

# ROB League 2024 (1)

## Bulge: British Force

Kangaroo Rifle Company		British	LB200	38
Kangaroo Rifle Company HQ	LB200	2		
2x Sten SMG team	2			
Kangaroo Rifle Platoon	LB201	11		
With 3x Ram Kangaroo (LB202)	11			
Kangaroo Rifle Platoon	LB201	11		
With 3x Ram Kangaroo (LB202)	11			
3-inch Mortar Platoon	LB109	6		
4x 3-inch mortar	6			
Wasp Carrier Patrol	LB145	4		
3x Wasp (Flame-thrower)	4			
Wasp Carrier Patrol	LB145	4		
3x Wasp (Flame-thrower)	4			
Support		British		57
Crocodile Flame-tank Platoon	LB172	21		
3x Crocodile (75mm & Flame-thrower)	21			
M10 (Late) SP Anti-tank Troop	LB206	22		
4x M10 (late 17 pdr)	22			
17 pdr (Late) Anti-tank Troop	LB208	14		
4x 17 pdr (late) gun	14			
Armoured Car Squadron		British		8
Armoured Car Squadron		2		
2x Daimler (2 pdr)	2			
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			
Daimler Armoured Car Troop	LB178	2		
2x Daimler (2 pdr)				
1x Dingo (MG)	2			
Bulge: British Command Cards		British		2
1st, 2nd, & 3rd Canadian Divisions Relentless		2		
Command Card 1st, 2nd, & 3rd Canadian Divisions Relentless	1			
• Total Platoons: (2 selected)				

Bulge-BritishUnit Count: 14Total Points : 105

### Card List:

1st, 2nd, & 3rd Canadian Divisions Relentless  
 Armoured Car Squadron  
 LB109 3-inch Mortar Platoon  
 LB145 Wasp Carrier Patrol  
 LB172 Crocodile Flame-tank Platoon  
 LB178 Daimler Armoured Car Troop  
 LB200 Kangaroo Rifle Company HQ  
 LB201 Kangaroo Rifle Platoon  
 LB202 Ram Kangaroo Transport  
 LB206 M10 (Late) SP Anti-tank Troop  
 LB208 17 pdr (Late) Anti-tank Troop

### Pick List:

4 17 pdr (late) gun  
 2 2-inch mortar team  
 4 3-inch mortar  
 14 Bren Gun & SMLE rifle team  
 3 Crocodile (75mm & Flame-thrower)  
 8 Daimler (2 pdr)  
 3 Dingo (MG)  
 4 M10 (late 17 pdr)  
 2 PIAT anti-tank team  
 6 Ram Kangaroo  
 2 Sten SMG team  
 6 Wasp (Flame-thrower)

1<sup>ST</sup>, 2<sup>ND</sup>, & 3<sup>RD</sup> CANADIAN DIVISIONS

## RELENTLESS

*The infantry of the 2<sup>nd</sup> and 3<sup>rd</sup> Canadian Divisions (recently joined by the 1<sup>st</sup> Division from Italy) have maintained their enviable reputation as aggressive assault troops. However, the relentless fighting with few replacements and no prospect of rest have left them exhausted.*

The Kangaroo Rifle Company HQ and all Kangaroo Rifle Platoons in this Formation have the following ratings for +1 point per Kangaroo Rifle Platoon.

MOTIVATION	
<b>FEARLESS</b>	<b>3+</b>
<i>Relentless Last Stand</i>	<b>5+</b>

**British, Formation**  
(Kangaroo Rifle Company),  
Title

**0**  
POINTS

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## 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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## 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+**  
Infantry

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

## 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.

LB109



# CROCODILE

## FLAME-TANK PLATOON



MOTIVATION

**CONFIDENT 4+**

Flame Tank  
Counterattack  
Protected Ammo  
Remount **3+**

SKILL

**TRAINED 4+**  
Flame Tank  
Assault **6**



• TANK UNIT • FLAME TRAILERS •

IS HIT ON  
**CAREFUL 4+**

ARMOUR  
**FRONT 11**

**SIDE & REAR 8**

**TOP 1**

TACTICAL

8"/20CM

TERRAIN DASH

10"/25CM

CROSS COUNTRY DASH

14"/35CM

ROAD DASH

14"/35CM

CROSS

3+

WEAPON

Crocodile (75mm)

RANGE

28"/70CM

HALTED

2

MOVING

1

ANTI-TANK

10

FIRE

3+

NOTES

Smoke

Crocodile (Flame-thrower)

6"/15CM

6

6

2

AUTO

Flame-thrower, Forward Firing

Crocodile (MG)

