

# Finland - Semeraro - Jacopo

## Bulge: British Force

Kangaroo Rifle Company		British	LB200	34
Kangaroo Rifle Company HQ	LB200	2		
2x Sten SMG team	2			
Kangaroo Rifle Platoon	LB201	9		
7x Bren Gun & SMLE rifle team				
1x PIAT anti-tank team				
1x 2-inch mortar team	9			
Kangaroo Rifle Platoon	LB201	7		
5x Bren Gun & SMLE rifle team				
1x PIAT anti-tank team				
1x 2-inch mortar team	7			
3-inch Mortar Platoon	LB109	6		
4x 3-inch mortar	6			
6pdr Anti-tank Platoon	LB143	10		
4x 6 pdr gun	10			

Support		British		68
Crocodile Flame-tank Platoon	LB172	14		
2x Crocodile (75mm & Flame-thrower)	14			
Land Mattress Rocket Troop	LB210	8		
2x Land Mattress	8			
Daimler Armoured Car Troop	LB178	2		
2x Daimler (2 pdr)				
1x Dingo (MG)	2			
M10 (Late) SP Anti-tank Troop	LB206	22		
4x M10 (late 17 pdr)	22			
Veteran M4 Sherman (76mm) Tank Platoon (U.S. Allied Unit)	LU161	22		
4x M4 Sherman (76mm)	22			

Bulge: British Command Cards		British		3
3rd Division Monty's Ironsides		2		
Command Card 3rd Division Monty's Ironsides	1			
• Total Kangaroo Rifle Platoons: (2 selected)				
Lucky		1		
Command Card Lucky	1			

**Bulge-British** Unit Count: 12 Total Points : 105

### Card List:

3rd Division Monty's Ironsides  
 Lucky  
 LB109 3-inch Mortar Platoon  
 LB143 6pdr Anti-tank Platoon  
 LB172 Crocodile Flame-tank Platoon  
 LB178 Daimler Armoured Car Troop  
 LB200 Kangaroo Rifle Company HQ  
 LB201 Kangaroo Rifle Platoon  
 LB202 Ram Kangaroo Transport  
 LB206 M10 (Late) SP Anti-tank Troop  
 LB210 Land Mattress Rocket Troop  
 LU161 Veteran M4 Sherman (76mm) Tank Platoon

### Pick List:

2 2-inch mortar team  
 4 3-inch mortar  
 4 6 pdr gun  
 12 Bren Gun & SMLE rifle team  
 2 Crocodile (75mm & Flame-thrower)  
 2 Daimler (2 pdr)  
 1 Dingo (MG)  
 2 Land Mattress  
 4 M10 (late 17 pdr)  
 4 M4 Sherman (76mm)  
 2 PIAT anti-tank team  
 2 Sten SMG team

3<sup>RD</sup> DIVISION  
**MONTY'S IRONSIDES**

*The 3<sup>rd</sup> Division had fought under 'Monty' (as Field Marshal Montgomery was known) in the retreat to Dunkirk. They trained hard, waiting for their chance at revenge. One of the first British formations to land on Sword Beach, they maintained their reputation as hard fighters until the end of the war.*

The Kangaroo Rifle Company HQ and all Kangaroo Rifle Platoons in this Formation have the following Motivation ratings for +1 point per Kangaroo Rifle Platoon.

MOTIVATION  
**CONFIDENT 4+**  
*Bulldog Counterattack* **3+**

**British, Formation  
 (Kangaroo Rifle Company),  
 Title**

**0  
 POINTS**

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**LUCKY**

*I'd rather have a lucky general than a good one.*

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

**British, Force, Limited**

**1  
 POINTS**

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**3-INCH MORTAR PLATOON**

• INFANTRY UNIT • HEAVY WEAPON •

MOTIVATION  
**CONFIDENT 4+**

SKILL  
**VETERAN 3+**  
*Heavy Weapon Assault* **5+**

IS HIT ON  
**CAREFUL 4+**

SAVE  
  
**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10CM	4"/10CM	6"/15CM	8"/20CM	AUTO
WEAPON	RANGE	HALTED MOVING ARTILLERY	ROF	ANTI-TANK POWER
3-inch mortar	40"/100CM	1	4+	Smoke Bombardment
			NOTES	



