

# 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			1 x M4 downgrade = 11pts
2x M4 Sherman (late 75mm)	9				
• Replace up to one M4 Sherman (late 75mm) with M4 Jumbo (76mm) (LU184) for +3 points.					
M4 Sherman (Late) Tank Platoon	LU182	20			2 x M4 downgrade and 1 x HVAP upgrade = 19pts
4x M4 Sherman (late 75mm)	16				
• 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			2 x M4 downgrade and 1 x HVAP upgrade = 19pts
4x M4 Sherman (late 75mm)	16				
• 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			Upgraded to Sherman Crocodiles = 15pts
3x M4 Sherman (late 75mm)	12				
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: AmericanUnit Count: 16Total Points : 105

### 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 739<sup>th</sup> 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	MOVING	ANTI-TANK	FIRE-POWER
Sherman Crocodile (Flame-thrower)	6"/15CM	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



• TANK UNIT • SCOUT • SPEARHEAD •

IS HIT ON  
**CAREFUL 4+**

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

**SKILL**  
**TRAINED 4+**  
Scout  
Assault **5+**



**ARMOUR**

**FRONT 1**

**SLIDE & REAR 0**

**TOP 0**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	4+

WEAPON	RANGE	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Universal Carrier (MG)	16"/40CM	3	3	2	6	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



# M4 SHERMAN



MOTIVATION

**CONFIDENT 4+**

*Blood 'n' Guts  
Last Stand*

**3+**

SKILL

**TRAINED 4+**

IS HIT ON

**AGGRESSIVE 3+**

ARMOUR

**FRONT 6**

**SIDE & REAR 4**

**TOP 1**



# M4 SHERMAN



MOTIVATION

**CONFIDENT 4+**

*Blood 'n' Guts  
Last Stand*

**3+**

SKILL

**TRAINED 4+**

IS HIT ON

**AGGRESSIVE 3+**

ARMOUR

**FRONT 6**

**SIDE & REAR 4**

**TOP 1**

• 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)

28"/70CM

2

2

2

10

3+

Smoke, Stabiliser

NOTES

Self-defence AA

WEAPON

M4 Sherman (.50 cal MG)

20"/50CM

3

2

4

5+

6

Self-defence AA

NOTES

Self-defence AA



# M4 SHERMAN



# M4 SHERMAN



MOTIVATION

**CONFIDENT 4+**

*Blood 'n' Guts  
Last Stand*

**3+**

SKILL

**TRAINED 4+**

IS HIT ON

**AGGRESSIVE 3+**

ARMOUR

**FRONT 6**

**SIDE & REAR 4**

**TOP 1**



# M4 SHERMAN



MOTIVATION

**CONFIDENT 4+**

*Blood 'n' Guts  
Last Stand*

**3+**

SKILL

**TRAINED 4+**

IS HIT ON

**AGGRESSIVE 3+**

ARMOUR

**FRONT 6**

**SIDE & REAR 4**

**TOP 1**

• 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)

28"/70CM

2

2

10

3+

Smoke, Stabiliser

NOTES

Self-defence AA

WEAPON

M4 Sherman (.50 cal MG)

20"/50CM

3

2

4

5+

6

Self-defence AA

**M4 SHERMAN**  
TANK COMPANY HQ

**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 ROE.

**M4 SHERMAN**  
TANK PLATOON

**FORMATION CONTAINS:**

- 1 M4 Sherman Tank Company HQ (U1100)
- 1 M4 Sherman Tank Platoon (U1101)
- 1 M4 Sherman Tank Platoon (U1103) *or* M5 Stuart Tank Platoon (U1101)
- 1-2 M4 Sherman Tank Platoon (U1101)
- 0-1 Armored Recon Patrol (U1106)
- 0-1 Armored 81mm Mortar Platoon (U1113)
- 0-1 T30 75mm Assault Gun Platoon (U1114)

**U1100**

**U1101**





# T30 75MM ASSAULT GUN PLATOON



MOTIVATION

**CONFIDENT 4+**

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

**3+**



• TANK UNIT •

IS HIT ON  
**AGGRESSIVE 3+**

ARMOUR

**FRONT** 1

**SLIDE & REAR** 0

**TOP** 0

TACTICAL	10"/25CM	TERRAIN DASH	10"/25CM	CROSS COUNTRY DASH	16"/40CM	ROAD DASH	32"/80CM	CROSS	4+
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WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
T30 (.50 cal MG)	20"/50CM	3	2	2	4	5+	Self-defence AA



