
































BULGE: BRITISH FORCE		100 POINTS	RESERVES: 40 POINTS
Using 2025.3 Dynamic Points			
<b>Kangaroo Rifle Company</b>	British	LB200	48
Kangaroo Rifle Company HQ LB200 (3 points)			3
2x Sten SMG team 1x Ram Kangaroo (LB202)			
Kangaroo Rifle Platoon LB201 (9 points)			9
5x Bren Gun & SMLE rifle team 1x PIAT anti-tank team 1x 2-inch mortar team 3x Ram Kangaroo (LB202)			
Kangaroo Rifle Platoon LB201 (9 points)			9
5x Bren Gun & SMLE rifle team 1x PIAT anti-tank team 1x 2-inch mortar team 3x Ram Kangaroo (LB202)			
3-inch Mortar Platoon LB109 (6 points)			6
4x 3-inch mortar			
MMG Carrier Platoon LB142 (4 points)			4
4x MMG Carrier (Vickers)			
MMG Carrier Platoon LB142 (4 points)			4
4x MMG Carrier (Vickers)			
Universal Carrier Patrol LB144 (3 points)			3
3x Universal Carrier (MG)			
Assault Pioneer Platoon LB201 (9 points)			10
5x Bren Gun & SMLE rifle team 1x PIAT anti-tank team 1x 2-inch mortar team 3x Ram Kangaroo (LB202) @Assault Pioneer Platoon (1p) (1p)			
<b>Bulge: British Force Support</b>	British		30
AVRE Assault Section LB173 (8 points)			8
2x AVRE (Petard)			
M10 (Late) SP Anti-tank Troop LB206 (22 points)			22
4x M10 (late 17 pdr)			
Guards Churchill Armoured Troop LB195 (18 points)			18
3x Churchill (75mm)			
<b>COMMAND CARDS</b>			
<b>Assault Pioneer Platoon</b>	This Formation may add an additional Rifle Platoon. This Platoon has the Pioneers special rule below. Pioneers: Infantry teams in this Unit cross Minefields safely on a roll of 2+ and Dig In on a roll of 2+.		1 POINTS
<b>Belgian Resistance</b>	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.		3 POINTS
<b>Lucky</b>	Discard this card to re-roll any one die. The second result must be used.		1 POINTS

