

Tank Company

Confident Trained

USA Mid-War

Tank Company

Platoon	Qty	Unit	Points
Headquarters			
Tank Company HQ - p.237	2	M4 or M4A1 Sherman	230
Combat Platoons			
Tank Platoon - p.237	3 1	M4 or M4A1 Sherman Staff Sergeant Cole (Reb) Jackson	370
Company Points:			600

www.EasyArmy.com

Source document: North Africa

Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
Weapon	Range	ROF	Anti-tank	Firepower	
Tanks					
M4 or M4A1 Sherman	Standard Tank	6	4	1	Co-ax MG, Hull MG, .50 cal AA MG.
M3 75mm gun	32"/80cm	2	10	3+	Smoke, Stabiliser.

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.

EASYARMY.COM

Special Rules

Tank Company HQ - p.237

Major General Ernest N Harmon

Harmon is a Warrior and a Higher Command Transport team rated as Fearless Trained. Harmon is always mounted in a Jeep. He can join any Tank or Armored Rifle Company for +40 points.

Get Moving: Each turn one platoon that is not Pinned Down and is within 6"/15cm of Harmon may attempt to move again at the end of the Movement Step after all other movement. Roll a die. On a roll of 4+ the platoon may move a further 4"/10cm. All of the normal rules apply for this movement. The platoon may still shoot and assault after making this extra move.

Old Gravel Voice: At the start of the Shooting step Harmon may attempt to rally one platoon within 6"/15cm.

If the platoon is Pinned Down, roll a Motivation Test. If it is successful, the platoon rallies and is no longer Pinned Down. Any Bailed Out vehicles in the platoon take a Motivation Test and if successful remount immediately.

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.

Your company must include at least one Tank Platoon equipped with the same type of tank as the Company HQ.

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).