## **ROB League 2024 (1)**

Bulge: British Force

LB200 LB201 LB201 LB109 LB145 LB145 LB172	2 11 11 6 4	British	LB200	38
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LB208	14			
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LB178	2			
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	LB206  LB208  LB178	LB206 22 LB208 14  2 LB178 2  LB178 2	LB206 22  LB208 14  British 2  LB178 2  LB178 2	LB206 22  LB208 14  British 2  LB178 2

Bulge: British Command Cards 1st, 2nd, & 3rd Canadian Divisions Relentless Command Card 1st, 2nd, & 3rd Canadian Divisions Relentless • Total Platoons: (2 selected)

Bulge-British Unit Count: 14 Total Points: 105

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1st, 2nd, & 3rd Canadian Divisions Relentless Armoured Car Squadron LB109 3-inch Mortar Platoon

LB145 Wasp Carrier Patrol

LB172 Crocodile Flame-tank Platoon

LB178 Daimler Armoured Car Troop

LB200 Kangaroo Rifle Company HQ

LB201 Kangaroo Rifle Platoon LB202 Ram Kangaroo Transport

LB206 M10 (Late) SP Anti-tank Troop

LB208 17 pdr (Late) Anti-tank Troop

## **Pick List:**

- 4 17 pdr (late) gun
- 2 2-inch mortar team
- 4 3-inch mortar
- 14 Bren Gun & SMLE rifle team
- 3 Crocodile (75mm & Flame-thrower)

**British** 

- 8 Daimler (2 pdr)
- 3 Dingo (MG)
- 4 M10 (late 17 pdr)
- 2 PIAT anti-tank team
- 6 Ram Kangaroo
- 2 Sten SMG team
- 6 Wasp (Flame-thrower)



The infantry of the 2<sup>nd</sup> and 3<sup>rd</sup> Canadian Divisions (recently joined by the 1<sup>rd</sup> Division from Italy) have maintained their enviable reputation as aggressive assault troops. However, the relentless fighting with few replacements and no prospect of rest have left them exhausted.

The Kangaroo Rifle Company HQ and all Kangaroo Rifle Platoons in this Formation have the following ratings for +1 point per Kangaroo Rifle Platoon.

FEARLESS 3+

Relentless
Last Stand

Reserved

British, Formation (Kangaroo Rifle Company), Title 0 POINTS

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## ARMOURED CAR SQUADRON

Each armoured division had an armoured car regiment for reconnaissance. Its patrols spread out ahead of the tanks looking for ambushes and probing for weaknesses and intact bridges to speed the advance.

Your Force includes one Armoured Car Squadron, which is a Formation containing:

- HQ Unit of 2x Daimler (2 pdr) armoured cars from (LB178) for +2 points or 2x Staghound armoured cars from (Staghound Command Card) for +4 points.
- 2-5 Daimler Armoured Car Troop (LB178).

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• 0-1 Black Bull Motor Platoon (LB198).

British, Build, Formation, Limited O POINTS 3-inch morta /FTERAN 4"/10cm 3-INCH MORTAR PLATOON 4"/10cm 40"/100cm RANGE INFANTRY UNIT • HEAVY WEAPON • ROF HALTED MOVING ARTILLERY 6"/15cm TANK POWER 4 8"/20cm Smoke Bombardment NOTES AUTO CROSS 4x 3-inch mortar 6x 3-inch mortar 2x 3-inch mortar **3-INCH MORTAR PLATOON** Smoke Bombardment: Once per game Heavy Weapon: Team cannot Charge can fire a Smoke Bombardment Into Contact. SPECIAL RULES





Flame Trailers: Crocodiles cannot Charge into Contact and cannot Hold SPECIAL RULES

Flame-thrower: Infantry, Gun, and Objectives.

Pinned Down if Hit. use Top armour for Saves. Unit is successful Saves. Armoured Tank Teams Unarmoured Tank Teams re-roll

Forward Firing: Weapon can only hit targets fully in front of the Team.

