

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		
Bulge-British		Unit Count: 16		Total Points : 105

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 3rd Irish Guards and the tanks of his cousin's 2nd (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	3
SIDE & REAR	2
TOP	0

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

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



6 PDR ANTI-TANK PLATOON



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.

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

3-inch mortar	RANGE	HALTED	MOVING	ROF	ANTI-TANK	FIRE-POWER	NOTES
	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



TYPHOON

FIGHTER-BOMBER FLIGHT



MOTIVATION

CONFIDENT 4+

• AIRCRAFT UNIT •

IS HIT ON

AIRCRAFT 5+

SKILL

TRAINED 4+

SAVE

3+

Aircraft



TACTICAL

UNLIMITED

TERRAIN DASH

CROSS COUNTRY DASH

ROAD DASH

CROSS

AUTO

WEAPON

20mm guns

8"/20CM

-

3

6

5+

RP-3 rockets

14"/35CM

ARTILLERY

5

3+

Rockets

NOTES

ANTI-TANK

FIRE-POWER

ROCKETS



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

ARMOUR

1

SIDE & REAR

ARMOUR

0

TOP

ARMOUR

0

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

HALTED

3

ROF

MOVING

ANTI-TANK

POWER

2

AUTO

NOTES

Flame-thrower, Forward Firing



TYPHOON

FIGHTER-BOMBER FLIGHT



IS HIT ON

AIRCRAFT 5+

SAVE

8 POINTS

2x Typhoon

TYPHOON FIGHTER-BOMBER FLIGHT

8 POINTS

SPECIAL RULES

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



WASP CARRIER PATROL



IS HIT ON

AIRCRAFT 5+

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

B177



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



COMET

ARMoured TROOP



ARMoured TROOP
4x Comet (77mm)
3x Comet (77mm)

28 POINTS
21 POINTS

SPECIAL RULES

Smoke: Can Shoot Smoke ammunition.

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	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Daimler (2 pdt)	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



ARMoured CAR TROOP
1x Daimler (2 pdt)
1x Daimler (Littlejohn)
1x Dingo (MG)

2x Daimler (2 pdt)
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.

B178



KANGAROO RIFLE PLATOON



MOTIVATION

CONFIDENT 4+

Buildlog
Counterattack
Mor theory
Rally

3+

SKILL

TRAINED 4+

Deadly
Assault

3+



IS HIT ON

CAREFUL 4+

SAVE



3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Bren Gun & SMLE rifle team	16"/40CM	2	1	1	2	6	
PIAT anti-tank team	8"/20CM	1	1	1	10	5+	Assault 4+, Slow Firing
2-inch mortar team	16"/40CM	1	1	1	2	4+	Assault 4+, Overhead Fire, Slow Firing, Smoke



KANGAROO RIFLE PLATOON



RIFLE PLATOON

7x Bren Gun & SMLE rifle team
1x PIAT anti-tank team
1x 2-inch mortar team

9 POINTS

With:

3x Ram Kangaroo (LB202)

11 POINTS

5x Bren Gun & SMLE rifle team

1x PIAT 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.

LB201



KANGAROO RIFLE COMPANY HQ



MOTIVATION

CONFIDENT 4+

Buildlog
Counterattack
Mor theory
Rally

5+

SKILL

TRAINED 4+

Deadly
Assault

3+



IS HIT ON

CAREFUL 4+

SAVE



3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

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



KANGAROO RIFLE COMPANY HQ



KANGAROO RIFLE COMPANY HQ

2x Sten SMG team

2 POINTS

With:
1x Ram Kangaroo (LB202)

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

LAND MATTRESS ROCKET TROOP

• GUN UNIT • LARGE GUN •

MOTIVATION
FEARLESS 3+
Gun Counterattack
5+

SKILL
VETERAN 3+
Gun Assault
5+



IS HIT ON
CAREFUL 4+

SAVE
4+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
2"/5CM	2"/5CM	4"/10CM	6"/15CM	5+

WEAPON	HALTED MOVING	ANTI-TANK	FIRE-POWER	
Land Mattress	64"/160CM	SALVO	2	4+ <i>Forward Firing, Saturation Bombardment</i>

LAND MATTRESS ROCKET TROOP

IS HIT ON
CAREFUL 4+

SAVE
4+

16 POINTS
8 POINTS

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

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

MOTIVATION
RELUCTANT 5+
Transport Counterattack
6

SKILL
TRAINED 4+
Transport Assault
6



IS HIT ON
CAREFUL 4+

AMOUR
FRONT 6
SIDE & REAR 5
TOP 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	18"/45CM	20"/50CM	3+

WEAPON	RANGE	HALTED MOVING	ANTI-TANK	FIRE-POWER	NOTES
Ram Kangaroo (MG)	16"/40CM	3	3	2	6 <i>Forward Firing</i>

RAM KANGAROO TRANSPORT

IS HIT ON
CAREFUL 4+

AMOUR
FRONT 6
SIDE & REAR 5
TOP 0

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