

L2024 - Bart - Veteran Armoured Rifle Company D-Day: American Force

| Veteran Armoured Rifle Company | U.S. | LU165 | 53 |
|--|---------------|-------|--------------------|
| Veteran Armoured Rifle Company HQ | LU165 | | 3 |
| 2x Thompson SMG team | | | |
| 1x M3 half-track (.50 cal MG) (LU166) | 3 | | |
| Veteran Armoured Rifle Platoon | LU167 | | 15 |
| 4x M1 Garand rifle team | | | |
| 4x M1 Bazooka team | | | |
| 2x M1919 LMG | | | |
| 1x 60mm mortar | | | |
| 2x M3 Half-track (.50 cal MG) (LU166) | | | |
| 2x M3 Half-track (.30 cal MG) (LU166) | 15 | | |
| Veteran Armoured Rifle Platoon | LU167 | | 15 |
| 4x M1 Garand rifle team | | | |
| 4x M1 Bazooka team | | | |
| 2x M1919 LMG | | | |
| 1x 60mm mortar | | | |
| 2x M3 Half-track (.50 cal MG) (LU166) | | | |
| 2x M3 Half-track (.30 cal MG) (LU166) | 15 | | |
| Veteran Armoured Rifle Platoon | LU167 | | 15 |
| 4x M1 Garand rifle team | | | |
| 4x M1 Bazooka team | | | |
| 2x M1919 LMG | | | |
| 1x 60mm mortar | | | |
| 2x M3 Half-track (.50 cal MG) (LU166) | | | |
| 2x M3 Half-track (.30 cal MG) (LU166) | 15 | | |
| Veteran Armoured M1917 Machine-gun Platoon | LU168 | | 5 |
| 4x M1917 HMG | | | |
| 2x M3 Half-track (.50 cal MG) (LU166) | 5 | | |
| Support | | U.S. | 52 |
| M8 Greyhound Cavalry Recon Patrol | LU174 | | 5 |
| 2x M8 Greyhound (37mm) | | | |
| 1x Jeep (MG) (LU107) | | | |
| 1x Jeep (60mm) (LU107) | 5 | | |
| M12 155mm Artillery Battery | LU177 | | 12 |
| 4x M12 (155mm) | 12 | | |
| Veteran M4 Sherman (76mm) Tank Platoon | LU161 | | 28 |
| 5x M4 Sherman (76mm) | 28 | | |
| Veteran M5 Stuart Tank Platoon | LU164 | | 7 |
| 3x M5 Stuart (37mm) | 7 | | |
| D-Day | Unit Count: 9 | | Total Points : 105 |

Card List:

LU107 Jeep
 LU161 Veteran M4 Sherman (76mm) Tank Platoon
 LU164 Veteran M5 Stuart Tank Platoon
 LU165 Veteran Armoured Rifle Company HQ
 LU166 Veteran M3 Half-track
 LU167 Veteran Armoured Rifle Platoon
 LU168 Veteran Armoured M1917 Machine-gun Platoon
 LU174 M8 Greyhound Cavalry Recon Patrol
 LU177 M12 155mm Artillery Battery

Pick List:

3 60mm mortar
 1 Jeep (60mm)
 1 Jeep (MG)
 12 M1 Bazooka team
 12 M1 Garand rifle team
 4 M12 (155mm)
 4 M1917 HMG
 6 M1919 LMG
 6 M3 Half-track (.30 cal MG)
 9 M3 Half-track (.50 cal MG)
 5 M4 Sherman (76mm)
 3 M5 Stuart (37mm)
 2 M8 Greyhound (37mm)
 2 Thompson SMG team



M4 SHERMAN (76MM)



M4 SHERMAN (76MM)



MOTIVATION

CONFIDENT 4+

Protected Ammo
Remount

3+

SKILL

TRAINED 4+

Yankee Ingenuity
Tactics

3+



IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 7

SLIDE & REAR 4

TOP 1

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

GROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

M4 Sherman (76mm)

RANGE

36"/90CM

HALTED

2

MOVING

2

ANTI-TANK

12

FIRE POWER

3+

NOTES

No HE, Stabiliser

M4 Sherman (.50 cal MG)

20"/50CM

3

2

4

5+ Self-defence AA

M4 Sherman (MGs)

16"/40CM

2

2

2

6



VETERAN M4 SHERMAN TANK PLATOON

5x M4 Sherman (76mm)

4x M4 Sherman (76mm)

3x M4 Sherman (76mm)

28 POINTS

22 POINTS

16 POINTS

SPECIAL RULES

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

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

Stabiliser: +1 To Hit for Moving ROF.

