Bulge: British Force

_ =9 = . =						
Kangaroo Rifle Company				British	LB200	36
Kangaroo Rifle Company HQ		LB200	2			
2x Sten SMG team	2					
Kangaroo Rifle Platoon		LB201	7			
5x Bren Gun & SMLE rifle team						
1x PIAT anti-tank team						
1x 2-inch mortar team	7					
Kangaroo Rifle Platoon		LB201	11			
With 3x Ram Kangaroo (LB202)	11					
3-inch Mortar Platoon		LB109	6			
4x 3-inch mortar	6					
Wasp Carrier Patrol		LB145	4			
3x Wasp (Flame-thrower)	4					
Wasp Carrier Patrol		LB145	4			
3x Wasp (Flame-thrower)	4					
Universal Carrier Patrol		LB144	2			
3x Universal Carrier (MG)	2					

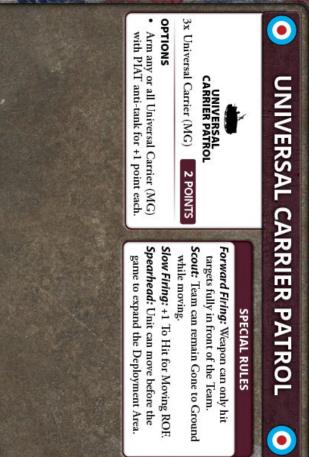
Support	British 5
M10 (Late) SP Anti-tank Troop	LB206 16
4x M10 (3-inch)	16
M10 (Late) SP Anti-tank Troop	LB206 22
4x M10 (late 17 pdr)	22
M4 Sherman (Late) Tank Platoon (U.S. Allied Unit)	LU182 18
3x M4 Sherman (late 75mm)	12

- Replace any or all M4 Sherman (late 75mm) with M4 Easy Eight (76mm) (LU183) for +2 points each. (2 selected)
- Replace up to one M4 Sherman (late 75mm) with M4 Jumbo (75mm) (LU184) for +2 points, or

Bulge-British Unit Count: 10 Total Points : 92

Card List: **Pick List:** LB109 3-inch Mortar Platoon 2 2-inch mortar team LB144 Universal Carrier Patrol 4 3-inch mortar LB145 Wasp Carrier Patrol 12 Bren Gun & SMLE rifle team LB200 Kangaroo Rifle Company HQ 4 M10 (3-inch) LB201 Kangaroo Rifle Platoon 4 M10 (late 17 pdr) LB202 Ram Kangaroo Transport 2 M4 Easy Eight (76mm) LB206 M10 (Late) SP Anti-tank Troop 1 M4 Jumbo (75mm) 2 PIAT anti-tank team LU182 M4 Sherman (Late) Tank Platoon LU183 M4 Easy Eight 3 Ram Kangaroo LU184 M4 Jumbo 2 Sten SMG team 3 Universal Carrier (MG) 6 Wasp (Flame-thrower)











3-INCH MORTAR PLATOON

6x 3-inch mortar 4x 3-inch mortar

6 POINTS 9 POINTS

3 POINTS

■B144

0

SPECIAL RULES

Smoke Bombardment: Once per game can fire a Smoke Bombardment Into Contact. Heavy Weapon: Team cannot Charge

■B109





RIFLE COMPANY HQ



FORMATION CONTAINS: KANGAROO RIFLE COMPANY

2x Sten SMG team

2 POINTS

KANGAROO RIFLE COMPANY HQ

1x Ram Kangaroo (LB202)

3 POINTS

- Kangaroo
- Kangaroo Rifle Platoon (LB201 Rifle Company HQ (LB200)
- 0-1 0-2 Vickers Machine-gun Platoon (LB113) or MMG Carrier Platoon (LB142) 3-inch Mortar Platoon (LB109)
- 0-1 Universal Carrier Patrol (LB144) 6 pdr Anti-tank Platoon (LB143)

Night Attack: May make a Night Attack if the defender has Minefields. Use Night

Fighting Dawn rules. Units from Night

Area until Dawn.

Units cannot move out of Deployment Attack Formations move freely. Other HQ Transport: Ram Kangaroo is part of

SPECIAL RULES

HQ Unit.

