

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		
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

• GUN UNIT • GUN SHIELD •

MOTIVATION
CONFIDENT 4+

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

IS HIT ON
CAREFUL 4+

SAVE
 **3+**



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
2"/5CM	2"/5CM	4"/10CM	4"/10CM	5+
WEAPON	RANGE	ROF	ANTI-TANK POWER	NOTES
6 pdr gun	28"/70CM	2	1	11
			4+	Forward Firing

6 PDR ANTI-TANK PLATOON



ANTI-TANK PLATOON

6x 6 pdr gun	15 POINTS
4x 6 pdr gun	10 POINTS
2x 6 pdr gun	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.

BT143

3-INCH MORTAR PLATOON

• INFANTRY UNIT • HEAVY WEAPON •

MOTIVATION
CONFIDENT 4+

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

IS HIT ON
CAREFUL 4+

SAVE
 **3+**



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10CM	4"/10CM	6"/15CM	8"/20CM	AUTO
WEAPON	RANGE	ROF	ANTI-TANK POWER	NOTES
3-inch mortar	40"/100CM	ARTILLERY	1	4+
				Smoke Bombardment

3-INCH MORTAR PLATOON



3-INCH MORTAR PLATOON

6x 3-inch mortar	9 POINTS
4x 3-inch mortar	6 POINTS
2x 3-inch mortar	3 POINTS

SPECIAL RULES

Heavy Weapon: Team cannot Charge Into Contact.

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

BT109



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

-

HALTED

3

MOVING

6

ANTI-TANK

5+

FIRE-POWER

3+

ROCKETS

ROCKETS

NOTES



TYPHOON

FIGHTER-BOMBER FLIGHT



TYPHOON
FIGHTER-BOMBER FLIGHT

2x Typhoon

8 POINTS

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



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

Wasp (Flame-thrower)

RANGE

6"/15CM

ROF

3

HALTED

3

MOVING

2

ANTI-TANK

AUTO

FIRE-POWER

Flame-thrower, Forward Firing

NOTES



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	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



COMET 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 pdr)	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



DAIMLER ARMoured CAR TROOP

1x Daimler (2 pdr)
1x Daimler (Littlejohn)
1x Dingo (MG)
2x Daimler (2 pdr)
1x Dingo (MG)

3 POINTS
2 POINTS

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.

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

B178



KANGAROO RIFLE PLATOON



MOTIVATION

CONFIDENT 4+

3+ Building Counterattack
War Theory Rally

SKILL

TRAINED 4+
Deadly Assault **3+**



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

With:

3x Ram Kangaroo (LB202) **11 POINTS**

5x Bren Gun & SMLE rifle team

1x PLAT anti-tank 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+

3+ Building Counterattack
War Theory Rally

SKILL

TRAINED 4+
Deadly Assault **3+**



• INFANTRY FORMATION • NIGHT ATTACK •
• HQ TRANSPORT •

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



KANGAROO RIFLE COMPANY HQ



KANGAROO RIFLE COMPANY HQ

2x Sten SMG team

With: 1x Ram Kangaroo (LB202) **3 POINTS**

2 POINTS

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

MOTIVATION

FEARLESS 3+

Gun
Counterattack 5+

SKILL

VETERAN 3+

Gun
Assault 5+

IS HIT ON

CAREFUL 4+

SAVE

4+



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



• 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 MOVING

64"/160CM SALVO

ANTI-TANK

2

FIRE-POWER

4+

Forward Firing,
Saturation Bombardment

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

SIDE & REAR

TOP

6

5

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 MOVING

3

ANTI-TANK

3

FIRE-POWER

6

NOTES

Forward Firing

RAM KANGAROO TRANSPORT



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