

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	17	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			2			
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 •



IS HIT ON
AGGRESSIVE 3+

MOTIVATION
CONFIDENT 4+

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

SKILL
TRAINED 4+
SP Gun
Assault
6

TACTICAL
10"/25CM

TERRAIN DASH
10"/25CM

CROSS COUNTRY DASH
16"/40CM

ROAD DASH
32"/80CM

CROSS
4+

WEAPON
M4 (81mm mortar)
M4 (.50 cal MG)

RANGE
40"/100CM
20"/50CM

ROF
ARTILLERY

ANTI-TANK POWER
1
4+

FIRE
4+
5+


NOTES
Rear Firing, Smoke Bombardment
Self-defence AA

ARMOUR


FRONT
1


SLIDE & REAR
0

TOP
0



**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

ASSAULT GUN PLATOON



MOTIVATION

CONFIDENT 4+

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

3+

SKILL

TRAINED 4+

*SP Gun
Assault*

6



• TANK UNIT •

IS HIT ON
AGGRESSIVE 3+

ARMOUR

FRONT 3

SIDE & REAR 3

TOP 0

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**

RANGE

64"/160CM

ROF

ARTILLERY 2

ANTI-TANK POWER

4+

NOTES

*Smoke Bombardment
Smoke*

M8 Scott (.50 cal MG)

20"/50CM

3

2

4

5+

Self-defence AA



M8 SCOTT

ASSAULT GUN PLATOON



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.



M8 SCOTT ASSAULT GUN PLATOON

3x M8 Scott (75mm)

2x M8 Scott (75mm)

5 POINTS

3 POINTS



M7 PRIEST

ARTILLERY BATTERY



• TANK UNIT • TIME ON TARGET •

IS HIT ON
AGGRESSIVE 3+

ARMOUR

FRONT 3

SIDE & REAR 1

TOP 0



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**

RANGE

72"/180CM

ROF

ARTILLERY 3

ANTI-TANK POWER

3+

NOTES

*Forward Firing, Smoke
Bombardment
Brutal, Forward Firing, Slow Firing,
Smoke*

M7 Priest (.50 cal MG)

20"/50CM

3

2

4

5+

Self-defence AA



M7 PRIEST

ARTILLERY BATTERY



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.



M7 PRIEST ARTILLERY BATTERY

6x M7 Priest (105mm)

3x M7 Priest (105mm)

16 POINTS

8 POINTS



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



M24 CHAFFEE

TANK PLATOON



M24 CHAFFEE
TANK PLATOON

15 POINTS
12 POINTS
9 POINTS

5x M24 Chaffee (75mm)
4x M24 Chaffee (75mm)
3x M24 Chaffee (75mm)

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

6 POINTS

2x M24 Chaffee (75mm)

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	5+	Self-defence AA	
M3 (.30 cal MG)	16"/40CM	3	3	2	6	Self-defence AA	
OPTIONAL Passenger MG	16"/40CM	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	6	Assault 5+, Heavy Weapon	
M1 Bazooka team	8"/20CM	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	ROF	MOVING	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



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