U161



JEEP



JEEP



MOTIVATION

AS PER UNIT

SKILL

AS PER UNIT

• UNARMOURD TANK • COMPONENT •

IS HIT ON

AS PER UNIT

SAVE

Unarmoured Tank
4+



TACTICAL

12"/30CM

TERRAIN DASH

12"/30CM

GROSS COUNTRY DASH

20"/50CM

ROAD DASH

48"/120CM

CROSS

4+

WEAPON

Jeep (.50 cal MG)

RANGE

20"/50CM

HALTED

3

MOVING

2

ANTI-TANK

4

FIRE POWER

5+

NOTES

Self-defence AA

Jeep (MG)

16"/40CM

3

3

2

6 Self-defence AA

Jeep (60mm mortar)

32"/80CM

ARTILLERY

1

4+

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 ARMOURER RIFLE COMPANY HQ



MOTIVATION

CONFIDENT 4+

SKILL

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

• INFANTRY FORMATION • HQ TRANSPORT •



IS HIT ON
CAREFUL 4+

SAVE

3+
Infantry

| | | | | |
|----------|--------------|--------------------|-----------|-------|
| TACTICAL | TERRAIN DASH | GROSS COUNTRY DASH | ROAD DASH | GROSS |
| 8"/20CM | 8"/20CM | 14"/35CM | 14"/35CM | AUTO |

| | | | | | |
|-------------------|---------|-----|-----------|------------|----------------|
| WEAPON | RANGE | ROF | ANTI-TANK | FIRE-POWER | NOTES |
| Thompson SMG team | 4"/10CM | 3 | 3 | 1 | 6 Pinned ROF 1 |



VETERAN ARMOURER RIFLE COMPANY HQ



VETERAN ARMOURER RIFLE COMPANY HQ

- 2x Thompson SMG team
- 1x Veteran M3 half-track (.50 cal MG) (U166)
- 2x Thompson SMG team
- 2x Jeep (MG) (U107)

3 POINTS

3 POINTS

SPECIAL RULES

HQ Transport: Jeeps or M3 half-track are part of HQ Unit.
Passenger 1: Jeeps in the HQ Unit can carry one Infantry Team as Passengers.
Pinned ROF 1: Reduce ROF to 1 when Pinned Down.

FORMATION CONTAINS:

- 1 Veteran Armoured Rifle Company HQ (U165)
- 2-3 Veteran Armoured Rifle Platoon (U167)
- 0-1 Veteran M1917 Armoured Machine-gun Platoon (U168)
- 0-1 Veteran Armoured 81mm Mortar Platoon (U170)
- 0-1 Veteran 57mm Armoured Anti-tank Platoon (U169)
- 0-1 Veteran M8 Scott Assault Gun Platoon (U171)

U165



M5 STUART VETERAN TANK PLATOON



MOTIVATION

CONFIDENT 4+

SKILL

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

• TANK UNIT •



IS HIT ON
CAREFUL 4+

AMOUR

4 FRONT
3 SIDE & REAR
1 TOP

| | | | | |
|----------|--------------|--------------------|-----------|-------|
| TACTICAL | TERRAIN DASH | GROSS COUNTRY DASH | ROAD DASH | GROSS |
| 12"/30CM | 14"/35CM | 24"/60CM | 28"/70CM | 3+ |

| | | | | | |
|------------------|----------|-----|-----------|------------|-------------------|
| WEAPON | RANGE | ROF | ANTI-TANK | FIRE-POWER | NOTES |
| M5 Stuart (37mm) | 24"/60CM | 2 | 2 | 7 | 4+ Stabiliser |
| M5 Stuart (MGs) | 16"/40CM | 5 | 5 | 2 | 6 Self-defence AA |



M5 STUART VETERAN TANK PLATOON



VETERAN ARMOURER RIFLE COMPANY HQ

- 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



VETERAN ARMoured RIFLE PLATOON



MOTIVATION

CONFIDENT 4+

SKILL

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

IS HIT ON

CAREFUL 4+

SAVE

3+
Infantry



• INFANTRY UNIT • OBSERVER •

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

| WEAPON | RANGE | ROF | | ANTI-TANK POWER | FIRE POWER | NOTES |
|----------------------|----------|--------|--------|-----------------|------------|--------------------------|
| | | HALTED | MOVING | | | |
| M1 Garand rifle team | 16"/40CM | 1 | 1 | 2 | 6 | |
| M1919 LMG team | 16"/40CM | 5 | 2 | 2 | 6 | Assault 5+, Heavy Weapon |
| M1 Bazooka team | 8"/20CM | 1 | 1 | 10 | 5+ | Assault 5+, Slow Firing |
| 60mm mortar | 32"/80CM | | | 1 | 4+ | Assault 5+, Heavy Weapon |



VETERAN ARMoured RIFLE PLATOON



ARMoured RIFLE PLATOON

- 6x M1 Garand rifle team
- 5x M1 Bazooka team
- 2x M1919 LMG
- 1x 60mm mortar
- 2x Veteran M3 half-track (.50 cal MG) (U166)
- 3x Veteran M3 half-track (.30 cal MG) (U166)

19 POINTS

- 4x M1 Garand rifle team
- 4x M1 Bazooka team
- 2x M1919 LMG
- 1x 60mm mortar
- 2x Veteran M3 half-track (.50 cal MG) (U166)
- 2x Veteran M3 half-track (.30 cal MG) (U166)

15 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.

