ETC UDKAST 2024 v2 Bulge: British Force

Kangaroo Rifle Company	Danger Britier i		British	LB200		40		
Kangaroo Rifle Company HQ	LB2	200 2						
2x Sten SMG team	2		_					
Kangaroo Rifle Platoon	LB2	201 9						
With 3x Ram Kangaroo (LB202)	9		_					
Kangaroo Rifle Platoon	LB2	201 9						
With 3x Ram Kangaroo (LB202)	9							
3-inch Mortar Platoon	LB1	09 6						
4x 3-inch mortar	6							
6pdr Anti-tank Platoon	LB1	43 10						
4x 6 pdr gun	10							
Wasp Carrier Patrol	LB1	45 4						
3x Wasp (Flame-thrower)	4							
Support			British			44		
Land Mattress Rocket Troop	LB2	210 8						
2x Land Mattress	8							
Typhoon Fighter-Bomber Flight	LB1	77 8						
2x Typhoon	8							
Comet Armoured Troop	LB1	81 28						
4x Comet (77mm)	28							
Armoured Car Squadron			British			9		
Armoured Car Squadron		2						
2x Daimler (2 pdr)	2	70						
Daimler Armoured Car Troop	LB1	78 3						
2x Daimler (2 pdr)	2							
1x Dingo (MG)	2							
 Add one Dingo (MG) for +1 point. Daimler Armoured Car Troop 	LB1	78 2						
·	LD	70 2						
2x Daimler (2 pdr) 1x Dingo (MG)	2							
Daimler Armoured Car Troop	LB1	78 2						
2x Daimler (2 pdr)	EB	10 2						
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			٦	Total Poir	nts : 105		
Card List:	Pick List	:						
Armoured Car Squadron	2 2-inch	2 2-inch mortar team						
Belgian Resistance		4 3-inch mortar						
Joe Vandeleur		4 6 pdr gun						
	· · · · · · · · · · · · · · · · · · ·	· -						
Matador Armoured Cars		10 Bren Gun & SMLE rifle team						
LB109 3-inch Mortar Platoon		4 Comet (77mm)						
LB143 6pdr Anti-tank Platoon	8 Daim	8 Daimler (2 pdr)						
1545 14 6 1 5 1		4.0						

4 Dingo (MG)

2 Land Mattress

3 Matador (75mm)

6 Ram Kangaroo

2 Sten SMG team

2 Typhoon

2 PIAT anti-tank team

3 Wasp (Flame-thrower)

LB145 Wasp Carrier Patrol

LB177 Typhoon Fighter-Bomber Flight

LB178 Daimler Armoured Car Troop

LB200 Kangaroo Rifle Company HQ

LB181 Comet Armoured Troop

LB201 Kangaroo Rifle Platoon

LB202 Ram Kangaroo Transport

LB210 Land Mattress Rocket Troop

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:

- 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 O 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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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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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.

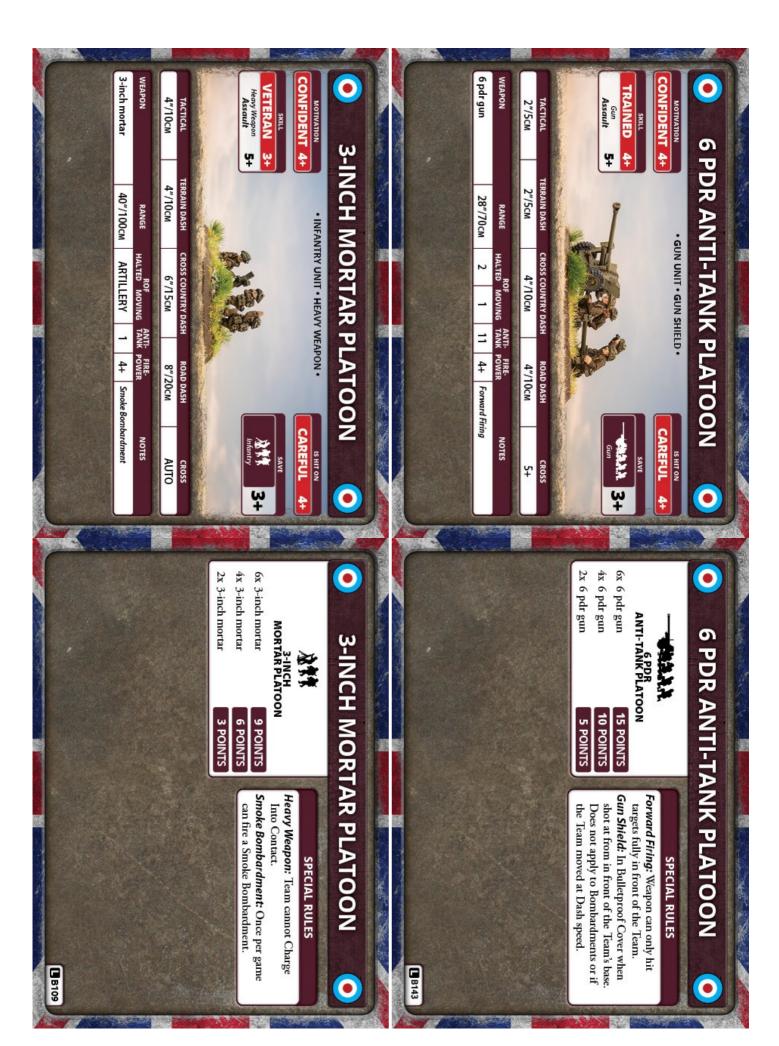
ARMOUR				
FRONT	3			
SIDE & REAR	2			
TOD	•			

