TANK COMPANY (9TH)

CONFIDENT VETERAN	TANK COMPANY	POINTS 1800
PLATOON	QTY UNIT	POINTS
	HEADQUARTERS	
Tank Company HQ (9th) p.11	1 M4A3E2 Jumbo	145
	COMBAT PLATOONS	
Heavy Tank Platoon (9th) p.11	1 T26E4 Super Pershing	275
Tank Platoon (9th) p.12	1 M4A3 Sherman (late) 2 M4A3E8 Easy Eight 1 M4A3E2 Jumbo (76mm)	610
	WEAPONS PLATOONS	
Armored Mortar Platoon (9th) p.13	1 Cmd Carbine team 1 M2 half-track with .50 cal AA MG 3 M4 81mm MMC	110
Light Tank Platoon (9th) p.15	4 M24 Chaffee	335
Recon Platoon (9th) p.21	1 Cmd Rifle team 1 M2 half-track with .50 cal AA MG 2 Rifle team 2 Jeep 1 Bazooka team	110
	SUPPORT PLATOONS	
Rifle Platoon p.29	1 Cmd SMG team 1 Bazooka team 7 Rifle team	215

Bazooka team

Bridge at Remagen - USA Late-War

Name Name (Mobility Decompose) Mobility Decompose (Maritanus Decompose) Sequipment and Notes Providence of the Province of the Prov	ARSENAL									
Name Wegnon Mobility ROF ROF Anti-tank Side From Post Process Top Post Post Process Equipment and Notes M4A3E2 Jumbo Slow Tank 12 8 2 Co-ax MG, Hull MG, 50 cal AA MG, Jumbos Lead the Way, Tank telephone. M3 75mm gun 32"/80cm 2 10 3+ Smoke, Subaltiser. M4A3E2 Jumbo (76mm) Slow Tank 12 8 2 Co-ax SG cal MG, Hull MG, 50 cal AA MG, Jumbos Lead the Way, Tank telephone. M1 76mm gun (late) 32"/80cm 2 13 3+ Subaltiser. M4A3 58mman (late) 32"/80cm 2 10 3+ Subaltiser. M4A3 58mman (late) 32"/80cm 2 10 3+ Smoke, Subiliser. M4A3E8 Easy Fight Standard Tank 7 4 1 Co-ax MG, Hull MG, 50 cal AA MG, Detroit's Finest, Protected ammo, Tank telephone. M47 5mm gun (late) 32"/80cm 2 13 3+ Smoke. Subiliser. LIGHT TANKS 32"/80cm 2 13 3+ Smoke. Subiliser. M2 61 5 mm gun (late) 32"/80cm 2 6	TANK TFAMS									
New part Name										
M4A3E2 Jumbo					_					
May 75mm gun 32"/80cm 2 10 3+	•									
M4A3E2 Jumbo (76mm) Slow Tank 12 8 2 Co-ax S0 cal MG, Hull MG, .50 cal AA MG, Dumbos Lead the Way, Tank telephone. M1 76mm gun (late) 32"/80cm 2 13 3+ Stabiliser. M4A3 Sherman (late) Standard Tank 7 4 1 Co-ax MG, Hull MG, .50 cal AA MG, Detroit's finest, Protected ammo, Tank telephone. M3 75mm gun 32"/80cm 2 10 3+ Smoke, Stabiliser. M4A3E8 Easy Eight Standard Tank 7 4 1 Co-ax MG, Hull MG, .50 cal AA MG, Detroit's Finest, Protected ammo, Smooth Ride, Tank telephone. M1 76mm gun (late) 32"/80cm 2 13 3+ Stabiliser. M2 75mm gun 32"/80cm 2 10 3+ Stabiliser. M2 75mm gun 32"/80cm 2 10 3+ Smoke, Stabiliser. MEENT TANKS TSD 90mm gun 40"/100cm 2 16 3+ Smoke, Stabiliser. T26E4 Super Pershing Slow Tank 13 6 2 Co-ax MG, Hull MG, 50 cal AA MG, Overloaded, Tank telephone. T15E1 90mm gun 40"/100cm 2 16 3+ Smoke, Stabiliser	M4A3E2 Jumbo	Slow Tank	12	8	2					
MI 76mm gun (late) 32"/80cm 2 13 3+ Stabiliser.	-	32"/80cm	2	10	3+	Smoke, Stabiliser.				
M4A3 Sherman (late) Standard Tank 7 4 1 Co-ax MG, Hull MG, 50 cal AA MG, Detroit's finest, Protected ammo, Tank telephone. M3 75mm gun 32"/80cm 2 10 3+ Smoke, Sub-likser. M4A3E8 Easy Eight Standard Tank 7 4 1 Co-ax MG, Hull MG, 50 cal AA MG, Detroit's Finest, Protected ammo, Smooth Ride, Tank telephone, Wide tracks. M1 76mm gun (late) 32"/80cm 2 13 3+ Stabiliser. LIGHT TANKS 1 2 1 Co-ax MG, Hull MG, 50 cal AA MG. M6 75mm gun 32"/80cm 2 10 3+ Smoke, Stabiliser. HEAVY TANKS T26E4 Super Pershing Slow Tank 13 6 2 Co-ax MG, Hull MG, 50 cal AA MG. SUPPORT WEAPONS 4 2 16 3+ Smoke, Stabiliser. HEAVY TANKS 1 3 6 2 Co-ax MG, Hull MG, 50 cal AA MG. SUPPORT WEAPONS 4 1 0 0 Notes SUPPORT WEAPONS 4 1 0 0 MILITARIS MILITARIS MILITAR	M4A3E2 Jumbo (76mm)	Slow Tank	12	8	2					
Standard Tank Standard Ta				13	3+	Stabiliser.				