Universal Carrier Patrol (LB144 or Wasp Carrier Patrol (LB145)

■ B200

WASP CARRIER PATROL

· TANK UNIT · FLAME TANK ·

IS HIT ON

4

CONFIDENT 4+

MOTIVATION

Lounterattack

6

Flame Tank





Flame Tank Assault



CROSS 4



Wasp (Flame-thrower)

6"/15cm

AUTO Flame-thrower, Forward Firing

NOTES

RANGE

WEAPON

10"/25cm

TACTICAL

0

WASP CARRIER PATROL



WASP CARRIER PATROL

3x Wasp (Flame-thrower) 4 POINTS

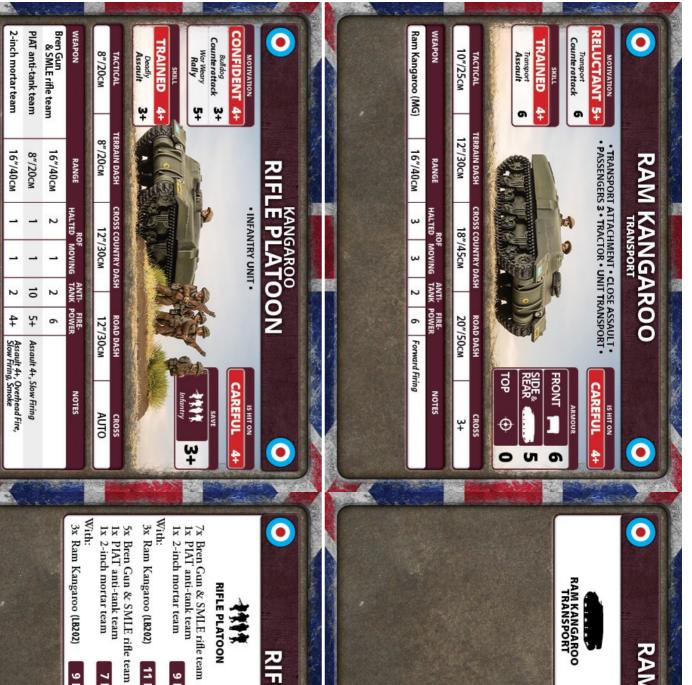
Flame Tank: Team cannot Charge into **SPECIAL RULES**

Contact.

Flame-thrower: Infantry, Gun, and successful Saves. Armoured Tank Teams Unarmoured Tank Teams re-roll 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



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





M4 SHERMAN (LATE)



M4 SHERMAN (LATE) TANK PLATOON

4x M4 Sherman (late 75mm) 5x M4 Sherman (late 75mm) 20 POINTS

16 POINTS

Self-defence AA: Weapon can Shoot at

Aircraft with ROF 1

No HE: No HE targeting Infantry or Guns

SPECIAL RULES

adds +1 to the score needed To Hit.

3x M4 Sherman (late 75mm) 12 POINTS

M4 EASY EIGHT (76MM) OPTION

Replace any or all M4 Sherman (late 75mm) with M4 Easy Eight (11/183) for +2 points each.

M4 SHERMAN (LATE 76MM) OPTION

Replace any or all M4 Sherman (late for +1 point each. 75mm) with M4 Sherman (late 76mm)

M4 Sherman (late) (75mm) M4 Sherman (late) (76mm) M4 Sherman (late) (.50 cal MG)

36"/90cm 28"/70cm

12

4 4

5

Self-defence AA No HE, Stabliser Smoke, Stabiliser

10

20"/50см

WEAPON

RANGE

ROF HALTED MOVING

TANK

POWER

NOTES

M4 Sherman (late)(MGs)

16"/40cm

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

Replace up to one M4 Sherman (late 75mm) with M4 Jumbo (75mm) (W184) for +2 points, or M4 Jumbo (76mm)

JUMBO OPTION

(LU184) for +3 points.

■U182





M10 (LATE) SP ANTI-TANK TROOP



11 POINTS 22 POINTS

16 POINTS 8 POINTS

■B206

Self-defence AA: Weapon can fire at No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit. Aircraft with ROF 1. SPECIAL RULES









■U184

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

Smooth Ride: Team does not suffer +1 less than 4"/10cm in the Movement Step. Penalty To Hit for Stabiliser if it moves

■U183