

# Iceland- Hliddal, Gunnar Andri

## Bulge: American Force

M24 Chaffee Tank Company			U.S.	LU187	58
M24 Chaffee Tank Company HQ	LU187	6			
2x M24 Chaffee (75mm)		6			
M24 Chaffee Tank Platoon	LU188	15			
5x M24 Chaffee (75mm)		15			
M24 Chaffee Tank Platoon	LU188	15			
5x M24 Chaffee (75mm)		15			
M24 Chaffee Tank Platoon	LU188	15			
5x M24 Chaffee (75mm)		15			
Armoured 81mm Mortar Platoon	LU113	2			
3x M4 (81mm mortar)		2			
M8 Scott Assault Gun Platoon	LU158	5			
3x M8 Scott (75mm)		5			

Support			U.S.		44	46
M7 Priest Artillery Battery	LU121	8				
3x M7 Priest (105mm)		8				
M7 Priest Artillery Battery	LU121	8				
3x M7 Priest (105mm)		8				
Battle Wary Armoured Rifle Platoon	LU200	11				
4x M1 Garand rifle team						
4x M1 Bazooka team						
2x M1919 LMG						
1x 60mm mortar		11				
Veteran M10 Tank Destroyer Platoon	LU233	<del>17</del>	19			
4x M10 (3-inch)		17				

Bulge: American Command Cards			U.S.		3	1
Lucky			1			
Command Card Lucky		1				
Tank Destroyer Hyper-Velocity AP			<del>2</del>			
Command Card Tank Destroyer Hyper-Velocity AP		1				
• Total per two teams (or part thereof): (2 selected)						

Bulge: American Unit Count: 12 Total Points : 105

### Card List:

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 Wary Armoured Rifle Platoon  
 LU201 Battle Wary M3 Half-track  
 LU233 Veteran M10 Tank Destroyer Platoon

### 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)

# LUCKY

*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)


**0**  
POINTS



**ARMORED  
81MM MORTAR PLATOON**



• TANK UNIT •



**MOTIVATION**  
**CONFIDENT 4+**

SP Gun  
**Counterattack 6**  
Blood 'n' Guts  
**Last Stand 3+**

**SKILL**  
**TRAINED 4+**  
SP Gun  
Assault  
**6**


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

**ARMOUR**


**FRONT 1**  
**SLIDE & REAR 0**  
**TOP 0**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	10"/25CM	16"/40CM	32"/80CM	4+

WEAPON	RANGE	HALTED	MOVING	ROF	ANTI-TANK	FIRE POWER	NOTES
M4 (81mm mortar)	40"/100CM	3	2	1	4+	4+	Rear Firing, Smoke Bombardment
M4 (.50 cal MG)	20"/50CM	3	2	4	5+	5+	Self-defence AA



**ARMORED  
81MM MORTAR PLATOON**



ARMORED  
81MM MORTAR PLATOON  
3x M4 (81mm mortar)

**2 POINTS**

**SPECIAL RULES**

**Rear Firing:** Weapon can only hit targets fully to the rear of the Team.  
**Self-defence AA:** Weapon can Shoot at Aircraft with ROF 1.  
**Smoke Bombardment:** Once per game can fire a Smoke Bombardment.

**U113**



# M8 SCOTT



MOTIVATION

**CONFIDENT 4+**

**SP Gun Counterattack**  
Blood 'n' Guts  
Last Stand  
**3+**

SKILL

**TRAINED 4+**  
SP Gun Assault  
**6**

IS HIT ON  
**AGGRESSIVE 3+**

ARMOUR

**FRONT 3**

**SIDE & REAR 3**

**TOP 0**

• TANK UNIT •



TACTICAL

12"/30CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

24"/60CM

ROAD DASH

28"/70CM

CROSS

3+

WEAPON

M8 Scott (75mm)  
or Direct Fire  
M8 Scott (.50 cal MG)

RANGE

64"/160CM

20"/50CM

20"/50CM

ROF

ARTILLERY

2

2

HALTED MOVING

2

1

3

ANTI-TANK POWER

2

6

3+

FIRE

4+

3+

5+

NOTES

Smoke Bombardment

Smoke

Self-defence AA



# M8 SCOTT



M8 SCOTT  
ASSAULT GUN PLATOON

3x M8 Scott (75mm)  
2x M8 Scott (75mm)

