

L2024 - Bart - Battle Weary Armoured Rifle Company

Bulge: American Force

Battle Weary Armoured Rifle Company		U.S.	LU199	34
Battle Weary Armoured Rifle Company HQ	LU199	2		
2x Thompson SMG team				
1x M3 Half-track (.50 cal MG) (LU201)	2			
Battle Weary Armoured Rifle Platoon	LU200	13		
4x M1 Garand rifle team				
4x M1 Bazooka team				
2x M1919 LMG				
1x 60mm mortar				
2x M3 Half-track (.50 cal MG) (LU201)				
2x M3 Half-track (.30 cal MG) (LU201)	13			
Battle Weary Armoured Rifle Platoon	LU200	13		
4x M1 Garand rifle team				
4x M1 Bazooka team				
2x M1919 LMG				
1x 60mm mortar				
2x M3 Half-track (.50 cal MG) (LU201)				
2x M3 Half-track (.30 cal MG) (LU201)	13			
Battle Weary Armoured M1917 Machine-gun Platoon	LU202	4		
4x M1917 HMG				
2x M3 Half-track (.50 cal MG) (LU201)	4			
Battle Weary Armoured 81mm Mortar Platoon	LU203	2		
3x M4 (81mm mortar)	2			
Support		U.S.		67
M8 Greyhound Cavalry Recon Patrol	LU174	3		
1x M8 Greyhound (37mm)				
1x Jeep (MG) (LU107)				
1x Jeep (60mm) (LU107)	3			
P-47 Thunderbolt Fighter Flight	LU180	9		
2x P-47 Thunderbolt	9			
Veteran M4 Sherman (Late) Tank Platoon	LU190	24		
4x M4 Sherman (late 75mm)	20			
• Replace any or all M4 Sherman (late 75mm) with M4 Sherman (late 76mm) for +1 point each. (4 selected)				
Veteran M5 Stuart Tank Platoon	LU164	7		
3x M5 Stuart (37mm)	7			
M36 Tank Destroyer Platoon	LU224	24		
4x M36 (90mm)	24			
Bulge: American Command Cards		U.S.		4
George S. Patton Jr.		4		
Command Card George S. Patton Jr.	4			
Bulge: American	Unit Count: 11			Total Points : 105

Card List:

George S. Patton Jr.
 LU107 Jeep
 LU164 Veteran M5 Stuart Tank Platoon
 LU174 M8 Greyhound Cavalry Recon Patrol
 LU180 P-47 Thunderbolt Fighter Flight
 LU190 Veteran M4 Sherman (Late) Tank Platoon
 LU193 M4 Jumbo
 LU199 Battle Weary Armoured Rifle Company HQ
 LU200 Battle Weary Armoured Rifle Platoon
 LU201 Battle Weary M3 Half-track
 LU202 Battle Weary Armoured M1917 Machine-gun Platoon
 LU203 Battle Weary Armoured 81mm Mortar Platoon
 LU224 M36 Tank Destroyer Platoon

Pick List:

2 60mm mortar
 1 Jeep (60mm)
 1 Jeep (MG)
 8 M1 Bazooka team
 8 M1 Garand rifle team
 4 M1917 HMG
 4 M1919 LMG
 4 M3 Half-track (.30 cal MG)
 7 M3 Half-track (.50 cal MG)
 4 M36 (90mm)
 3 M4 (81mm mortar)
 4 M4 Sherman (late 76mm)
 3 M5 Stuart (37mm)
 1 M8 Greyhound (37mm)
 2 P-47 Thunderbolt
 2 Thompson SMG team

GEORGE S. PATTON Jr.

"We are advancing constantly and we are not interested in holding onto anything, except the enemy's balls. We are going to twist his balls and kick the living shit out of him all of the time... We are going to go through him like crap through a goose; like shit through a tin horn!"

—George S Patton, Speech to the Third Army, 5 June 1944

When a Unit Leader is within 8"/20cm and Line of Sight of their Formation Commander, the Unit passes Rally or Remount on a 2+.

Each turn you may re-roll one failed die roll to receive Reserves.

