

England - Goddard, Mark - ETC 2024

Bulge: American Force

M4 Sherman Tank Company			U.S.	LU100	32
M4 Sherman Tank Company HQ	LU100	7			
2x M4 Sherman (75mm)	7				
M4 Sherman Tank Platoon	LU101	10			
3x M4 Sherman (75mm)	10				
M4 Sherman Tank Platoon	LU101	10			
3x M4 Sherman (75mm)	10				
Armoured 81mm Mortar Platoon	LU113	2			
3x M4 (81mm mortar)	2				
T30 75mm Assault Gun Platoon	LU114	3			
3x T30 (75mm)	3				

M4 Sherman (Late) Tank Company			U.S.	LU181	66
M4 Sherman (Late) Tank Company HQ	LU181	12			
2x M4 Sherman (late 75mm)	9				1 x M4 downgrade = 11pts
• Replace up to one M4 Sherman (late 75mm) with M4 Jumbo (76mm) (LU184) for +3 points.					
M4 Sherman (Late) Tank Platoon	LU182	20			
4x M4 Sherman (late 75mm)	16				2 x M4 downgrade and 1 x HVAP upgrade = 19pts
• Replace any or all M4 Sherman (late 75mm) with M4 Sherman (late 76mm) for +1 point each. (1 selected)					
• Replace up to one M4 Sherman (late 75mm) with M4 Jumbo (76mm) (LU184) for +3 points.					
M4 Sherman (Late) Tank Platoon	LU182	20			
4x M4 Sherman (late 75mm)	16				2 x M4 downgrade and 1 x HVAP upgrade = 19pts
• Replace any or all M4 Sherman (late 75mm) with M4 Sherman (late 76mm) for +1 point each. (1 selected)					
• Replace up to one M4 Sherman (late 75mm) with M4 Jumbo (76mm) (LU184) for +3 points.					
M4 Sherman (Late) Tank Platoon	LU182	12			
3x M4 Sherman (late 75mm)	12				Upgraded to Sherman Crocodiles = 15pts
Armoured 81mm Mortar Platoon	LU113	2			
3x M4 (81mm mortar)	2				

Support			U.S.		2
Desert Rats Universal Carrier Patrol (British Allied Unit)	LB169	2			
3x Universal Carrier (MG)	2				

Bulge: American Command Cards			U.S.		5
Lucky		1			
Command Card Lucky	1				
76mm Hyper-Velocity AP		2			
Command Card 76mm Hyper-Velocity AP	1				Applied to both Sherman (Late) platoons which contain 2 x 76mm guns
• Total per two teams (or part thereof): (2 selected)					
Sherman Crocodile Flame Tank Platoon		3			Applied to the 3 strong Sherman (Late) Platoon
Command Card Sherman Crocodile Flame Tank Platoon	1				
• Total M4 Sherman (late 75mm) tanks: (3 selected)					
M4 Sherman Tanks		-5			1 in Sherman (late) Tank Company HQ, and 2 in each of the 4 strong Sherman (late) platoons
• Command Card M4 Sherman Tanks					
• Total M4 Sherman (75mm) tanks: (5 selected)					
George S. Patton Jr.		4			Applied to the M4 Sherman (Late) Tank Company
Command Card George S. Patton Jr.	4				

Bulge: American	Unit Count: 16	Total Points : 105
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Card List:

76mm Hyper-Velocity AP
 George S. Patton Jr.
 Lucky
 M4 Sherman Tanks
 Sherman Crocodile Flame Tank Platoon
 LB169 Desert Rats Universal Carrier Patrol
 LU100 M4 Sherman Tank Company HQ
 LU101 M4 Sherman Tank Platoon
 LU113 Armoured 81mm Mortar Platoon
 LU114 T30 75mm Assault Gun Platoon
 LU160 Veteran M4 Sherman Tank Platoon
 LU181 M4 Sherman (Late) Tank Company HQ
 LU182 M4 Sherman (Late) Tank Platoon
 LU183 M4 Easy Eight
 LU184 M4 Jumbo

Pick List:

6 M4 (81mm mortar)
 3 M4 Jumbo (76mm)
 8 M4 Sherman (75mm)
 8 M4 Sherman (late 75mm)
 2 M4 Sherman (late 76mm)
 3 T30 (75mm)
 3 Universal Carrier (MG)

76MM 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 Tank Teams with 76mm guns increase their Anti-tank rating to 13 for +1 point per two teams (or part thereof).

US, Build, Unit (any M4 Sherman (late) Tank Company HQ, any M4 Sherman (late) Tank Platoon)

0
POINTS

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

GEORGE S. PATTON Jr.

