L2024 - Bart - Veteran Armoured Rifle Company

D-Day: American Force

53

	U.S.		52
LU174	5		
5			
LU177	12		
2			
LU161	28		
3			
LU164	7		
7			
	5 LU177 2 LU161	LU174 5 LU177 12 LU161 28 B	LU174 5 LU177 12 LU161 28 B

 Card List:
 Pick List:

 LU107
 Jeep
 3 60mm mortar

 LU161
 Veteran M4 Sherman (76mm) Tank Platoon
 1 Jeep (60mm)

 LU164
 Veteran M5 Stuart Tank Platoon
 1 Jeep (MG)

Unit Count: 9

LU165 Veteran Armoured Rifle Company HQ 12 M1 Bazooka team
LU166 Veteran M3 Half-track 12 M1 Garand rifle team

LU167 Veteran Armoured Rifle Platoon 4 M12 (155mm) LU168 Veteran Armoured M1917 Machine-gun Platoon 4 M1917 HMG

D-Day

LU174 M8 Greyhound Cavalry Recon Patrol 6 M1919 LMG LU177 M12 155mm Artillery Battery 6 M3 Half-track (

U177 M12 155mm Artillery Battery 6 M3 Half-track (.30 cal MG) 9 M3 Half-track (.50 cal MG)

5 M4 Sherman (76mm)

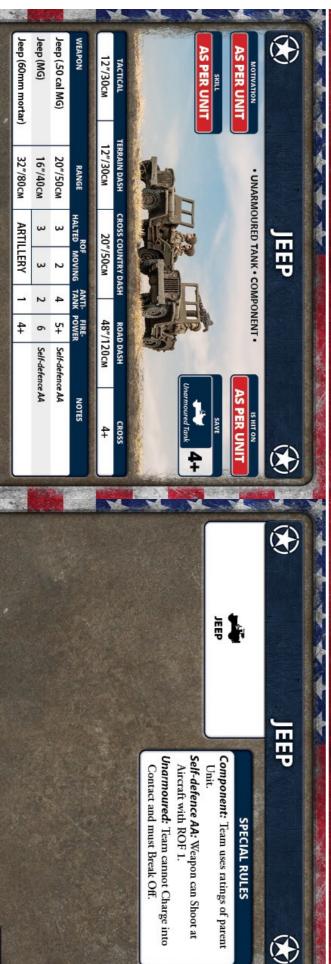
Total Points : 105

3 M5 Stuart (37mm)

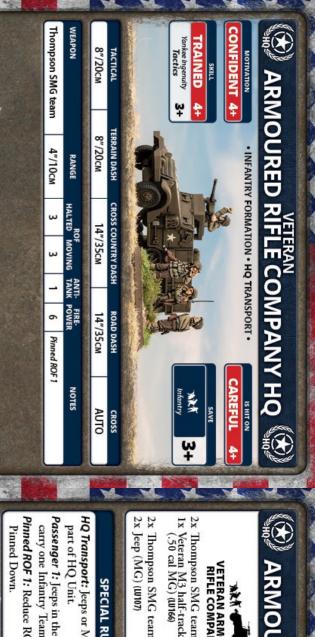
2 M8 Greyhound (37mm)

2 Thompson SMG team





■U107





ARMOURED RIFLE COMPANY HQ



VETERAN ARMOURED RIFLE COMPANY HQ

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

3 POINTS

3 POINTS 1 Veteran

ARMOURED RIFLE COMPANY

FORMATION CONTAINS:

HQ Transport: Jeeps or M3 half-track are part of HQ Unit.

SPECIAL RULES

Pinned ROF 1: Reduce ROF to 1 when Passenger 1: Jeeps in the HQ Unit can carry one Infantry Team as Passengers. Pinned Down.



0-1

2-3 Veteran Armoured Rifle Company HQ (LU165)

0-1 Veteran M1917 Armoured Machine-gun Platoon (LU168) Armoured Rifle Platoon (W167)

0-1 Veteran Armoured 81mm Mortar Platoon (LU170)

0-1 Veteran 57mm Armoured Anti-tank Platoon (LU169)

Veteran M8 Scott Assault Gun Platoon (LU171)

M5 STUART VETERAN TANK PLATOON

M5 STUART VETERAN TANK PLATOON

· TANK UNIT •

CONFIDENT 4+

MOTIVATION

TRAINED Tactics

3+ 4 SKILL

VETERAN M5 STUART TANK PLATOON

4x M5 Stuart (37mm) 5x M5 Stuart (37mm)

13 POINTS

10 POINTS

SPECIAL RULES

Self-defence AA: Weapon can Shoot at Stabiliser: +1 To Hit for Moving ROF. Aircraft with ROF 1.