US, Warrior, Force

4
POINTS



JEEP



MOTIVATION

AS PER UNIT

SKILL

AS PER UNIT

• UNARMoured TANK • COMPONENT •



IS HIT ON

AS PER UNIT

SAVE

Unarmoured Tank

4+

TACTICAL

12"/30cm

TERRAIN DASH

12"/30cm

CROSS COUNTRY DASH

20"/50cm

ROAD DASH

48"/120cm

CROSS

4+

WEAPON

Jeep (.50 cal MG)

Jeep (MG)

Jeep (60mm mortar)

RANGE

20"/50cm

16"/40cm

32"/80cm

HALTED

3

3

ARTILLERY

MOVING

2

3

ANTI-TANK

4

2

1

FIRE POWER

5+

6

4+

NOTES

Self-defence AA

Self-defence AA



JEEP



JEEP

SPECIAL RULES

Component: Team uses ratings of parent Unit.

Self-defence AA: Weapon can Shoot at Aircraft with ROF 1.

Unarmoured: Team cannot Charge into Contact and must Break Off.

U107



M8 GREYHOUND

CAVALRY RECON PATROL



MOTIVATION

CONFIDENT 4+

Scout
Counterattack

5+
Scout
Last Stand

VETERAN 3+
Scout
Assault

- TANK UNIT • OBSERVER • SCOUT •
- SPEARHEAD •



IS HIT ON
CAREFUL 4+

ARMOUR

FRONT 2

SLIDE & REAR 1

TOP 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	10"/25CM	16"/40CM	40"/100CM	4+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M8 (37mm)	24"/60CM	2	1	7	4+	Overworked
M8 (.50 cal MG)	20"/50CM	3	2	4	5+	Self-defence AA

IS HIT ON
CAREFUL 4+

M8 GREYHOUND

CAVALRY RECON PATROL



2x M8 Greyhound (37mm)
1x Jeep (60mm mortar) (U107)
1x Jeep (MG) (U107)

5 POINTS

1x M8 Greyhound (37mm)
1x Jeep (60mm mortar) (U107)
1x Jeep (MG) (U107)

3 POINTS

SPECIAL RULES

Observer: Unit Leader can Spot for any friendly Artillery Unit.
Overworked: +1 To Hit for Moving ROF.
Scout: Team can remain Gone to Ground while moving.
Self-defence AA: Weapon can fire at Aircraft with ROF 1.
Spearhead: Unit can move before the game to expand the Deployment Area.

U174



M5 STUART

VETERAN TANK PLATOON



MOTIVATION

CONFIDENT 4+

SKILL
TRAINED 4+
Yankee Ingenuity Tactics

3+

- TANK UNIT •



IS HIT ON
CAREFUL 4+

ARMOUR

FRONT 4

SLIDE & REAR 3

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
M5 Stuart (37mm)	24"/60CM	2	2	7	4+	Stabiliser
M5 Stuart (MGs)	16"/40CM	5	5	2	6	Self-defence AA



M5 STUART

VETERAN TANK PLATOON



M5 STUART VETERAN TANK PLATOON

5x M5 Stuart (37mm)
4x M5 Stuart (37mm)
3x M5 Stuart (37mm)

13 POINTS

10 POINTS

7 POINTS

SPECIAL RULES

Stabiliser: +1 To Hit for Moving ROF.
Self-defence AA: Weapon can Shoot at Aircraft with ROF 1.

U164



M4 SHERMAN (LATE)



VETERAN TANK PLATOON

MOTIVATION

CONFIDENT 4+

Protected Ammo
Remount

3+

SKILL

TRAINED 4+

Yankee Ingenuity
Tactics

3+



• TANK UNIT •

IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 7

SLIDE & REAR 4

TOP 1

TACTICAL

10"/25CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

M4 Sherman (late)
(75mm)

M4 Sherman (late)
(76mm)

M4 Sherman (late)
(50 cal MG)

M4 Sherman (late) (MGs)