Smoke: Can Shoot Smoke ammunition

# WASP CARRIER PATROL

■ B172

0



CONFIDENT 4+

MOTIVATION

WASP CARRIER PATROL

· TANK UNIT · FLAME TANK ·

Counterattack

6

Flame Tank

Flame Tank Assault

10"/25cm

TACTICAL

TERRAIN DASH

CROSS COUNTRY DASH

ROAD DASH 24"/60cm

CROSS

4

죵

0

FRONT

ARMOUR

CAREFUL

4

IS HIT ON

20"/50cm

14"/35cm

WASP CARRIER PATROL

3x Wasp (Flame-thrower) 4 POINTS

Flame Tank: Team cannot Charge into

**SPECIAL RULES** 

Flame-thrower: Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves. Armoured Tank Teams Pinned Down if Hit. use Top armour for Saves. Unit is

Forward Firing: Weapon can only hit targets fully in front of the Team

■B145

Wasp (Flame-thrower)

6"/15cm

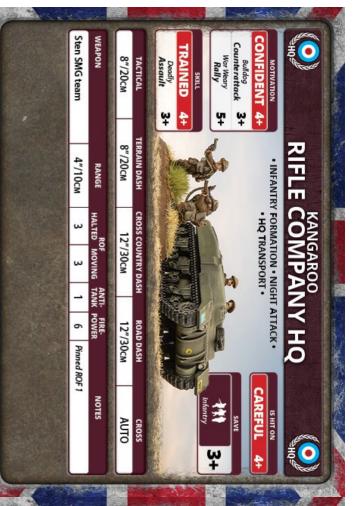
RANGE

HALTED MOVING

TANK POWER

NOTES

AUTO Flame-thrower, Forward Firing





# RIFLE COMPANY HQ



# KANGAROO RIFLE COMPANY HQ

2x Sten SMG team 2 POINTS

With

3 POINTS

1x Ram Kangaroo (LB202)

## SPECIAL RULES

HQ Transport: Ram Kangaroo is part of HQ Unit.

Night Attack: May make a Night Attack if Area until Dawn Attack Formations move freely. Other Fighting Dawn rules. Units from Night the defender has Minefields. Use Night Units cannot move out of Deployment

FORMATION CONTAINS: KANGAROO RIFLE COMPANY

## Kangaroo Kangaroo Rifle Platoon (LB201 Rifle Company HQ (LB200)

- 0-1 0-2 0-1 Vickers Machine-gun Platoon (LB113) or MMG Carrier Platoon (LB142) 3-inch Mortar Platoon (LB109)
- 6 pdr Anti-tank Platoon (LB143) Universal Carrier Patrol (LB144) or Wasp Carrier Patrol (LB145)
- Universal Carrier Patrol (LB144





Scout



## DAIMLER ARMOURED CARTROOP

1x Daimler (2 pdr)

1x Daimler (Littlejohn) 1x Dingo (MG)

3 POINTS

2x Daimler (2 pdr)

1x Dingo (MG)

2 POINTS

## OPTIONS

Add one Dingo (MG) for +1 point.

Daimler & Dingo (MG) Daimler (Littlejohn) Daimler (2 pdr)

