

FORTRESS EUROPE

SOFTSKIN TRANSPORT

The United States built more trucks than the rest of the world combined. These moved their infantry and artillery on long-distance road marches.

This Infantry or Gun Unit may add a Softskin Transport Attachment. The number of vehicles in the Unit is as follows:

- Add one Softskin Transport for every six Infantry Teams in the Unit.
- Add one Softskin Transport for each Gun Team in the Unit.

The characteristics of a Softskin Transport are shown on the back of this card.

**US, Build, Unit
(Infantry or Gun)**

**1
POINTS**

FORTRESS EUROPE

- UNARMoured TANK ATTACHMENT •
- PASSENGERS 6 • SOFTSKIN • TRACTOR •

MOTIVATION

CONFIDENT 4+

IS HIT ON

AGGRESSIVE 3+

SKILL

GREEN 5+

SAVE

TANK 5+

TACTICAL	TERRAIN DASH	CROSS COUNTRY	ROAD DASH	CROSS
-	10"/25CM	12"/30CM	32"/80CM	4+

SPECIAL RULES

Passengers 6, Tractor: Team can carry six Infantry Teams or one Gun Team as Passengers.

Softskin: If a Transport is Destroyed, any Passengers it is carrying are also Destroyed, and all Transports must be Sent to the Rear immediately. All Passengers must Dismount from this Unit at the same time. Empty Transport Teams must be Sent to the Rear.

Unarmoured: Team cannot Charge into Contact and must Break Off if Assaulted.

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ENGINEER COMBAT COMPANY

The combat engineers cleared roads and rebuilt bridges for the advancing US forces.

Your Force includes one Engineer Combat Company, which is a Formation containing:

- 1 Armoured Rifle Company HQ (LU108)
- 2-3 Rifle Platoon (LU116)
- 0-1 37mm Anti-tank Platoon (LU119)

Rifle Platoon may replace up to two of their M1 Garand teams with two M1917 HMG teams from (LU117) for +2 points per platoon.

Infantry Teams in this Formation cross Minefields safely on a roll of 3+.

Infantry and Gun Units in this Formation Dig In on a roll of 3+.

US, Build, Formation

**1
POINTS**

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ARMoured COMBAT ENGINEER COMPANY

Your Force includes one Armoured Engineer Combat Company, which is a Formation containing:

- 1 Armoured Rifle Company HQ (LU108)
- 2-3 Armoured Rifle Platoon (LU109)
- 0-1 Armoured 37mm Anti-tank Platoon (LU111)

Armoured Rifle Platoon must replace their 60mm Motar and two M1919 LMG teams for two M1917 HMG teams from (LU110).

Infantry Teams in this Formation cross Minefields safely on a roll of 3+.

Infantry and Gun Units in this Formation Dig In on a roll of 3+.

US, Build, Formation

1
POINTS

LUCKY

*I'd rather have a lucky general
than a good one.*

Discard this card to re-roll any one die. The second result must be used.

US, Force, Limited

1
POINTS