrated in the heavier core into a smaller impact area, improving the round's armour penetration.*

All Tank Teams with 76mm guns increase their Anti-tank rating to 13 for +1 point per two teams (or part thereof).

**US, Build, Unit (any M4 Sherman  
(late) Tank Company HQ, any M4  
Sherman (late) Tank Platoon)**

**0  
POINTS**

**LUCKY**

*There are times in a game of football when all you can do is throw that Hail Mary pass and pray that it comes off. There are times in battle like that too.*

Discard this card to re-roll any one die. The second result must be used.

**US, Force, Limited**

**1  
POINTS**





# M7 PRIEST ARTILLERY BATTERY



• TANK UNIT • TIME ON TARGET •

MOTIVATION  
**CONFIDENT 4+**

SP Gun  
Counterattack  
**6**

SKILL  
**VETERAN 3+**

SP Gun  
Assault  
**6**



IS HIT ON  
**AGGRESSIVE 3+**

ARMOUR

FRONT **3**

SLIDE & REAR **1**

TOP **0**



TACTICAL	10"/25CM	TERRAIN DASH	12"/30CM	CROSS COUNTRY DASH	18"/45CM	ROAD DASH	20"/50CM	CROSS	3+
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WEAPON

M7 Priest (105mm) or Direct Fire	72"/180CM	24"/60CM	ROF		ANTI-TANK	FIRE POWER	NOTES
			HALTED	MOVING			
M7 Priest (.50 cal MG)	20"/50CM		3	2	4	5+	Self-defence AA

NOTES

Forward Firing, Smoke Bombardment

Brutal, Forward Firing, Slow Firing, Smoke

Self-defence AA



# JEEP



• UNARMOURD TANK • COMPONENT •

MOTIVATION  
**AS PER UNIT**

SKILL  
**AS PER UNIT**

SAVE  
**4+**

IS HIT ON  
**AS PER UNIT**

SAVE

Unarmoured Tank



TACTICAL	12"/30CM	TERRAIN DASH	12"/30CM	CROSS COUNTRY DASH	20"/50CM	ROAD DASH	48"/120CM	CROSS	4+
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WEAPON

Jeep (.50 cal MG)	20"/50CM	16"/40CM	ROF		ANTI-TANK	FIRE POWER	NOTES
			HALTED	MOVING			
Jeep (MG)			3	3	2	6	Self-defence AA
Jeep (60mm mortar)	32"/80CM			ARTILLERY	1	4+	



# M7 PRIEST ARTILLERY BATTERY



M7 PRIEST  
ARTILLERY BATTERY

6x M7 Priest (105mm)  
3x M7 Priest (105mm)

16 POINTS

8 POINTS

## SPECIAL RULES

**Brutal:** Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves.

**Forward Firing:** Weapon can only hit targets fully in front of the Team.

**Self-defence AA:** Weapon can Shoot at Aircraft with ROF 1.

**Slow Firing:** +1 To Hit for Moving ROF.

**Smoke Bombardment:** Once per game can fire a Smoke Bombardment.

**Smoke:** Can Shoot Smoke ammunition.

**Time On Target:** If Ranged In on the first attempt, Infantry Teams and Gun Teams re-roll Saves.

U121



# JEEP



JEEP

## SPECIAL RULES

**Component:** Team uses ratings of parent Unit.

**Self-defence AA:** Weapon can Shoot at Aircraft with ROF 1.

**Unarmoured:** Team cannot Charge into Contact and must Break Off.

U107





## VETERAN ARMoured 81MM MORTAR PLATOON



MOTIVATION

**CONFIDENT 4+**

SP Gun  
Counterattack

6

SKILL

**TRAINED 4+**

SP Gun  
Assault  
Yankee Ingenuity  
Tactics

6

3+



• TANK UNIT •

IS HIT ON  
**CAREFUL 4+**

ARMOUR

**FRONT 1**

**SIDE & REAR 0**

**TOP 0**

**TOP 0**

TACTICAL

10"/25CM

TERRAIN DASH

10"/25CM

CROSS COUNTRY DASH

16"/40CM

ROAD DASH

32"/80CM

CROSS

4+

WEAPON

M4 (81mm mortar)

