

# Armored Rifle Company (7th Division)

Confident Trained

Milan Avramovic - Team Serbia

USA

Late-War

Mechanised Company

| Platoon   | Qty                             | Unit   | Points |
|---|---------------------------------|--|--------|
| Headquarters  |                                 |  |        |
| Armored Rifle Company HQ (7th Division) - p.27                        | 2<br>1<br>1<br>1                | Cmd Carbine team<br>Jeep<br>M3 half-track with .50 cal AA MG<br>Bazooka team   | 35     |
| Combat Platoons   |                                 |  |        |
| Armored Rifle Platoon (7th Division) - p.27                           | 1<br>5<br>2<br>3<br>1<br>2<br>5 | Cmd Rifle team<br>Rifle team<br>M3 half-track with .50 cal AA MG<br>M3 half-track with AA MG<br>M2 60mm mortar<br>M1919 LMG team<br>Bazooka team | 225    |
| Armored Rifle Platoon (7th Division) - p.27                           | 1<br>5<br>2<br>3<br>1<br>2<br>5 | Cmd Rifle team<br>Rifle team<br>M3 half-track with .50 cal AA MG<br>M3 half-track with AA MG<br>M2 60mm mortar<br>M1919 LMG team<br>Bazooka team | 225    |
| Armored Rifle Platoon (7th Division) - p.27                           | 1<br>3<br>2<br>2<br>1<br>2<br>4 | Cmd Rifle team<br>Rifle team<br>M3 half-track with AA MG<br>M3 half-track with .50 cal AA MG<br>M2 60mm mortar<br>M1919 LMG team<br>Bazooka team | 180    |
| Armored Anti-tank Platoon (7th Division) - p.28                       | 1<br>1<br>3<br>3                | Cmd Carbine team<br>Jeep<br>M1 57mm gun (late)<br>M2 half-track with .50 cal AA MG   | 100    |
| Warriors  |                                 |  |        |
| Lieutenant Colonel Creighton Abrams - p.13<br><b>Fearless Veteran</b> | 1                               | Lt. Col. Abrams in M4A3 (76mm) Sherman   | 210    |
| Weapons Platoons  |                                 |  |        |
| Recon Platoon (7th Division) - p.28                                   | 1<br>1<br>1<br>1                | Cmd Rifle team<br>M2 half-track with .50 cal AA MG<br>Rifle team<br>Jeep   | 50     |
| Support Platoons  |                                 |  |        |
| Corps Tank Destroyer Platoon (Trained) - p.36                         | 1<br>2<br>4                     | .50 cal Recon Jeep<br>M20 Scout Car<br>M-10 3in GMC  | 310    |
| Tank Platoon (7th Division) - p.23                                    | 1<br>2                          | M4 (105mm) Sherman<br>M4A1 (76mm) Sherman  | 260    |
| Field Artillery Battery (Veteran) - p.40<br><b>Confident Veteran</b>  | 1<br>1<br>1<br>1<br>4           | Cmd Carbine team<br>Staff team<br>Observer Carbine team<br>Jeep<br>M2A1 105mm howitzer   | 185    |
| Company Points:   |                                 |  | 1780   |

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Source document: Blood, Guts, & Glory

Arsenal

| Tank Teams                             |               |           |           |           |   |   |
|--|---------------|-----------|-----------|-----------|---|---|
| Name                                   | Mobility      | Front     | Side      | Top       | Equipment and Notes   |   |
| Weapon                                 | Range         | ROF       | Anti-tank | Firepower |   |   |
| Tanks                                  |               |           |           |           |   |   |
| Lt. Col. Abrams in M4A3 (76mm) Sherman | Standard Tank | 7         | 4         | 1         | Co-ax MG, Hull MG, .50 cal AA MG, Detroit's Finest, Protected ammo, Tank telephone. |   |
| M1 76mm gun (late)                     | 32"/80cm      | 2         | 13        | 3+        | Stabiliser.   |   |
| M4A1 (76mm) Sherman                    | Standard Tank | 7         | 4         | 1         | Co-ax MG, Hull MG, .50 cal AA MG, Protected ammo, Tank telephone.                   |   |
| M1 76mm gun (late)                     | 32"/80cm      | 2         | 13        | 3+        | Stabiliser.   |   |
| Support Weapons                        |               |           |           |           |   |   |
| M4 (105mm) Sherman                     | Standard Tank | 7         | 4         | 1         | Co-ax MG, Hull MG, .50 cal AA MG, Protected ammo.                                   |   |
| M4 105mm howitzer                      | 24"/60cm      | 1         | 9         | 2+        | Breakthrough gun, Slow traverse, Smoke.   |   |
| Firing bombardments                    | 48"/120cm     | -         | 4         | 4+        |   |   |
| Tank Destroyers                        |               |           |           |           |   |   |
| M10 3in GMC                            | Standard Tank | 4         | 2         | 0         | .50 cal AA MG.  |   |
| M7 3in gun (late)                      | 32"/80cm      | 2         | 13        | 3+        | Slow traverse.  |   |
| Reconnaissance                         |               |           |           |           |   |   |
| .50 cal Recon Jeep                     | Jeep          | -         | -         | -         | .50 cal AA MG, Recce.   |   |
| M20 Scout Car                          | Jeep          | 1         | 0         | 0         | .50 cal AA MG, Recce.   |   |
| Gun Teams                              |               |           |           |           |   |   |
| Weapon                                 | Mobility      | Range     | ROF       | Anti-tank | Firepower   | Notes   |
| M2A1 105mm howitzer                    | Immobile      | 24"/60cm  | 1         | 9         | 2+  | Breakthrough gun, Gun shield, Smoke.                  |
| Firing bombardments                    |               | 72"/180cm | -         | 4         | 4+  | Smoke Bombardment.                                    |
| 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. |
| Firing bombardments                    |               | 32"/80cm  | -         | 1         | 6+  |   |
| 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.  |   |
| 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         | 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.  |   |
| .50 cal Vehicle MG                     | 16"/40cm      | 3         | 4         | 5+        | ROF 1 if other weapons fire.  |   |

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Special Rules

### **Corps Tank Destroyer Platoon (Trained) - p.36**

A Corps Tank Destroyer Platoon is a Reconnaissance Platoon.

A Corps Tank Destroyer Platoon uses the Tank Destroyers special rules on page 238 of the rulebook.

### **Lieutenant Colonel Creighton Abrams - p.13**

Lieutenant Colonel Creighton Abrams is a Warrior and Higher Command Tank Team rated Fearless Veteran. He is mounted in one of his "Thunderbolt" tanks as follows:

M4 Sherman "Thunderbolt V" 155 Points

M4A3 (76mm) Sherman "Thunderbolt VI" 210 Points

M4A3E8 Sherman "Thunderbolt VII" 260 Points

You may field Abrams in the Tank Company on page 23 or the Armoured Rifle Company on page 26.

A force led by Abrams may make a Spearhead moves (see page 261 of the rulebook) with up to two of your platoons at the beginning of the game.

A platoon led by Abrams may use the German Stormtroopers special rule (see page 241 of the rulebook).

Combat and Weapons platoons in a force led by Abrams use the German Mission Tactics special rule (see page 242 of the rulebook).

### **Recon Platoon (7th Division) - p.28**

Recon Platoons are Reconnaissance Platoons.

### **Tank Platoon (7th Division) - p.23**

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