

# Bulge: British Force

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		56
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				
<ul style="list-style-type: none"> <li>• Replace any or all M4 Sherman (late 75mm) with M4 Easy Eight (76mm) (LU183) for +2 points each. (2 selected)</li> <li>• Replace up to one M4 Sherman (late 75mm) with M4 Jumbo (75mm) (LU184) for +2 points, or</li> </ul>					

Bulge-British	Unit Count: 10	Total Points : 92
---------------	----------------	-------------------

## Card List:

LB109 3-inch Mortar Platoon  
 LB144 Universal Carrier Patrol  
 LB145 Wasp Carrier Patrol  
 LB200 Kangaroo Rifle Company HQ  
 LB201 Kangaroo Rifle Platoon  
 LB202 Ram Kangaroo Transport  
 LB206 M10 (Late) SP Anti-tank Troop  
 LU182 M4 Sherman (Late) Tank Platoon  
 LU183 M4 Easy Eight  
 LU184 M4 Jumbo

## Pick List:

2 2-inch mortar team  
 4 3-inch mortar  
 12 Bren Gun & SMLE rifle team  
 4 M10 (3-inch)  
 4 M10 (late 17 pdr)  
 2 M4 Easy Eight (76mm)  
 1 M4 Jumbo (75mm)  
 2 PIAT anti-tank team  
 3 Ram Kangaroo  
 2 Sten SMG team  
 3 Universal Carrier (MG)  
 6 Wasp (Flame-thrower)



## UNIVERSAL CARRIER PATROL



MOTIVATION

**CONFIDENT 4+**

Scout  
Counterattack

6

Scout  
Last Stand

5+

SKILL

**TRAINED 4+**

Scout  
Assault

5+



IS HIT ON

**CAREFUL 4+**

ARMOUR

**FRONT 1**

**SIDE & REAR 0**

**TOP 0**

**0**

• TANK UNIT • SCOUT • SPEARHEAD •

TACTICAL

10"/25CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

20"/50CM

ROAD DASH

24"/60CM

CROSS

4+

WEAPON

Universal Carrier (MG)

RANGE

16"/40CM

HALTED

3

MOVING

3

ANTI-TANK

2

FIRE-POWER

6

NOTES

Forward Firing

OPTIONAL  
PIAT anti-tank

8"/20CM

1

1

10

5+

Slow Firing

B144



## UNIVERSAL CARRIER PATROL



### UNIVERSAL CARRIER PATROL

3x Universal Carrier (MG)

**2 POINTS**

#### OPTIONS

• Arm any or all Universal Carrier (MG) with PIAT anti-tank for +1 point each.

#### SPECIAL RULES

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

**Scout:** Team can remain Gone to Ground while moving.

**Slow Firing:** +1 To Hit for Moving ROF.

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



## 3-INCH MORTAR PLATOON



MOTIVATION

**CONFIDENT 4+**

SKILL

**VETERAN 3+**

Heavy Weapon  
Assault

5+

• INFANTRY UNIT • HEAVY WEAPON •



IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

Infantry

TACTICAL

4"/10CM

TERRAIN DASH

4"/10CM

CROSS COUNTRY DASH

6"/15CM

ROAD DASH

8"/20CM

CROSS

AUTO

WEAPON

3-inch mortar

RANGE

40"/100CM

HALTED

ARTILLERY

MOVING

1

ANTI-TANK

4+

FIRE-POWER

Smoke Bombardment



## 3-INCH MORTAR PLATOON



### 3-INCH MORTAR PLATOON

6x 3-inch mortar

4x 3-inch mortar

2x 3-inch mortar

**9 POINTS**

**6 POINTS**

**3 POINTS**

#### SPECIAL RULES

**Heavy Weapon:** Team cannot Charge Into Contact.

**Smoke Bombardment:** Once per game can fire a Smoke Bombardment.

B109





# KANGAROO RIFLE COMPANY HQ



MOTIVATION

**CONFIDENT 4+**

*Buildlog  
Counterattack  
War Heavy  
Rally*

**3+**

**TRAINED 4+**

*Deadly  
Assault*

• INFANTRY FORMATION • NIGHT ATTACK •

• HQ TRANSPORT •

IS HIT ON  
**CAREFUL 4+**

SAVE  
**3+**



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Sten SMG team	4"/10CM	3	3	1	6	Pinned ROF 1



# KANGAROO RIFLE COMPANY HQ



**KANGAROO  
RIFLE COMPANY HQ**

2x Sten SMG team

With:

1x Ram Kangaroo (LB202)

**2 POINTS**

**3 POINTS**



**KANGAROO  
RIFLE COMPANY**

FORMATION CONTAINS:

- 1 Kangaroo Rifle Company HQ (LB200)
- 2-3 Kangaroo Rifle Platoon (LB201)
- 0-1 3-inch Mortar Platoon (LB109)
- 0-2 Vickers Machine-gun Platoon (LB113) or MMG Carrier Platoon (LB142)
- 0-1 6 pdr Anti-tank Platoon (LB143)
- 0-2 Universal Carrier Patrol (LB144) or Wasp Carrier Patrol (LB145)
- 0-2 Universal Carrier Patrol (LB144)

## SPECIAL RULES

**HQ Transport:** Ram Kangaroo is part of HQ Unit.

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

LB200



# WASP CARRIER PATROL



• TANK UNIT • FLAME TANK •

**CONFIDENT 4+**

*Flame Tank  
Counterattack  
Remount*

**5+**

**TRAINED 4+**

*Flame Tank  
Assault*



IS HIT ON  
**CAREFUL 4+**

ARMOUR

FRONT **1**

SIDE & REAR **0**

TOP **0**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	4+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Wasp (Flame-thrower)	6"/15CM	3	3	2	AUTO	Flame-thrower, Forward Firing



# WASP CARRIER PATROL



**WASP CARRIER PATROL**

3x Wasp (Flame-thrower)

**4 POINTS**

## SPECIAL RULES

**Flame Tank:** Team cannot Charge into Contact.

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

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

LB145





## RAM KANGAROO TRANSPORT



MOTIVATION

**RELUCTANT 5+**

Transport  
Counterattack

6

- TRANSPORT ATTACHMENT • CLOSE ASSAULT •
- PASSENGERS 3 • TRACTOR • UNIT TRANSPORT •

IS HIT ON  
**CAREFUL 4+**

RAM KANGAROO  
TRANSPORT

### SPECIAL RULES

**Close Assault:** Passengers can Dismount when Charging into Contact.

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

**Passengers 3, Tractor:** Team can carry three Infantry Teams or one Gun Team as Passengers.

**Unit Transport:** Unit Leader must end the Movement Step within 6"/15cm of the Unit Leader of its Passenger Unit while on table.

B202



ARMOUR	
FRONT	6
SIDE & REAR	5
TOP	0

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

Ram Kangaroo (MG)

RANGE

16"/40CM

HALTED

3

MOVING

3

ANTI-TANK

2

FIRE-POWER

6

NOTES

Forward Firing



## KANGAROO RIFLE PLATOON



MOTIVATION

**CONFIDENT 4+**

Buildup  
Counterattack

3+

War Heavy  
Rally

5+

- INFANTRY UNIT •

IS HIT ON  
**CAREFUL 4+**

SAVE

Infantry

3+

RIFLE PLATOON



7x Bren Gun & SMLE rifle team

1x PLAT anti-tank team

1x 2-inch mortar team

9 POINTS

With:

3x Ram Kangaroo (LB202)

11 POINTS

5x Bren Gun & SMLE rifle team

1x PLAT anti-tank team

1x 2-inch mortar team

7 POINTS

With:

3x Ram Kangaroo (LB202)

9 POINTS



## KANGAROO RIFLE PLATOON



### SPECIAL RULES

**Assault 4+:** Team hits on 4+ in Assaults.

**Overhead Fire:** Can Shoot over friendly teams.

**Slow Firing:** +1 To Hit for Moving ROF.

**Smoke:** Can Shoot Smoke ammunition.

B201



ARMOUR	
FRONT	6
SIDE & REAR	5
TOP	0

TACTICAL

8"/20CM

TERRAIN DASH

8"/20CM

CROSS COUNTRY DASH

12"/30CM

ROAD DASH

12"/30CM

CROSS

AUTO

WEAPON

Bren Gun & SMLE rifle team

RANGE

16"/40CM

HALTED

2

MOVING

1

ANTI-TANK

2

FIRE-POWER

6

NOTES

Assault 4+, Slow Firing

PLAT anti-tank team

8"/20CM

1

1

10

5+

Assault 4+, Overhead Fire, Slow Firing, Smoke

2-inch mortar team

16"/40CM

1

1

2

4+





# M4 SHERMAN (LATE)



TANK PLATOON

MOTIVATION

**CONFIDENT 4+**

*Blood n' Guts*

*Last Stand*

*Protected Ammo*

**3+**

**TRAINED 4+**

**SKILL**



• TANK UNIT •

**IS HIT ON**  
**AGGRESSIVE 3+**

**ARMOUR**

**FRONT**

**7**

**SIDE & REAR**

**4**

**TOP**

**1**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	18"/45CM	20"/50CM	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M4 Sherman (late) (75mm)	28"/70CM	2	2	10	3+	Smoke, Stabiliser
M4 Sherman (late) (76mm)	36"/90CM	2	2	12	3+	No HE, Stabiliser
M4 Sherman (late) (50 cal MG)	20"/50CM	3	2	4	5+	Self-defence AA
M4 Sherman (late) (MGs)	16"/40CM	2	2	2	6	