"We are advancing constantly and we are not interested in holding onto anything, except the enemy's balls. We are going to twist his balls and kick the living shit out of him all of the time... We are going to go through him like crap through a goose; like shit through a tin horn!"

—George S Patton, Speech to the Third Army, 5 June 1944

When a Unit Leader is within 8"/20cm and Line of Sight of their Formation Commander, the Unit passes Rally or Remount on a 2+.

Each turn you may re-roll one failed die roll to receive Reserves.

US, Warrior, Force

4
POINTS

M4 SHERMAN TANKS

Many tank battalions fought on through the war with their older 75mm armed M4 and M4A1 Shermans, and did not get new 75mm armed M4A3 Shermans. However, these battalions eventually received new 76mm, Easy Eight, and Jumbo tanks.

You may replace any or all of your M4 Sherman (late) (75mm) tanks with M4 Sherman (75mm) tanks (LU160) for -1 point per tank.

US, Build, Unit
(Any M4 Sherman (late)
Tank Company HQ, Any M4
Sherman (late) Tank Platoon)

0
POINTS

SHERMAN CROCODILE FLAME TANK PLATOON

The 739th Tank Battalion operates the only four M4 Sherman Crocodiles in the ETO. This unit can only have 3 or 4 M4 Sherman (late 75mm) tanks. All Tank teams in this Unit have the following characteristics and additional weapon for +1 point per tank.

MOTIVATION
CONFIDENT 4+
Flame Tank Counterattack **6**

SKILL
TRAINED 4+
Flame Tank Assault **6**

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER
Sherman Crocodile (Flame-thrower)	6"/15CM	6	6	6	2	AUTO

Notes: Flame-thrower, Forward Firing

Flame Tank: Team cannot Charge into Contact.

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.

US, Build, Upgrade, Unit
(M4 Sherman (late) Tank
Platoon), Limited

0
POINTS



DESERT RATS UNIVERSAL CARRIER PATROL



MOTIVATION

RELUCTANT 5+
Cautious Not Stupid Remount **4+**

SKILL

TRAINED 4+
Scout Assault **5+**

• TANK UNIT • SCOUT • SPEARHEAD •



IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 1

SIDE & REAR 0

TOP 0

TACTICAL

10"/25CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

20"/50CM

ROAD DASH

24"/60CM

CROSS

4+

WEAPON

Universal Carrier (MG)

RANGE

16"/40CM

ROF

3

MOVING

3

ANTI-TANK

2

FIRE-POWER

6

NOTES

Forward Firing

OPTIONAL
PIAT anti-tank

8"/20CM

1

1

10

5+

Slow Firing



DESERT RATS UNIVERSAL CARRIER PATROL



DESERT RATS UNIVERSAL CARRIER PATROL

3x Universal Carrier (MG)

2 POINTS

OPTIONS

• Arm any or all Universal Carrier (MG) with PIAT anti-tank for +1 point each.

SPECIAL RULES

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

Scout: Team can remain Gone to Ground while moving.

Slow Firing: +1 To Hit for Moving ROF.

Spearhead: Unit can move before the game to expand the Deployment Area.



M4 SHERMAN



MOTIVATION

CONFIDENT 4+
Blood n' Guts
Last Stand

SKILL

TRAINED 4+

• TANK UNIT •



IS HIT ON

AGGRESSIVE 3+

ARMOUR

FRONT 6

SIDE & 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 (75mm)

M4 Sherman (.50 cal MG)

M4 Sherman (MGs)

RANGE

28"/70CM

20"/50CM

16"/40CM

HALTED

2

3

2

MOVING

2

2

2

ANTI-TANK

10

4

2

FIRE-POWER

3+

5+

6

NOTES

Smoke, Stabiliser

Self-defence AA



M4 SHERMAN



MOTIVATION

CONFIDENT 4+
Blood n' Guts
Last Stand

SKILL

TRAINED 4+

• TANK FORMATION •



IS HIT ON

AGGRESSIVE 3+

ARMOUR

FRONT 6

SIDE & 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 (75mm)

M4 Sherman (.50 cal MG)

M4 Sherman (MGs)

RANGE

28"/70CM

20"/50CM

16"/40CM

HALTED

2

3

2

MOVING

2

2

2

ANTI-TANK

10

4

2

FIRE-POWER

3+

5+

6

NOTES

Smoke, Stabiliser

Self-defence AA



M4 SHERMAN



M4 SHERMAN TANK PLATOON



5x M4 Sherman (75mm)

4x M4 Sherman (75mm)

3x M4 Sherman (75mm)

18 POINTS

14 POINTS

10 POINTS

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.



M4 SHERMAN



M4 SHERMAN TANK COMPANY HQ



2x M4 Sherman (75mm)

7 POINTS

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.