16"/40CM

3

3

2

6



# WASP CARRIER PATROL



MOTIVATION

**CONFIDENT 4+**

Flame Tank  
Counterattack  
Flame Tank  
Remount **5+**

SKILL

**TRAINED 4+**  
Flame Tank  
Assault **6**



• TANK UNIT • FLAME TANK •

IS HIT ON  
**CAREFUL 4+**

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

HALTED

3

MOVING

3

ANTI-TANK

2

FIRE

AUTO

NOTES

Flame-thrower, Forward Firing



# CROCODILE

## FLAME-TANK PLATOON



**CROCODILE**  
FLAME-TANK PLATOON

3x Crocodile (75mm & Flame-thrower) **21 POINTS**

2x Crocodile (75mm & Flame-thrower) **14 POINTS**

### SPECIAL RULES

**Flame Trailers:** Crocodiles cannot Charge into Contact and cannot Hold Objectives.

**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.

**Smoke:** Can Shoot Smoke ammunition.

B172



# 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



# KANGAROO RIFLE COMPANY HQ



**MOTIVATION**  
**CONFIDENT 4+**

**SKILL**  
**TRAINED 4+**  
Buildlog  
Counterattack  
Mor Theory  
Rally  
Deadly  
Assault



- INFANTRY FORMATION • NIGHT ATTACK •
- HQ TRANSPORT •

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

**SAVE**  
Infantry  
**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

Write:  
1x Ram Kangaroo (LB202)

**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.

**B200**



# DAIMLER ARMOURD CAR TROOP



**MOTIVATION**  
**CONFIDENT 4+**

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



- TANK UNIT • SCOUT • SPEARHEAD •

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

**AMOUR**  
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 ARMOURD CAR TROOP



**DAIMLER ARMOURD CAR TROOP**

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



# RAM KANGAROO



MOTIVATION

**RELUCTANT 5+**

Transport  
Counterattack

SKILL

**TRAINED 4+**

Transport  
Assault



IS HIT ON  
**CAREFUL 4+**

ARMOUR

**FRONT 6**

**SLIDE & REAR 5**

**TOP 0**

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

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 POWER

2

FIRE POWER

6

NOTES

Forward Firing



# RAM KANGAROO



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



# KANGAROO RIFLE PLATOON



MOTIVATION

**CONFIDENT 4+**

Buildup  
Counterattack

SKILL

**TRAINED 4+**

Deadly  
Assault



IS HIT ON  
**CAREFUL 4+**

SAVE

Infantry

**3+**

• INFANTRY UNIT •

TACTICAL

8"/20CM

TERRAIN DASH

8"/20CM

CROSS COUNTRY DASH

12"/30CM

ROAD DASH

12"/30CM

CROSS

AUTO

WEAPON

Bren Gun & SMLE rifle team

RANGE

16"/40CM

HALTED MOVING

2

ANTI-TANK POWER

2

FIRE POWER

6

NOTES

Assault 4+, Slow Firing

PIAT anti-tank team

RANGE

8"/20CM

HALTED MOVING

1

ANTI-TANK POWER

1

FIRE POWER

10

NOTES

Assault 4+, Overhead Fire, Slow Firing, Smoke

2-inch mortar team

RANGE

16"/40CM

HALTED MOVING

1

ANTI-TANK POWER

1

FIRE POWER

4+



# KANGAROO RIFLE PLATOON



RIFLE PLATOON

7x Bren Gun & SMLE rifle team

1x PIAT anti-tank team

1x 2-inch mortar team

**9 POINTS**

**11 POINTS**

**7 POINTS**

**9 POINTS**

With:

3x Ram Kangaroo (LB202)

5x Bren Gun & SMLE rifle team

1x PIAT anti-tank team

1x 2-inch mortar team

With:

3x Ram Kangaroo (LB202)

## 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.

B201

# 17 PDR (LATE) ANTI-TANK TROOP

• GUN UNIT • GUN SHIELD • LARGE GUN •

MOTIVATION  
**CONFIDENT 4+**

IS HIT ON  
**CAREFUL 4+**

SKILL  
**TRAINED 4+**

SP Gun  
**Assault 5+**

SAVE  
**4+**



TACTICAL

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

WEAPON

17 pdr (late) gun	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
	36"/90CM	2	1	15	3+	Forward Firing, No HE	

# M10 (LATE) SP ANTI-TANK TROOP

• TANK UNIT •

MOTIVATION  
**CONFIDENT 4+**

IS HIT ON  
**CAREFUL 4+**

SKILL  
**TRAINED 4+**

SP Gun  
**Counterattack 6**



AMMOUR  
**FRONT 5**  
**SIDE & REAR 2**  
**TOP 0**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	18"/45CM	20"/50CM	3+

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M10 (late 17 pdr)	36"/90CM	2	1	15	3+	No HE	
M10 (3-inch)	36"/90CM	2	1	12	3+	No HE	
M10 (.50 cal MG)	20"/50CM	3	2	4	5+	Self-defence AA	

# 17 PDR (LATE) ANTI-TANK TROOP



**14 POINTS**  
**7 POINTS**

4x 17 pdr (late) gun  
2x 17 pdr (late) 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.  
**Large Gun:** Cannot be placed in a building. Cannot be placed from Ambush within 16"/40cm of the enemy.  
**No HE:** No HE targeting Infantry or Guns adds +1 to the score needed To Hit.

B208

# M10 (LATE) SP ANTI-TANK TROOP



**22 POINTS**  
**11 POINTS**  
**16 POINTS**  
**8 POINTS**

4x M10 (late 17 pdr)  
2x M10 (late 17 pdr)  
4x M10 (3-inch)  
2x M10 (3-inch)

## SPECIAL RULES

**No HE:** No HE targeting Infantry or Guns adds +1 to the score needed To Hit.  
**Self-defence AA:** Weapon can fire at Aircraft with ROF 1.

B206