RANGE

28"/70CM

36"/90CM

20"/50CM

16"/40CM

HALTED

2

2

3

2

MOVING

2

2

2

2

ANTI-TANK

10

12

4

2

FIRE POWER

3+

3+

5+

6

NOTES

Smoke, Stabiliser

No HE, Stabiliser

Self-defence AA



P-47 THUNDERBOLT



• AIRCRAFT UNIT •

MOTIVATION

CONFIDENT 4+

SKILL

TRAINED 4+



IS HIT ON

AIRCRAFT 5+

SAVE

Aircraft 3+

TACTICAL

UNLIMITED

TERRAIN DASH

CROSS COUNTRY DASH

ROAD DASH

AUTO

WEAPON

50 cal MGs

500 lb bombs

HVAR rockets

RANGE

8"/20CM

6"/15CM

12"/30CM

HALTED

-

4

5

MOVING

4

5

5

ANTI-TANK

5

3

5

FIRE POWER

5+

2+

4+

NOTES

Bomb

Rockets



M4 SHERMAN (LATE)



VETERAN TANK PLATOON



M4 SHERMAN (LATE) VETERAN TANK PLATOON

5x M4 Sherman (late 75mm)

4x M4 Sherman (late 75mm)

3x M4 Sherman (late 75mm)

25 POINTS

20 POINTS

15 POINTS

M4 EASY EIGHT (76MM) OPTION

- Replace any or all M4 Sherman (late 75mm) with M4 Easy Eight (U192) for +2 points each.

M4 SHERMAN (LATE 76MM) OPTION

- Replace any or all M4 Sherman (late 75mm) with M4 Sherman (late 76mm) for +1 point each.

SPECIAL RULES

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

Self-defence AA: Weapon can Shoot at Aircraft with ROF 1.

Smoke: Can Shoot Smoke ammunition.

Stabiliser: +1 To Hit for Moving ROF.

JUMBO OPTION

- Replace up to one M4 Sherman (late 75mm) with M4 Jumbo (75mm) (U193) for +2 points, or M4 Jumbo (76mm) (U193) for +3 points.

U190



P-47 THUNDERBOLT



FIGHTER FLIGHT



P-47 THUNDERBOLT FIGHTER FLIGHT

2x P-47 Thunderbolt

9 POINTS

SPECIAL RULES

Bombs and Rockets: No penalty for having only 1 or 2 weapons firing. Only Teams from this Unit can Spot for it.

U180



BATTLE WEARY ARMOURD RIFLE COMPANY HQ



MOTIVATION

RELUCTANT 5+
Blood 'n' Guts Rally

SKILL

TRAINED 4+
Yankee Ingenuity Tactics

IS HIT ON

CAREFUL 4+

SAVE

3+
Infantry

• INFANTRY FORMATION • HQ TRANSPORT •



TACTICAL

8"/20CM

TERRAIN DASH

8"/20CM

CROSS COUNTRY DASH

14"/35CM

ROAD DASH

14"/35CM

CROSS

AUTO

WEAPON

Thompson SMG team

RANGE

4"/10CM

ROF

3

MOVING

3

ANTI-TANK

1

FIRE POWER

6

NOTES

Pinned ROF 1



BATTLE WEARY ARMOURD RIFLE COMPANY HQ



**BATTLE WEARY
ARMOURD RIFLE COMPANY HQ**

2x Thompson SMG team
1x M3 half-track
(.50 cal MG) (U201)

2 POINTS



**BATTLE WEARY
BULGE
ARMOURD RIFLE COMPANY**

FORMATION CONTAINS:

- 1 Battle Weary Armoured Rifle Company HQ (U199)
- 2-3 Battle Weary Armoured Rifle Platoon (U200)
- 0-1 Battle Weary Armoured M1917 Machine-gun Platoon (U202)
- 0-1 Battle Weary Armoured 81mm Mortar Platoon (U203)
- 0-1 Battle Weary Armoured 57mm Anti-tank Platoon (U204)
- 0-1 Veteran M8 Scott Assault Gun Platoon (U170)

U199

SPECIAL RULES

HQ Transport: M3 half-track is part of HQ Unit.
Pinned ROF 1: Reduce ROF to 1 when Pinned Down.



