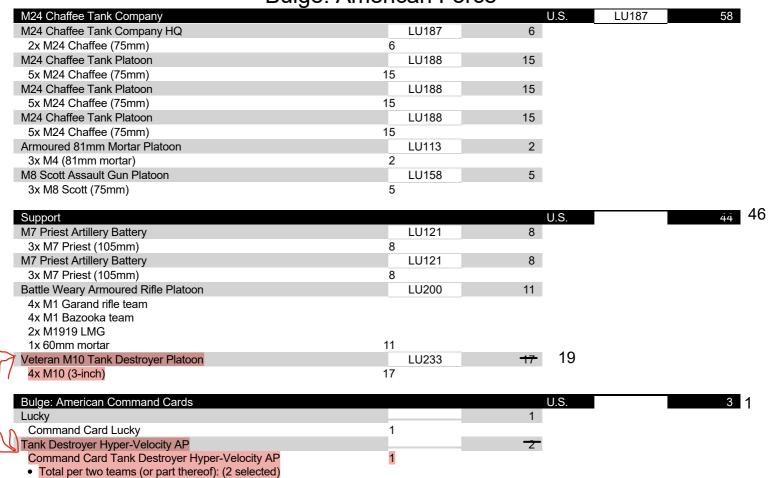
Iceland- Hliddal, Gunnar Andri Bulge: American Force



Bulge: American Unit Count: 12 Total Points : 105

Lucky
Tank Destroyer Hyper-Velocity AP

LU113 Armoured 81mm Mortar Platoon

LU121 M7 Priest Artillery Battery

LU158 M8 Scott Assault Gun Platoon

LU187 M24 Chaffee Tank Company HQ

LU188 M24 Chaffee Tank Platoon

LU200 Battle Weary Armoured Rifle Platoon

Card List:

LU233 Veteran M10 Tank Destroyer Platoon

LU201 Battle Weary M3 Half-track

Pick List:

- 1 60mm mortar
- 4 M1 Bazooka team
- 4 M1 Garand rifle team
- 4 M10 (3-inch)
- 2 M1919 LMG
- 17 M24 Chaffee (75mm)
- 3 M4 (81mm mortar)
- 6 M7 Priest (105mm)
- 3 M8 Scott (75mm)



There are times in a game of football when all you can do is throw that Hail Mary pass and pray that it comes off. There are times in battle like that too.

Discard this card to re-roll any one die. The second result must be used.

US, Force, Limited

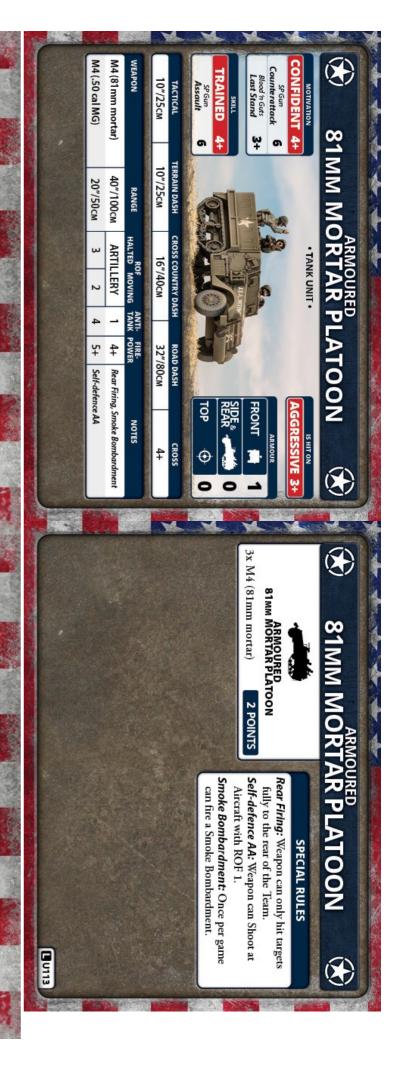
1 POINTS

TANK DESTROYER HYPER-VELOCITY AP

Hyper-velocity armour-piercing (HVAP) ammunition was issued to US tank and anti-tank units from late 1944. This anti-tank projectile has a core of a high-density hard tungsten carbide, surrounded by a shell of a lighter aluminium alloy. The kinetic energy of the round is concentrated in the heavier core into a smaller impact area, improving the round's armour penetration.