U167



M3 HALF-TRACK VETERAN TRANSPORT



• TANK UNIT • PASSENGERS 3 •
• TRACTOR • UNIT TRANSPORT •

MOTIVATION
RELUCTANT 5+

Transport
Counterattack **6**

SKILL
TRAINED 4+

Transport
Assault **6**
Yankee Ingenuity
Tactics **3+**



IS HIT ON
CAREFUL 4+

AMOUR

1
FRONT
0
SIDE & REAR
0
TOP
0

| TACTICAL | TERRAIN DASH | CROSS COUNTRY DASH | ROAD DASH | CROSS |
|----------|--------------|--------------------|-----------|-------|
| 10"/25CM | 10"/25CM | 18"/45CM | 32"/80CM | 4+ |

| WEAPON | RANGE | ROF | | ANTI-TANK POWER | FIRE POWER | NOTES |
|--------------------------|----------|--------|--------|-----------------|------------|-----------------|
| | | HALTED | MOVING | | | |
| M3 (.50 cal MG) | 20"/50CM | 3 | 2 | 4 | 5+ | Self-defence AA |
| M3 (.30 cal MG) | 16"/40CM | 3 | 3 | 2 | 6 | Self-defence AA |
| OPTIONAL Passenger MG | 16"/40CM | 1 | 1 | 2 | 6 | MG Transport |



M3 HALF-TRACK VETERAN TRANSPORT



VETERAN
M3 HALF-TRACK
TRANSPORT

SPECIAL RULES

MG Transport: M1919 LMG and M1917 HMG teams may fire while mounted as Passenger MG.
Passengers 3, Tractor: Team can carry three Infantry Teams or one Gun Team as Passengers.
Self-defence AA: Weapon can fire at Aircraft with ROF 1.
Unit Transport: Unit Leader must end the Movement Step within 6"/15cm of the Unit Leader of its Passenger Unit while on table.

U166



M8 GREYHOUND

CAVALRY RECON PATROL



MOTIVATION

CONFIDENT 4+

Scout
Counterattack

6

Scout
Last Stand

5+

SKILL

VETERAN 3+

Scout
Assault

4+



• TANK UNIT • OBSERVER • SCOUT •
• SPEARHEAD •

IS HIT ON
CAREFUL 4+

ARMOUR

FRONT 2

SIDE & 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 | FIRE-POWER | 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

2x M8 Greyhound (37mm)
1x Jeep (60mm mortar) (U107)
1x Jeep (MG) (U107)

5 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



M1917 MACHINE-GUN PLATOON



• INFANTRY UNIT • HEAVY WEAPON •

MOTIVATION
CONFIDENT 4+

SKILL

TRAINED 4+

Heavy Weapon
Assault

5+

Yankee Ingenuity
Tactics

3+



IS HIT ON
CAREFUL 4+

SAVE

3+

| TACTICAL | TERRAIN DASH | CROSS COUNTRY DASH | ROAD DASH | CROSS |
|----------|--------------|--------------------|-----------|-------|
| 8"/20CM | 8"/20CM | 12"/30CM | 12"/30CM | AUTO |

| WEAPON | RANGE | HALTED | MOVING | ANTI-TANK | FIRE-POWER | NOTES |
|-----------|----------|--------|--------|-----------|------------|-------|
| M1917 HMG | 24"/60CM | 6 | 2 | 2 | 6 | |

M1917 MACHINE-GUN PLATOON

4x M1917 HMG
2x Veteran M3 half-track (.50 cal MG) (U166)
4x M1917 HMG

5 POINTS
4 POINTS

SPECIAL RULES

Heavy Weapon: Team cannot Charge Into Contact.

U168



M12 155MM



ARTILLERY BATTERY

• TANK UNIT • GIGANTIC • TIME ON TARGET •

MOTIVATION
CONFIDENT 4+

SP Gun
Counterattack
6

SKILL
VETERAN 3+

SP Gun
Assault
6



IS HIT ON
AGGRESSIVE 3+

ARMOUR

FRONT 0

SIDE & REAR 0

TOP 0

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

| WEAPON | RANGE | ROF | ANTI-TANK | FIRE POWER | NOTES |
|-------------------------------|-----------------------|----------------|-----------|------------|--|
| M12 (155mm) or Direct Fire | 96"/240CM 24"/60CM | ARTILLERY 1 | 3 - | 2+ 15 | Forward Firing Brutal, Forward Firing |



M12 155MM



ARTILLERY BATTERY



M12 155MM
ARTILLERY BATTERY

4x M12 (155mm)

2x M12 (155mm)

12 POINTS

6 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.

Gigantic: Cannot be placed from Ambush within 16"/40cm of the enemy.

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

U177

