

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
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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

MOTIVATION
CONFIDENT 4+

• INFANTRY UNIT • HEAVY WEAPON •

IS HIT ON
CAREFUL 4+

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

SAVE
Infantry 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
3-inch mortar	40"/100CM	ARTILLERY	1	4+
				Smoke Bombardment

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



MOTIVATION

CONFIDENT 4+

Flame Tank
Counterattack
Protected Ammo
Remount

3+

SKILL

TRAINED 4+

Flame Tank
Assault

• TANK UNIT • FLAME TRAILERS •



IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 11

SIDE & REAR 8

TOP 1

TACTICAL

8"/20CM

TERRAIN DASH

10"/25CM

CROSS COUNTRY DASH

14"/35CM

ROAD DASH

14"/35CM

CROSS

3+

WEAPON

Crocodile (75mm)

28"/70CM

RANGE

2

ROF

1

ANTI-TANK

10

FIRE-POWER

3+

NOTES

Smoke

Crocodile (Flame-thrower)

6"/15CM

6

6

2

AUTO

Flame-thrower, Forward Firing

Crocodile (MG)

16"/40CM

3

3

2

6



6 PDR ANTI-TANK PLATOON



MOTIVATION

CONFIDENT 4+

SKILL

TRAINED 4+

Gun
Assault

5+

• GUN UNIT • GUN SHIELD •



IS HIT ON

CAREFUL 4+

SAVE

3+

Gun

WEAPON

6 pdr gun

RANGE

28"/70CM

HALTED

2

MOVING

1

ANTI-TANK

11

FIRE-POWER

4+

NOTES

Forward Firing



CROCODILE

FLAME-TANK PLATOON



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.

CROCODILE FLAME-TANK PLATOON

3x Crocodile (75mm & Flame-thrower)

2x Crocodile (75mm & Flame-thrower)

21 POINTS

14 POINTS



6 PDR ANTI-TANK PLATOON



6 PDR ANTI-TANK PLATOON

6x 6 pdr gun

4x 6 pdr gun

2x 6 pdr gun

15 POINTS

10 POINTS

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.



KANGAROO RIFLE COMPANY HQ



MOTIVATION

CONFIDENT 4+

Buildlog
Counterattack
War Heavy
Rally
5+

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



KANGAROO RIFLE COMPANY HQ



**KANGAROO
RIFLE COMPANY HQ**

2x Sten SMG team

With:

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.

LB200



DAIMLER ARMoured CAR TROOP



• TANK UNIT • SCOUT • SPEARHEAD •

CONFIDENT 4+

Scout
Counterattack
6

Scout
Last Stand
5+

VETERAN 3+
Scout
Assault
4+



IS HIT ON
CAREFUL 4+

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



DAIMLER ARMoured CAR TROOP



**DAIMLER
ARMoured 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.

LB178



RAM KANGAROO TRANSPORT



MOTIVATION

RELUCTANT 5+

Transport
Counterattack

6

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

SKILL

TRAINED 4+

Transport
Assault

6



IS HIT ON
CAREFUL 4+

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



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.



RAM KANGAROO
TRANSPORT

B202



KANGAROO RIFLE PLATOON



MOTIVATION

CONFIDENT 4+

Buildup
Counterattack

3+

War Heavy
Rally

5+



IS HIT ON
CAREFUL 4+

SAVE

Infantry

3+

- INFANTRY UNIT •

IS HIT ON
CAREFUL 4+

SAVE

Infantry

3+

TRAINED 4+

Deadly
Assault

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

PLAT anti-tank team

RANGE

8"/20CM

HALTED

1

MOVING

1

ANTI-TANK

10

FIRE-POWER

5+

NOTES

Assault 4+, Overhead Fire, Slow Firing, Smoke

2-inch mortar team

RANGE

16"/40CM

HALTED

1

MOVING

1

ANTI-TANK

2

FIRE-POWER

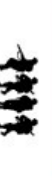
4+

NOTES

Assault 4+, Overhead Fire, Slow Firing, Smoke



KANGAROO RIFLE PLATOON



RIFLE PLATOON

7x Bren Gun & SMLE rifle team

1x PLAT anti-tank team

1x 2-inch mortar team

9 POINTS

With:

3x Ram Kangaroo (LB202)

11 POINTS

5x Bren Gun & SMLE rifle team

1x PLAT 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 MATTRESS ROCKET TROOP

MOTIVATION

FEARLESS 3+

Gun Counterattack 5+

SKILL

VETERAN 3+

Gun Assault 5+

• GUN UNIT • LARGE GUN •

IS HIT ON
CAREFUL 4+

SAVE

4+



TACTICAL

2"/5CM

TERRAIN DASH

2"/5CM

CROSS COUNTRY DASH

4"/10CM

ROAD DASH

6"/15CM

CROSS

5+

WEAPON

Land Mattress

HALTED

64"/160CM

MOVING

SALVO

2

ANTI-TANK

4+

FIRE-POWER

Forward Firing Saturation Bombardment

LAND MATTRESS ROCKET TROOP



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.

B210

M10 (LATE) SP ANTI-TANK TROOP

MOTIVATION

CONFIDENT 4+

SP Gun Counterattack 6

SKILL

TRAINED 4+

SP Gun Assault 5+

• TANK UNIT •

IS HIT ON
CAREFUL 4+

ARMOUR

5

2

0



TACTICAL

10"/25CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

M10 (late 17 pdr)

RANGE

36"/90CM

HALTED

2

MOVING

1

ANTI-TANK

15

FIRE-POWER

3+

NOTES

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)



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

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

M4 Sherman (76mm)

M4 Sherman (.50 cal MG)

M4 Sherman (MGs)

RANGE

36"/90CM

20"/50CM

16"/40CM

HALTED

2

3

2

MOVING

2

2

2

ANTI-TANK

12

4

2

FIRE-POWER

3+

5+

6

NOTES

No HE, Stabiliser

Self-defence AA



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.