

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: American Unit Count: 16 Total 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 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	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



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	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.

1 B169



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+
----------	----------	--------------	----------	--------------------	----------	-----------	----------	-------	----

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES		
							T30 (75mm) or Direct Fire	64"/160CM 20"/50CM	ARTILLERY 2
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+
----------	----------	--------------	----------	--------------------	----------	-----------	----------	-------	----

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES		
							M4 (81mm mortar) M4 (.50 cal MG)	40"/100CM 20"/50CM	ARTILLERY 3



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	MOVING	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	MOVING	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.

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

10"/25CM

TERRAIN DASH

12"/30CM

CROSS COUNTRY DASH

16"/40CM

ROAD DASH

18"/45CM

CROSS

4+

WEAPON

M4 Jumbo (75mm)

M4 Jumbo (76mm)

M4 Jumbo (.50 cal AA MG)

M4 Jumbo (MGs)

RANGE

28"/70CM

36"/90CM

20"/50CM

16"/40CM

ROF

2

2

3

2

ANTI-TANK

10

12

4

2

FIRE POWER

3+

3+

5+

6

NOTES

Smoke, Stabiliser

No HE, Stabiliser

Self-defence AA



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