

# ETC UDKAST 2024 v2

## Bulge: British Force

Kangaroo Rifle Company		British	LB200	40
Kangaroo Rifle Company HQ	LB200	2		
2x Sten SMG team		2		
Kangaroo Rifle Platoon	LB201	9		
With 3x Ram Kangaroo (LB202)		9		
Kangaroo Rifle Platoon	LB201	9		
With 3x Ram Kangaroo (LB202)		9		
3-inch Mortar Platoon	LB109	6		
4x 3-inch mortar		6		
6pdr Anti-tank Platoon	LB143	10		
4x 6 pdr gun		10		
Wasp Carrier Patrol	LB145	4		
3x Wasp (Flame-thrower)		4		
Support		British		44
Land Mattress Rocket Troop	LB210	8		
2x Land Mattress		8		
Typhoon Fighter-Bomber Flight	LB177	8		
2x Typhoon		8		
Comet Armoured Troop	LB181	28		
4x Comet (77mm)		28		
Armoured Car Squadron		British		9
Armoured Car Squadron		2		
2x Daimler (2 pdr)		2		
Daimler Armoured Car Troop	LB178	3		
2x Daimler (2 pdr)				
1x Dingo (MG)		2		
• Add one Dingo (MG) for +1 point.				
Daimler Armoured Car Troop	LB178	2		
2x Daimler (2 pdr)				
1x Dingo (MG)		2		
Daimler Armoured Car Troop	LB178	2		
2x Daimler (2 pdr)				
1x Dingo (MG)		2		
Bulge: British Command Cards		British		12
Belgian Resistance		3		
Command Card Belgian Resistance		3		
Joe Vandeleur		3		
Command Card Joe Vandeleur		3		
Matador Armoured Cars		6		
3 Matador (75mm) for +6 points		6		
<b>Bulge-British</b>		<b>Unit Count: 16</b>		<b>Total Points : 105</b>

### Card List:

Armoured Car Squadron  
 Belgian Resistance  
 Joe Vandeleur  
 Matador Armoured Cars  
 LB109 3-inch Mortar Platoon  
 LB143 6pdr Anti-tank Platoon  
 LB145 Wasp Carrier Patrol  
 LB177 Typhoon Fighter-Bomber Flight  
 LB178 Daimler Armoured Car Troop  
 LB181 Comet Armoured Troop  
 LB200 Kangaroo Rifle Company HQ  
 LB201 Kangaroo Rifle Platoon  
 LB202 Ram Kangaroo Transport  
 LB210 Land Mattress Rocket Troop

### Pick List:

2 2-inch mortar team  
 4 3-inch mortar  
 4 6 pdr gun  
 10 Bren Gun & SMLE rifle team  
 4 Comet (77mm)  
 8 Daimler (2 pdr)  
 4 Dingo (MG)  
 2 Land Mattress  
 3 Matador (75mm)  
 2 PIAT anti-tank team  
 6 Ram Kangaroo  
 2 Sten SMG team  
 2 Typhoon  
 3 Wasp (Flame-thrower)

## ARMoured CAR SQUADRON

*Each armoured division had an armoured car regiment for reconnaissance. Its patrols spread out ahead of the tanks looking for ambushes and probing for weaknesses and intact bridges to speed the advance.*

Your Force includes one Armoured Car Squadron, which is a Formation containing:

- 1 HQ Unit of 2x Daimler (2 pdr) armoured cars from (LB178) for +2 points or 2x Staghound armoured cars from (Staghound Command Card) for +4 points.
- 2-5 Daimler Armoured Car Troop (LB178).
- 0-1 Black Bull Motor Platoon (LB198).

**British, Build,  
Formation, Limited**

**0  
POINTS**

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## JOE VANDELEUR

*Lieutenant Colonel J O E Vandeleur, usually known as 'Joe', pushed the Irish Brigade Group hard in the advance to Arnhem. The Group consisted of the infantry of his 3<sup>rd</sup> Irish Guards and the tanks of his cousin's 2<sup>nd</sup> (Armoured) Irish Guards.*

Units from this Formation whose Unit Leader is within 6"/15cm and Line of Sight of the Formation Commander Rally or Remount on 3+.

This Formation Commander can Spot for an Artillery Bombardment fired by a Typhoon Fighter-Bomber Flight. When it does so, it can re-roll the first failed Range In attempt.