**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**



# CROCODILE

## FLAME-TANK PLATOON



• TANK UNIT • FLAME TRAILERS •

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

Flame Tank  
Counterattack  
Protected Ammo  
Remount **3+**



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

**ARMOUR**

**FRONT** **11**

**SLIDE & REAR** **8**

**TOP** **1**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	10"/25CM	14"/35CM	14"/35CM	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK POWER	FIRE	NOTES
Crocodile (75mm)	28"/70CM	2	1	10	3+	Smoke
Crocodile (Flame-thrower)	6"/15CM	6	6	2	AUTO	Flame-thrower, Forward Firing
Crocodile (MG)	16"/40CM	3	3	2	6	



# CROCODILE

## FLAME-TANK PLATOON



**CROCODILE**  
**FLAME-TANK PLATOON**

3x Crocodile (75mm & Flame-thrower) **21 POINTS**

2x Crocodile (75mm & Flame-thrower) **14 POINTS**

**SPECIAL RULES**

**Flame Trailers:** Crocodiles cannot Charge into Contact and cannot Hold Objectives.

**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.

**Smoke:** Can Shoot Smoke ammunition.

**B172**



# 6 PDR ANTI-TANK PLATOON



• GUN UNIT • GUN SHIELD •

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

**SKILL**  
**TRAINED 4+**

Gun  
Assault **5+**



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

**SAVE**

Gun **3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
2"/5CM	2"/5CM	4"/10CM	4"/10CM	5+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK POWER	FIRE-POWER	NOTES
6 pdr gun	28"/70CM	2	1	11	4+	Forward Firing



# 6 PDR ANTI-TANK PLATOON



**6 PDR ANTI-TANK PLATOON**

6x 6 pdr gun **15 POINTS**

4x 6 pdr gun **10 POINTS**

2x 6 pdr gun **5 POINTS**

**SPECIAL RULES**

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

**Gun Shield:** In Bulletproof Cover when shot at from in front of the Team's base. Does not apply to Bombardments or if the Team moved at Dash speed.

**B143**



# KANGAROO RIFLE COMPANY HQ



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

**Buildlog**  
**Counterattack**  
Mor Theory  
Rally  
**5+**

**SKILL**  
**TRAINED 4+**  
Deadly  
Assault  
**3+**



- INFANTRY FORMATION • NIGHT ATTACK •
- HQ TRANSPORT •

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

**SAVE**  
Infantry  
**3+**

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

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



# KANGAROO RIFLE COMPANY HQ



**KANGAROO RIFLE COMPANY HQ**

2x Sten SMG team

Write:  
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.

**B200**



# DAIMLER ARMOURD CAR TROOP



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

**Scout**  
**Counterattack**  
Scout  
Last Stand  
**5+**

**SKILL**  
**VETERAN 3+**  
Scout  
Assault  
**4+**



- TANK UNIT • SCOUT • SPEARHEAD •

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

**AMOUR**  
**FRONT 1**  
**SIDE & REAR 1**  
**TOP 0**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	10"/25CM	14"/35CM	36"/90CM	4+

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Daimler (2 pdr)	24"/60CM	2	1	1	7	4+	Overworked
Daimler (Littlejohn)	24"/60CM	2	1	1	8	4+	No HE, Overworked
Daimler & Dingo (MG)	16"/40CM	3	3	3	2	6	



# DAIMLER ARMOURD CAR TROOP



**DAIMLER ARMOURD CAR TROOP**

- 1x Daimler (2 pdr)
- 1x Daimler (Littlejohn)
- 1x Dingo (MG)
- 2x Daimler (2 pdr)
- 1x Dingo (MG)

**3 POINTS**

**2 POINTS**

**OPTIONS**  
• Add one Dingo (MG) for +1 point.

## SPECIAL RULES

**No HE:** No HE targeting Infantry or Guns adds +1 to the score needed To Hit.  
**Overworked:** +1 To Hit for Moving ROF.  
**Scout:** Team can remain Gone to Ground while moving.  
**Spearhead:** Unit can move before the game to expand the Deployment Area.