1 U164

M5 Stuart (MGs) M5 Stuart (37mm)

24"/60cm

RANGE

ROF HALTED MOVING

TANK POWER

NOTES

4

Stabiliser

Self-defence AA

16"/40cm

12"/30cm

TACTICAL

TERRAIN DASH

CROSS COUNTRY DASH

ROAD DASH

CROSS

4

TOP

0

FRONT

ARMOUR

CAREFUL

NO LIH SI

28"/70см

24"/60см

14"/35cm





ARMOURED RIFLE PLATOON





ARMOURED RIFLE PLATOON

5x M1 Bazooka team 6x M1 Garand rifle team

1x 60mm mortar 2x M1919 LMG

2x Veteran M3 half-track (.50 cal MG) (IU166)

3x Veteran M3 half-track (.30 cal MG) (III166)

4x M1 Garand rifle team

4x M1 Bazooka team

2x M1919 LMG

2x Veteran M3 half-track (.50 cal MG) (JU166) 1x 60mm mortar

15 POINTS

10167

Heavy Weapon: Team cannot Charge Assault 5+: Team hits on 5+ in Assaults. Into Contact.

SPECIAL RULES

Observer: Unit Leader can Spot for any friendly Artillery Unit.

Slow Firing: +1 To Hit for Moving ROF

19 POINTS



M3 HALF-TRACK

•TRACTOR • UNIT TRANSPORT •

CAREFUL

NO LIH SI

ELUCTANT 5+

MOTIVATION

ounterattack

Transport



M3 HALF-TRACK VETERAN TRANSPORT



SPECIAL RULES

MG Transport: M1919 LMG and M1917 Passenger MG. HMG teams may fire while mounted as

Passengers 3, Tractor: Team can carry as Passengers. three Infantry Teams or one Gun Team

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

Unit Transport: Unit Leader must end while on table. the Unit Leader of its Passenger Unit the Movement Step within 6"/15cm of

10166

Passenger MG M3 (.30 cal MG) M3 (.50 cal MG)

> 16"/40cm 20"/50cm

Self-defence AA Self-defence AA

MG Transport

16"/40cm

WEAPON

RANGE

ROF HALTED MOVING

TANK

POWER 5+

NOTES

10"/25cm

TACTICAL

TERRAIN DASH

CROSS COUNTRY DASH

ROAD DASH

CROSS

4

ΤOP

0

RONT

32"/80cm

18"/45cm

10"/25cm

Yankee Ingenuity
Tactics

TRAINED

Transport Assault

6





M8 GREYHOUND

(1)



M8 GREYHOUND CAVALRY RECON PATROL

2x M8 Greyhound (37mm)

1x Jeep (MG) (W107) 1x Jeep (60mm mortar) (LU107)

1x Jeep (60mm mortar) (LU107)
1x Jeep (MG) (LU107)

3 POINTS

5 POINTS

1x M8 Greyhound (37mm

while moving.

Observer: Unit Leader can Spot for any **SPECIAL RULES**

Scout: Team can remain Gone to Ground Overworked: +1 To Hit for Moving ROF. friendly Artillery Unit.

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

Spearhead: Unit can move before the game to expand the Deployment Area

U174





CONFIDENT 4+





Tactics Assault TRAINED

> 5 4

4x M1917 HMG

8"/20cm TERRAIN DASH 8"/20cm 24"/60cm RANGE CROSS COUNTRY DASH ROF HALTED MOVING 6 12"/30cm TANK POWER ROAD DASH 12"/30cm NOTES AUTO CROSS

M1917HMG

WEAPON

TACTICAL



W1917 MACHINE-GUN PLATOON



VETERAN ARMOURED
M1917 MACHINE-GUN PLATOON

2x Veteran M3 half-track (.50 cal MG) (LU166) 4x M1917 HMG

5 POINTS

4 POINTS

SPECIAL RULES

Heavy Weapon: Team cannot Charge

Into Contact



