

AMERICAN VEHICLE AND GUN CHARTS

GUNS			
Description	AT / HE Value	Points	
60mm mortar	HE 6 points table 4	5	Minimum range 3", maximum range 18".
81mm mortar	HE 8 points table 4	15	Minimum range 6", maximum range 48".
4.2" mortar	HE 12 points table 4	25	Minimum range 6", maximum range 60".
Bazooka anti-tank rocket launcher	AT class 2 / HE 8 points table 4	10	Maximum range 6".
Quad 50 cal anti-aircraft (4 x HMG)	Multiple HMG	15	
40mm Bofors anti-aircraft	37mm autocannon	15	
90mm anti-aircraft	AT class 1 / HE 12 points table 4	30	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 6 points table 4	15	
57mm anti-tank	AT class 3 / HE 6 points table 4	20	Copy of the British 6pdr with longer barrel.
3" anti-tank	AT class 2 / HE 8 points table 4	25	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 12 points table 4	20	Introduced in 1945 for airborne forces. Maximum range for IDF is 72".
75mm pack howitzer	AT class 4 / HE 10 points table 4	15	Also used by British airborne. Max range for IDF is 72".
105mm airborne / regimental howitzer	AT class 4 / HE 12 points table 4	20	Maximum range for IDF is 72".
105mm howitzer	AT class 3 / HE 12 points table 4	20	
155mm howitzer	HE 12 points table 5	25	
4.5"	HE 12 points table 5	25	
155mm 'Long Tom'	HE 12 points table 5	25	IDF only.
8" howitzer	HE 15 points table 5	30	IDF only.
240mm howitzer	HE 15 points table 5	30	IDF only.

ANTI-AIRCRAFT VEHICLES				
Vehicle (Main Weapon)	Speed	Armour	Hull Weapons	Points
M15 half-track (37mm / 2 x HMG)	30 / 15	E	Multiple autocannon	30
M16 half-track (4 x HMG)	30 / 15	E	Multiple HMG	30

SELF-PROPELLED GUNS				
Vehicle (Main Weapon)	Speed	Armour	Hull Weapons	Points
M21 / M4 half-track (81mm mortar)	30 / 15	E	81mm mortar (or HMG)	30
M8 HMC (75mm)	30 / 15	D	AT class 4 / HE 10 points table 4	45
M19 HMC half-track (105mm)	30 / 15	E	AT class 3 / HE 12 points table 4	35
M7 Priest (105mm)	24 / 12	E	AT class 3 / HE 12 points table 4	35
M12 (155mm)	24 / 12	E	HE 12 points table 5	40

TANK DESTROYERS				
Vehicle (Main Weapon)	Speed	Armour	Turret Weapons	Points
M6 ¾ ton truck (37mm)	30 / 15	F	AT class 4 / HE 6 points table 4	20
M3 GMC half-track (75mm)	30 / 15	E	AT class 3 / HE 10 points table 4	35
M10 Wolverine (3")	24 / 12	D	AT class 2 / HE 8 points table 4 (or VMG)	55
M18 Hellcat (76mm)	30 / 15	D	AT class 2 / HE 8 points table 4 (or VMG)	55
M36 Jackson (90mm) *	24 / 12	D	AT class 1 / HE 10 points table 4 * (or VMG)	55

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

ARMoured CARS, SCOUT CARS AND ARMoured PERSONNEL CARRIERS

Vehicle (Main Weapon)	Speed	Armour	Hull Weapons	Turret Weapons	Points
Semi-armoured Jeep (MG) *	30 / 15	E	MMG**	-	20
Semi-armoured Jeep (Bazooka)*	30 / 15	E	2 x Bazooka**	-	25
M3 half-track (HMG)	30 / 15	E	HMG*	-	25
M3 scout car (HMG)	30 / 15	E	HMG*	-	25
M8 armoured car (37mm)	30 / 15	E	-	AT class 4 / HE 10 points table 4 (or VMG)	30
M20 utility car (HMG)	30 / 15	E	HMG	-	25

* Late 1944 field modification.

** Can only fire this weapon when carrying at least one passenger (other than the driver).

TANKS

Vehicle (Main Weapon)	Speed	Armour	Hull Weapons	Turret Weapons	Points
M3A1 Stuart (37mm)	30 / 15	D	3 x VMG*	AT class 4 / HE 6 points table 4 (or VMG)	45
M3A3 Stuart (37mm)	30 / 15	D	VMG	AT class 4 / HE 6 points table 4 (or VMG)	45
M5 Stuart (37mm)	30 / 15	D	VMG	AT class 4 / HE 6 points table 4 (or VMG)	45
M24 Chaffee (75mm)	30 / 15	D	VMG	AT class 3 / HE 10 points table 4 (or VMG)	50
M3 Lee (37mm / 75mm)	24 / 12	C	AT class 3 / HE 10 points table 4	AT class 4 / HE 6 points table 4 (or VMG)	60
M4 Sherman (75mm)	24 / 12	C	VMG	AT class 3 / HE 10 points table 4 (or VMG)	55
M4 Sherman (105mm)	24 / 12	C	VMG	AT class 4 / HE 12 points table 4 (or VMG)	55
M4 Sherman (76mm)	24 / 12	C	VMG	AT class 2 / HE 8 points table 4 (or VMG)	60
M4 Sherman 'Jumbo' (75mm)	24 / 12	B	VMG	AT class 3 / HE 10 points table 4 (or VMG)	65
M4 Sherman 'Jumbo' (76mm)	24 / 12	B	VMG	AT class 2 / HE 8 points table 4 (or VMG)	70
M4A3E8 Sherman (76mm)	24/15	C	VMG	AT class 2 / HE 8 points table 4 (or VMG)	75
T34 Sherman 'Calliope' (MRL**)	24 / 12	C	VMG	AT class 3 / HE 10 points table 4 (or VMG) or MRL*** (12 points table 5)	65
M26 Pershing (90mm) #	24 / 12	B	VMG	AT class 1 / HE 10 points table 4 # (or VMG)	75
M4 Sherman (command)	24 / 12	C	VMG	AT class 3 / HE 10 points table 4 (or VMG)	55
M4 Sherman (OP)	24 / 12	C	VMG	AT class 3 / HE 10 points table 4 (or VMG)	55

* 1 hull VMG from 1942.

** Maximum range for IDF is 72".

*** Only fires once in a game. Two 'rounds' of fire.

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	C		65
M32 ARV	24 / 12	C		65
M25 'Dragon Wagon' tank recovery / transporter	18 / 9	E		45
M4 'Aunt Jemima' mine roller	9 / 6	C	AT class 3 / HE 10 points table 4 (or VMG)*	65

'Lee' based ARV

'Sherman' based ARV

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