All Teams with 3-inch or 76mm guns increase their Anti-tank rating to 13 for +1 point per two teams (or part thereof).

US, Build, Unit (Veteran M10 Tank Destroyer Platoon, M18 Tank Destroyer Platoon, 3-inch Tank Destroyer Platoon) O POINTS











M7 PRIEST

■ U158









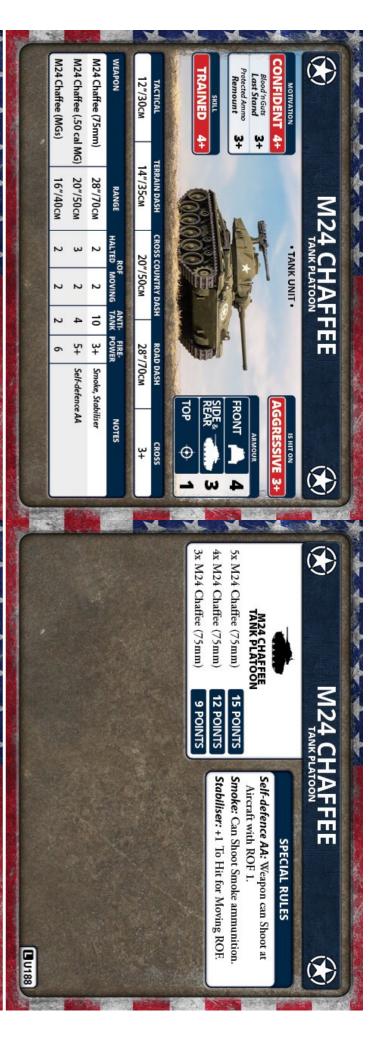
Brutal: Infantry, Gun, and Unarmoured

Self-defence AA: Weapon can Shoot at Forward Firing: Weapon can only hit targets fully in front of the Team. Tank Teams re-roll successful Saves.

Smoke Bombardment: Once per game Slow Firing: +1 To Hit for Moving ROI can fire a Smoke Bombardment. Aircraft with ROF 1.

Smoke: Can Shoot Smoke ammunition Time On Target: If Ranged In on the Teams re-roll Saves. first attempt, Infantry Teams and Gur

10121







M24 CHAFFEE



2x M24 Chaffee (75mm) 6 POINTS

SPECIAL RULES

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

Stabiliser: +1 To Hit for Moving ROF

M24 Chaffee

FORMATION CONTAINS:

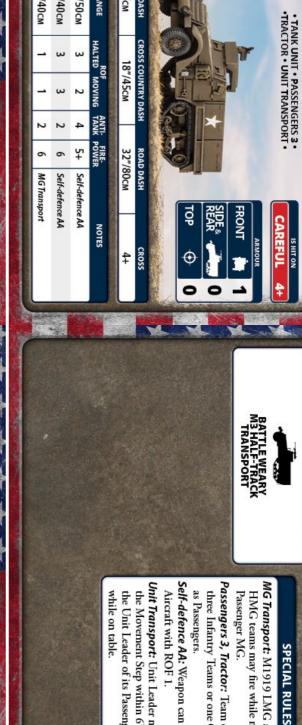
- 1-2 M24 Chaffee Tank Platoon (LU188) Tank Company HQ (LU187)
- 0-1 M24 Chaffee Tank Platoon (LU188) or M4 Sherman (late) Tank Platoon (LU182)
- 0-1 M8 Scott or M4 Sherman (late) Assault Gun Platoon (LU158) Assault Gun Platoon (LU232)

0-1 Armoured

81mm Mortar Platoon (LU113)

■U187









ARMOURED RIFLE PLATOON

M3 HALF-TRACK

MG Transport: M1919 LMG and M1917 HMG teams may fire while mounted as

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

Self-defence AA: Weapon can fire at

Unit Transport: Unit Leader must end the Unit Leader of its Passenger Unit the Movement Step within 6"/15cm of



■ U201

SPECIAL RULES

Heavy Weapon: Team cannot Charge Assault 5+: Team hits on 5+ in Assaults. into Contact.

Observer: Unit Leader can Spot for any friendly Artillery Unit.

Slow Firing: +1 To Hit for Moving ROF

■U200