M4A3E8 Easy Eight Standard Tank 7 4 1 Co-ax MG, Hull MG, .50 cal AA MG, Detroit's Finest, Protected ammo, Smooth Ride, Tank telephone, Wide tracks. M1 76mm gun (late) 32"/80cm 2 13 3 + Stabiliser. LIGHT TANKS M24 Chaffee Light Tank 4 2 1 Co-ax MG, Hull MG, .50 cal AA MG. M6 75mm gun 32"/80cm 2 10 3+ Smoke, Stabiliser. HEAVY TANKS T26E4 Super Pershing Slow Tank 13 6 2 Co-ax MG, Hull MG, .50 cal AA MG. T15E1 90mm gun 40"/100cm 2 16 3+ Smoke. Support WEAPONS M4 81mm MMC Half-tracked 1 0 0 M18 Imm mortar 24"/60cm 2 2 3+ Firepower Notes Simple Mall MG, .50 cal AA MG, Overloaded, Tank telephone. TEAMS TY TEAMS Bazooka team 8"/20cm 1 10 5+ Tank assault 4. Carbine team <th< td=""><td>M4A3 Sherman (late)</td><td>Standard Tank</td><td>7</td><td></td><td>1</td><td colspan="2"></td></th<>	M4A3 Sherman (late)	Standard Tank	7		1					
Finest, Protected ammo, Smooth Ride, Tank telephone, Wide tracks. M1 76mm gun (late) 32"/80cm 2 13 3 + Stabiliser. LIGHT TANKS W24 Chaffee	-				3+					
M1 76mm gun (late) 32"/80cm 2 13 3+ Stabiliser.	M4A3E8 Easy Eight	Standard Tank	7	4	1	Finest, Protected ammo, Smooth Ride, Tank				
M6 75mm gum 32"/80cm 2 10 3+ Smoke, Stabiliser. HEAVY TANKS T26E4 Super Pershing Slow Tank 13 6 2 Co-ax MG, Hull MG, .50 cal AA MG, Overloaded, Tank telephone. T15E1 90mm gun 40"/100cm 2 16 3+ Smoke. SUPPORT WEAPONS M4 81mm MMC Half-tracked 1 0 0 M1 81mm mortar 24"/60cm 2 2 3+ Hull mounted, Minimum range 8"/20cm, Portee, Smoke. Firing bombardments 40"/100cm - 2 6+ Smoke bombardment. TEAM TRANS TEAMS TEAM T20cm 1 10 5+ Tank assault 4. Carbine team 8"/20cm 1 1 6+ Automatic rifles. Rifle team 16"/40cm 1 2 6+ Automatic rifles. SMG team 4"/10cm 3 1 6+ Pull		32"/80cm	2	13	3+	_				
HEAVY TANKS T26E4 Super Pershing Slow Tank 13 6 2 Co-ax MG, Hull MG, .50 cal AA MG, Overloaded, Tank telephone. T15E1 90mm gun 40"/100cm 2 16 3 + Smoke.	M24 Chaffee	Light Tank	4	2	1	Co-ax MC	G, Hull MG, .50 cal AA MG.			
T26E4 Super Pershing	M6 75mm gun	32"/80cm	2	10	3+	Smoke, St	abiliser.			
Note	HEAVY TANKS									
Main MMC	T26E4 Super Pershing	Slow Tank	13	6	2					
M4 81mm MMC Half-tracked 1 0 0 M1 81mm mortar 24"/60cm 2 2 3+ Hull mounted, Minimum range 8"/20cm, Portee, Smoke. Firing bombardments 40"/100cm - 2 6+ Smoke bombardment. 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 3 1 6+ Hull ROF when moving. TRANSPORT TEAMS Vehicle Mobility Front Side Top Equipment and Notes TRUCKS Jeep - - - Optional Passenger-fired AA MG or .50 cal AA MG. ARMOURED PERSONNEL CARRIERS M2 or M3 half-track Half-tracked 1 0 0 Optional Passenger-fired AA MG or .50 cal AA MG. VEHICLE MACHINE-GUNS <tr< td=""><td>T15E1 90mm gun</td><td>40"/100cm</td><td>2</td><td>16</td><td>3+</td><td colspan="2">Smoke.</td></tr<>	T15E1 90mm gun	40"/100cm	2	16	3+	Smoke.				
MI 8Imm mortar 24"/60cm 2 2 3+ Hull mounted, Minimum range 8"/20cm, Portee, Smoke. Firing bombardments 40"/100cm - 2 6+ Smoke bombardment. 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. SMG team 4"/10cm 3 1 6+ Full ROF when moving. TRANSPORT TEAMS Vehicle Mobility Front Side Top Equipment and Notes TRUCKS Jeep Jeep - - - Optional Passenger-fired AA MG or .50 cal AA MG. ARMOURED PERSONNEL CARRIERS M2 or M3 half-track Half-tracked 1 0 Optional Passenger-fired AA MG or .50 cal AA MG. Vehicle MACHINE-GUNS Weapon										
Firring bombardments										
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. SMG team 4"/10cm 3 1 6+ Full ROF when moving. TRANSPORT TEAMS Vehicle Mobility Front Side Top Equipment and Notes TRUCKS Jeep - - - Optional Passenger-fired AA MG or .50 cal AA MG. ARMOURED PERSONNEL CARRIERS M2 or M3 half-track Half-tracked 1 0 0 Optional Passenger-fired AA MG or .50 cal AA MG. VEHICLE MACHINE-GUNS Weapon Range ROF Anti-tank Firepower Vehicle MG 16"/40cm 3 2 6 ROF 1 if other weapons fire.	M1 81mm mortar	24"/60cm	2	2	3+					
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. TRANSPORT TEAMS Vehicle Mobility Front Side Top Equipment and Notes TRUCKS Jeep - - - Optional Passenger-fired AA MG or .50 cal AA MG. ARMOURED PERSONNEL CARRIERS M2 or M3 half-track Half-tracked 1 0 0 Optional Passenger-fired AA MG or .50 cal AA MG. VEHICLE MACHINE-GUNS Weapon Range ROF Anti-tank Firepower Vehicle MG 16"/40cm 3 2 6 ROF 1 if other weapons fire.	Firing bombardments	40"/100cm	-	2	6+	Smoke bo	mbardment.			
