

# ROB League 2024 (2)

## Bulge: British Force

Frost's Parachute Company		British	LB217	36
Frost's Parachute Company HQ	LB217	2		
2x Sten SMG team	2			
Frost's Parachute Platoon	LB218	10		
7x Bren Gun & SMLE rifle team				
1x PIAT anti-tank team	10			
Parachute Royal Engineer Troop	LB219	8		
4x Bren Gun & SMLE rifle team				
1x PIAT anti-tank team	7			
• Add an additional PIAT anti-tank team for +1 point.				
Glider Pilot Flight	LB216	10		
5x Bren Gun & SMLE rifle team	8			
• Add up to two PIAT anti-tank teams for +1 point each. (2 selected)				
Frost's 3-inch Mortar Section	LB220	6		
3x 3-inch mortar	6			
<b>Support</b>		<b>British</b>		<b>55</b>
Crocodile Flame-tank Platoon	LB172	21		
3x Crocodile (75mm & Flame-thrower)	21			
Sexton Field Troop	LB209	12		
4x Sexton (25 pdr)	12			
M10 (Late) SP Anti-tank Troop	LB206	22		
4x M10 (late 17 pdr)	22			
<b>Armoured Car Squadron</b>		<b>British</b>		<b>12</b>
Armoured Car Squadron		4		
2x Staghound	4			
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			
Daimler Armoured Car Troop	LB178	2		
2x Daimler (2 pdr)				
1x Dingo (MG)	2			
<b>Bulge: British Command Cards</b>		<b>British</b>		<b>2</b>
Flame-throwers		2		
Command Card Flame-throwers	2			
Polish 1st Parachute Brigade Black Baretts		0		
• Command Card Polish 1st Parachute Brigade Black Baretts				
• Total cards: (1 selected)				
<b>Bulge-British</b>	<b>Unit Count: 15</b>			<b>Total Points : 105</b>

### Card List:

Armoured Car Squadron  
 Flame-throwers  
 Polish 1st Parachute Brigade Black Baretts  
 LB172 Crocodile Flame-tank Platoon  
 LB178 Daimler Armoured Car Troop  
 LB206 M10 (Late) SP Anti-tank Troop  
 LB209 Sexton Field Troop  
 LB216 Glider Pilot Flight  
 LB217 Frost's Parachute Company HQ  
 LB218 Frost's Parachute Platoon  
 LB219 Parachute Royal Engineer Troop  
 LB220 Frost's 3-inch Mortar Section

### Pick List:

3 3-inch mortar  
 16 Bren Gun & SMLE rifle team  
 3 Crocodile (75mm & Flame-thrower)  
 8 Daimler (2 pdr)  
 4 Dingo (MG)  
 4 M10 (late 17 pdr)  
 5 PIAT anti-tank team  
 4 Sexton (25 pdr)  
 2 Staghound  
 2 Sten SMG team

## 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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## POLISH 1<sup>ST</sup> PARACHUTE BRIGADE BLACK BERETS

*The Polish 1<sup>st</sup> Independent Parachute Brigade had hoped to help liberate Warsaw. When that proved impossible, they joined the First Airborne Army for the attack on the bridges at Arnhem. Delayed by bad weather, they were unable to reach the British positions. Despite intense German attacks, they held the escape route open for the British survivors.*

The Frost's Parachute Company HQ and all Frost's Parachute Platoons in this Formation have the following ratings.

MOTIVATION	
<b>FEARLESS</b>	<b>3+</b>
<i>Black Berets Counterattack</i>	<b>2+</b>

**British, Formation  
(Frost's Parachute Company),  
Title**

**0  
POINTS**

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## FLAME-THROWERS

*Despite the difficulties of landing with flame-thrower fuel and cylinders of compressed nitrogen propellant, the Royal Engineers managed to take a number of flame-throwers with them to Arnhem.*

Add two Flame-thrower teams with the following weapon to the Unit.

