

RIFLE COMPANY (99TH I.D.)

CONFIDENT TRAINED

INFANTRY COMPANY

POINTS 1405

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 1 6	Cmd Rifle team Bazooka team Rifle team	110
Rifle Platoon (99th I.D.) p.49	1 1 5 1	Cmd Rifle team Bazooka team Rifle team Bazooka team	115
WEAPONS PLATOONS			
Mortar Platoon (99th I.D.) p.51	1 4	Cmd Carbine team M1 81mm mortar	85
Anti-tank Platoon (99th I.D.) p.51	1 3	Cmd Carbine team M1 57mm gun (late)	80
REGIMENTAL SUPPORT			
Anti-tank Platoon (99th I.D.) p.51	1 3	Cmd Carbine team Bazooka team	45
Intelligence & Recon Platoon (99th I.D.) p.52	1 3	.50 cal Recon Jeep Recon Jeep	65
SUPPORT PLATOONS			
Tank Platoon (Trained) p.68	3	M4A3 (76mm) Sherman	325
Light Tank Platoon (14th Cav) p.67	3	M24 Chaffee	190
Cavalry Recon Platoon (2nd Cav) p.65	1 1 1	M8 armored car Mortar Jeep Recon Jeep	90
Field Artillery Battery (Trained) p.72	1 1 1 1 4	Cmd Carbine team Staff team Observer Carbine team Jeep M2A1 105mm howitzer	140
Air Support p.77	5	Limited Air Support P-47 Thunderbolt	150

Devil's Charge - USA Late-War - Platoon Count: 10

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>
ARMoured CARS					
M8 armored car	Wheeled	1	0	0	Coax MG, .50 cal AA MG, Recce.
<i>M6 37mm gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	
RECONNAISSANCE					
.50 cal Recon Jeep	Jeep	-	-	-	.50 cal AA MG, Recce.
Mortar Jeep	Jeep	-	-	-	Recce.
<i>M2 60mm mortar</i>	<i>24"/60cm</i>	<i>2</i>	<i>1</i>	<i>3+</i>	<i>Hull mounted, Portee, Can fire over friendly troops, 8" minimum range.</i>
<i>Firing bombardments</i>	<i>32"/80cm</i>	<i>-</i>	<i>1</i>	<i>6+</i>	
Recon Jeep	Jeep	-	-	-	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.
.50 cal MG team	Man-packed	16"/40cm	3	4	5+	
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 .50 cal MG team	Man-packed	16"/40cm	3	4	5+	
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.

AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
P47 Thunderbolt	MG	2	6	5+	
	Bombs	4	5	1+	

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

Cavalry Recon Platoon (2nd Cav) - p.65

Dismount

Before deployment you may choose to dismount any or all of your Cavalry Recon Platoons. If you do this, all of the Cavalry Recon Patrols from the same platoon operate as a single platoon.

If you dismount, all of the platoon's vehicles are permanently removed from the game. Replace all of the vehicles in each Patrol with any two of the following teams for each Patrol:

- Carbine teams
- M1919 LMG teams
- up to one M2 .50 cal MG team per Cavalry Recon Patrol.
- up to one Bazooka team per Cavalry Recon Patrol.
- up to one M2 60mm mortar team per Cavalry Recon patrol.

Designate any one of the teams as the Platoon Command team. The platoon remains a Reconnaissance Platoon.

Cavalry Recon Patrols are Reconnaissance Platoons.

Cavalry Recon Patrols from Cavalry Recon Platoons operate as separate platoons, each with their own Command team.

Intelligence & Recon Platoon (99th 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 (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.