

League 2024 USA

Bulge: American Force

Veteran M4 Sherman (Late) Tank Company		U.S.	LU189	113
Veteran M4 Sherman (Late) Tank Company HQ		LU189	16	
2x M4 Sherman (late 75mm)		11		
<ul style="list-style-type: none"> • Replace any or all M4 Sherman (late 75mm) with M4 Easy Eight (76mm) (LU192) for +2 points each. (1 selected) • Replace up to one M4 Sherman (late 75mm) with M4 Jumbo (76mm) (LU193) for +3 points. 				
Veteran M4 Sherman (Late) Tank Platoon		LU190	23	
4x M4 Sherman (late 75mm)		20		
<ul style="list-style-type: none"> • Replace up to one M4 Sherman (late 75mm) with M4 Jumbo (76mm) (LU193) for +3 points. 				
Veteran M4 Sherman (Late) Tank Platoon		LU190	23	
4x M4 Sherman (late 75mm)		20		
<ul style="list-style-type: none"> • Replace up to one M4 Sherman (late 75mm) with M4 Jumbo (76mm) (LU193) for +3 points. 				
Veteran M4 Sherman (Late) Tank Platoon		LU190	23	
4x M4 Sherman (late 75mm)		20		
<ul style="list-style-type: none"> • Replace up to one M4 Sherman (late 75mm) with M4 Jumbo (76mm) (LU193) for +3 points. 				
T26 Super Pershing Tank Platoon		LU196	16	
1x T26 Super Pershing (90mm)		16		
Veteran M4 Sherman (Late) Assault Gun Platoon		LU191	9	
2x M4 Sherman (late 105mm)		9		
Veteran Armoured M4 81mm Mortar Platoon		LU171	3	
3x M4 (81mm mortar)		3		

Support		U.S.		11
M8 Greyhound Cavalry Recon Patrol		LU174	5	
2x M8 Greyhound (37mm)				
1x Jeep (MG) (LU107)				
1x Jeep (60mm) (LU107)		5		
Battle Wary Rifle Platoon		LU206	6	
7x M1 Garand rifle team				
1x M1 Bazooka team		6		

Bulge: American Command Cards		U.S.		-19
Lucky			1	
Command Card Lucky		1		
76mm Hyper-Velocity AP			3	
Command Card 76mm Hyper-Velocity AP		1		
<ul style="list-style-type: none"> • Total per two teams (or part thereof): (3 selected) 				
M4 Sherman Tanks			-9	
<ul style="list-style-type: none"> • Command Card M4 Sherman Tanks • Total M4 Sherman (75mm) tanks: (9 selected) 				
M4 Sherman (Early) Calliope			-1	
<ul style="list-style-type: none"> • Command Card M4 Sherman (Early) Calliope) • Total units: (1 selected) 				
3rd Armored Division Spearhead			-13	
<ul style="list-style-type: none"> • Command Card 3rd Armored Division Spearhead • Total Veteran M4 Sherman (late) Platoons at -3 points: (3 selected) • Total Veteran M4 Sherman (late) Assault Gun Platoons at -2 points: (1 selected) • Total other Unit at -1 point: (2 selected) 				

Bulge: American Unit Count: 14 Total Points : 105

Card List:

3rd Armored Division Spearhead
 76mm Hyper-Velocity AP
 Lucky
 M4 Sherman (Early) Calliope
 M4 Sherman Tanks
 LU107 Jeep
 LU160 Veteran M4 Sherman Tank Platoon
 LU171 Veteran Armoured M4 81mm Mortar Platoon
 LU174 M8 Greyhound Cavalry Recon Patrol
 LU189 Veteran M4 Sherman (Late) Tank Company HQ
 LU190 Veteran M4 Sherman (Late) Tank Platoon
 LU191 Veteran M4 Sherman (Late) Assault Gun Platoon
 LU192 M4 Easy Eight
 LU193 M4 Jumbo
 LU196 T26 Super Pershing Tank Platoon
 LU206 Battle Wary Rifle Platoon

Pick List:

1 Jeep (60mm)
 1 Jeep (MG)
 1 M1 Bazooka team
 7 M1 Garand rifle team
 3 M4 (81mm mortar)
 1 M4 Easy Eight (76mm)
 4 M4 Jumbo (76mm)
 2 M4 Sherman (late 105mm)
 9 M4 Sherman (late 75mm)
 2 M8 Greyhound (37mm)
 1 T26 Super Pershing (90mm)

3RD ARMORED DIVISION
SPEARHEAD

The 3rd Armored Division have been fighting the Germans since they landed in Normandy and casualties were getting high.

