

RAPID FIRE! RELOADED

AMERICAN VEHICLE AND GUN CHART

GUNS			
Description	AT / HE Value	Points	
60mm mortar	HE 2 x D6	3	Minimum range 6", maximum range 18"
81mm mortar	HE 4 x D6	8	Minimum range 6", maximum range 48"
4.2" mortar	HE 5 x D6	10	Minimum range 6", maximum range 60"
Bazooka anti-tank rocket launcher	AT class 2 / HE 4 x D6	3	Maximum range 6"
Quad 50 cal anti-aircraft	Multiple HMG	12	
40mm Bofors anti-aircraft	AT class 4 / autocannon	8	
90mm anti-aircraft	AT class 2 / HE 5 x D6	12	Occasionally used in the AT role from 1944. ** AT ranges are: short 0 -12", medium 12 - 36", long 36 - 60". HE bands are: 6 x 10"
37mm anti-tank	AT class 4 / HE 2 x D6	6	
57mm anti-tank	AT class 3 / HE 3 x D6	8	Copy of the British 6pdr with longer barrel
3" anti-tank	AT class 2 / HE 3 x D6	10	AT ranges are: Short 0 -12", Medium 12 - 36" Long 36 - 60". HE bands are: 6 x 10".
75mm recoilless rifle	AT class 3 / HE 4 x D6	8	Introduced in 1945 for airborne forces. Maximum range for IDF is 72"
75mm pack howitzer	AT class 4 / HE 4 x D6	8	Also used by British airborne. Max range for IDF is 72"
105mm airborne / regimental howitzer	AT class 4 / HE 5 x D6	10	Maximum range for IDF is 72"
105mm howitzer	AT class 3 / HE 5 x D6	10	
155mm howitzer	HE 6 x D6	12	IDF only
4.5"	HE 6 x D6	12	IDF only
155mm 'Long Tom'	HE 6 x D6	12	IDF only
8" howitzer	HE 6 x D6	12	IDF only
240mm howitzer	HE 6 x D6	12	IDF only

SELF-PROPELLED GUNS				
Vehicle (Main Weapon)	Speed	Armour	Weapons	Points
M21 / M4 half-track (81mm mortar)	30 / 15	5	HE 4 x D6 (or VMG)	12
M8 HMC (75mm)	30 / 15	4	AT class 4 / HE 4 x D6	16
M19 HMC half-track (105mm)	30 / 15	5	AT class 3 / HE 5 x D6	14
M7 Priest (105mm)	24 / 12	5	AT class 3 / HE 5 x D6	14
M12 (155mm)	24 / 12	5	HE 6 x D6	16

TANK DESTROYERS				
Vehicle (Main Weapon)	Speed	Armour	Turret Weapons	Points
M6 ¾ ton truck (37mm)	30 / 15	6	AT class 4 / HE 2 x D6	8
M3 GMC half-track (75mm)	30 / 15	5	AT class 3 / HE 4 x D6	12
M10 Wolverine (3")	24 / 12	4	AT class 2 / HE 3 x D6	16
M18 Hellcat (76mm)	30 / 15	4	AT class 2 / HE 3 x D6 (or VMG)	18
M36 Jackson (90mm) *	24 / 12	4	AT class 2 / HE 5 x D6 * (or VMG)	18

* AT ranges are: short 0 -12", medium 12 - 36", long 36 - 60". HE bands are: 6 x 10".

RECOVERY / REPAIR / ENGINEERING VEHICLES				
Vehicle (Main Weapon)	Speed	Armour	Turret Weapons	Points
M31 ARV	24 / 12	3	-	8
M32 ARV	24 / 12	3	-	8
M25 'Dragon Wagon' tank recovery / transporter	18 / 9	5	-	4
M4 'Aunt Jemima' mine roller	9 / 6	3	AT class 3 / HE 4 x D6 (or VMG)*	16

'Lee' based ARV

'Sherman' based ARV

* Cannot fire at targets within a 180° arc drawn across the front of the tank hull.