M4 SHERMAN TANK COMPANY



FORMATION CONTAINS:

1 M4 Sherman Tank Company HQ (U100)

1 M4 Sherman Tank Platoon (U101) or M5 Stuart Tank Platoon (U103)

1-2 M4 Sherman Tank Platoon (U101)

0-1 Armored Recon Patrol (U106)

0-1 Armored 81mm Mortar Platoon (U113)

0-1 T30 75mm Assault Gun Platoon (U114)

U100

U101



T30 75MM ASSAULT GUN PLATOON



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 1

SIDE & REAR 0

TOP 0

TACTICAL

10"/25CM

TERRAIN DASH

10"/25CM

CROSS COUNTRY DASH

16"/40CM

ROAD DASH

32"/80CM

CROSS

4+

WEAPON

T30 (75mm)

or Direct Fire

T30 (.50 cal MG)

RANGE

64"/160CM

20"/50CM

20"/50CM

ROF

ARTILLERY

2

2

ANTI-TANK

2

6

4

FIRE-POWER

4+

3+

5+

NOTES

Forward Firing,
Smoke Bombardment

Forward Firing, Smoke

Self-defence AA



T30 75MM ASSAULT GUN PLATOON



SPECIAL RULES

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

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

Smoke: Can fire Smoke ammunition.

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



T30 75MM ASSAULT GUN PLATOON

3x T30 (75mm)

2x T30 (75mm)

3 POINTS

2 POINTS



ARMoured 81MM MORTAR PLATOON



• TANK UNIT •

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 1

SIDE & REAR 0

TOP 0

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

3

ANTI-TANK

1

4

FIRE-POWER

4+

5+

NOTES

Rear Firing, Smoke Bombardment

Self-defence AA



ARMoured 81MM MORTAR PLATOON



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.



ARMoured 81MM MORTAR PLATOON

3x M4 (81mm mortar)

2 POINTS

U113

U114



M4 SHERMAN (LATE)



MOTIVATION

CONFIDENT 4+

Blood 'n Guts

Last Stand

Protected Ammo

3+

SKILL

TRAINED 4+

• TANK FORMATION •



IS HIT ON

AGGRESSIVE 3+

ARMOUR

FRONT 7

SIDE & REAR 4

TOP 1

TACTICAL

10"/25CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

M4 Sherman (late)

28"/70CM

2

2

10

3+

Smoke, Stabiliser

NOTES

M4 Sherman (late)

36"/90CM

2

2

12

3+

No HE, Stabiliser

NOTES

M4 Sherman (late)

20"/50CM

3

2

4

5+

Self-defence AA

NOTES

M4 Sherman (late) (MGs)

16"/40CM

2

2

2

6

NOTES



M4 SHERMAN (LATE)



M4 SHERMAN (LATE)

TANK COMPANY HQ

9 POINTS

2x M4 Sherman (late 75mm)

M4 EASY EIGHT (76MM) OPTION

- Replace any or all M4 Sherman (late 75mm) with M4 Easy Eight (U183) for +2 points each.

M4 SHERMAN (LATE 76MM) OPTION

- Replace any or all M4 Sherman (late 75mm) with M4 Sherman (late 76mm) for +1 point each.

JUMBO OPTION

- Replace up to one M4 Sherman (late 75mm) with M4 Jumbo (75mm) (U184) for +2 points, or M4 Jumbo (76mm) (U184) for +3 points.

BULGE
M4 SHERMAN (LATE)
TANK COMPANY

FORMATION CONTAINS:

- 1 M4 Sherman (late)
Tank Company HQ (U181)
- 2 M4 Sherman (late) Tank Platoon (U182)
- 0-1 M4 Sherman (late) Tank Platoon (U182)
or M5 Stuart Tank Platoon (U103)
or M24 Chaffee Tank Platoon (U188)
- 0-1 Armoured 81mm Mortar Platoon (U113)
- 0-1 M4 Sherman (late)
Assault Gun Platoon (U232)
or M4 Sherman (Calliope)
Tank Platoon (U186)

SPECIAL RULES

See M4 Sherman (late) Tank Platoon (U182).

U181



M4 SHERMAN



MOTIVATION

CONFIDENT 4+

SKILL

TRAINED 4+

Yankee Ingenuity

Tactics

3+

• TANK UNIT •



IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 6

SIDE & 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 (75mm)

28"/70CM

2

2

10

3+

Smoke, Stabiliser

NOTES

M4 Sherman (.50 cal MG)

20"/50CM

3

2

4

5+

Self-defence AA

NOTES

M4 Sherman (MGs)

16"/40CM

2

2

2

6

NOTES



M4 SHERMAN



M4 SHERMAN

VETERAN TANK PLATOON

21 POINTS

17 POINTS

13 POINTS

5x M4 Sherman (75mm)

4x M4 Sherman (75mm)

3x M4 Sherman (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.