**B178**



# RAM KANGAROO



MOTIVATION

**RELUCTANT 5+**

*Transport*  
Counter attack

SKILL

**TRAINED 4+**

*Transport*  
Assault



IS HIT ON  
**CAREFUL 4+**

ARMOUR

**FRONT 6**

**SIDE & REAR 5**

**TOP 0**

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

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



# RAM KANGAROO



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



# KANGAROO RIFLE PLATOON



MOTIVATION

**CONFIDENT 4+**

*Buildlog*  
Counter attack

SKILL

**TRAINED 4+**

*Deadly*  
Assault



IS HIT ON  
**CAREFUL 4+**

SAVE

**3+**

*Infantry*

• INFANTRY UNIT •

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

PIAT anti-tank team

RANGE

8"/20CM

HALTED

1

MOVING

1

ANTI-TANK

10

FIRE POWER

5+

2-inch mortar team

RANGE

16"/40CM

HALTED

1

MOVING

1

ANTI-TANK

2

FIRE POWER

4+

Assault 4+, Overhead Fire, Slow Firing, Smoke



# KANGAROO RIFLE PLATOON



RIFLE PLATOON

7x Bren Gun & SMLE rifle team

1x PIAT anti-tank team

1x 2-inch mortar team

**9 POINTS**

With:

3x Ram Kangaroo (LB202)

**11 POINTS**

5x Bren Gun & SMLE rifle team

1x PIAT anti-tank team

1x 2-inch mortar team

**7 POINTS**

With:

3x Ram Kangaroo (LB202)

**9 POINTS**

## 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

# LAND MATRESS ROCKET TROOP

MOTIVATION

**FEARLESS 3+**

**SKILL**  
Gun Counterattack **5+**

**VETERAN 3+**

**SKILL**  
Gun Assault **5+**



IS HIT ON

**CAREFUL 4+**

SAVE

**4+**

• GUN UNIT • LARGE GUN •

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
2"/5CM	2"/5CM	4"/10CM	6"/15CM	5+

WEAPON	HALTED	MOVING	ANTI-TANK	FIRE-POWER
Land Mattress	64"/160CM	SALVO	2	4+ Forward Firing, Saturation Bombardment

# LAND MATRESS ROCKET TROOP



4x Land Mattress  
2x Land Mattress

**16 POINTS**

**8 POINTS**

## SPECIAL RULES

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

**Large Gun:** Cannot be placed in a building. Cannot be placed from Ambush within 16"/40cm of the enemy.

**Salvo:** Salvo Bombardments use a 10"/25cm square Salvo Template rather than the normal 6"/15cm Artillery Template. A Salvo Template may not be placed within 6"/15cm of a friendly Team.

**Saturation Bombardment:** Each Land Mattress rocket launcher counts as two weapons firing.

**B210**

# M10 (LATE) SP ANTI-TANK TROOP

MOTIVATION

**CONFIDENT 4+**

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

**TRAINED 4+**

**SKILL**  
SP Gun Assault **5+**



IS HIT ON

**CAREFUL 4+**

AMMOUR

**5**

**2**

**0**

• TANK UNIT •

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

4x M10 (late 17 pdr)

2x M10 (late 17 pdr)

4x M10 (3-inch)

2x M10 (3-inch)

**22 POINTS**

**11 POINTS**

**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 SHERMAN (76MM)



# M4 SHERMAN (76MM)



### MOTIVATION

**CONFIDENT 4+**  
Protected Ammo  
Remount 3+

### SKILL

**TRAINED 4+**  
Yankee Ingenuity  
Tactics 3+



• TANK UNIT •

### IS HIT ON

**CAREFUL 4+**

### ARMOUR

**FRONT 7**  
**SLIDE & REAR 4**  
**TOP 1**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	18"/45CM	20"/50CM	3+

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



## VETERAN M4 SHERMAN (76MM) TANK PLATOON

- 5x M4 Sherman (76mm)
- 4x M4 Sherman (76mm)
- 3x M4 Sherman (76mm)

**28 POINTS**  
**22 POINTS**  
**16 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.  
**Stabiliser:** +1 To Hit for Moving ROF.