

RIFLE COMPANY (99TH I.D.)

CONFIDENT

TRAINED

INFANTRY COMPANY

POINTS

1050

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Rifle Company HQ (99th I.D.) p.49	2	Cmd Carbine team	10
COMBAT PLATOONS			
Rifle Platoon (99th I.D.) p.49	1	Cmd Rifle team	160
	1	Bazooka team	
	8	Rifle team	
	1	Bazooka team	
Rifle Platoon (99th I.D.) p.49	1	Cmd Rifle team	160
	1	Bazooka team	
	8	Rifle team	
	1	Bazooka team	
SUPPORT PLATOONS			
Tank Platoon (Trained) p.68	3	M4A3 (76mm) Sherman	325
Light Tank Platoon (14th Cav) p.67	4	M24 Chaffee	255
Field Artillery Battery (Trained) p.72	1	Cmd Carbine team	140
	1	Staff team	
	1	Observer Carbine team	
	1	Jeep	
	4	M2A1 105mm howitzer	

Devil's Charge - USA Late-War - Platoon Count: 5

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>	
TANKS					
M4A3 (76mm) Sherman	Standard Tank	7	4	1	Co-ax MG, Hull MG, .50 cal AA MG, Detroit's Finest, Protected ammo, Tank telephone.
<i>M1 76mm gun (late)</i>	<i>32"/80cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	<i>Stabiliser.</i>
LIGHT TANKS					
M24 Chaffee	Light Tank	4	2	1	Co-ax MG, Hull MG, .50 cal AA MG.
<i>M6 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Smoke, Stabiliser.</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.

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.

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.

SPECIAL RULES

Rifle Company HQ (99th 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).

Company Command teams from the 99th Infantry Division may re-roll the first Company Morale Check that they are required to take if they fail their first attempt.

Tank Platoon (Trained) - p.68

You can upgrade your M4 or M4A1 Sherman tanks from your Tank Platoons to newer models. For each tank you wish to upgrade, simply add the points that match the skill rating of the Tank Platoon you have chosen to the cost of the platoon. For example, in your full-strength Trained Tank Platoon (320 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 +50 points for the Jumbo upgrade and +45 for each of the 76mm upgrades, for a total cost of 460 points for the platoon.