ARMoured CARS, SCOUT CARS AND ARMoured PERSONNEL CARRIERS

Vehicle (Main Weapon)	Speed	Armour	Hull Weapons	Turret Weapons	Points
Semi-armoured Jeep (MG) *	30 / 15	5	VMG	-	7
Semi-armoured Jeep (Bazooka) *	30 / 15	5	AT class 2 / HE 5 x D6 *	-	10
M3 half-track (MG)	30 / 15	5	VMG	-	7
M3 scout car (MG)	30 / 15	5	VMG	-	7
M8 armoured car (37mm)	30 / 15	5	-	AT class 4 / HE 2 x D6 (or VMG)	10
M20 utility car (HMG)	30 / 15	5	VMG	-	7
Amtank LVT(A) 1 (37mm)	18 / 9 ***	5	2 x VMG	AT class 4 / HE 2 x D6 (or VMG)	12
Amtank LVT(A) 4 (75mm)	18 / 9 ***	5	VMG	AT class 4 / HE 4 x D6 (or VMG)	15
Amtrack LVT 2(A)	18 / 9 ***	5	2 x VMG	-	8
Amtrack LVT 2 Engineer (37mm)	18 / 9 ***	5	AT class 5 / autocannon and multiple VMGs	-	13
Amtrack LVT 4	18 / 9 ***	5	2 x VMG	-	8
Amtrack LVT 4 (flamethrower)	18 / 9 ***	5	Flamethrower (or 2 x VMG)	-	12
Weasel Amphibian	24 / 12 ***	6	VMG #	-	2

* Late 1944 field modification (twin Bazookas)

** Carries 2 x 2 figure infantry bases / 1 Jeep

*** Swimming 6"

Can only fire this weapon when carrying an infantry base

TANKS

Vehicle (Main Weapon)	Speed	Armour	Hull Weapons	Turret Weapons	Points
M3A1 Stuart (37mm)	30 / 15	4	3 x VMG *	AT class 4 / HE 2 x D6 (or VMG)	16
M3A1 Stuart (37mm)	30 / 15	4	VMG	AT class 4 / HE 2 x D6 (or VMG)	15
M3A1 Stuart 'Satan' (flamethrower)	30 / 15	4	VMG	Flamethrower (or VMG)	19
M3A3 Stuart (37mm)	30 / 15	4	VMG	AT class 4 / HE 2 x D6 (or VMG)	17
M5 Stuart (37mm)	30 / 15	4	VMG	AT class 4 / HE 2 x D6 (or VMG)	17
M24 Chaffee (75mm)	30 / 15	4	VMG	AT class 3 / HE 4 x D6 (or VMG)	17
M3 Lee (37mm / 75mm)	24 / 12	3	AT class 3 / HE 2 x D6 (or VMG)	AT class 4 / HE 2 x D6 (or VMG)	20
M4 Sherman (75mm)	24 / 12	3	VMG	AT class 3 / HE 4 x D6 (or VMG)	19
M4 Sherman (105mm)	24 / 12	3	VMG	AT class 4 / HE 5 x D6 (or VMG)	21
M4 Sherman (76mm)	24 / 12	3	VMG	AT class 2 / HE 3 x D6 (or VMG)	21
M4 Sherman 'Jumbo' (75mm)	24 / 12	2	VMG	AT class 3 / HE 4 x D6 (or VMG)	21
M4 Sherman 'Jumbo' (76mm)	24 / 12	2	VMG	AT class 2 / HE 3 x D6 (or VMG)	23
M4A3E8 Sherman (76mm)	24 / 12	3	VMG	AT class 2 / HE 3 x D6 (or VMG)	21
T34 Sherman 'Calliope' (MRL **)	24 / 12	3	VMG	AT class 3 / HE 4 x D6 (or VMG) (or 5 x D6 ***)	23
M26 Pershing (90mm) #	24 / 12	2	VMG	AT class 2 / HE 5 x D6 # (or VMG)	25
M4 Sherman (command)	24 / 12	3	VMG	AT class 3 / HE 4 x D6 (or VMG)	19
M4 Sherman (OP)	24 / 12	3	VMG	AT class 3 / HE 4 x D6 (or VMG)	24

* Only available up until the middle of 1942.

** Maximum range for IDF is 72".

*** Only fires once in a game.

AT ranges are: short 0 - 12", medium 12 - 36", long 36 - 60". HE bands are: 6 x 10".

ANTI-AIRCRAFT VEHICLES

Vehicle (Main Weapon)	Speed	Armour	Hull Weapons	Points
M15 half-track (37mm / 2 x HMG)	30 / 15	E	AT class 5 / multiple autocannon	15
M16 half-track (4 x HMG)	30 / 15	E	AT class 6 / multiple HMG	16