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. SMG team 4"/10cm 3 1 6+ Full ROF when moving. TRANSPORT TEAMS Vehicle Mobility Front Side Top Equipment and Notes TRUCKS Jeep - - - Optional Passenger-fired AA MG or .50 cal AA MG. ARMOURED PERSONNEL CARRIERS M2 or M3 half-track Half-tracked 1 0 0 Optional Passenger-fired AA MG or .50 cal AA MG. VEHICLE MACHINE-GUNS Weapon Range ROF Anti-tank Firepower Vehicle MG 16"/40cm 3 2 6 ROF 1 if other weapons fire.	INFANTRY TEAMS									
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Rifle team 16"/40cm 1 2 6+ Automatic rifles. SMG team 4"/10cm 3 1 6+ Full ROF when moving. TRANSPORT TEAMS Vehicle Mobility Front Side Top Equipment and Notes TRUCKS Jeep Jeep Optional Passenger-fired AA MG or .50 cal AA MG. ARMOURED PERSONNEL CARRIERS M2 or M3 half-track Half-tracked 1 0 Optional Passenger-fired AA MG or .50 cal AA MG. VEHICLE MACHINE-GUNS Weapon Range ROF Anti-tank Firepower Vehicle MG 16"/40cm 3 2 6 ROF 1 if other weapons fire.	Bazooka team	8"/20cm	1	10		5+	Tank assault 4.			
SMG team 4"/10cm 3 1 6+ Full ROF when moving. TRANSPORT TEAMS Vehicle Mobility Front Side Top Equipment and Notes TRUCKS Jeep Jeep Optional Passenger-fired AA MG or .50 cal AA MG. ARMOURED PERSONNEL CARRIERS M2 or M3 half-track Half-tracked 1 0 Optional Passenger-fired AA MG or .50 cal AA MG. VEHICLE MACHINE-GUNS Weapon Range ROF Anti-tank Firepower Vehicle MG 16"/40cm 3 2 6 ROF 1 if other weapons fire.	Carbine team	8"/20cm	1	1		6+	Automatic rifles.			
Vehicle Mobility Front Side Top Equipment and Notes TRUCKS Jeep Jeep Optional Passenger-fired AA MG or .50 cal AA MG. ARMOURED PERSONNEL CARRIERS M2 or M3 half-track Half-tracked 1 0 Optional Passenger-fired AA MG or .50 cal AA MG. VEHICLE MACHINE-GUNS Weapon Range ROF Anti-tank Firepower Vehicle MG 16"/40cm 3 2 6 ROF 1 if other weapons fire.	Rifle team		1	2		6+	Automatic rifles.			
Vehicle Mobility Front Side Top Equipment and Notes TRUCKS Jeep Jeep - - Optional Passenger-fired AA MG or .50 cal AA MG. ARMOURED PERSONNEL CARRIERS M2 or M3 half-track Half-tracked 1 0 0 Optional Passenger-fired AA MG or .50 cal AA MG. VEHICLE MACHINE-GUNS Weapon Range ROF Anti-tank Firepower Vehicle MG 16"/40cm 3 2 6 ROF 1 if other weapons fire.	SMG team	4"/10cm	3	1		6+	Full ROF when moving.			
TRUCKS Jeep Jeep Optional Passenger-fired AA MG or .50 cal AA MG. ARMOURED PERSONNEL CARRIERS M2 or M3 half-track Half-tracked 1 0 0 Optional Passenger-fired AA MG or .50 cal AA MG. VEHICLE MACHINE-GUNS Weapon Range ROF Anti-tank Firepower Vehicle MG 16"/40cm 3 2 6 ROF 1 if other weapons fire.	****	36.12				TF.				
Jeep Jeep Optional Passenger-fired AA MG or .50 cal AA MG. ARMOURED PERSONNEL CARRIERS M2 or M3 half-track Half-tracked 1 0 Optional Passenger-fired AA MG or .50 cal AA MG. VEHICLE MACHINE-GUNS Weapon Range ROF Anti-tank Firepower Vehicle MG 16"/40cm 3 2 6 ROF 1 if other weapons fire.		Mobility	Fron	it Sid	e	Тор	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. VEHICLE MACHINE-GUNS Weapon Range ROF Anti-tank Firepower Vehicle MG 16"/40cm 3 2 6 ROF 1 if other weapons fire.		Loon					Optional Dessanger fired AAMC or			
M2 or M3 half-track Half-tracked 1 0 0 Optional Passenger-fired AA MG or .50 cal AA MG. VEHICLE MACHINE-GUNS Weapon Range ROF Anti-tank Firepower Vehicle MG 16"/40cm 3 2 6 ROF 1 if other weapons fire.	Јеер	јеер	-	-		-	*			
VEHICLE MACHINE-GUNS Weapon Range ROF Anti-tank Firepower Vehicle MG 16"/40cm 3 2 6 ROF 1 if other weapons fire.										
WeaponRangeROFAnti-tankFirepowerVehicle MG16"/40cm326ROF 1 if other weapons fire.	M2 or M3 half-track	Half-tracked	1	0		0				
Vehicle MG 16"/40cm 3 2 6 ROF 1 if other weapons fire.										
*							E 1 if other weapons fire			
.50 cal Vehicle MG 16"/40cm 3 4 5+ ROF 1 if other weapons fire.							-			