M4 JUMBO VETERAN TANK



MOTIVATION

CONFIDENT 4+
Protected Ammo Remount

SKILL

TRAINED 4+
Yankee Ingenuity Tactics

IS HIT ON

CAREFUL 4+

AMOUR

11
FRONT
8
SIDE & REAR
1
TOP



TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

CROSS COUNTRY DASH

16"/40CM

ROAD DASH

18"/45CM

CROSS

4+

WEAPON

M4 Jumbo (75mm)

RANGE

28"/70CM

ROF

2

MOVING

2

ANTI-TANK

10

FIRE POWER

3+

M4 Jumbo (76mm)

RANGE

36"/90CM

ROF

2

MOVING

2

ANTI-TANK

12

FIRE POWER

3+

M4 Jumbo (.50 cal MG)

RANGE

20"/50CM

ROF

3

MOVING

2

ANTI-TANK

4

FIRE POWER

5+

M4 Jumbo (MGs)

RANGE

16"/40CM

ROF

2

MOVING

2

ANTI-TANK

2

FIRE POWER

6

NOTES

Smoke, Stabiliser
No HE, Stabiliser
Self-defence AA



M4 JUMBO VETERAN TANK



M4 JUMBO

SPECIAL RULES

No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.
Self-defence AA: Weapon can Shoot at Aircraft with ROF 1.
Smoke: Can Shoot Smoke ammunition.
Stabiliser: +1 To Hit for Moving ROF.

U193



M3 HALF-TRACK



M3 HALF-TRACK



MOTIVATION

RELUCTANT 5+

Transport
Counte rattack
Transport
Remount
6

SKILL

TRAINED 4+

Transport
Assault
Yankee Ingenuity
Tactics
3+



• TANK UNIT • PASSENGERS 3 •
• TRACTOR • UNIT TRANSPORT •

IS HIT ON
CAREFUL 4+

ARMOUR

FRONT 1

SLIDE & REAR 0

TOP 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	10"/25CM	18"/45CM	32"/80CM	4+

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M3 (.50 cal MG)	20"/50CM	3	2	4	4	5+	Self-defence AA
M3 (.30 cal MG)	16"/40CM	3	3	3	2	6	Self-defence AA
OPTIONAL Passenger MG	16"/40CM	1	1	1	2	6	MG Transport



BATTLE WEARY
M3 HALF-TRACK
TRANSPORT

SPECIAL RULES

MG Transport: M1919 LMG and M1917 HMG teams may fire while mounted as Passenger MG.

Passengers 3, Tractor: Team can carry three Infantry Teams or one Gun Team as Passengers.

Self-defence AA: Weapon can fire at Aircraft with ROF 1.

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

U201



ARMoured RIFLE PLATOON



ARMoured RIFLE PLATOON



• INFANTRY UNIT • OBSERVER •

RELUCTANT 5+

Blood 'n' Guts
Rally
4+

TRAINED 4+

Yankee Ingenuity
Tactics
3+



IS HIT ON
CAREFUL 4+

SAVE

3+

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
M1 Garand rifle team	16"/40CM	1	1	2	2	6	Assault 5+, Heavy Weapon
M1919 LMG team	16"/40CM	5	2	2	2	6	Assault 5+, Heavy Weapon
M1 Bazooka team	8"/20CM	1	1	1	10	5+	Assault 5+, Slow Firing
60mm mortar team	32"/80CM		ARTILLERY	1	1	4+	Assault 5+, Heavy Weapon



BATTLE WEARY
ARMoured RIFLE PLATOON

SPECIAL RULES

Assault 5+: Team hits on 5+ in Assaults.
Heavy Weapon: Team cannot Charge into Contact.

Observer: Unit Leader can Spot for any friendly Artillery Unit

Slow Firing: +1 To Hit for Moving ROF.

