

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

3RD DIVISION
MONTY'S IRONSIDES

The 3rd 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	ROF	ANTI-TANK POWER
3-inch mortar	40"/100CM	ARTILLERY	1	4+
		NOTES	Smoke Bombardment	



3-INCH MORTAR PLATOON



3-INCH MORTAR PLATOON

9 POINTS
6 POINTS
3 POINTS

6x 3-inch mortar
 4x 3-inch mortar
 2x 3-inch mortar

SPECIAL RULES

Heavy Weapon: Team cannot Charge Into Contact.
Smoke Bombardment: Once per game can fire a Smoke Bombardment.

B109



CROCODILE



MOTIVATION

CONFIDENT 4+

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

TRAINED 4+
Flame Tank
Assault **6**



• TANK UNIT • FLAME TRAILERS •

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



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.

1 B172



6 PDR ANTI-TANK PLATOON



MOTIVATION

CONFIDENT 4+

TRAINED 4+
Gun
Assault **5+**



• GUN UNIT • GUN SHIELD •

IS HIT ON
CAREFUL 4+

SAVE
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.

1 B143



KANGAROO RIFLE COMPANY HQ



MOTIVATION

CONFIDENT 4+

3+ Bulldog
Counterattack
Mor Theory
Rally

4+ Trained
Deadly
Assault



- 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

B200



KANGAROO RIFLE COMPANY HQ



KANGAROO RIFLE COMPANY HQ

2x Sten SMG team

Write:
1x Ram Kangaroo (LB202)

2 POINTS

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.



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)



DAIMLER ARMOURD CAR TROOP



MOTIVATION

CONFIDENT 4+

6 Scout
Counterattack
Last Stand

3+ Veteran
Scout
Assault



- 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)

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
Counterattack

- 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.



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+

Buildlog
Counterattack

War Heavy
Rally

3+

5+

IS HIT ON
CAREFUL 4+

SAVE



3+



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



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.



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)

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

B202

LAND MATTRESS ROCKET TROOP

• GUN UNIT • LARGE GUN •

MOTIVATION
FEARLESS 3+

SKILL
VETERAN 3+
Gun Counterattack
5+

IS HIT ON
CAREFUL 4+

SAVE
Gun
4+



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

WEAPON	HALTED MOVING	ANTI-TANK POWER	FIRE POWER
Land Mattress	64"/160CM	SALVO	2 4+

Forward Firing, Saturation Bombardment

LAND MATTRESS 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.

BB210

M10 (LATE) SP ANTI-TANK TROOP

• TANK UNIT •

MOTIVATION
CONFIDENT 4+

SKILL
TRAINED 4+
SP Gun Counterattack
5+

IS HIT ON
CAREFUL 4+



AMMOUR
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	ROF	ANTI-TANK POWER	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



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.

BB206



M4 SHERMAN (76MM)



VETERAN TANK PLATOON

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

ROAD DASH

20"/50CM

CROSS

3+

CROSS COUNTRY DASH

18"/45CM

TERRAIN DASH

12"/30CM

TACTICAL

10"/25CM

WEAPON

M4 Sherman (76mm)

RANGE

36"/90CM

HALTED

2

MOVING

2

ANTI-TANK

12

FIRE POWER

3+

NOTES

No HE, Stabiliser

M4 Sherman (.50 cal MG)

20"/50CM

3

2

4

5+

Self-defence AA

M4 Sherman (MGs)

16"/40CM

2

2

2

6



M4 SHERMAN (76MM)



VETERAN TANK PLATOON



VETERAN
M4 SHERMAN (76MM)
TANK PLATOON

28 POINTS

22 POINTS

16 POINTS

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

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.