40"/100CM

ARTILLERY

3

2

4

5+

Self-defence AA

RANGE

ROF

ANTI-TANK

FIRE-POWER

NOTES

Rear Firing, Smoke Bombardment



## VETERAN ARMoured 81MM MORTAR PLATOON



IS HIT ON

**VETERAN ARMoured  
81MM MORTAR PLATOON**

3x M4 (81mm mortar)

**3 POINTS**

SPECIAL RULES

**Rear Firing:** Weapon can only hit targets fully to the rear of the Team.

**Self-defence AA:** Weapon can Shoot at Aircraft with ROF 1.

**Smoke Bombardment:** Once per game can fire a Smoke Bombardment.

U171



## M5 STUART VETERAN TANK PLATOON



MOTIVATION

**CONFIDENT 4+**

SKILL

**TRAINED 4+**

Yankee Ingenuity  
Tactics

3+



• TANK UNIT •

IS HIT ON  
**CAREFUL 4+**

ARMOUR

**FRONT 4**

**SIDE & REAR 3**

**TOP 1**

**TOP 1**

TACTICAL

12"/30CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

24"/60CM

ROAD DASH

28"/70CM

CROSS

3+

WEAPON

M5 Stuart (37mm)

24"/60CM

2

2

7

4+

Stabiliser

NOTES

M5 Stuart (MGs)

16"/40CM

5

5

2

6

Self-defence AA

RANGE

ROF

ANTI-TANK

FIRE-POWER

NOTES

Stabiliser



## M5 STUART VETERAN TANK PLATOON



**VETERAN  
M5 STUART TANK PLATOON**

5x M5 Stuart (37mm)

4x M5 Stuart (37mm)

3x M5 Stuart (37mm)

**13 POINTS**

**10 POINTS**

**7 POINTS**

SPECIAL RULES

**Stabiliser:** +1 To Hit for Moving ROF.  
**Self-defence AA:** Weapon can Shoot at Aircraft with ROF 1.

U164





# M4 SHERMAN (LATE)

VETERAN TANK COMPANY HQ



MOTIVATION

**CONFIDENT 4+**  
Protected Ammo  
Remount

SKILL

**TRAINED 4+**  
Yankee Ingenuity  
Tactics

• TANK FORMATION •



IS HIT ON  
**CAREFUL 4+**

ARMOUR

**FRONT 7**

**SLIDE & REAR 4**

**TOP 1**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	18"/45CM	20"/50CM	3+

WEAPON

	RANGE	HALTED	MOVING	ANTI-TANK POWER	FIRE	NOTES
M4 Sherman (late) (75mm)	28"/70CM	2	2	10	3+	Smoke, Stabiliser
M4 Sherman (late) (76mm)	36"/90CM	2	2	12	3+	No HE, Stabiliser
M4 Sherman (late) (.50 cal MG)	20"/50CM	3	2	4	5+	Self-defence AA
M4 Sherman (late) (MGs)	16"/40CM	2	2	2	6	



# M4 SHERMAN (LATE)

VETERAN TANK COMPANY HQ



**M4 SHERMAN (LATE) VETERAN TANK COMPANY HQ**

2x M4 Sherman (late 75mm) **111 POINTS**

**M4 EASY EIGHT (76MM) OPTION**

- Replace any or all M4 Sherman (late 75mm) with M4 Easy Eight (U192) for +2 points each.

**M4 SHERMAN (LATE 76MM) OPTION**

- Replace any or all M4 Sherman (late 75mm) with M4 Sherman (late 76mm) for +1 point each.

**JUMBO OPTION**

- Replace up to one M4 Sherman (late 75mm) with M4 Jumbo (75mm) (U193) for +2 points, or M4 Jumbo (76mm) (U193) for +3 points.