**5 POINTS**

**3 POINTS**

## SPECIAL RULES

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

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

**Smoke:** Can Shoot Smoke ammunition.



U158



# M7 PRIEST



MOTIVATION

**CONFIDENT 4+**

**SP Gun Counterattack**  
**6**

SKILL

**VETERAN 3+**  
SP Gun Assault  
**6**

• TANK UNIT • TIME ON TARGET •



IS HIT ON  
**AGGRESSIVE 3+**

ARMOUR

**FRONT 3**

**SIDE & REAR 1**

**TOP 0**

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

M7 Priest (105mm)  
or Direct Fire  
M7 Priest (.50 cal MG)

RANGE

72"/180CM

24"/60CM

20"/50CM

ROF

ARTILLERY

1

3

HALTED MOVING

1

1

9

ANTI-TANK POWER

3

3+

2+

FIRE

3+

2+

5+

NOTES

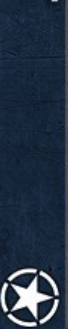
Forward Firing, Smoke Bombardment

Brutal, Forward Firing, Slow Firing, Smoke

Self-defence AA



# M7 PRIEST



M7 PRIEST  
ARTILLERY BATTERY

6x M7 Priest (105mm)  
3x M7 Priest (105mm)

**16 POINTS**

**8 POINTS**

## SPECIAL RULES

**Brutal:** Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves.

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

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

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

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

**Smoke:** Can Shoot Smoke ammunition.

**Time On Target:** If Ranged In on the first attempt, Infantry Teams and Gun Teams re-roll Saves.

U121



# M24 CHAFFEE

TANK PLATOON



MOTIVATION

**CONFIDENT 4+**

Blood 'n' Guts  
Last Stand  
Protected Ammo  
Remount

**TRAINED 4+**



IS HIT ON

**AGGRESSIVE 3+**

ARMOUR

**FRONT** 4

**SIDE & REAR** 3

**TOP** 1

• TANK UNIT •

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
12"/30CM	14"/35CM	20"/50CM	28"/70CM	3+

WEAPON

WEAPON	RANGE	HALTED	MOVING	ROF	ANTI-TANK	FIRE POWER	NOTES
M24 Chaffee (75mm)	28"/70CM	2	2	2	10	3+	Smoke, Stabiliser
M24 Chaffee (.50 cal MG)	20"/50CM	3	2	2	4	5+	Self-defence AA
M24 Chaffee (MGs)	16"/40CM	2	2	2	2	6	



# M24 CHAFFEE

TANK COMPANY HQ



MOTIVATION

**CONFIDENT 4+**

Blood 'n' Guts  
Last Stand  
Protected Ammo  
Remount

**TRAINED 4+**



IS HIT ON

**AGGRESSIVE 3+**

ARMOUR

**FRONT** 4

**SIDE & REAR** 3

**TOP** 1

• TANK FORMATION •

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
12"/30CM	14"/35CM	20"/50CM	28"/70CM	3+

WEAPON

WEAPON	RANGE	HALTED	MOVING	ROF	ANTI-TANK	FIRE POWER	NOTES
M24 Chaffee (75mm)	28"/70CM	2	2	2	10	3+	Smoke, Stabiliser
M24 Chaffee (.50 cal MG)	20"/50CM	3	2	2	4	5+	Self-defence AA
M24 Chaffee (MGs)	16"/40CM	2	2	2	2	6	



# M24 CHAFFEE

TANK PLATOON



## M24 CHAFFEE TANK PLATOON

5x M24 Chaffee (75mm)	<b>15 POINTS</b>
4x M24 Chaffee (75mm)	<b>12 POINTS</b>
3x M24 Chaffee (75mm)	<b>9 POINTS</b>

### SPECIAL RULES

**Self-defence AA:** Weapon can Shoot at Aircraft with ROF 1.  
**Smoke:** Can Shoot Smoke ammunition.  
**Stabiliser:** +1 To Hit for Moving ROF.

U188



# M24 CHAFFEE

TANK COMPANY HQ



## M24 CHAFFEE TANK COMPANY HQ

2x M24 Chaffee (75mm)	<b>6 POINTS</b>
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### SPECIAL RULES

**Self-defence AA:** Weapon can Shoot at Aircraft with ROF 1.  
**Smoke:** Can Shoot Smoke ammunition.  
**Stabiliser:** +1 To Hit for Moving ROF.