RANGE	ROF MOVE	ROF HALT	ANTI- TANK	FIRE- POWER	NOTES
4"/10CM	2	2	2	AUTO	Assault 5+, Flame-thrower, Heavy Weapon, Pinned ROF 1

**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.

**British, Unit (Parachute Royal  
Engineer Troop), Limited**

**2  
POINTS**

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# DAIMLER

## ARMoured CAR TROOP

• TANK UNIT • SCOUT • SPEARHEAD •

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

Scout  
**Counterattack 6**  
Scout  
**Last Stand 5+**

**SKILL**  
**VETERAN 3+**  
Scout  
**Assault 4+**



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 POWER	FIRE	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	2	6



# DAIMLER

## ARMoured CAR TROOP

### 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.

**ARMoured CARTROOP**  
1x Daimler (2 pdr)  
1x Daimler (Littlejohn)  
1x Dingo (MG)  
2x Daimler (2 pdr)  
1x Dingo (MG)  
**2 POINTS**

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



**B178**



# CROCODILE

## FLAME-TANK PLATOON

• TANK UNIT • FLAME TRAILERS •

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

Flame Tank  
**Counterattack 6**  
Protected Ammo  
**Remount 3+**

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



IS HIT ON  
**CAREFUL 4+**

**ARMOUR**  
**FRONT 11**  
**SIDE & REAR 8**  
**TOP 1**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	10"/25CM	14"/35CM	14"/35CM	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK POWER	FIRE-POWER	NOTES
Crocodile (75mm)	28"/70CM	2	1	10	3+	Smoke
Crocodile (Flame-thrower)	6"/15CM	6	6	2	AUTO	Flame-thrower, Forward Firing
Crocodile (MG)	16"/40CM	3	3	2	2	6



# 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**





# SEXTON FIELD TROOP



MOTIVATION

**FEARLESS 3+**

SP Gun  
Counterattack

**5+**

SKILL

**VETERAN 3+**

SP Gun  
Assault

**5+**



• TANK UNIT • MIKE TARGET •

IS HIT ON  
**CAREFUL 4+**

ARMOUR

**FRONT 1**

**SIDE & REAR 1**

**TOP 0**

TACTICAL

10"/25CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

Sexton (25 pdr)  
or Direct Fire

RANGE

80"/200CM

HALTED

ARTILLERY

MOVING

2

ANTI-TANK

3

FIRE POWER

4+

NOTES

Forward Firing, Smoke  
Bombardment  
Forward Firing, Smoke



# SEXTON FIELD TROOP



SEXTON  
FIELD TROOP

4x Sexton (25 pdr)

2x Sexton (25 pdr)

**12 POINTS**

**6 POINTS**

## SPECIAL RULES

**Forward Firing:** Weapon can only hit targets fully in front of the Team.

**Mike Target:** When a Spotting Team Ranges In this Unit, it may immediately roll to Range In another Unit with Mike Target.

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

**Smoke:** Can Shoot Smoke ammunition.

B209



# M10 (LATE) SP ANTI-TANK TROOP



MOTIVATION

**CONFIDENT 4+**

SP Gun  
Counterattack

**6**

SKILL

**TRAINED 4+**

SP Gun  
Assault

**5+**



• TANK UNIT •

IS HIT ON  
**CAREFUL 4+**

ARMOUR

**FRONT 5**

**SIDE & REAR 2**

**TOP 0**

TACTICAL

10"/25CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

M10 (late 17 pdr)  
M10 (3-inch)  
M10 (.50 cal MG)

RANGE

36"/90CM

36"/90CM

20"/50CM

HALTED

2

2

3

MOVING

1

1

2

ANTI-TANK

15

12

4

FIRE POWER

3+

3+

5+

NOTES

No HE  
No HE  
Self-defence AA



# M10 (LATE) SP ANTI-TANK TROOP



M10 (LATE)  
SP ANTI-TANK TROOP

4x M10 (late 17 pdr)

2x M10 (late 17 pdr)

4x M10 (3-inch)

2x M10 (3-inch)