ARSENAL									
Image	TACT.	TERR. DASH	CROSS C. DASH	ROAD DASH	CROSS	MOTIVATION	SKILL	ARMOUR/SAVE	
 LB200	 <b>Kangaroo Rifle Company HQ</b> Infantry Formation, Night Attack, HQ Transport					<b>CONFIDENT 4+</b> <i>Bulldog</i> Counterattack 3+ <i>War Weary</i> Rally 5+	<b>TRAINED 4+</b> <i>Deadly</i> Assault 3+	<b>CAREFUL 4+</b> INFANTRY 3+	
	8" / 20cm	8" / 20cm	12" / 30cm	12" / 30cm	AUTO				
 LB201	 <b>Kangaroo Rifle Platoon</b> Infantry Unit					<b>CONFIDENT 4+</b> <i>Bulldog</i> Counterattack 3+ <i>War Weary</i> Rally 5+	<b>TRAINED 4+</b> <i>Deadly</i> Assault 3+	<b>CAREFUL 4+</b> INFANTRY 3+	
	8" / 20cm	8" / 20cm	12" / 30cm	12" / 30cm	AUTO				
 LB109	 <b>3-inch Mortar Platoon</b> Infantry Unit, Heavy Weapon					<b>CONFIDENT 4+</b>	<b>VETERAN 3+</b> <i>Heavy Weapon</i> Assault 5+	<b>CAREFUL 4+</b> INFANTRY 3+	
	4" / 10cm	4" / 10cm	6" / 15cm	8" / 20cm	AUTO				
 LB142	 <b>MMG Carrier Platoon</b> Tank Unit					<b>CONFIDENT 4+</b> <i>MMG Carrier</i> Counterattack 6	<b>TRAINED 4+</b> <i>MMG Carrier</i> Assault 5+	<b>CAREFUL 4+</b> FRONT 1 SIDE & REAR 0 TOP 0	
	10" / 25cm	14" / 35cm	20" / 50cm	24" / 60cm	4+				
 LB144	 <b>Universal Carrier Patrol</b> Tank Unit, Scout, Spearhead					<b>CONFIDENT 4+</b> <i>Scout</i> Last Stand 5+ <i>Scout</i> Counterattack 6	<b>TRAINED 4+</b> <i>Scout</i> Assault 5+	<b>CAREFUL 4+</b> FRONT 1 SIDE & REAR 0 TOP 0	
	10" / 25cm	14" / 35cm	20" / 50cm	24" / 60cm	4+				
 LB201	 <b>Assault Pioneer Platoon</b> Infantry Unit, Pioneers					<b>CONFIDENT 4+</b> <i>Bulldog</i> Counterattack 3+ <i>War Weary</i> Rally 5+	<b>TRAINED 4+</b> <i>Deadly</i> Assault 3+	<b>CAREFUL 4+</b> INFANTRY 3+	
	8" / 20cm	8" / 20cm	12" / 30cm	12" / 30cm	AUTO				
 LB173	 <b>AVRE Assault Section</b> Tank Unit					<b>CONFIDENT 4+</b> <i>Protected Ammo</i> Remount 3+ <i>Royal Engineer</i> Counterattack 5+	<b>VETERAN 3+</b> <i>Royal Engineer</i> Assault 5+	<b>CAREFUL 4+</b> FRONT 9 SIDE & REAR 8 TOP 2	
	8" / 20cm	10" / 25cm	14" / 35cm	14" / 35cm	2+				
 LB206	 <b>M10 (Late) SP Anti-tank Troop</b> Tank Unit					<b>CONFIDENT 4+</b> <i>SP Gun</i> Counterattack 5+	<b>TRAINED 4+</b> <i>SP Gun</i> Assault 5+	<b>CAREFUL 4+</b> FRONT 5 SIDE & REAR 2 TOP 0	
	10" / 25cm	14" / 35cm	18" / 45cm	20" / 50cm	3+				
 LB195	 <b>Guards Churchill Armoured Troop</b> Tank Unit					<b>CONFIDENT 4+</b> <i>Protected Ammo</i> Remount 3+ <i>Assault Tank</i> Counterattack 3+	<b>TRAINED 4+</b>	<b>CAREFUL 4+</b> FRONT 9 SIDE & REAR 8 TOP 2	
	8" / 20cm	10" / 25cm	14" / 35cm	14" / 35cm	2+				
 LB202	 <b>Ram Kangaroo Transport</b> Transport Attachment, Close Assault, Passengers 3, Tractor, Unit Transport					<b>RELUCTANT 5+</b> <i>Transport</i> Counterattack 6	<b>TRAINED 4+</b> <i>Transport</i> Assault 6	<b>CAREFUL 4+</b> FRONT 6 SIDE & REAR 5 TOP 0	
	10" / 25cm	12" / 30cm	18" / 45cm	20" / 50cm	3+				

WEAPONS							
Image	Weapon	Range	Halted ROF	Moving ROF	Anti Tank	Firepower	Notes
	<b>Sten SMG team</b> Sten SMG team	4"/10cm	3	3	1	6	Pinned ROF 1
	<b>Ram Kangaroo</b> Ram Kangaroo (MG)	16"/40cm	3	3	2	6	Forward Firing
	<b>Bren Gun &amp; SMLE rifle team</b> Bren Gun & SMLE rifle team	16"/40cm	2	1	2	6	
	<b>PIAT anti-tank team</b> PIAT anti-tank team	8"/20cm	1	1	10	5+	Assault: base Skill+1, Slow Firing
	<b>2-inch mortar team</b> 2-inch mortar	16"/40cm	1	1	2	4+	Assault: base Skill+1, Overhead Fire, Slow Firing, Smoke
	<b>3-inch mortar</b> 3-inch mortar	40"/100cm	ARTILLERY		1	4+	Smoke Bombardment
	<b>MMG Carrier (Vickers)</b> MMG Carrier (MG) MMG Carrier (MG) Firing Bombardment	24"/60cm 48"/120cm	6	2	2 1	6 6	Forward Firing
	<b>Universal Carrier (MG)</b> Universal Carrier (MG)	16"/40cm	3	3	2	6	Forward Firing
	<b>AVRE (Petard)</b> AVRE (MG) AVRE (Petard)	16"/40cm 6"/15cm	3	3	2 1	6 AUTO	Brutal, Bunker Killer, Petard
	<b>M10 (late 17 pdr)</b> M10 (.50 cal MG) M10 (late 17 pdr)	20"/50cm 36"/90cm	3 2	2 1	4 15	5+ 3+	Self-defence AA No HE
	<b>Churchill (75mm)</b> Churchill (75mm) Churchill (MGs)	28"/70cm 16"/40cm	2 4	1 4	10 2	3+ 6	Smoke