**British, Warrior, Formation  
(Sherman Guards  
Armoured Squadron,  
Kangaroo Rifle Company)**

**3  
POINTS**

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## BELGIAN RESISTANCE

*The Belgian resistance assisted the Allied advance by locating German defensive positions and gaps in minefields.*

At the beginning of a game after both sides have deployed either:

- Remove one Minefield or Old Minefield marker, or
- Reposition one of your Ranged In markers anywhere on the table.

**British, Force, Limited**

**3  
POINTS**

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## MATADOR ARMoured CARS

*The AEC III 'Matador' gave the squadron's Daimler armoured cars heavy fire support.*

Your Formation includes an additional Daimler Armoured Car Troop. Replace all 2 pdr with 75mm below and armour as shown to right. Unit loses Spearhead and all Dingos. Add a third Daimler for +2 points.

ARMOUR

FRONT	<b>3</b>
SIDE & REAR	<b>2</b>
TOP	<b>0</b>

WEAPON	RANGE	ROF	ANTI-TANK	FIRE-POWER
		HALT		
Matador (75mm)	48"/120cm	ARTILLERY	2	4+
or Direct Fire	28"/70cm	2	1	10
		1		3+

The 75mm gun is Overworked and has Smoke and Smoke Bombardment.

**British, Build, Formation  
(Daimler Armoured Car  
Squadron), Limited**

**4  
POINTS**

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# 6 PDR ANTI-TANK PLATOON



MOTIVATION

**CONFIDENT 4+**

SKILL

**TRAINED 4+**  
Gun Assault **5+**

IS HIT ON

**CAREFUL 4+**

SAVE

 **3+**

• GUN UNIT • GUN SHIELD •



TACTICAL

TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
2"/5CM	2"/5CM	4"/10CM	4"/10CM

WEAPON

RANGE	HALTED	MOVING	ROF	ANTI-TANK	FIRE-POWER	NOTES
6 pdr gun	28"/70CM	2	1	11	4+	Forward Firing



# 6 PDR ANTI-TANK PLATOON



6 PDR ANTI-TANK PLATOON

**15 POINTS**

**10 POINTS**

**5 POINTS**

6x 6 pdr gun  
4x 6 pdr gun  
2x 6 pdr gun

## 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.

**B143**



# 3-INCH MORTAR PLATOON



MOTIVATION

**CONFIDENT 4+**

SKILL

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

IS HIT ON

**CAREFUL 4+**

SAVE

 **3+**

• INFANTRY UNIT • HEAVY WEAPON •



TACTICAL

TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10CM	4"/10CM	6"/15CM	8"/20CM

WEAPON

RANGE	HALTED	MOVING	ROF	ANTI-TANK	FIRE-POWER	NOTES
3-inch mortar	40"/100CM	ARTILLERY	1	4+	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**



# TYPHOON

## FIGHTER-BOMBER FLIGHT



MOTIVATION

**CONFIDENT 4+**

• AIRCRAFT UNIT •

IS HIT ON

**AIRCRAFT 5+**

SKILL

**TRAINED 4+**

SAVE



**3+**



TACTICAL

UNLIMITED

TERRAIN DASH

CROSS COUNTRY DASH

ROAD DASH

CROSS

AUTO

WEAPON

20mm guns

RANGE

8"/20CM

ROF

-

ANTI-TANK

6

FIRE-POWER

5+

NOTES

RP-3 rockets

ARTILLERY

5

ROCKETS

3+



# TYPHOON

## FIGHTER-BOMBER FLIGHT



IS HIT ON

**AIRCRAFT 5+**

SAVE



**3+**

TYPHOON FIGHTER-BOMBER FLIGHT

2x Typhoon

SPECIAL RULES

**Rockets:** No penalty for having only 1 or 2 weapons firing. Only Teams from this Unit can Spot for it.

B177



# WASP CARRIER PATROL



MOTIVATION

**CONFIDENT 4+**

• TANK UNIT • FLAME TANK •

IS HIT ON

**CAREFUL 4+**

Flame Tank Counterattack

**6**

Flame Tank Remount

**5+**

SKILL

**TRAINED 4+**

Flame Tank Assault

**6**



FRONT



**1**

SIDE & REAR



**0**

TOP



**0**

CROSS



**4+**

ARMOUR



**1**

NOTES



Flame-thrower, Forward Firing

TACTICAL

10"/25CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

20"/50CM

ROAD DASH

24"/60CM

CROSS

4+

WEAPON

Wasp (Flame-thrower)