**BULGE M4 SHERMAN (LATE) VETERAN TANK COMPANY**

FORMATION CONTAINS:

- 1 Veteran M4 Sherman (late) Tank Company HQ (U189)
- 1 Veteran M4 Sherman (late) Tank Platoon (U190) *or* M26 Pershing Tank Platoon (U195) *or* M4 Sherman (late) Tank Platoon (U190)
- 1 Veteran M5 Stuart Tank Platoon (U164) *or* Veteran M24 Chaffee Tank Platoon (U198)
- 0-1 Veteran M4 Sherman (late) Tank Platoon (U190)
- 0-1 T26 Super Pershing Tank Platoon (U196)
- 0-1 Veteran Armoured 81mm Mortar Platoon (U177)
- 0-1 M4 Sherman (Calliope) Tank Platoon (U186) *or* M4 Sherman (late) Veteran Assault Gun Platoon (U191)

**U189**



# M8 GREYHOUND

CAVALRY RECON PATROL



MOTIVATION

**CONFIDENT 4+**

Scout

**6**  
Counterattack

Scout

**5+**  
Last Stand

SKILL

**VETERAN 3+**  
Scout Assault

• TANK UNIT • OBSERVER • SCOUT •

• SPEARHEAD •



IS HIT ON  
**CAREFUL 4+**

ARMOUR

**FRONT 2**

**SLIDE & REAR 1**

**TOP 0**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	10"/25CM	16"/40CM	40"/100CM	4+

WEAPON

	RANGE	HALTED	MOVING	ANTI-TANK POWER	FIRE	NOTES
M8 (37mm)	24"/60CM	2	1	7	4+	Overworked
M8 (.50 cal MG)	20"/50CM	3	2	4	5+	Self-defence AA



# M8 GREYHOUND

CAVALRY RECON PATROL



**M8 GREYHOUND CAVALRY RECON PATROL**

2x M8 Greyhound (37mm)

1x Jeep (60mm mortar) (U107)

1x Jeep (MG) (U107)

1x M8 Greyhound (37mm)

1x Jeep (60mm mortar) (U107)

1x Jeep (MG) (U107)

**5 POINTS**

**3 POINTS**

SPECIAL RULES

- Observer:** Unit Leader can Spot for any friendly Artillery Unit.
- Overworked:** +1 To Hit for Moving ROF.
- Scout:** Team can remain Gone to Ground while moving.
- Self-defence AA:** Weapon can fire at Aircraft with ROF 1.
- Spearhead:** Unit can move before the game to expand the Deployment Area.

**U174**





# M4 EASY EIGHT



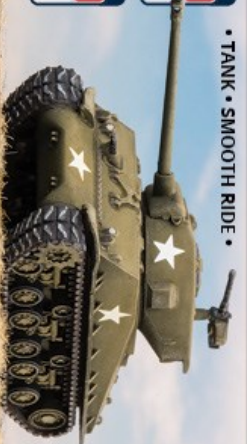
MOTIVATION

**CONFIDENT 4+**  
Protected Ammo  
Remount

SKILL

**TRAINED 4+**  
Yankee Ingenuity  
Tactics

• TANK • SMOOTH RIDE •



IS HIT ON  
**CAREFUL 4+**

ARMOUR

**FRONT 7**  
**SIDE & REAR 4**  
**TOP 1**

TACTICAL

10"/25CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

2+

WEAPON

M4 Easy Eight (76mm)

M4 Easy Eight  
(.50 cal MG)

M4 Easy Eight (MGs)

RANGE

36"/90CM

20"/50CM

16"/40CM

HALTED

2

2

2

MOVING

2

2

2

ANTI-TANK

12

4

2

FIRE POWER

3+

5+

6

NOTES

No HE, Stabiliser

Self-defence AA



# M4 SHERMAN (LATE)



MOTIVATION

**CONFIDENT 4+**  
Protected Ammo  
Remount

SKILL

**TRAINED 4+**  
Yankee Ingenuity  
Tactics

• TANK UNIT •



IS HIT ON  
**CAREFUL 4+**

ARMOUR

**FRONT 7**  
**SIDE & REAR 4**  
**TOP 1**

TACTICAL

10"/25CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

M4 Sherman (late)  
(75mm)

M4 Sherman (late)  
(76mm)

M4 Sherman (late)  
(.50 cal MG)

M4 Sherman (late) (MGs)

RANGE

28"/70CM

36"/90CM

20"/50CM

HALTED

2

2

2

MOVING

2

2

2

ANTI-TANK

10

12

4

FIRE POWER

3+

3+

5+

NOTES

Smoke, Stabiliser

No HE, Stabiliser

Self-defence AA



# M4 EASY EIGHT



## SPECIAL RULES

**No HE:** No HE targeting. Infantry or Guns adds +1 to the score needed To Hit.

**Self-defence AA:** Weapon can Shoot at Aircraft with ROF 1.

**Smooth Ride:** Team does not suffer +1 Penalty To Hit for Stabiliser if it moves less than 4"/10cm in the Movement Step.

