

# KELLY'S HEROES

## US Private Enterprise Company for FOW

By **Brendan Downs**

This *Kelly's Heroes* list is based on a Late War US Rifle Company with the following changes and restrictions. After taking the following compulsory choices, unused points can be used on any options normally available for a US Rifle Company.

### COMPANY HQ

**Company HQ** **20 points**

Replace the Company HQ with

- Captain Maitland, represented by a Company Command Carbine team
- 2.5 Ton truck and a Boat.

**Special Rules:** *Maitland: Off To Paris, Boat*

### COMBAT PLATOONS

The first rifle platoon selected must be Kelly's Platoon. You can choose either the Grave Diggers or The Band as your second rifle combat platoon choice. If you choose to have three rifle platoons in your force, the second and third combat platoons must be the Grave Diggers and The Band.

**KELLY'S PLATOON** **150 Points**

Kelly's Platoon Consists of:

- Kelly, represented by a Command Rifle team
- Big Joe, represented by a Command Rifle team
- Crapgame, represented by a LMG team
- 7 Rifle teams.

**Options:**

- Up to 2 Rifle teams may be replaced by Bazooka teams
- Up to 1 Rifle team may be replaced by a LMG team.
- Add 4 M3 half-tracks for 40 points OR 2 2.5ton trucks for 10 points.

**Special Rules:**

- Kelly: *Who's The Guy In Charge, Hollywood, Don't Let Those Clods Beat Us,*
- Big Joe: *Who's The Guy In Charge, Hollywood*
- Crapgame: *Hustler, Hollywood*

### THE BAND

HQ Section with

- 3 Rifle Squads (6 teams) - **130 points**
- 2 Rifle Squads (4 teams) - **90 points**

**Options:** Add a Bazooka team for **15 points**

**Special Rule:** *Band*

### GRAVE DIGGERS

HQ Section with

- 3 Rifle Squads (6 teams) - **145 points**
- 2 Rifle Squads (4 teams) - **100 points**

**Options:** Add a Bazooka team for **15 points**

**Special Rule:** *Grave Diggers*

The US Army was bogged down fighting the German 2nd Panzer Division near Nancy. Kelly, on his own initiative, took elements of the 321st and 35th regiments on a 30-mile breakthrough of German lines. The goal was to reach Claremont and liberate \$16,000,000 of gold from the Germans, without the rest of US Army finding out.



### SUPPORT PLATOONS

You must choose Oddball's Tank Platoon, Mulligan's Mortars, and the Bellamy's 42nd Engineers as Support Platoons.

**ODDBALL'S TANK PLATOON** **360 points**

Oddball's Tank Platoon consists of 3 Oddball Shermans.

- Oddball is represented by the Command Tank.

**Special Rules:**

- Platoon: *Strategic Reserves, Loud Speaker, Let Them Shoot Holes In Me*
- Oddball: *Don't Let Those Clods Beat Us, No Negative Waves, Hollywood*
- Oddball Shermans: *M4A1 Sherman with 76/90mm Gun, Fastest Engines, Pile Them On*

### BELLAMY'S 42ND ENGINEERS

Bellamy's 42nd Engineers are represented by Engineer Combat Platoon on page 47 of *Stars & Stripes*.

Bellamy is represented by the Command Rifle Team.

**Special Rules:** *Bridge Builders*

### MULLIGAN'S MORTARS

"Mulligan's Mortars" is represented by having one of the following:

- A Mortar Platoon as a Weapons Platoon choice OR
- A Chemical Mortar Platoon as a Support choice.

Mulligan is represented by the Command Rifle Team

Use the Mortar Platoon on page 28 of *Stars & Stripes*, but reduce the cost by 5 points per section OR

Use the Chemical Mortar Platoon on page 45 of *Stars & Stripes*, but reduce the cost by 5 points per section.

**Special Rules:** *Shelled Since Normandy*

## SPECIAL RULES

**Off To Paris:** None of the special rules that normally apply to company commander and the 2IC apply. Maitland cannot be used for Company Morale checks, Platoon commanders within 6" cannot reroll motivations. The commander and 2IC cannot take over units or join other units. The HQ unit does not count for the number platoons for company morale purposes.

**Boat:** For a boat to move, the boat must be towed by a truck, unless the boat is in a river. Treat the boat the same way as a gun being towed when on land. To use the boat, the boat must be adjacent to a water feature at the start of the movement phase. Troops adjacent to the boat may board the boat the same way as they would board a transport vehicle. The boat has a 6" movement on water, it can take 4 passengers, is unarmored and has 5+ transport vehicle save.