SPECIAL RULES

Recon Platoon (9th) - p.21

A Recon Platoon that is Dismounted uses the Task Force Riders special rule on page 9.

Recon Platoons are Reconnaissance Platoons.

Rifle Platoon - p.29

A Rifle Platoon uses the Tank Force Riders special rule on page 9.

Tank Company HQ (9th) - p.11

A tank that uses the Smooth Ride special rule 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), M5A1 Stuart, and M8 Scott HMC with Duckbills. This gives them Wide Tracks (see page 61 of the rulebook), but makes their mobility rating Slow Tank.

M4A3E2 Jumbo, M4A3E2 (76mm), 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 or Cross-country Terrain.

Teams from platoons that use the Task Force Riders special rule do not use the Truscott Trot special rule. Instead, teams from this platoon have a 3+ Save while Mounted on a Slow, Standard, or Light Tank team as Passengers, instead of the normal 5+ Save (see page 101 of the rulebook).

You may allocate hits to an M4A3E2 Jumbo or M4A3E2 (76mm) 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.

Tank Platoon (9th) - p.12

You can replace any or all of your M4A3 (late) Sherman tanks from your Tank Company HQ and Tank Platoons with older or newer models. For each tank you wish to replace, simply add the points that match your division from the adjacent table to the cost of your HQ or platoon.

For example, in one of your full-strength Tank Platoons from the 3rd Armored Division (475 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 +35 for the Jumbo upgrade and +30 for each of the 76mm upgrades, for a total cost of 570 points for the platoon.

In your next platoon you would like to replace all five tanks with older M4A3 tanks, making that platoon 400 points.