**Stabiliser:** +1 To Hit for Moving ROF.



# M4 SHERMAN (LATE)



## M4 SHERMAN (LATE) VETERAN TANK PLATOON

5x M4 Sherman (late 75mm)

4x M4 Sherman (late 75mm)

3x M4 Sherman (late 75mm)

**25 POINTS**

**20 POINTS**

**15 POINTS**

## M4 EASY EIGHT (76MM) OPTION

- Replace any or all M4 Sherman (late 75mm) with M4 Easy Eight (U192) for +2 points each.

## M4 SHERMAN (LATE 76MM) OPTION

- Replace any or all M4 Sherman (late 75mm) with M4 Sherman (late 76mm) for +1 point each.

## SPECIAL RULES

**No HE:** No HE targeting. Infantry or Guns adds +1 to the score needed To Hit.

**Self-defence AA:** Weapon can Shoot at Aircraft with ROF 1.

**Smoke:** Can Shoot Smoke ammunition. **Stabiliser:** +1 To Hit for Moving ROF.

## JUMBO OPTION

- Replace up to one M4 Sherman (late 75mm) with M4 Jumbo (75mm) (U193) for +2 points, or M4 Jumbo (76mm) (U193) for +3 points.

U190

U192





# M24 CHAFFEE

VETERAN TANK PLATOON



MOTIVATION

**CONFIDENT 4+**  
Protected Ammo  
Remount **3+**

SKILL

**TRAINED 4+**  
Yankee Ingenuity  
Tactics **3+**

• TANK UNIT •



IS HIT ON  
**CAREFUL 4+**

ARMOUR

**FRONT 4**

**SLIDE & REAR 3**

**TOP 1**

TACTICAL

12"/30CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

20"/50CM

ROAD DASH

28"/70CM

CROSS

3+

WEAPON

M24 Chaffee (75mm)

28"/70CM

2

2

10

3+

Smoke, Stabiliser

NOTES

M24 Chaffee (.50 cal MG)

20"/50CM

3

2

4

5+

Self-defence AA

M24 Chaffee (MGs)

16"/40CM

2

2

2

2

6

RANGE

HALTED MOVING

ANTI-TANK

FIRE-POWER



# M4 JUMBO

VETERAN TANK



MOTIVATION

**CONFIDENT 4+**  
Protected Ammo  
Remount **3+**

SKILL

**TRAINED 4+**  
Yankee Ingenuity  
Tactics **3+**

• TANK •



IS HIT ON  
**CAREFUL 4+**

ARMOUR

**FRONT 11**

**SLIDE & REAR 8**

**TOP 1**

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

CROSS COUNTRY DASH

16"/40CM

ROAD DASH

18"/45CM

CROSS

4+

WEAPON

M4 Jumbo (75mm)

28"/70CM

2

2

10

3+

Smoke, Stabiliser

M4 Jumbo (76mm)

36"/90CM

2

2

12

3+

No HE, Stabiliser

M4 Jumbo (.50 cal MG)

20"/50CM

3

2

4

5+

Self-defence AA

M4 Jumbo (MGs)

16"/40CM

2

2

2

2

6

RANGE

HALTED MOVING

ANTI-TANK

FIRE-POWER

NOTES



# M24 CHAFFEE

VETERAN TANK PLATOON



IS HIT ON

**M24 CHAFFEE VETERAN TANK PLATOON**

5x M24 Chaffee (75mm)

**19 POINTS**

4x M24 Chaffee (75mm)

**15 POINTS**

3x M24 Chaffee (75mm)