# M4 SHERMAN (LATE)



TANK PLATOON



**M4 SHERMAN (LATE) TANK PLATOON**

**20 POINTS**

**5x M4 Sherman (late 75mm)**

**16 POINTS**

**4x M4 Sherman (late 75mm)**

**12 POINTS**

**3x M4 Sherman (late 75mm)**

**M4 EASY EIGHT (76MM) OPTION**

• Replace any or all M4 Sherman (late 75mm) with M4 Easy Eight (U183) for +2 points each.

**M4 SHERMAN (LATE 76MM) OPTION**

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

**SPECIAL RULES**

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

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

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

**JUMBO OPTION**

• Replace up to one M4 Sherman (late 75mm) with M4 Jumbo (75mm) (U184) for +2 points, or M4 Jumbo (76mm) (U184) for +3 points.

**U182**



# M10 (LATE)



SP ANTI-TANK TROOP

MOTIVATION

**CONFIDENT 4+**

*SP Gun*

*Counterattack*

**6**

**TRAINED 4+**

*SP Gun*

*Assault*

**5+**



• TANK UNIT •

**IS HIT ON**  
**CAREFUL 4+**

**ARMOUR**

**FRONT**

**5**

**SIDE & REAR**

**2**

**TOP**

**0**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	18"/45CM	20"/50CM	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M10 (late 17 pdr)	36"/90CM	2	1	15	3+	No HE
M10 (3-inch)	36"/90CM	2	1	12	3+	No HE
M10 (50 cal MG)	20"/50CM	3	2	4	5+	Self-defence AA



# M10 (LATE)



SP ANTI-TANK TROOP



**M10 (LATE) SP ANTI-TANK TROOP**

**22 POINTS**

**4x M10 (late 17 pdr)**

**11 POINTS**

**2x M10 (late 17 pdr)**

**16 POINTS**

**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**





# M4 JUMBO TANK



MOTIVATION

**CONFIDENT 4+**

Blood 'n' Guts  
Last Stand  
Protected Ammo  
Remount  
**3+**

SKILL

**TRAINED 4+**



• TANK •

IS HIT ON  
**AGGRESSIVE 3+**

ARMOUR

**FRONT 11**

**SIDE & REAR 8**

**TOP 1**

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

CROSS COUNTRY DASH

16"/40CM

ROAD DASH

18"/45CM

CROSS

4+

WEAPON

M4 Jumbo (75mm)

RANGE

28"/70CM

2

2

10

3+

Smoke, Stabiliser

M4 Jumbo (76mm)

36"/90CM

2

2

12

3+

No HE, Stabiliser

M4 Jumbo (.50 cal AA MG)

20"/50CM

3

2

4

5+

Self-defence AA

M4 Jumbo (MGs)

16"/40CM

2

2

2

6

NOTES



# M4 EASY EIGHT TANK



MOTIVATION

**CONFIDENT 4+**

Blood 'n' Guts  
Last Stand  
Protected Ammo  
Remount  
**3+**

SKILL

**TRAINED 4+**



• TANK • SMOOTH RIDE •

IS HIT ON  
**AGGRESSIVE 3+**

ARMOUR

**FRONT 7**

**SIDE & REAR 4**

**TOP 1**

TACTICAL

10"/25CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

2+

WEAPON

M4 Easy Eight (76mm)

36"/90CM

2

2

12

3+

No HE, Stabiliser

M4 Easy Eight (.50 cal MG)

20"/50CM

3

2

4

5+

Self-defence AA

M4 Easy Eight (MGs)

16"/40CM

2

2

2

6

NOTES



# M4 JUMBO TANK



M4 JUMBO

## SPECIAL RULES

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

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

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



# M4 EASY EIGHT TANK



M4 EASY EIGHT

## SPECIAL RULES

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

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

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

**Stabiliser:** +1 To Hit for Moving ROF.

U183

U184