RANGE

6"/15CM

ROF

3

ANTI-TANK

3

FIRE-POWER

2

AUTO

AUTO



# WASP CARRIER PATROL



WASP CARRIER PATROL

3x Wasp (Flame-thrower)

**4 POINTS**

SPECIAL RULES

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

B145



# COMET

## ARMoured TROOP

• TANK UNIT •

**MOTIVATION**  
**CONFIDENT 4+**  
*Protected Ammo  
Remount*

**SKILL**  
**TRAINED 4+**



**IS HIT ON**  
**CAREFUL 4+**

**ARMOUR**  
**FRONT 7**  
**SIDE & REAR 5**  
**TOP 1**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
12"/30CM	14"/35CM	24"/60CM	28"/70CM	3+

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Comet (77mm)	36"/90CM	2	1	1	14	3+	Smoke
Comet (MGs)	16"/40CM	4	4	4	2	6	



# COMET

## ARMoured TROOP

**SPECIAL RULES**  
**Smoke:** Can Shoot Smoke ammunition.

**COMET ARMoured TROOP**  
4x Comet (77mm) **28 POINTS**  
3x Comet (77mm) **21 POINTS**

**B181**



# DAIMLER

## ARMoured CAR TROOP

• TANK UNIT • SCOUT • SPEARHEAD •

**MOTIVATION**  
**CONFIDENT 4+**  
*Scout  
Counterattack*

**SKILL**  
**VETERAN 3+**  
*Scout  
Assault*



**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	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

## ARMoured CAR TROOP

### 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.

### DAIMLER ARMoured CAR TROOP

1x Daimler (2 pdr) **3 POINTS**  
1x Daimler (Littlejohn) **3 POINTS**  
1x Dingo (MG) **2 POINTS**  
2x Daimler (2 pdr) **2 POINTS**  
1x Dingo (MG) **2 POINTS**

**OPTIONS**  
• Add one Dingo (MG) for +1 point.

**B178**



# KANGAROO RIFLE PLATOON



MOTIVATION

**CONFIDENT 4+**

**3+**  
Buildlog  
Counterattack  
War theory  
Rally



IS HIT ON  
**CAREFUL 4+**

SAVE  
3+

Infantry

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
Bren Gun & SMLE rifle team	16"/40CM	2	1	2	6	
PLAT anti-tank team	8"/20CM	1	1	10	5+	Assault 4+, Slow Firing
2-inch mortar team	16"/40CM	1	1	2	4+	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:

11 POINTS

3x Ram Kangaroo (LB202)

5x Bren Gun & SMLE rifle team  
1x PLAT anti-tank team  
1x 2-inch mortar team

7 POINTS

With:

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.

LB201



# KANGAROO RIFLE COMPANY HQ



MOTIVATION

**CONFIDENT 4+**

**3+**  
Buildlog  
Counterattack  
War theory  
Rally



IS HIT ON  
**CAREFUL 4+**

SAVE  
3+

Infantry

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

- INFANTRY FORMATION • NIGHT ATTACK •
- HQ TRANSPORT •



# KANGAROO RIFLE COMPANY HQ



RIFLE COMPANY HQ

2x Sten SMG team

2 POINTS

With:

3 POINTS

1x Ram Kangaroo (LB202)

## 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.

RIFLE COMPANY

## FORMATION CONTAINS:

- 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)

LB200

# LAND MATTRESS ROCKET TROOP

MOTIVATION

**FEARLESS 3+**

Gun  
**Counterattack 5+**

SKILL

**VETERAN 3+**

Gun  
**Assault 5+**

IS HIT ON

**CAREFUL 4+**

SAVE

Gun  
**4+**

• GUN UNIT • LARGE GUN •



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

ANTI-TANK

2

FIRE-POWER

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.

B210

# RAM KANGAROO TRANSPORT

MOTIVATION

**RELUCTANT 5+**

Transport  
**Counterattack 6**

SKILL

**TRAINED 4+**

Transport  
**Assault 6**

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



IS HIT ON

**CAREFUL 4+**

AMOUR

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.

B202