

Rifle Company (2nd I.D.)

Confident Veteran

Milos Milojevic - Team Serbia

USA

Late-War

Infantry Company

Platoon	Qty	Unit	Points
Headquarters			
Rifle Company HQ (2nd I.D.) - p.49	2	Cmd Carbine team	15
Combat Platoons			
Rifle Platoon (2nd I.D.) - p.49	1 1 5 1	Cmd Rifle team Bazooka team SMG team Bazooka team	160
Rifle Platoon (2nd I.D.) - p.49	1 1 5 1	Cmd Rifle team Bazooka team SMG team Bazooka team	160
Rifle Platoon (2nd I.D.) - p.49	1 1 6	Cmd Rifle team Bazooka team Rifle team	145
Weapons Platoons			
Anti-tank Platoon (2nd I.D.) - p.51	1 3	Cmd Carbine team M1 57mm gun (late)	100
Regimental Support			
Anti-tank Platoon (2nd I.D.) - p.51	1 3	Cmd Carbine team M1 57mm gun (late)	100
Intelligence & Recon Platoon (2nd I.D.) - p.52	1 2 1	.50 cal Recon Jeep .50 cal Recon Jeep Bazooka Recon Jeep	100
Cannon Platoon (2nd I.D.) - p.53	1 1 6	Cmd Carbine team Observer Carbine team M3 105mm light howitzer	205
Support Platoons			
Scrapyard Tank Platoon (Trained) - p.55 Confident Trained	1 1 1 1	M10 3in GMC (late) M7 Priest HMC M4 (105mm) Sherman M36 90mm GMC	210
Tank Destroyer Platoon (Trained) - p.69 Confident Trained	1 2 4	.50 cal Recon Jeep M20 Scout Car M10 3in GMC (late)	310
Field Artillery Battery (155mm) (Veteran) - p.72	1 1 1 1 4	Cmd Carbine team Staff team Observer Carbine team Jeep M1 155mm howitzer	275
Company Points:			1780

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Source document: Devils Charge

Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</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>	
Artillery					
M7 Priest HMC	Standard Tank	1	0	0	.50 cal AA MG.
<i>M2A1 105mm howitzer</i>	<i>24"/60cm</i>	<i>1</i>	<i>9</i>	<i>2+</i>	<i>Breakthrough gun, Hull mounted, Smoke.</i>
<i>Firing bombardments</i>	<i>72"/180cm</i>	<i>-</i>	<i>4</i>	<i>4+</i>	<i>Smoke Bombardment.</i>
Tank Destroyers					
M10 3in GMC (late)	Standard Tank	4	2	0	.50 cal AA MG.
<i>M7 3in gun (late)</i>	<i>32"/80cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	<i>Slow traverse.</i>
M36 90mm GMC	Standard Tank	4	2	0	.50 cal AA MG, Detroit's finest.
<i>M3 90mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>14</i>	<i>3+</i>	
Reconnaissance					
.50 cal Recon Jeep	Jeep	-	-	-	.50 cal AA MG, Recce.
Bazooka Recon Jeep	Jeep	0	0	0	Overloaded, Recce.
<i>Twin M1 Bazooka launcher</i>	<i>8"/20cm</i>	<i>2</i>	<i>10</i>	<i>5+</i>	<i>Hull mounted.</i>
M20 Scout Car	Jeep	1	0	0	.50 cal AA MG, Recce.

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
M3 105mm light howitzer	Heavy	16"/40cm	1	7	2+	Breakthrough gun, Smoke.
<i>Firing bombardments</i>		<i>56"/140cm</i>	<i>-</i>	<i>4</i>	<i>4+</i>	<i>Smoke Bombardment.</i>
M1 155mm howitzer	Immobile	24"/60cm	1	10	1+	Bunker buster, Gun shield, Smoke.
<i>Firing bombardments</i>		<i>88"/220cm</i>	<i>-</i>	<i>5</i>	<i>2+</i>	<i>Smoke Bombardment.</i>
.50 cal MG team	Man-packed	16"/40cm	3	4	5+	
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.
SMG team	4"/10cm	3	1	6+	Full ROF when moving.
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.

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

Intelligence & Recon Platoon (2nd I.D.) - p.52**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 I.D.) - p.49

All American platoons from a company with the Why We Fight special rule use the British Bulldog rule (see page 246 of the rulebook in Assaults involving any SS platoon).

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).

Scrapyard Tank Platoon (Trained) - p.55

Teams from a Scrapyard Tank Platoon cannot fire Artillery Bombardments.

Tank Destroyer Platoon (Trained) - p.69

A Tank Destroyer Platoon is a Reconnaissance Platoon.

Tank Destroyer Platoons use the US Tank Destroyers special rules on page 238 of the rulebook.