

# Tank Company (4th Division)

Confident Veteran

Festa Major&#180;16 U.S.Tanks

USA

Late-War

## Tank Company

Platoon	Qty	Unit	Points
Headquarters			
Tank Company HQ (4th Division) - p.23	2	M4 or M4A1 Sherman	165
Combat Platoons			
Tank Platoon (4th Division) - p.23	5	M4 or M4A1 Sherman	415
Tank Platoon (4th Division) - p.23	5	M4 or M4A1 Sherman	415
Warriors			
Lieutenant Colonel Creighton Abrams - p.13	1	Lt. Col. Abrams in M4 Sherman	155
Fearless Veteran			
Weapons Platoons			
Light Tank Platoon (4th Division) - p.25	3	M5A1 Stuart	155
Support Platoons			
Corps Tank Destroyer Platoon (Veteran) - p.36	1 2 2	.50 cal Recon Jeep M20 Scout Car M18 Hellcat GMC	230
Company Points:			1535

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Source document: Blood, Guts, & Glory

## Arsenal

### Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
Weapon	Range	ROF	Anti-tank	Firepower	
<b>Tanks</b>					
Lt. Col. Abrams in M4 Sherman	Standard Tank	6	4	1	Co-ax MG, Hull MG, .50 cal AA MG, Hedgerow cutters, Tank telephone.
M3 75mm gun	32"/80cm	2	10	3+	Smoke, Stabiliser.
M4 or M4A1 Sherman	Standard Tank	6	4	1	Co-ax MG, Hull MG, .50 cal AA MG, Tank telephone.
M3 75mm gun	32"/80cm	2	10	3+	Smoke, Stabiliser.
<b>Light Tanks</b>					
M5A1 Stuart	Light Tank	4	2	1	Co-ax MG, Hull MG, AA MG.
M6 37mm gun	24"/60cm	2	7	4+	Stabiliser.
<b>Tank Destroyers</b>					
M18 Hellcat GMC	Light Tank	2	0	0	.50 cal AA MG.
M1 76mm gun (late)	32"/80cm	2	13	3+	
<b>Reconnaissance</b>					
.50 cal Recon Jeep	Jeep	-	-	-	.50 cal AA MG, Recce.
M20 Scout Car	Jeep	1	0	0	.50 cal AA MG, Recce.
<b>Vehicle Machine-guns</b>					
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

### Corps Tank Destroyer Platoon (Veteran) - p.36

A Corps Tank Destroyer Platoon uses the Tank Destroyers special rules on page 238 of the rulebook.

### **Lieutenant Colonel Creighton Abrams - p.13**

Lieutenant Colonel Creighton Abrams is a Warrior and Higher Command Tank Team rated Fearless Veteran. He is mounted in one of his "Thunderbolt" tanks as follows:

M4 Sherman "Thunderbolt V" 155 Points

M4A3 (76mm) Sherman "Thunderbolt VI" 210 Points

M4A3E8 Sherman "Thunderbolt VII" 260 Points

You may field Abrams in the Tank Company on page 23 or the Armoured Rifle Company on page 26.

A force led by Abrams may make a Spearhead moves (see page 261 of the rulebook) with up to two of your platoons at the beginning of the game.

A platoon led by Abrams may use the German Stormtroopers special rule (see page 241 of the rulebook).

Combat and Weapons platoons in a force led by Abrams use the German Mission Tactics special rule (see page 242 of the rulebook).

### **Tank Platoon (4th Division) - p.23**

An M4A3E8 Easy Eight tank does not suffer +1 penalty to its score To Hit when using the Stabilizers special rule, provided that it did not move more than 6"/15cm during the Movement Step and it did not move in, enter, or more out of Rough Terrain.

At the start of the game a player may elect to fit all of their Sherman tanks (of all variants) with Duckbills. This gives them Wide Tracks (see page 61 of the rulebook), but makes their mobility rating Slow Tank.

M4A3E2 Jumbo and M4A3E8 Easy Eight tanks cannot be fitted with Duckbills and ignore the Duckbills special rule.

If a Tank team with Tank Telephone and an adjacent Infantry team did not move in the Movement Step, and the Infantry team is not Pinned Down, the Infantry team can use the Eyes and Ears rule (see page 195 of the rulebook) to Reveal one Gone to Ground enemy team to that Tank team as if the Infantry team was a Recon team. If other tanks in the platoon fire, they must either have their own Infantry team pointing out the targets or continue to treat the target as Gone to Ground.

Tanks that use the Detroit's Finest special rule have a Movement Distance of 14"/35cm on Roads and Cross-country Terrain.

You can upgrade your M4 or M4A1 Sherman tanks from your Tank Company HQ and Tank Platoon to newer models. For each tank you wish to upgrade, simply add the points that match your division (4th or 7th) from the adjacent table to the cost of your HQ or platoon.

For example, in one of your full-strength Tank Platoons from the 4th Armoured Division (415 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 +60 points for the Jumbo upgrade and +55 for each of the 76mm upgrades, for a total cost of 585 points for the platoon.

In your next platoon you would like to upgrade all five tanks to M4A3 tanks, making that platoon cost 440 points.

You may allocate hits to an M4A3E2 Jumbo tank as if it had the lowest armour rating, assigning it a hit before the lesser armoured tanks.

This rule does not apply to hits from Artillery Bombardments or hits from Aircraft.

You may not have more than one M4 (105mm) or M4A3 (105mm) tank in your company.

You may only have a total of two of the following in each platoon: M4A1 (76mm), M4A3 (76mm), M4A3E8 Easy Eight