

# US Rifle Company

Confident Trained

USA Mid-War

## Infantry Company

Platoon	Qty	Unit	Points
<b>Headquarters</b>			
Rifle Company HQ - p.245	2	Cmd Carbine team	60
	2	Bazooka team	
<b>Combat Platoons</b>			
Rifle Platoon - p.245	1	Cmd Rifle team	150
	1	Bazooka team	
	9	Rifle team	
Rifle Platoon - p.245	1	Cmd Rifle team	110
	1	Bazooka team	
	6	Rifle team	
Weapons Platoon - p.246	1	Cmd Carbine team	90
	1	Jeep with .50 cal AA MG	
	2	M1919 LMG team	
	3	M2 60mm mortar	
<b>Weapons Platoons</b>			
Mortar Platoon - p.247	1	Cmd Carbine team	110
	1	Jeep with .50 cal AA MG	
	1	Bazooka team	
	4	M1 81mm mortar	
Ammunition & Pioneer Platoon - p.248	1	Cmd Pioneer Rifle team	185
	2	Bazooka team	
	1	Pioneer Supply 3/4-ton truck	
	6	Pioneer Rifle team	
<b>Regimental Support</b>			
Anti-tank Platoon - p.247	1	Cmd Carbine team	160
	3	M1 57mm gun	
	3	Bazooka team	
<b>Divisional Support</b>			
Tank Platoon - p.237	5	M5A1 Stuart	310
Self-Propelled Anti-Tank Platoon - p.256	1	Cmd Carbine team	230
	1	Jeep with .50 cal AA MG	
	1	Carbine team	
	1	Jeep	
	2	M-10 3in GMC	
Field Artillery Battery (w/ M2A1 105mm Howitzers) - p.257	1	Cmd Carbine team	165
	1	Staff team	
	1	Observer Carbine team	
	1	Jeep	
	4	M2A1 105mm howitzer	
Anti-aircraft Artillery (Self-propelled) Platoon - p.259	2	M15 CGMC (37mm)	80
<b>Company Points:</b>			<b>1650</b>

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Source document: North Africa

**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>	

### Light Tanks

M5A1 Stuart	Light Tank	4	2	1	Co-ax MG, Hull MG, AA MG.
<i>M6 37mm gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	<i>Stabiliser.</i>

### Tank Destroyers

M10 3in GMC	Standard Tank	4	2	0	.50 cal AA MG.
<i>M7 3in gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>12</i>	<i>3+</i>	<i>Slow traverse.</i>

### Anti-Aircraft

M15 CGMC (37mm)	Wheeled	1	0	0	
<i>M15 37mm combination mount</i>	<i>24"/60cm</i>	<i>4</i>	<i>5</i>	<i>4+</i>	<i>Anti-aircraft.</i>

## 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.
M1 81mm mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6+	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	Medium	24"/60cm	3	10	4+	Gun shield, No HE.

## 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.

### Additional Training and Equipment

Pioneer teams are rated as Tank Assault 3.

## Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
Jeep	Jeep	-	-	-	Optional Passenger-fired AA MG or .50 cal AA MG.
Dodge 3/4-ton or GMC 2 1/2-ton truck	Wheeled	-	-	-	

## 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

### **Rifle Platoon - p.245**

Sergeant Charles 'Commando' Kelly

Kelly is an Infantry team and a Warrior. He can replace a Rifle team in any Rifle Platoon for +20 points.

**One Man Army:** Kelly uses his BAR and every other weapon that comes to hand, from rifles to bazookas and even 37mm guns. His characteristics are: Range 16"/40cm, ROF 3, Anti-tank 2, and Firepower 5+.

When shooting at armoured vehicles, if Kelly scores more than one hit he may discard a hit to increase the Anti-tank rating of another hit to 5, or two hits to increase it to 7.

Every hit caused by Kelly counts as two hits for the purposes of Pinning Down the enemy.

**No Braver Man:** Kelly ignores all the effects of being Pinned Down. If Kelly's platoon fails a Platoon Morale Check, roll a die. On a roll of 4+, Kelly fights on alone, although the rest of the platoon are Destroyed. In this case the platoon consists of just Kelly.

When his platoon is Destroyed, Kelly has no Command team, so he cannot move (even in assaults, although he can Counterattack any one in range). Kelly passes all Motivation Tests on a roll of 2+ if the rest of the platoon is Destroyed.

### **Self-Propelled Anti-Tank Platoon - p.256**

Self-Propelled Anti-Tank Platoons use the Tank Destroyer rules on page 262.

### **Tank Platoon - p.237**

Staff Sergeant Cole 'Reb' Jackson

Jackson is a Warrior. He is rated as Confident Trained.

Jackson may join a Tank Platoon taking over any tank in the platoon, except the Platoon Command tank, for +25 points.

**Like a Rock**

If Jackson's tank is required to take a Motivation Test and fails, re-roll the test. If Jackson's platoon is required to take a Motivation Test and fails, Jackson can re-roll the test for his tank. If the re-roll passes, treat Jackson's tank as passing the test, but the rest of the platoon as failing it. This can lead to Jackson fighting on alone after the rest of the platoon fail a Platoon Morale Check. In this case the platoon now consists of just Jackson's tank.

**Go Fix It**

If the Platoon Command team is Destroyed, treat Jackson as the Platoon Command team.

Don't forget that your M3 Lee tanks can fire both their 75mm main gun and the 37mm turret gun at the same time using the Multiple Weapons rule on page 85 of the rulebook.

**T14 Mid-war Monster -** Any US company may replace up to half of the M4 Sherman medium tanks in each Tank Platoon and any or all tanks in the Company HQ with T14 assault tanks armed with .50 cal AA MG for +25 points per tank.

**T14 Mid-war Monster -** You may allocate hits to a T14 assault

tank as if it had the lowest armour rating for the Hit Weakest Armour First rule (page 95 of the rulebook), assigning it a hit before the lesser armoured tanks.

This rule does not apply to hits from Machine-guns, Artillery Bombardments or Aircraft.

Treat T14 assault tanks and M4 Sherman tanks as having the same chassis, making them indistinguishable using the Gun Tanks rule (page 96 of the rulebook).

### **Weapons Platoon - p.246**

Weapons Platoons may make Combat Attachments to Combat Platoons.