U160



TANK

M4 EASY EIGHT



MOTIVATION

CONFIDENT 4+Blood 'n' Guts
Last Stand
Protected Ammo
Remount**3+****TRAINED 4+**

SKILL



• TANK • SMOOTH RIDE •

IS HIT ON

AGGRESSIVE 3+

ARMOUR

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

TACTICAL

10"/25CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

2+

WEAPON

M4 Easy Eight (76mm)

RANGE

36"/90CM

HALTED

2

MOVING

2

ANTI-TANK

12

FIRE-POWER

3+

NOTES

No HE, Stabiliser

M4 Easy Eight (.50 cal MG)

RANGE

20"/50CM

HALTED

3

MOVING

2

ANTI-TANK

4

FIRE-POWER

5+

NOTES

Self-defence AA

M4 Easy Eight (MGs)

RANGE

16"/40CM

HALTED

2

MOVING

2

ANTI-TANK

2

FIRE-POWER

6

NOTES



• TANK UNIT •

M4 SHERMAN (LATE)



MOTIVATION

CONFIDENT 4+Blood 'n' Guts
Last Stand
Protected Ammo
Remount**3+****TRAINED 4+**

SKILL



IS HIT ON

AGGRESSIVE 3+

ARMOUR

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

TACTICAL

10"/25CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

M4 Sherman (late) (75mm)

RANGE

28"/70CM

HALTED

2

MOVING

2

ANTI-TANK

10

FIRE-POWER

3+

NOTES

Smoke, Stabiliser

M4 Sherman (late) (76mm)

RANGE

36"/90CM

HALTED

2

MOVING

2

ANTI-TANK

12

FIRE-POWER

3+

NOTES

No HE, Stabiliser

M4 Sherman (late) (.50 cal MG)

RANGE

20"/50CM

HALTED

3

MOVING

2

ANTI-TANK

4

FIRE-POWER

5+

NOTES

Self-defence AA

M4 Sherman (late)(MGs)

RANGE

16"/40CM

HALTED

2

MOVING

2

ANTI-TANK

2

FIRE-POWER

6

NOTES



TANK

M4 EASY EIGHT



M4 EASY EIGHT

SPECIAL RULES

No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.**Self-defence AA:** Weapon can Shoot at Aircraft with ROF 1.**Smooth Ride:** Team does not suffer +1 Penalty To Hit for Stabiliser if it moves less than 4"/10cm in the Movement Step.**Stabiliser:** +1 To Hit for Moving ROF.

U183



TANK PLATOON

M4 SHERMAN (LATE)



M4 SHERMAN (LATE) TANK PLATOON

5x M4 Sherman (late 75mm)

20 POINTS

4x M4 Sherman (late 75mm)

16 POINTS

3x M4 Sherman (late 75mm)

12 POINTS

M4 EASY EIGHT (76MM) OPTION

- Replace any or all M4 Sherman (late 75mm) with M4 Easy Eight (U183) for +2 points each.

M4 SHERMAN (LATE 76MM) OPTION

- Replace any or all M4 Sherman (late 75mm) with M4 Sherman (late 76mm) for +1 point each.

JUMBO OPTION

- Replace up to one M4 Sherman (late 75mm) with M4 Jumbo (75mm) (U184) for +2 points, or M4 Jumbo (76mm) (U184) for +3 points.

SPECIAL RULES

No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.**Self-defence AA:** Weapon can Shoot at Aircraft with ROF 1.**Smoke:** Can Shoot Smoke ammunition.**Stabiliser:** +1 To Hit for Moving ROF.

U182



M4 JUMBO TANK



MOTIVATION

CONFIDENT 4+

Blood n' Guts

Last Stand

Protected Ammo

3+

SKILL

TRAINED 4+



• TANK •

IS HIT ON

AGGRESSIVE 3+

ARMOUR

FRONT 11

SIDE & REAR 8

TOP 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	16"/40CM	18"/45CM	4+

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M4 Jumbo (75mm)	28"/70CM	2	2	2	10	3+	Smoke, Stabiliser
M4 Jumbo (76mm)	36"/90CM	2	2	2	12	3+	No HE, Stabiliser
M4 Jumbo (.50 cal AA MG)	20"/50CM	3	2	2	4	5+	Self-defence AA
M4 Jumbo (MGs)	16"/40CM	2	2	2	2	6	



M4 JUMBO TANK



M4 JUMBO

SPECIAL RULES

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

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

Smoke: Can Shoot Smoke ammunition.

Stabiliser: +1 To Hit for Moving ROF.

U184