8"/20cm

TACTICAL

TERRAIN DASH

CROSS COUNTRY DASH

ROAD DASH

CROSS 4

36"/90cm

14"/35cm

10"/25cm

24"/60cm 24"/60см 16"/40cm

RANGE

ROF HALTED MOVING

TANK

POWER 4

NOTES

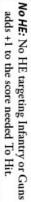
Overworked No HE, Overworked

4

Scout

# DAIMLER ARMOURED CAR TROOP

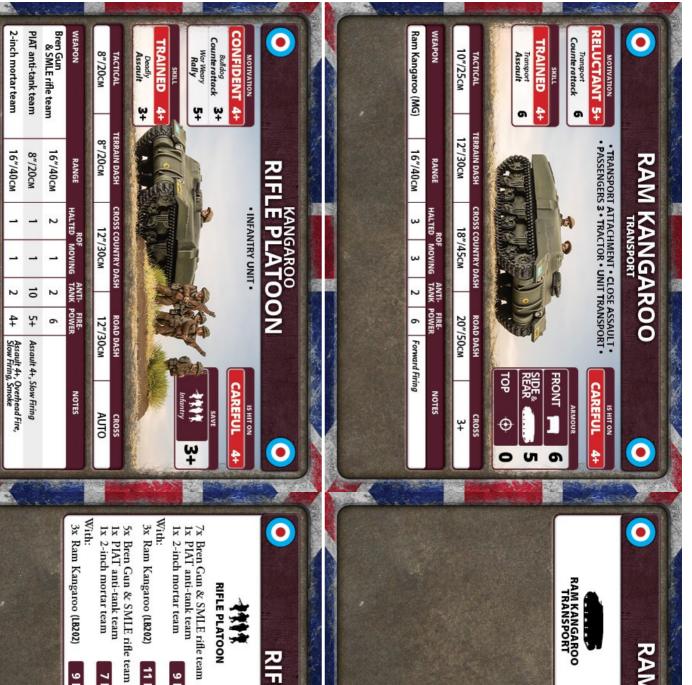
## SPECIAL RULES



Scout: Team can remain Gone to Ground Overworked: +1 To Hit for Moving ROF while moving.

Spearhead: Unit can move before the game to expand the Deployment Area





# RAM KANGAROO

Close Assault: Passengers can Dismount

targets fully in front of the Team

as Passengers. three Infantry Teams or one Gun Team

Unit Transport: Unit Leader must end while on table. the Unit Leader of its Passenger Unit

# RIFLE PLATOON

11 POINTS

9 POINTS

7 POINTS

## SPECIAL RULES

when Charging into Contact

Passengers 3, Tractor: Team can carry Forward Firing: Weapon can only hit

the Movement Step within 6"/15cm of

**■** B202

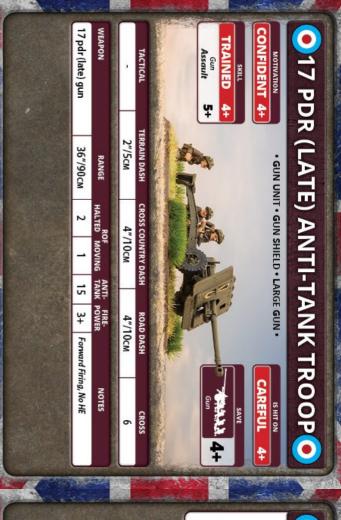
## SPECIAL RULES

Overhead Fire: Can Shoot over friendly Assault 4+: Team hits on 4+ in Assaults.

Smoke: Can Shoot Smoke ammunition. Slow Firing: +1 To Hit for Moving ROF

9 POINTS

■ B201







2x 17 pdr (late) gun 4x 17 pdr (late) gun

14 POINTS 7 POINTS

> Forward Firing: Weapon can only hit targets fully in front of the Team.

**SPECIAL RULES** 

Gun Shield: In Bulletproof Cover when shot at from in front of the Team's base the Team moved at Dash speed. Does not apply to Bombardments or if

Large Gun: Cannot be placed in a Ambush within 16"/40cm of the enemy. building. Cannot be placed from

No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.

## **■** B208



CONFIDENT 4+

ounterattack

SP Gun

6

RAINED

4

Assault

5





14	TERF	
14"/35см	TERRAIN DASH	
18"/45cm	CROSS COUNTRY DASH	
20"/50см	ROAD DASH	
3+	CROSS	Minglish Colonia

TACTICAL

10"/25см	14"/35cm	18'	18"/45cm		20"/50см	50см	3+
:APON	RANGE	HALTED	ROF ANTI- FIRE- HALTED MOVING TANK POWER	ANTI- TANK	FIRE- POWER		NOTES
10 (late 17 pdr)	36"/90cm	2	_	15	3+ No HE	No HE	
10 (3-inch)	36"/90cm	2	_	12	3+	3+ No HE	
10 (.50 cal MG)	20"/50см	S	2	4	5+	5+ Self-defence AA	₹AA

3 3

# M10 (LATE) SP ANTI-TANK TROOP

0



CAREFUL

4

4x M10 (late 17 pdr) 22 POINTS

2x M10 (late 17 pdr) 11 POINTS

16 POINTS

2x M10 (3-inch) 4x M10 (3-inch)

8 POINTS

## SPECIAL RULES

No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.

Self-defence AA: Weapon can fire at Aircraft with ROF 1.

**■**B206