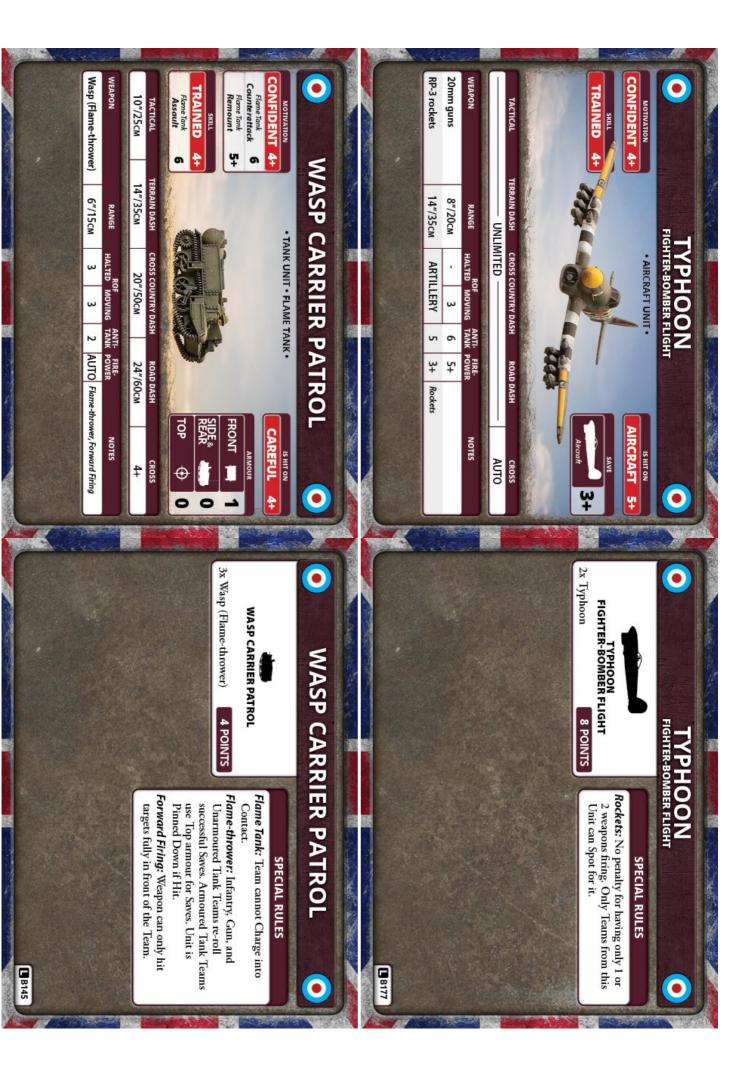
WEAPON	RANGE	RC HALT	OF MOVE	ANTI- TANK	FIRE- POWER
Matador (75mm)	48"/120см	ARTILLERY		2	4+
or Direct Fire	28"/70см	2	1	10	3+

