

# Steve Smith

## 1500 Pts - US Rifle Company - Unnamed

Name	#	Mobility	Range	ROF	AT	FP	Front	Side	Top	Rating	Group	Cost
Company HQ	1									Confident Trained	CHQ	45
HQ Section	1		8"/20cm	1	1	6						[45]
Company Command Carbine team 2iC Command Carbine Team												
Bazooka team	2		8"/20cm	1	10	5+						[30]
Notes: Tank Assault 4												
Rifle Platoon	1									Confident Trained	Combat	155
HQ Section	1		16"/40cm	1	2	6						[20]
Command Rifle team												
Bazooka team	1		8"/20cm	1	10	5+						[15]
Notes: Tank Assault 4												
Rifle Squad	3		16"/40cm	1	2	6						[135]
3 x Rifle teams												
Rifle Platoon	1									Confident Trained	Combat	155
HQ Section	1		16"/40cm	1	2	6						[20]
Command Rifle team												
Bazooka team	1		8"/20cm	1	10	5+						[15]
Notes: Tank Assault 4												
Rifle Squad	3		16"/40cm	1	2	6						[135]
3 x Rifle teams												
Rifle Platoon	1									Confident Trained	Combat	155
HQ Section	1		16"/40cm	1	2	6						[20]
Command Rifle team												
Bazooka team	1		8"/20cm	1	10	5+						[15]
Notes: Tank Assault 4												
Rifle Squad	3		16"/40cm	1	2	6						[135]

	3 x Rifle teams											
Tank Destroyer Platoon	1									Confident Trained	Support	335
HQ Section	1		8"/20cm	1	1	6						[15]
	Command Carbine team											
Jeep	1	Jeep										[10]
	Equipment: .50 cal AA MG											
.50 cal AA MG	1		16"/40cm	3	4	5+						[0]
	Notes: <b>Self-defence anti-aircraft</b>											
Carbine team	2		8"/20cm	1	1	6						[40]
M20 utility	2	Jeep					1	0	0			[20]
	Equipment: .50 cal AA MG											
.50 cal AA MG	2		16"/40cm	3	4	5+						[0]
	Notes: <b>Self-defence anti-aircraft</b>											
M10 3in GMC	4	Fully-tracked					4	2	0			[280]
	Equipment: M7 3in gun, .50 cal AA MG											
	Notes: Slow Traverse											
M7 3" gun	4		32"/80cm	2	12	3+						[0]
.50 cal AA MG	4		16"/40cm	3	4	5+						[0]
	Notes: <b>Self-defence anti-aircraft</b>											
Tank Platoon	1									Confident Trained	Support	345
M4, M4A1 or M4A3 Sherman	5	Fully-tracked					6	4	1			[345]
	Equipment: M3 75mm gun, Co-ax MG, Hull MG, .50 cal AA MG											
	Notes: <b>Stabiliser</b>											
M3 75mm gun	5		32"/80cm	2	10	3+						[0]
	Notes: <b>Smoke</b>											
Co-ax MG	5		16"/40cm	3	2	6						[0]
	Notes: ROF 1 if other weapons fire.											
Hull MG	5		16"/40cm	3	2	6						[0]
	Notes: ROF 1 if other weapons fire.											
.50 cal AA MG	5		16"/40cm	3	4	5+						[0]
	Notes: <b>Self-defence anti-aircraft</b>											
Field Artillery Battery	1									Confident Trained	Support	145

HQ Section	1		8"/20cm	1	1	6						[15]
	Command Carbine team											
Staff Team	1	Heavy										[5]
Observer Team	1		8"/20cm	1	1	6						[15]
Jeep	1	Jeep										[5]
M2A1 105mm howitzer	4	Immobile	24"/60cm	1	9	2+						[115]
	Notes: <b>Gun Shield, Smoke</b>											
Firing bombardments	4		72"/180cm		4	4+						[0]
	Notes: Smoke bombardment											
Engineer Combat Platoon	1									Confident Trained	Support	165
HQ Section	1		8"/20cm	1	1	6						[10]
	Notes: Tank Assault 3, <b>Pioneer</b> Command Pioneer Carbine team											
Jeep	1	Jeep										[5]
	Equipment: .50 cal AA MG											
.50 cal AA MG	1		16"/40cm	3	4	5+						[0]
	Notes: <b>Self-defence anti-aircraft</b>											
Operating Squad	1		16"/40cm	1	2	6						[75]
	Notes: Tank Assault 3, <b>Pioneer</b> 2 x Pioneer Rifle teams											
Bazooka team	1		8"/20cm	1	10	5+						[15]
	Notes: Tank Assault 4											
GMC 2.5-ton truck	1	Wheeled										[5]
Weapons Squad	1		24"/60cm	6	2	6						[80]
	Notes: Tank Assault 3, <b>Pioneer</b> 2 x Pioneer HMG teams											
Bazooka team	1		8"/20cm	1	10	5+						[15]
	Notes: Tank Assault 4											
GMC 2.5-ton truck	1	Wheeled										[5]
											<b>Total Cost:</b>	<b>1500</b>

**Option Footnotes**

Special Rules	
Gun shield	Teams crewing weapons with a gun shield are in Bulletproof Cover when fired at from the front.
Pioneer	Pioneer teams have an Anti-tank rating of 3 in assaults.
Self-defence anti-aircraft	Self-defence anti-aircraft guns can only shoot at aircraft that are attacking their own platoon.
Slow Traverse	Slow traverse
Smoke	Weapons with smoke ammunition may fire smoke rather than their normal shooting.
Smoke bombardment	
Stabiliser	A moving tank fitted with a stabiliser can fire its main gun at its full ROF but adds a penalty of +1 to the score needed to hit.

### Validation Report

*Briefing: Festung Europa; Variations: Standard*

List satisfies all enforced validation rules