

## L2024 - Robby1 - Armoured Car Squadron Bulge: British Force

Support		British	80
Crocodile Flame-tank Platoon	LB172	14	
2x Crocodile (75mm & Flame-thrower)	14		
Sexton Field Troop	LB209	12	
4x Sexton (25 pdr)	12		
M10 (Late) SP Anti-tank Troop	LB206	22	
4x M10 (late 17 pdr)	22		
Stuart Recce Patrol	LB106	8	
4x Stuart (37mm)	8		
Universal Carrier Patrol	LB144	2	
3x Universal Carrier (MG)	2		
Veteran M4 Sherman (76mm) Tank Platoon (U.S. Allied Unit)	LU161	22	
4x M4 Sherman (76mm)	22		

Armoured Car Squadron		British	17
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		
Daimler Armoured Car Troop	LB178	2	
2x Daimler (2 pdr)			
1x Dingo (MG)	2		
Black Bull Motor Platoon	LB198	5	
3x Bren Gun team			
1x PIAT anti-tank team			
1x 2-inch mortar team	5		

Bulge: British Command Cards		British	8
.50 cal Carrier		1	
Command Card .50 cal Carrier	1		
• Total cards: (1 selected)			
Lucky		1	
Command Card Lucky	1		
Matador Armoured Cars		6	
3 Matador (75mm) for +6 points	6		

Bulge-British Unit Count: 16 Total Points : 105

### Card List:

.50 cal Carrier  
 Armoured Car Squadron  
 Lucky  
 Matador Armoured Cars  
 LB106 Stuart Recce Patrol  
 LB144 Universal Carrier Patrol  
 LB172 Crocodile Flame-tank Platoon  
 LB178 Daimler Armoured Car Troop  
 LB198 Black Bull Motor Platoon  
 LB199 M5 Half-track Transport  
 LB206 M10 (Late) SP Anti-tank Troop  
 LB209 Sexton Field Troop  
 LU161 Veteran M4 Sherman (76mm) Tank Platoon

### Pick List:

1 2-inch mortar team  
 3 Bren Gun team  
 2 Crocodile (75mm & Flame-thrower)  
 12 Daimler (2 pdr)  
 5 Dingo (MG)  
 4 M10 (late 17 pdr)  
 4 M4 Sherman (76mm)  
 3 Matador (75mm)  
 1 PIAT anti-tank team  
 4 Sexton (25 pdr)  
 4 Stuart (37mm)  
 3 Universal Carrier (MG)

## .50 CAL CARRIER

*Some units equipped a few of their Universal Carriers with .50 cal machine-guns for extra firepower.*

One Universal Carrier in this Universal Carrier Patrol loses its normal Universal Carrier (MG) weapon and gains the following weapon:

WEAPON	RANGE	ROF		ANTI-TANK	FIRE-POWER
		HALT	MOVE		
Carrier (.50 cal MG)	20"/50cm	3	2	4	5+

**British, Build, Upgrade, Unit  
(Universal Carrier Patrol)**

**1  
POINTS**

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## LUCKY

*I'd rather have a lucky general than a good one.*

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

**British, Force, Limited**

**1  
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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## MATADOR ARMoured CARS

*The AEC III 'Matador' gave the squadron's Daimler armoured cars heavy fire support.*

Your Formation includes an additional Daimler Armoured Car Troop. Replace all 2 pdr with 75mm below and armour as shown to right. Unit loses Spearhead and all Dingos. Add a third Daimler for +2 points.

ARMOUR	
FRONT	<b>3</b>
SIDE & REAR	<b>2</b>
TOP	<b>0</b>

WEAPON	RANGE	ROF		ANTI-TANK	FIRE-POWER
		HALT	MOVE		
Matador (75mm)	48"/120cm	ARTILLERY		2	4+
or Direct Fire	28"/70cm	2	1	10	3+

The 75mm gun is Overworked and has Smoke and Smoke Bombardment.

**British, Build, Formation  
(Daimler Armoured Car  
Squadron), Limited**

**4  
POINTS**

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# UNIVERSAL CARRIER PATROL



MOTIVATION

**CONFIDENT 4+**

Scout  
**Counterattack 6**

Scout  
**Last Stand 5+**

SKILL

**TRAINED 4+**

Scout  
**Assault 5+**



IS HIT ON  
**CAREFUL 4+**

ARMOUR

**FRONT 1**

**SIDE & REAR 0**

**TOP 0**

**TOP 0**

## SPECIAL RULES

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

**Scout:** Team can remain Gone to Ground while moving.

**Slow Firing:** +1 To Hit for Moving ROF.

**Spearhead:** Unit can move before the game to expand the Deployment Area.

B1144

TACTICAL

10"/25CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

20"/50CM

ROAD DASH

24"/60CM

CROSS

4+

WEAPON

Universal Carrier (MG)

RANGE

16"/40CM

HALTED

3

MOVING

3

ANTI-TANK

2

FIRE-POWER

6

NOTES

Forward Firing

OPTIONAL

PIAT anti-tank

RANGE

8"/20CM

HALTED

1

MOVING

1

ANTI-TANK

10

FIRE-POWER

5+

NOTES

Slow Firing



# STUART REECE PATROL



MOTIVATION

**CONFIDENT 4+**

Scout  
**Counterattack 5+**

Scout  
**Last Stand 5+**

SKILL

**TRAINED 4+**

Scout  
**Assault 5+**



• TANK UNIT • SCOUT • SPEARHEAD •

IS HIT ON  
**CAREFUL 4+**

ARMOUR

**FRONT 4**

**SIDE & REAR 3**

**TOP 1**

**TOP 1**

## SPECIAL RULES

**Overworked:** +1 To Hit for Moving ROF.

**Scout:** Team can remain Gone to Ground while moving.

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

**Spearhead:** Unit can move before the game to expand the Deployment Area.

B1106



# UNIVERSAL CARRIER PATROL



## UNIVERSAL CARRIER PATROL

3x Universal Carrier (MG) **2 POINTS**

## OPTIONS

• Arm any or all Universal Carrier (MG) with PIAT anti-tank for +1 point each.