U200

4x M1 Garand rifle team
4x M1 Bazooka team
2x M1919 LMG team
1x 60mm mortar team

16 POINTS

2x M3 half-track (.50 cal MG) (U201)
3x M3 half-track (.30 cal MG) (U201)

13 POINTS

11 POINTS



BATTLE WEARY ARMoured 81MM MORTAR PLATOON



MOTIVATION

RELUCTANT 5+

SP Gun
Counterattack
Blood 'n' Guts
Last Stand 4+

SKILL

TRAINED 4+

SP Gun
Assault 6
Yankee Ingenuity
Tactics 3+



• TANK UNIT •

IS HIT ON
CAREFUL 4+

ARMOUR

FRONT 1

SLIDE & REAR 0

TOP 0

TACTICAL

10"/25CM

TERRAIN DASH

10"/25CM

CROSS COUNTRY DASH

16"/40CM

ROAD DASH

32"/80CM

CROSS

4+

WEAPON

M4 (81mm mortar)

M4 (.50 cal MG)

RANGE

40"/100CM

20"/50CM

ROF

ARTILLERY

3

ANTI-FIRE

1

4+

MOVING

TANK

2

POWER

4

5+

NOTES

Rear Firing, Smoke Bombardment
Self-defence AA



BATTLE WEARY ARMoured 81MM MORTAR PLATOON



SPECIAL RULES

Rear Firing: Weapon can only hit targets fully to the rear of the Team.
Self-defence AA: Weapon can Shoot at Aircraft with ROF 1.
Smoke Bombardment: Once per game can fire a Smoke Bombardment.

BATTLE WEARY ARMoured
81MM MORTAR PLATOON

3x M4 (81mm mortar)

2 POINTS



U203



BATTLE WEARY ARMoured M1917 MACHINE-GUN PLATOON



• INFANTRY UNIT • HEAVY WEAPON •

MOTIVATION
RELUCTANT 5+

Blood 'n' Guts
Rally 4+

SKILL

TRAINED 4+

Heavy Weapon
Assault 5+
Yankee Ingenuity
Tactics 3+



IS HIT ON
CAREFUL 4+

SAVE

3+

TACTICAL

8"/20CM

TERRAIN DASH

8"/20CM

CROSS COUNTRY DASH

12"/30CM

ROAD DASH

12"/30CM

CROSS

AUTO

WEAPON

M1917 HMG

RANGE

24"/60CM

ROF

6

ANTI-FIRE

2

MOVING

TANK

2

POWER

6

NOTES



BATTLE WEARY ARMoured M1917 MACHINE-GUN PLATOON



SPECIAL RULES

Heavy Weapon: Team cannot Charge into Contact.



BATTLE WEARY ARMoured
M1917 MACHINE-GUN PLATOON

4x M1917 HMG

2x M3 half-track
(.50 cal MG) (U201)

4 POINTS

U202



M36

TANK DESTROYER PLATOON

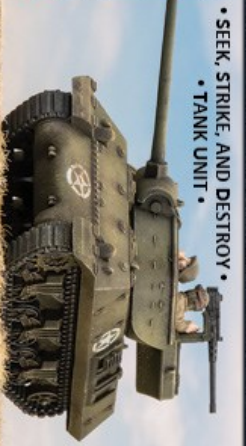


MOTIVATION

CONFIDENT 4+

SP Gun
Counterattack
Protected Ammo
3+

SKILL
VETERAN 3+
SP Gun
Assault
4+



- SEEK, STRIKE, AND DESTROY •
- TANK UNIT •

IS HIT ON
CAREFUL 4+

ARMOUR

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	MOVING	ROF	ANTI-TANK	FIRE POWER	NOTES
M36 (90mm)	36"/90CM	2	1	1	14	3+	
M36 (.50 cal AA MG)	20"/50CM	3	2	2	4	5+	Self-defence AA



M36

TANK DESTROYER PLATOON



M36
TANK DESTROYER PLATOON

4x M36 Jackson (90mm)
2x M36 Jackson (90mm)

24 POINTS
12 POINTS

SPECIAL RULES

Seek, Strike, and Destroy: Teams may attempt a Shoot and Scoot movement order after succeeding in a Blitz Move movement order.

Self-defence AA: Weapon can Shoot at Aircraft with ROF 1.

U224