Units in this Formation have the following ratings for -3 points per Veteran M4 Sherman (late) Tank Platoon, for -2 points per Veteran M5 Stuart Tank Platoon, Veteran M4 Sherman (late) Assault Gun Platoon or Veteran M24 Chaffee Tank Platoon, and -1 point per other Unit.

MOTIVATION

RELUCTANT 5+

Any Units with Protected Ammo change their rating to Remount 4+.

MOTIVATION

Protected Ammo
Remount **4+**

M26 Pershing Tank Platoons or T26 Super

Pershing Tank Platoons in this Formation do not alter their ratings or points cost.

US, Build, Formation
(Veteran M4 Sherman (late)
Tank Company), Title

0
POINTS

LUCKY

There are times in a game of football when all you can do is throw that Hail Mary pass and pray that it comes off. There are times in battle like that too.

Discard this card to re-roll any one die. The second result must be used.

US, Force, Limited

1
POINTS

**76MM
HYPER-VELOCITY AP**

Hyper-velocity armour-piercing (HVAP) ammunition was issued to US tank and anti-tank units from late 1944. This anti-tank projectile has a core of a high-density hard tungsten carbide, surrounded by a shell of a lighter aluminium alloy. The kinetic energy of the round is concentrated in the heavier core into a smaller impact area, improving the round's armour penetration.

All Tank Teams with 76mm guns increase their Anti-tank rating to 13 for +1 point per two teams (or part thereof).

US, Build, Unit (any M4 Sherman (late) Tank Company HQ, any M4 Sherman (late) Tank Platoon)

0
POINTS

**M4 SHERMAN
(EARLY) CALLIOPE**

Calliope field kits have been made available to give tank battalions their own artillery component. These kits can be fitted to M4A1 as well as later M4A3 Sherman tanks.

Replace all M4 Sherman (Calliope) tanks with M4 Sherman (early) (Calliope) with Front Armour 6 and Terrain Dash 12"/30cm for -1 point for the Unit.

US, Build, Unit
(M4 Sherman (Calliope)
Tank Platoon)

0
POINTS

M4 SHERMAN TANKS

Many tank battalions fought on through the war with their older 75mm armed M4 and M4A1 Shermans, and did not get new 75mm armed M4A3 Shermans. However, these battalions eventually received new 76mm, Easy Eight, and Jumbo tanks.

You may replace any or all of your M4 Sherman (late) (75mm) tanks with M4 Sherman (75mm) tanks (LU160) for -1 point per tank.

US, Build, Unit
(Any M4 Sherman (late)
Tank Company HQ, Any M4
Sherman (late) Tank Platoon)

0
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)

RANGE

20"/50cm

HALTED

3

MOVING

2

ANTI-TANK

4

FIRE POWER

5+

NOTES

Self-defence AA

Jeep (MG)

16"/40cm

3

3

2

6

Self-defence AA

Jeep (60mm mortar)

32"/80cm

ARTILLERY

1

4+



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.

LU107



VETERAN ARMoured 81MM MORTAR PLATOON



MOTIVATION

CONFIDENT 4+

SP Gun
Counter attack

6

SKILL

TRAINED 4+

SP Gun
Assault

6

Yankee Ingenuity
Tactics

3+



• TANK UNIT •

IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 1

SIDE & REAR 0

TOP 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)

RANGE

40"/100CM

ROF

ARTILLERY

ANTI-TANK POWER

1

FIRE POWER

4+

NOTES

Rear Firing, Smoke Bombardment

M4 (.50 cal MG)

RANGE

20"/50CM

ROF

3

ANTI-TANK POWER

2

FIRE POWER

4

NOTES

Self-defence AA



M4 SHERMAN VETERAN TANK PLATOON



MOTIVATION

CONFIDENT 4+

SP Gun
Counter attack

4+

SKILL

TRAINED 4+

SP Gun
Assault

4+

Yankee Ingenuity
Tactics

3+



• TANK UNIT •

IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 6

SIDE & REAR 4

TOP 1

TOP 1

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

M4 Sherman (75mm)

RANGE

28"/70CM

ROF

2

ANTI-TANK POWER

2

FIRE POWER

10

NOTES

Smoke, Stabiliser

M4 Sherman (.50 cal MG)

RANGE

20"/50CM

ROF

3

ANTI-TANK POWER

2

FIRE POWER

4

NOTES

Self-defence AA

M4 Sherman (MGs)

RANGE

16"/40CM

ROF

2

ANTI-TANK POWER

2

FIRE POWER

2

NOTES

6



VETERAN ARMoured 81MM MORTAR PLATOON



IS HIT ON

3 POINTS

VETERAN ARMoured
81MM MORTAR PLATOON

3x M4 (81mm mortar)

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.