## SPECIAL RULES

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

**Scout:** Team can remain Gone to Ground while moving.

**Slow Firing:** +1 To Hit for Moving ROF.

**Spearhead:** Unit can move before the game to expand the Deployment Area.

B1144



# STUART REECE PATROL



## STUART REECE PATROL

4x Stuart (37mm) **8 POINTS**

3x Stuart (37mm) **6 POINTS**

## SPECIAL RULES

**Overworked:** +1 To Hit for Moving ROF.

**Scout:** Team can remain Gone to Ground while moving.

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

**Spearhead:** Unit can move before the game to expand the Deployment Area.





# 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.

- DAIMLER ARMoured CARTROOP**
- 1x Daimler (2 pdr)
  - 1x Daimler (Littlejohn)
  - 1x Dingo (MG)
  - 2x Daimler (2 pdr)
  - 1x Dingo (MG)
- POINTS**
- 3 POINTS
  - 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	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)
  - 2x Crocodile (75mm & Flame-thrower)
- POINTS**
- 21 POINTS
  - 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**





# M5 HALF-TRACK TRANSPORT



MOTIVATION

**RELUCTANT 5+**

*Transport*  
Counterattack

SKILL

**TRAINED 4+**

*Transport*  
Assault

- TANK ATTACHMENT • PASSENGERS 3 •
- TRACTOR • UNIT TRANSPORT •



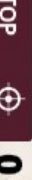
IS HIT ON  
**CAREFUL 4+**

ARMOUR

**FRONT 1**

**SIDE & REAR 0**

**TOP 0**



TACTICAL

10"/25CM

TERRAIN DASH

10"/25CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

32"/80CM

CROSS

4+

WEAPON

OPTIONAL  
M5 (.50 cal MG)

RANGE

20"/50CM

HALTED

3

MOVING

2

ANTI-TANK

4

FIRE-POWER

5+

NOTES

Self-defence AA



# M5 HALF-TRACK TRANSPORT



M5 HALF-TRACK TRANSPORT



## SPECIAL RULES

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

**Self-defence AA:** Weapon can Shoot 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.

1 B199



# BLACK BULL MOTOR PLATOON



MOTIVATION

**CONFIDENT 4+**

*Buildup*  
Counterattack

SKILL

**TRAINED 4+**

*Deadly*  
Assault

• INFANTRY UNIT •



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

Bren Gun team

RANGE

16"/40CM

HALTED

3

MOVING

2

ANTI-TANK

2

FIRE-POWER

6

NOTES

Assault 4+, Slow Firing

PLAT anti-tank team

RANGE

8"/20CM

HALTED

1

MOVING

1

ANTI-TANK

10

FIRE-POWER

5+

NOTES

Assault 4+, Overhead Fire, Slow Firing, Smoke

2-inch mortar team

RANGE

16"/40CM

HALTED

1

MOVING

1

ANTI-TANK

2

FIRE-POWER

4+

NOTES

Assault 4+, Slow Firing, Smoke



# BLACK BULL MOTOR PLATOON



BLACK BULL  
MOTOR PLATOON

4x Bren Gun team

1x PLAT anti-tank team

1x 2-inch mortar team

**6 POINTS**

**7 POINTS**

**5 POINTS**

**6 POINTS**

With:

3x Bren Gun team

1x PLAT anti-tank team

1x 2-inch mortar team

Options:

3x M5 half-tracks (B199)

## 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.

1 B198





# 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

HALTED

2

MOVING

1

ANTI-TANK

15

FIRE POWER

3+

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





# M4 SHERMAN (76MM)



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**

ROAD DASH

20"/50CM

CROSS

3+

CROSS COUNTRY DASH

18"/45CM

TERRAIN DASH

12"/30CM

TACTICAL

10"/25CM

WEAPON

M4 Sherman (76mm)

RANGE

36"/90CM

HALTED

2

MOVING

2

ANTI-TANK

12

FIRE POWER

3+

NOTES

No HE, Stabiliser

M4 Sherman (.50 cal MG)

20"/50CM

3

2

4

5+

Self-defence AA

M4 Sherman (MGs)

16"/40CM

2

2

2

6



# M4 SHERMAN (76MM)



VETERAN TANK PLATOON



VETERAN  
M4 SHERMAN (76MM)  
TANK PLATOON

**28 POINTS**

**22 POINTS**

**16 POINTS**

5x M4 Sherman (76mm)  
4x M4 Sherman (76mm)  
3x M4 Sherman (76mm)

## 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.

**Stabiliser:** +1 To Hit for Moving ROF.