**12 POINTS**

SPECIAL RULES

**Self-defence AA:** Weapon can Shoot at Aircraft with ROF 1.

**Smoke:** Can Shoot Smoke ammunition.

**Stabiliser:** +1 To Hit for Moving ROF.



# M4 JUMBO

VETERAN TANK



IS HIT ON



**M4 JUMBO**

SPECIAL RULES

**No HE:** No HE targeting Infantry or Guns adds +1 to the score needed To Hit.

**Self-defence AA:** Weapon can Shoot at Aircraft with ROF 1.

**Smoke:** Can Shoot Smoke ammunition.  
**Stabiliser:** +1 To Hit for Moving ROF.

U193

U198





# M4 SHERMAN (LATE) OP



MOTIVATION

**CONFIDENT 4+**

Scout  
**Last Stand**

Observer

**Counterattack 5+**

SKILL

**TRAINED 4+**

Observer  
Rangling



IS HIT ON  
**CAREFUL 4+**

ARMOUR

**FRONT 7**

**SLIDE & REAR 4**

**TOP 1**

• INDEPENDENT TANK UNIT • OBSERVER • SCOUT •

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	18"/45CM	20"/50CM	3+

WEAPON	RANGE	HALTED	ROF	ANTI-TANK POWER	FIRE	NOTES
M4 Sherman (late) OP (75mm)	28"/70CM	1	1	10	3+	
M4 Sherman (late) OP (.50 cal MG)	20"/50CM	3	2	4	5+	Self-defence AA
M4 Sherman (late) OP (MGs)	16"/40CM	2	2	2	6	



# M4 SHERMAN (LATE) OP



## M4 SHERMAN (LATE) OP OBSERVATION POST

1x M4 Sherman (late) OP (75mm) **3 POINTS**

### You must field:

- a Bastogne Parachute 75mm Artillery Battery;
  - a Bastogne Glider 105mm Artillery Battery; or
  - a 105mm Field Artillery Battery or
  - an M7 Priest Artillery Battery or
  - an M12 155mm Artillery Battery or
  - a T27 Xylophone Rocket Launcher Battery
- before you can field an M4 Sherman (late) OP.

### SPECIAL RULES

**Independent:** Unit cannot Charge into Contact or take an Objective, and is ignored for Victory Points.

**Observer:** Team can Spot for any friendly Artillery Unit.

**Scout:** Team can remain Gone to Ground while moving.

**Self-defence AA:** Weapon can Shoot at Aircraft with ROF 1.

U235



# BATTLE WEARY RIFLE PLATOON



• INFANTRY UNIT • OBSERVER •

MOTIVATION

**RELUCTANT 5+**

Blood 'n' Guts  
Rally

SKILL

**TRAINED 4+**

Yankee Ingenuity  
Tactics



IS HIT ON  
**CAREFUL 4+**

SAVE

**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	14"/35CM	14"/35CM	AUTO

WEAPON	RANGE	HALTED	ROF	ANTI-TANK POWER	FIRE	NOTES
M1 Garand rifle team	16"/40CM	1	1	2	6	
M1 Bazooka team	8"/20CM	1	1	10	5+	Assault 5+, Slow Firing
OPTIONAL M1919 LMG team	16"/40CM	5	2	2	6	Assault 5+, Heavy Weapon
OPTIONAL M1917 HMG team	24"/60CM	6	2	2	6	Assault 5+, Heavy Weapon



# BATTLE WEARY RIFLE PLATOON



## BATTLE WEARY RIFLE PLATOON

10x M1 Garand rifle team  
1x M1 Bazooka team  
7x M1 Garand rifle team  
1x M1 Bazooka team **9 POINTS**

### OPTIONS

- Add one M1 Bazooka team for +1 point.
- Add up to two M1919 LMG teams for +1 point per team.
- Add one M1917 HMG team for +2 points.

### SPECIAL RULES

**Assault 5+:** Team hits on 5+ in Assaults.

**Heavy Weapon:** Team cannot Charge into Contact.

**Observer:** Unit Leader can Spot for any friendly Artillery Unit.

**Slow Firing:** +1 To Hit for Moving ROF.

U206