U171



M4 SHERMAN VETERAN TANK PLATOON



IS HIT ON

21 POINTS

VETERAN
M4 SHERMAN TANK PLATOON

5x M4 Sherman (75mm)

4x M4 Sherman (75mm)

3x M4 Sherman (75mm)

17 POINTS

13 POINTS

SPECIAL RULES

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

Smoke: Can Shoot Smoke ammunition. Stabiliser: +1 To Hit for Moving ROF.

U160



M4 SHERMAN (LATE)

VETERAN TANK COMPANY HQ



MOTIVATION

CONFIDENT 4+
Protected Ammo
Remount

IS HIT ON
CAREFUL 4+

SKILL

TRAINED 4+
Yankee Ingenuity
Tactics

ARMOUR

FRONT 7

SIDE & REAR 4

TOP 1



• TANK FORMATION •

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

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK POWER	FIRE	NOTES
M4 Sherman (late) (75mm)	28"/70CM	2	2	10	3+	Smoke, Stabiliser
M4 Sherman (late) (76mm)	36"/90CM	2	2	12	3+	No HE, Stabiliser
M4 Sherman (late) (.50 cal MG)	20"/50CM	3	2	4	5+	Self-defence AA
M4 Sherman (late) (MGs)	16"/40CM	2	2	2	6	



M4 SHERMAN (LATE)

VETERAN TANK COMPANY HQ



M4 SHERMAN (LATE) VETERAN TANK COMPANY HQ

2x M4 Sherman (late 75mm) **11 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.

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.

BULGE M4 SHERMAN (LATE) VETERAN TANK COMPANY

FORMATION CONTAINS:

- 1 Veteran M4 Sherman (late) Tank Company HQ (U189)
- 1 Veteran M4 Sherman (late) Tank Platoon (U190) *or* M26 Pershing Tank Platoon (U195) *or* M4 Sherman (late) Tank Platoon (U190)
- 1 Veteran M5 Stuart Tank Platoon (U164) *or* Veteran M24 Chaffee Tank Platoon (U198)
- 0-1 Veteran M4 Sherman (late) Tank Platoon (U190)
- 0-1 T26 Super Pershing Tank Platoon (U196)
- 0-1 Veteran Armoured 81mm Mortar Platoon (U177)
- 0-1 M4 Sherman (Calliope) Tank Platoon (U186) *or* M4 Sherman (late) Veteran Assault Gun Platoon (U191)

U189



M8 GREYHOUND

CAVALRY RECON PATROL



MOTIVATION

CONFIDENT 4+
Scout Counterattack

IS HIT ON
CAREFUL 4+

SKILL

VETERAN 3+
Scout Assault



ARMOUR

FRONT 2

SIDE & REAR 1

TOP 0

• TANK UNIT • OBSERVER • SCOUT •
• SPEARHEAD •

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

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



M8 GREYHOUND

CAVALRY RECON PATROL



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



M4 SHERMAN (LATE)



M4 SHERMAN (LATE)



MOTIVATION

CONFIDENT 4+
Protected Ammo
Remount 3+

SKILL

TRAINED 4+
Yankee Ingenuity
Tactics 3+



IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 7

SIDE & REAR 4

TOP 1

SPECIAL RULES

Brutal: Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves.
Self-defence AA: Weapon can Shoot at Aircraft with ROF 1.
Slow Firing: +1 To Hit for Moving ROF.
Smoke Bombardment: Once per game can fire a Smoke Bombardment.
Smoke: Can Shoot Smoke ammunition.

U191

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

M4 Sherman (late) (105mm)	48"/120CM	RANGE	48"/120CM	ROF	3+	ANTI-TANK POWER	3+	NOTES	Smoke Bombardment
or Direct Fire	24"/60CM	HALTED MOVING	1	1	9	2+	2+	Brutal, Slow Firing, Smoke	
M4 Sherman (late) (.50 cal MG)	20"/50CM	HALTED MOVING	3	2	4	5+	5+	Self-defence AA	
M4 Sherman (late) (MGs)	16"/40CM	HALTED MOVING	2	2	2	2	6		



M4 SHERMAN (LATE)



M4 SHERMAN (LATE)



MOTIVATION

CONFIDENT 4+
Protected Ammo
Remount 3+

SKILL

TRAINED 4+
Yankee Ingenuity
Tactics 3+



IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 7

SIDE & REAR 4

TOP 1

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.