RULES	
<b>HQ Transport</b>	Transports are part of the HQ Unit. ( )
<b>Night Attack</b>	If a Force with Night Attack is the attacker in a mission where the defender has Minefields, the player may attack at night. If they do so, Night Fighting rules (page 113) are in effect at the start of the game. Units from Formations with Night Attack can move freely from the start of the game. British Units from other Formations or Support may not move out of their Deployment Area until morning breaks.
<b>Heavy Weapon</b>	A Heavy Weapon Team cannot Charge into Contact, but may be an Assaulting Team if in Contact with an enemy Team.
<b>Scout</b>	Scouts are Gone to Ground unless they Shoot or Assault. This means that if they are Concealed, the enemy will suffer an additional +1 penalty to hit them.
<b>Spearhead</b>	When a Spearhead Unit is placed on table during Deployment (but not if it arrives from Reserves or is placed outside the normal Deployment Area using this rule), the player may immediately Move its Teams at Tactical or Dash speed. This movement may not use any Movement Orders, and may not take a Team within: <ul style="list-style-type: none"> <li>• 16"/40cm of an enemy Team it is not Concealed from,</li> <li>• 8"/20cm of any enemy Team,</li> <li>• 16"/40cm of the enemy Deployment Area or any Objective outside your own Deployment Area.</li> </ul> When Deploying their remaining Units, a player may treat the area entirely within 8"/20cm of a Spearhead Team that is In Command as an extension of their Deployment Area. Teams placed here may not be placed in the areas that a Spearhead Team may not move into.
<b>Pioneers</b>	Pioneer Teams cross Minefields safely on a roll of -1 of the normal Tactics rating (or Skill if the same). If they remain in the minefield and are not Pinned Down, they may clear the Minefield automatically in their next turn.
<b>Close Assault</b>	Infantry teams carried as Passengers in a Ram Kangaroo can Dismount in the Assault Step when Charging into Contact. Passengers cannot Assault if the vehicle moved at Dash Speed. ( )
<b>Passengers 3</b>	Team can carry three Infantry Team as Passengers.
<b>Tractor</b>	A Tractor Team can tow a single Gun Team as a Passenger. The gun model is placed behind the Tractor to show that it is being towed.
<b>Transport Attachment</b>	Infantry and Gun Units containing Transport Teams as a Tank Attachment (ore vice versa) are split into two Units, an Infantry or Gun Unit and an Transport Unit (each with their Unit Leader). Both parts of the Unit operate independently as seperate Units, supporting each other, although they deploy as a single Unit. ( )
<b>Unit Transport</b>	Unit Leader must end the Movement Step within 6"/15cm of the Unit Leader of its Passenger Unit while on table.
<b>Forward Firing</b>	Forward-firing weapons can only target Teams fully in front of the shooting Team, and can only fire an Artillery Bombardment if the Aiming Point is fully in front of the shooting Team.
<b>Assault: base Skill+1</b>	The Assault rating is one worse than the normal skill rating (ie. VETERAN 3+ becomes Assault 4+) independant of rest of the units Assault rating
<b>Slow Firing</b>	Slow-firing weapons add +1 to the score needed To Hit when moving.
<b>Overhead Fire</b>	Grenade launchers and light mortars capable of Overhead Fire can fire over friendly teams.
<b>Smoke</b>	Smoke weapons can Shoot Smoke ammunition (page 65).
<b>Smoke Bombardment</b>	Smoke Bombardment weapons can fire a Smoke Bombardment once per game (page 71).
<b>Brutal</b>	Infantry, Gun, and Unarmoured Tank Teams (including when Passengers) re-roll successful Saves against Brutal Weapons.
<b>Bunker Killer</b>	As a Brutal weapon, any Infantry, Gun (including Nests and Bunkers), or Unarmoured Tank Teams it hits must re-roll successful Saves. (Bulge: German p3)
<b>Petard</b>	When firing a Bombardment with their Petard, AVRE teams: May spot and fire Bombardments even if they moved this turn. Do not need to re-roll successful rolls To Hit for only having 1 or 2 weapons firing, and Ignore the Danger Close rule. ( )
<b>Self-defence AA</b>	Self-defence AA weapons can Shoot at Aircraft with ROF 1.

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