

US Combat Walker M11 “General Early” Support Assets

M11A3E2 General Early Combat Walker – 150 points

In Service: 1944 **Availability:** UC **Asset:** Support

The A3E2 variant appeared on the European battlefield in mid-1944. The turret ring was reinforced to support the weight of a recoilless walker Bazooka. A3E2s served mostly as cheap tank hunters, using their mobility to flank the larger German tanks that were pinned down by more heavily armed Allied forces.



Modeling Notes: Build the chassis as for the A3 variant, but add the walker bazooka (on a mounting plate) from the Allies Weapon Pack (DP9-638), using the illustration as a reference.

Type	Size	Move	Close Combat	Target	Target	Save	Kill	Traits
M11A3E2 Early	G/2, W/3	G/5", W/4"	G/2xD10, W/3xD6+1	Front	7-	5+	9+	Hits/2, Lumbering, Multiple Movement System, Wheels/12", Walker/8"
				Sides	7+	5+	8+	
				Rear	7+	5+	8+	

Unit: M11A3E2 Early (unit leader) with one turret mounted M4B cannon and one Bazooka (Walker), one side mounted MG (FaF) and Improved Anti-Tank Explosives

Overheating Engine: While using the Walker movement system the Unreliable trait is gained.

Weapon	Range	Damage	Traits
Bazooka (Walker)	24"	D10+3	Lethal Zone/1", Piercing/3, Slow
Improved Anti-Tank Explosives	Placed	2xD10+2	Lethal Zone/2", One-Shot, Piercing/3
M4B Cannon	24"	D6+2	Lethal Zone/2", Slow
MG	24"	3xD6	Auto, Double Suppression

Options:

- Up to 3 extra M11 Early of the Support Asset and of any version may be added to the unit for the appropriate points keeping in mind the "In Service" date (M11A1 +105 points each, M11A1M +100 points each, M11A2 +110 points each, M11A3 + 100 points each, M11A3E1 + 130 points each, M11A3E2 + 150 points each).