**22 POINTS**

**11 POINTS**

**16 POINTS**

**8 POINTS**

## 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





# FROST'S PARACHUTE COMPANY HQ



MOTIVATION

**FEARLESS 3+**

*There's Is the Glory  
Last Stand*

**2+**

SKILL

**TRAINED 4+**

*Deadly  
Assault*

**3+**

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

• INFANTRY FORMATION • AIRBORNE •



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	14"/35CM	14"/35CM	AUTO

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

# GLIDER PILOT FLIGHT

• INFANTRY UNIT • MRC BODY ARMOUR •

**FEARLESS 3+**

**VETERAN 3+**

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

• INFANTRY UNIT • MRC BODY ARMOUR •



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 teams	16"/40CM	2	1	2	6		
OPTIONAL PLAT anti-tank team	8"/20CM	1	1	10	5+	Assault 4+, Slow Firing	
OPTIONAL 2-inch mortar team	16"/40CM	1	1	2	4+	Assault 4+, Overhead Fire, Slow Firing, Smoke	



# FROST'S PARACHUTE COMPANY HQ



IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

• INFANTRY FORMATION • AIRBORNE •



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	14"/35CM	14"/35CM	AUTO

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

# GLIDER PILOT FLIGHT

• INFANTRY UNIT • MRC BODY ARMOUR •

**FEARLESS 3+**

**VETERAN 3+**

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

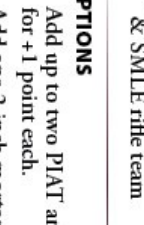
IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

• INFANTRY UNIT • MRC BODY ARMOUR •



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 teams	16"/40CM	2	1	2	6		
OPTIONAL PLAT anti-tank team	8"/20CM	1	1	10	5+	Assault 4+, Slow Firing	
OPTIONAL 2-inch mortar team	16"/40CM	1	1	2	4+	Assault 4+, Overhead Fire, Slow Firing, Smoke	

IS HIT ON

**FEARLESS 3+**

SAVE

**3+**

IS HIT ON

**FEARLESS 3+**

SAVE

**3+**

IS HIT ON

**FEARLESS 3+**

SAVE

**3+**

IS HIT ON

**FEARLESS 3+**

SAVE

**3+**

• INFANTRY UNIT • MRC BODY ARMOUR •



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 teams	16"/40CM	2	1	2	6		
OPTIONAL PLAT anti-tank team	8"/20CM	1	1	10	5+	Assault 4+, Slow Firing	
OPTIONAL 2-inch mortar team	16"/40CM	1	1	2	4+	Assault 4+, Overhead Fire, Slow Firing, Smoke	

# GLIDER PILOT FLIGHT

• INFANTRY UNIT • MRC BODY ARMOUR •

**FEARLESS 3+**

**VETERAN 3+**

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

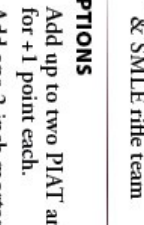
IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

• INFANTRY UNIT • MRC BODY ARMOUR •



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 teams	16"/40CM	2	1	2	6		
OPTIONAL PLAT anti-tank team	8"/20CM	1	1	10	5+	Assault 4+, Slow Firing	
OPTIONAL 2-inch mortar team	16"/40CM	1	1	2	4+	Assault 4+, Overhead Fire, Slow Firing, Smoke	

IS HIT ON

**FEARLESS 3+**

SAVE

**3+**

IS HIT ON

**FEARLESS 3+**

SAVE

**3+**

IS HIT ON

**FEARLESS 3+**

SAVE

**3+**

IS HIT ON

**FEARLESS 3+**

SAVE

**3+**

• INFANTRY UNIT • MRC BODY ARMOUR •



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 teams	16"/40CM	2	1	2	6		
OPTIONAL PLAT anti-tank team	8"/20CM	1	1	10	5+	Assault 4+, Slow Firing	
OPTIONAL 2-inch mortar team	16"/40CM	1	1	2	4+	Assault 4+, Overhead Fire, Slow Firing, Smoke	