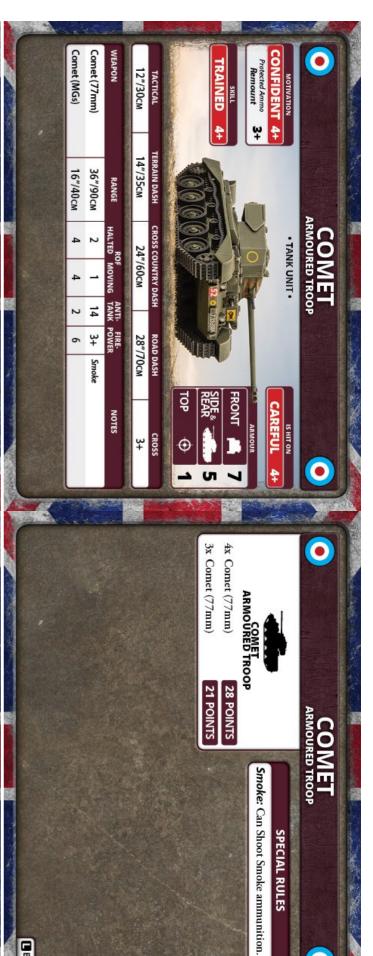
The 75mm gun is Overworked and has Smoke and Smoke Bombardment.

British, Build, Formation (Daimler Armoured Car Squadron), Limited 4 POINTS

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B181



DAIMLER ARMOURED CARTROOP

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

3 POINTS

while moving.

Scout: Team can remain Gone to Ground Overworked: +1 To Hit for Moving ROF.

Spearhead: Unit can move before the

game to expand the Deployment Area

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

2 POINTS

OPTIONS

Add one Dingo (MG) for +1 point.

Daimler & Dingo (MG)

16"/40cm

No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit. SPECIAL RULES

■B178





RIFLE PLATOON

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

1x 2-inch mortar team

3x Ram Kangaroo (LB202)

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

3x Ram Kangaroo (LB202)

9 POINTS

7 POINTS

9 POINTS

11 POINTS

SPECIAL RULES

Overhead Fire: Can Shoot over friendly Assault 4+: Team hits on 4+ in Assaults

Smoke: Can Shoot Smoke ammunition Slow Firing: +1 To Hit for Moving ROF









· HQ TRANSPORT ·

CONFIDENT 4+

MOTIVATION

Counterattack 3+

Bulldog







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 Area until Dawn Attack Formations move freely. Other Fighting Dawn rules. Units from Night Units cannot move out of Deployment

Sten SMG team

4"/10cm

RANGE

ROF HALTED MOVING

TANK

POWER

NOTES

Pinned ROF 1

WEAPON

8"/20cm

TACTICAL

TERRAIN DASH

CROSS COUNTRY DASH

ROAD DASH 12"/30cm

AUTO CROSS

12"/30cm

8"/20cm

Deadly Assault



RIFLE COMPANY HQ

0



2x Sten SMG team KANGAROO RIFLE COMPANY HQ 2 POINTS

1x Ram Kangaroo (LB202) 3 POINTS



KANGAROO RIFLE COMPANY

Kangaroo Kangaroo Rifle Platoon (LB201 Rifle Company HQ (LB200)

0-1 3-inch Mortar Platoon (LB109)

Vickers Machine-gun Platoon (LB113) or MMG Carrier Platoon (LB142)

0-1 6 pdr Anti-tank Platoon (LB143)

Universal Carrier Patrol (LB144) or Wasp Carrier Patrol (LB145)

Universal Carrier Patrol (LB144)

■ B200







16 POINTS 8 POINTS

> Forward Firing: Weapon can only hit targets fully in front of the Team SPECIAL RULES

Large Gun: Cannot be placed in a Ambush within 16"/40cm of the enemy. building. Cannot be placed from

Salvo: Salvo Bombardments use a be placed within 6"/15cm of a friendly Template. A Salvo Template may not than the normal 6"/15cm Artillery 10"/25cm square Salvo Template rather

Saturation Bombardment: Each Land weapons firing Mattress rocket launcher counts as two

■B210





RELUCTANT 5+

MOTIVATION

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

CAREFUL

4

IS HIT ON

ounterattack

Transport

TRAINED



TERRAIN DASH CROSS COUNTRY DASH 18"/45cm ROAD DASH 20"/50см CROSS 4

12"/30cm RANGE ROF HALTED MOVING TANK POWER NOTES

Ram Kangaroo (MG)

16"/40cm

Forward Firing

10"/25cm TACTICAL

0

RAM KANGAROO



SPECIAL RULES

Close Assault: Passengers can Dismount when Charging into Contact

Passengers 3, Tractor: Team can carry Forward Firing: Weapon can only hit targets fully in front of the Team

three Infantry Teams or one Gun Team

Unit Transport: Unit Leader must end as Passengers. while on table. the Unit Leader of its Passenger Unit the Movement Step within 6"/15cm of

■ B202