

Flames of War

1 Each Force can use a maximum of 95 points, including Command Cards. This means that reserves are 38 points. Additionally, the following restrictions apply:

- Each Force may include a maximum of two formations (either 2 from the Force Diagram's "nation" or 1 Formation from their "nation" and an Allied Formation).
 - The chosen Formation(s) can be from a Command Card.
 - If you take an Allied Formation you are not allowed to take an Allied Unit as well.
 - An Allied Formation or Unit must come from the same theater. No DDAY SS on the Eastern Front or Bagration in the West.
 - A force may have no more than 5 units with armored tank teams that have the scout rule and front armor 3 or less.
 - No Late War Leviathans

Team Yankee. 100 points maximum 40 point reserve

2 formation maximum

No other restrictions