**Who's The Guy In Charge:** While Kelly is alive he is, in effect, the company commander. Kelly can take company morale checks, platoon commanders within 6" can reroll motivation checks. Kelly is too concerned with getting his platoon to its objective. Kelly cannot leave his platoon or take control of another platoon. Big Joe, is the company 2IC. All the normal rules that apply to 2IC apply to Big Joe.

**Don't Let Those Clods Beat Us:** If any platoon other than Kelly's platoon or Oddball's Tank Platoon are claiming or contesting an objective, then Kelly's and Oddball's platoons must move as directly towards that objective.

**Hollywood:** If our hero fails a save that could result in his death or destruction, roll a dice, on 4+ the hero is only winded, and survives unhurt.

**76/90mm Gun:** After the allocation of hits by the opposing player, but before any saves are made, roll a dice to determine exactly what sort of ammunition was fired at the target. On a roll of 1, a paint shell was fired. The target gets a new paint job, but otherwise has no effect, except to count for pinning. On a roll of 2-5, use the stats for a Long 75mm Gun. On a roll of 6, the main gun now has anti-tank 12 and firepower 3+, ROF 2, Range 32".

**Fastest Engines:** Tanks with the fastest engines can move 17" when moving on Roads or Cross Country and 34" when moving at the double.

**Loud Speaker:** Can only be taken by Oddball's platoon command tank. While Oddball's tank is not destroyed, bailed, pinned, bogged, or broken down, the platoon's motivation is Fearless. Otherwise, the platoon reverts to its normal motivation, Confident. "Let Them Shoot Holes In Me" takes priority over "Loud Speaker".

**Let Them Shoot Holes In Me:** If the platoon takes any hits from a weapon with an anti-tank ranking of 13 or more, the platoon motivation changes to Reluctant until the start of the next enemy shooting phase. "Let Them Shoot Holes In Me" takes priority over "Loud Speaker".

**Strategic Reserve:** The unit may start the game in reserve even if the mission doesn't normally allow reserves.



**Pile Them On:** Oddball's Shermans can each carry four teams as passengers. This allows Oldball's Shermans to carry Kelly's Platoon as tank riders.

**No Negative Waves:** While Oddball is alive, the owning player cannot complain about any dice rolls, throw dice at opposing players or through windows. If the opposing player calls "No Negative Thoughts" on witnessing any abuse to dice, the opposing player can then "declare" what the next dice roll will represent and what the value will be, without any dice being rolled.

**Hustler:** While Crapgame is alive and not pinned, the owning player may negotiate with any player/s. What the players agree to takes place immediately. For example "If you let me reroll that dice, I will buy you a drink", or "If you give me control of your air support, I won't publish those pictures of you with my sister on the internet."

**Grave Diggers:** The Grave Diggers can *Dig In* on a roll of 2+.

**Band:** Before any action that requires the Band to move, roll a dice, on 2+ band moves as normal, on a 1 the band does not move and suffers any consequences of that, unless the player sings "Burning Bridges".

The Band may use the Reconnaissance Deployment rule on page 14 of Stars & Stripes. The Band is not classed as recon platoon.

**Bridge Builders:** In the assault phase, if the engineers do not move, shoot, assault or are not pinned, they may attempt to build a bridge. One Pioneer team and 2.5 ton truck must be adjacent to the place where the bridge is to be built. For each Pioneer Team and 2.5 ton truck in command, roll a dice. For each 6, a 2" section of the bridge is built, which is one vehicle wide. Once the bridge reaches the other side, the bridge can be used in the following turns and counts as easy going. If there are no trucks, the bridge cannot be built.

The bridge has Armour front 4 / side 4 / top 0. Each 2" section is treated as a separate target. Bailed results have no effect. Penetrating hits destroy that section. The engineers can then attempt to repair the damage in the same way as the bridge was built. You can only attempt to build/repair one bridge at a time. The bridge cannot be crossed if it has any destroyed sections.

**Shelled Since Normandy:** If Mulligan's Mortars range in on an enemy unit, roll a dice. On 2+ the mortars are on target, on a 1 the enemy player may reposition the artillery template to anywhere within the mortar range and arc of fire.

## IMPORTANT NOTE

This list first appeared on the *Flames Of War* website many years ago. It was done as a bit of fun, and is in no way an official list for use in competitive play.