U190

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

M4 Sherman (late) (75mm)	28"/70CM	RANGE	28"/70CM	ROF	2	ANTI-TANK POWER	10	NOTES	Smoke, Stabiliser
M4 Sherman (late) (76mm)	36"/90CM	HALTED MOVING	2	2	12	3+	3+	No HE, Stabiliser	
M4 Sherman (late) (.50 cal MG)	20"/50CM	HALTED MOVING	3	2	4	5+	5+	Self-defence AA	
M4 Sherman (late) (MGs)	16"/40CM	HALTED MOVING	2	2	2	2	6		



M4 SHERMAN (LATE) VETERAN TANK PLATOON

5x M4 Sherman (late 75mm)	25 POINTS
4x M4 Sherman (late 75mm)	20 POINTS
3x M4 Sherman (late 75mm)	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.

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.



M4 JUMBO



MOTIVATION

CONFIDENT 4+
Protected Ammo Remount

SKILL

TRAINED 4+
Yankee Ingenuity Tactics

• TANK •



IS HIT ON
CAREFUL 4+

ARMOUR

FRONT 11
SIDE & REAR 8
TOP 1

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

HALTED MOVING

2

ANTI-TANK POWER

10

FIRE

3+

NOTES

Smoke, Stabiliser

M4 Jumbo (76mm)

36"/90CM

M4 Jumbo (.50 cal MG)

20"/50CM

M4 Jumbo (MGs)

16"/40CM

2

2

4

5+

2

2

2

6

Self-defence AA

U193



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.



M4 EASY EIGHT



MOTIVATION

CONFIDENT 4+
Protected Ammo Remount

SKILL

TRAINED 4+
Yankee Ingenuity Tactics

• TANK • SMOOTH RIDE •



IS HIT ON
CAREFUL 4+

ARMOUR

FRONT 7
SIDE & REAR 4
TOP 1

TACTICAL

10"/25CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

2+

WEAPON

M4 Easy Eight (76mm)

36"/90CM

M4 Easy Eight (.50 cal MG)

20"/50CM

M4 Easy Eight (MGs)

16"/40CM

2

2

12

3+

3

2

4

5+

2

2

2

6

No HE, Stabiliser

Self-defence AA



M4 EASY EIGHT



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.

Smooth Ride: Team does not suffer +1 Penalty To Hit for Stabiliser if it moves less than 4"/10cm in the Movement Step.

Stabiliser: +1 To Hit for Moving ROF.

U192



BATTLE WEARY RIFLE PLATOON



MOTIVATION

RELUCTANT 5+

Blood 'n' Guts Rally

4+

SKILL

TRAINED 4+

Yankee Ingenuity Tactics

3+



IS HIT ON

CAREFUL 4+

SAVE

3+



• INFANTRY UNIT • OBSERVER •

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
M1 Garand rifle team	16"/40CM	1	2	6	
M1 Bazooka team	8"/20CM	1	1	10	Assault 5+, Slow Firing
OPTIONAL M1919 LMG team	16"/40CM	5	2	6	Assault 5+, Heavy Weapon
OPTIONAL M1917 HMG team	24"/60CM	6	2	6	Assault 5+, Heavy Weapon

U206



BATTLE WEARY RIFLE PLATOON



BATTLE WEARY
RIFLE PLATOON

- 10x M1 Garand rifle team
- 1x M1 Bazooka team
- 7x M1 Garand rifle team
- 1x M1 Bazooka team

9 POINTS

6 POINTS

OPTIONS

- Add one M1 Bazooka team for +1 point.
- Add up to two M1919 LMG teams for +1 point per team.
- Add one M1917 HMG team for +2 points.

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.



T26 SUPER PERSHING TANK PLATOON



MOTIVATION

CONFIDENT 4+

Yankee Ingenuity Tactics

3+

SKILL

TRAINED 4+

Yankee Ingenuity Tactics

3+



• TANK UNIT •

IS HIT ON

CAREFUL 4+

AMOUR

13

6

2

FRONT
SIDE & REAR
TOP



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	16"/40CM	18"/45CM	5+

WEAPON	RANGE	ROF	ANTI-TANK	FIRE-POWER	NOTES
T26 Super Pershing (90mm)	48"/120CM	2	1	18	3+
T26 Super Pershing (50 cal MG)	20"/50CM	3	2	4	5+
T26 Super Pershing (MGS)	16"/40CM	2	2	6	Self-defence AA



T26 SUPER PERSHING TANK PLATOON



T26 SUPER PERSHING
TANK PLATOON

- 1x T26 Super Pershing (90mm)

16 POINTS

SPECIAL RULES

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

U196