# T30 75MM ASSAULT GUN PLATOON



T30 75MM ASSAULT GUN PLATOON

3x T30 (75mm)  
2x T30 (75mm)

**3 POINTS**  
**2 POINTS**

## 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.

U114



# ARMOURD 81MM MORTAR PLATOON



MOTIVATION

**CONFIDENT 4+**

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

**3+**



• TANK UNIT •

IS HIT ON  
**AGGRESSIVE 3+**

ARMOUR

**FRONT** 1

**SLIDE & REAR** 0

**TOP** 0

TACTICAL	10"/25CM	TERRAIN DASH	10"/25CM	CROSS COUNTRY DASH	16"/40CM	ROAD DASH	32"/80CM	CROSS	4+
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WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M4 (.50 cal MG)	20"/50CM	3	2	2	4	5+	Self-defence AA



# ARMOURD 81MM MORTAR PLATOON



ARMOURD 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





# M4 SHERMAN (LATE)



MOTIVATION

**CONFIDENT 4+**

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

SKILL

**TRAINED 4+**



• TANK FORMATION •

IS HIT ON  
**AGGRESSIVE 3+**

ARMOUR  
**FRONT 7**

**SLIDE & REAR 4**

**TOP 1**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	18"/45CM	20"/50CM	3+

WEAPON

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



# M4 SHERMAN VETERAN TANK PLATOON



MOTIVATION

**CONFIDENT 4+**

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



• TANK UNIT •

IS HIT ON  
**CAREFUL 4+**

ARMOUR  
**FRONT 6**

**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	ROF	ANTI-TANK POWER	FIRE	NOTES
M4 Sherman (75mm)	28"/70CM	2	2	10	3+	Smoke, 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 (LATE)



**M4 SHERMAN (LATE) TANK COMPANY HQ**

2x M4 Sherman (late 75mm) **9 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.

**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 VETERAN TANK PLATOON



**M4 SHERMAN VETERAN TANK PLATOON**

- 5x M4 Sherman (75mm) **21 POINTS**
- 4x M4 Sherman (75mm) **17 POINTS**
- 3x M4 Sherman (75mm) **13 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.

**U160**





# M4 EASY EIGHT



MOTIVATION

**CONFIDENT 4+**

Blood 'n' Guts  
Last Stand  
Protected Ammo  
Remount

**TRAINED 4+**



• TANK • SMOOTH RIDE •

IS HIT ON  
**AGGRESSIVE 3+**

ARMOUR

FRONT	7
SIDE & REAR	4
TOP	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	18"/45CM	20"/50CM	2+

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



# 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



# M4 SHERMAN (LATE)



MOTIVATION

**CONFIDENT 4+**

Blood 'n' Guts  
Last Stand  
Protected Ammo  
Remount

**TRAINED 4+**



• TANK UNIT •

IS HIT ON  
**AGGRESSIVE 3+**

ARMOUR

FRONT	7
SIDE & REAR	4
TOP	1

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
M4 Sherman (late) (75mm)	28"/70CM	2	2	10	3+	Smoke, Stabiliser
M4 Sherman (late) (76mm)	36"/90CM	2	2	12	3+	No HE, Stabiliser
M4 Sherman (late) (.50 cal MG)	20"/50CM	3	2	4	5+	Self-defence AA
M4 Sherman (late)(MGs)	16"/40CM	2	2	2	6	



# 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.

## 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.

## 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.

U182





# M4 JUMBO TANK



MOTIVATION

**CONFIDENT 4+**

Blood 'n' Guts

Last Stand

Protected Ammo

**3+**

**3+**

SKILL

**TRAINED 4+**



• TANK •

IS HIT ON

**AGGRESSIVE 3+**

ARMOUR

**FRONT 11**

**SLIDE & REAR 8**

**TOP 1**

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

WEAPON	RANGE	HALTED	MOVING	ROF	ANTI-TANK POWER	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