

⚠ Unlimited Pts - United States: 1944 [BE] Breakout: Closing the Fal

Name	#	Group	Quality	Morale	Damage	Move	Tpt Cap	Option Summary	Cost
M4A2 Sherman 'Zippo'	1	Tank	Regular	9+	9+	Tracked		Coax Flame MMG Flame ModernC	175
• p41 AoUSA; Coax MMG; Flamethrower; MMG (Forward Hull); Flamethrower; Modern Communication									
M4 Sherman 75mm	1	Tank	Regular	9+	9+	Tracked		Coax MedATGun MMG Fire HE (2") ModernC	195
• p173 rulebook; Coax MMG; Medium AT Gun (2"); MMG (Forward Hull); Easily Catches Fire; HE (2"); Modern Communication									
Total Cost:									370

Option Footnotes

Special Rules	
Easily Catches Fire	• If on fire then add D3 pin markers instead of 1 (p173 rulebook)
Flamethrower	• No Hit penalty for cover or Down. • No Pen penalty at Long Range. • Gun Shield and Extra Protection do not apply. • Always hits Top Armour on vehicles • Causes D3+1 pin markers. • Target takes Morale Check when hit - destroyed if failed. • After firing on a 1 then no more shots. (p67-68 rulebook)
HE (2")	• +2 pen, D3 pins, D6 hits against target in building • Number of hits caused by number of models covered/partially covered by template. • Target can take immediate Down causing number of hits to halve. • No negative penetration modifier for long range. • If in Ambush then specify round loaded (p68-71 rulebook)
Modern Communication	• No modifier for Reserve (p20 AoUSA)
Weapons	
Coax MMG	R: 36", S: 5, Pen: n/a
Flamethrower	R: 12", S: D6+1, Pen: +3, Flamethrower • p62 rulebook
Medium AT Gun (2")	R: 60", S: 1, Pen: +5, HE (2") • p62 rulebook
MMG (Forward Hull)	R: 36", S: 5, Pen: n/a • p62 rulebook

List Design Information

Fire and Manoeuvre (p145 rulebook, p20 AoUSA)
 Air Power/Superiority (p146 rulebook, p20 AoUSA)
 Gyro-Stabilisers (p20 AoUSA)
 Modern Communications (p20 AoUSA)

Validation Report

1. Force Selection: Historical Formations; 2. Options: Use Defences (2 per); 3. Armies of USA: Armies of USA (Army Book); 4a. Europe (Late): 1944 [BE] Breakout: Closing the Falaise Gap
You must have one officer (2nd Lt or Lt) in the platoon to lead each Reinforced Platoon

Group	Min	Max	Used
Headquarters	0	0	0
Infantry	0	-	0
Teams	0	0	0
Artillery	0	-	0
Armoured Car	0	-	0
Armour	0	-	2
Transport-Tow	0	0	0