## BULGE M24 CHAFFEE TANK COMPANY

FORMATION CONTAINS:

- 1 M24 Chaffee Tank Company HQ (U187)
- 1-2 M24 Chaffee Tank Platoon (U188)
- 0-1 M24 Chaffee Tank Platoon (U188) or M4 Sherman (late) Tank Platoon (U182)
- 0-1 M8 Scott Assault Gun Platoon (U158) or M4 Sherman (late) Assault Gun Platoon (U232)
- 0-1 Armoured 81mm Mortar Platoon (U113)

U187



# M3 HALF-TRACK

BATTLE WEARY TRANSPORT



MOTIVATION

**RELUCTANT 5+**

Transport  
**Counte rattack**  
Transport  
Remount  
**6**

SKILL

**TRAINED 4+**

Transport  
**Assault**  
Yankee Ingenuity  
Tactics  
**3+**



• TANK UNIT • PASSENGERS 3 •  
• TRACTOR • UNIT TRANSPORT •

IS HIT ON  
**CAREFUL 4+**

ARMOUR

**FRONT 1**

**SLIDE & REAR 0**

**TOP 0**

NOTES

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	10"/25CM	18"/45CM	32"/80CM	4+

WEAPON

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M3 (.50 cal MG)	20"/50CM	3	2	4	4	5+	Self-defence AA
M3 (.30 cal MG)	16"/40CM	3	3	3	2	6	Self-defence AA
OPTIONAL Passenger MG	16"/40CM	1	1	1	2	6	MG Transport



# M3 HALF-TRACK

BATTLE WEARY TRANSPORT



SPECIAL RULES

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

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

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

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

U201



# ARMoured RIFLE PLATOON



• INFANTRY UNIT • OBSERVER •

MOTIVATION  
**RELUCTANT 5+**

Blood 'n' Guts  
Rally  
**4+**

SKILL  
**TRAINED 4+**

Yankee Ingenuity  
Tactics  
**3+**



IS HIT ON  
**CAREFUL 4+**

SAVE

**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	14"/35CM	14"/35CM	AUTO

WEAPON

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M1 Garand rifle team	16"/40CM	1	1	2	2	6	Assault 5+, Heavy Weapon
M1919 LMG team	16"/40CM	5	2	2	2	6	Assault 5+, Heavy Weapon
M1 Bazooka team	8"/20CM	1	1	1	10	5+	Assault 5+, Slow Firing
60mm mortar team	32"/80CM					4+	Assault 5+, Heavy Weapon



# ARMoured RIFLE PLATOON



BATTLE WEARY  
ARMoured RIFLE PLATOON

- 6x M1 Garand rifle team
  - 5x M1 Bazooka team
  - 2x M1919 LMG team
  - 1x 60mm mortar team
- 13 POINTS**

- 2x M3 half-track (.50 cal MG) (U201)
  - 3x M3 half-track (.30 cal MG) (U201)
- 16 POINTS**

- 4x M1 Garand rifle team
  - 4x M1 Bazooka team
  - 2x M1919 LMG team
  - 1x 60mm mortar team
- 11 POINTS**

- 2x M3 half-track (.50 cal MG) (U201)
  - 2x M3 half-track (.30 cal MG) (U201)
- 13 POINTS**

SPECIAL RULES

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

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

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

U200



# M10

VETERAN TANK DESTROYER PLATOON



MOTIVATION

**CONFIDENT 4+**

SP Gun  
Counterattack

**6**

SKILL

**VETERAN 3+**

SP Gun  
Assault

**4+**



• TANK UNIT • SEEK, STRIKE, AND DESTROY •

IS HIT ON

**CAREFUL 4+**

ARMOUR

**FRONT 5**

**SLIDE & 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	ROF	ANTI-TANK	FIRE POWER	NOTES
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

VETERAN TANK DESTROYER PLATOON



**M10**  
VETERAN TANK DESTROYER PLATOON

4x M10 (3-inch)

2x M10 (3-inch)

**17 POINTS**

**9 POINTS**

### SPECIAL RULES

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

**Seek, Strike, and Destroy:** Teams may attempt a Shoot and Scoot movement order after succeeding in a Blitz Move movement order.

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

U233