# GLIDER PILOT FLIGHT

• INFANTRY UNIT • MRC BODY ARMOUR •

**FEARLESS 3+**

**VETERAN 3+**

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

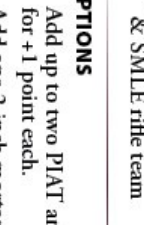
IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

• INFANTRY UNIT • MRC BODY ARMOUR •



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 teams	16"/40CM	2	1	2	6		
OPTIONAL PLAT anti-tank team	8"/20CM	1	1	10	5+	Assault 4+, Slow Firing	
OPTIONAL 2-inch mortar team	16"/40CM	1	1	2	4+	Assault 4+, Overhead Fire, Slow Firing, Smoke	

IS HIT ON

**FEARLESS 3+**

SAVE

**3+**

IS HIT ON

**FEARLESS 3+**

SAVE

**3+**

IS HIT ON

**FEARLESS 3+**

SAVE

**3+**

IS HIT ON

**FEARLESS 3+**

SAVE

**3+**

• INFANTRY UNIT • MRC BODY ARMOUR •



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 teams	16"/4						





# PARACHUTE ROYAL ENGINEER TROOP



MOTIVATION

**FEARLESS 3+**  
*This is the Glory  
Last Stand*

SKILL

**TRAINED 4+**  
*Deadly  
Assault*

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**  
*Infantry*



• INFANTRY UNIT • PIONEERS •

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	14"/35CM	14"/35CM	AUTO

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



# PARACHUTE ROYAL ENGINEER TROOP



## PARACHUTE ROYAL ENGINEER TROOP

6x Bren Gun & SMLE rifle team

**9 POINTS**

4x Bren Gun & SMLE rifle team

**7 POINTS**

1x PIAT anti-tank team

### OPTIONS

- Add an additional PIAT anti-tank team for +1 point.

### SPECIAL RULES

**Assault 4+:** Team hits on 4+ in Assaults.  
**Pioneers:** Teams cross Minefields safely on a roll of 2+. If they remain in the Minefield and are not Pinned Down, they may clear the Minefield automatically in their next turn.  
**Slow Firing:** +1 To Hit for Moving ROF.

B219



# FROST'S PARACHUTE PLATOON



MOTIVATION

**FEARLESS 3+**  
*This is the Glory  
Last Stand*

SKILL

**TRAINED 4+**  
*Deadly  
Assault*

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**  
*Infantry*



• INFANTRY UNIT •

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	14"/35CM	14"/35CM	AUTO

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



# FROST'S PARACHUTE PLATOON



## FROST'S PARACHUTE PLATOON

7x Bren Gun & SMLE rifle team

**11 POINTS**

5x Bren Gun & SMLE rifle team

**9 POINTS**

- Add an additional PIAT anti-tank team for +1 point.

### SPECIAL RULES

**Assault 4+:** Team hits on 4+ in Assaults.  
**Slow Firing:** +1 To Hit for Moving ROF.

B218





# FROST'S 3-INCH MORTAR SECTION



MOTIVATION

**FEARLESS** 3+

SKILL

**VETERAN** 3+  
*Heavy Weapon Assault* 4+

• INFANTRY UNIT • HEAVY WEAPON •



IS HIT ON

**CAREFUL** 4+

SAVE

3+

TACTICAL

4"/10CM

TERRAIN DASH

4"/10CM

CROSS COUNTRY DASH

6"/10CM

ROAD DASH

8"/20CM

CROSS

AUTO

WEAPON

3-inch mortar

RANGE

40"/100CM

HALTED

ARTILLERY

ANTI-TANK

1

FIRE-POWER

4+

NOTES

Smoke Bombardment



# FROST'S 3-INCH MORTAR SECTION



## FROST'S 3-INCH MORTAR SECTION

3x 3-inch mortar  
2x 3-inch mortar

**6 POINTS**

**4 POINTS**

### SPECIAL RULES

**Heavy Weapon:** Team cannot Charge into Contact.  
**Smoke Bombardment:** Once per game can fire a Smoke Bombardment.

B220