**Bulge: British Force** 

2 3				
Ram Armoured Squadron		British	LB223	72
Ram Armoured Squadron HQ	LB223	12		_
3x Ram (6 pdr)	12			
Ram Armoured Troop	LB224	12		
3x Ram (6 pdr)	12			
Ram Armoured Troop	LB224	12		
3x Ram (6 pdr)	12			
Ram Armoured Troop	LB224	12		
3x Ram (6 pdr)	12			
Firefly (Late) Armoured Troop	LB225	21		
3x Firefly (late 17 pdr)	21			
Crusader AA Troop	LB139	3		
2x Crusader AA (Twin 20mm)	3			

Support		Br	ritish	21
Land Mattress Rocket Troop	LB210	16		
4x Land Mattress	16			
Sherman OP Observation Post	LB213	1		
1x Sherman OP (MG)	1			
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 7
12th Manitoba Dragoons Staghound	6
Command Card 12th Manitoba Dragoons Staghound	3
Total cards: (2 selected)	
Lucky	1
Command Card Lucky	1

Bulge-British Unit Count: 11 Total Points : 100

### **Card List:**

12th Manitoba Dragoons Staghound

LB139 Crusader AA Troop

LB178 Daimler Armoured Car Troop

LB210 Land Mattress Rocket Troop

LB213 Sherman OP Observation Post

LB223 Ram Armoured Squadron HQ

LB224 Ram Armoured Troop

LB225 Firefly (Late) Armoured Troop

### Pick List:

- 2 Crusader AA (Twin 20mm)
- 4 Daimler (2 pdr)
- 2 Dingo (MG)
- 3 Firefly (late 17 pdr)
- 4 Land Mattress
- 12 Ram (6 pdr)
- 1 Sherman OP (MG)



The Canadian 12th Manitoba Dragoons use the larger American-built Staghound rather than the usual Daimler. Much roomier than the Daimler, it had two more crew members and an extra machine-gun.

All Daimler (2pdr) armoured cars in this Unit have the armour rating shown to the right and replace their MG weapon with the one below. They do not have the Overworked rule on the 2 pdr.

ARMOUR		
FRONT	3	
SIDE & REAR	2	
ТОР	0	

WEAPON	RANGE	RC HALT	F MOVE	ANTI- TANK	FIRE- POWER
Staghound (MGs)	16"/40см	4	4	2	6

British, Build, Upgrade, Unit (Daimler Armoured Car Troop) 3 POINTS

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### **LUCKY**

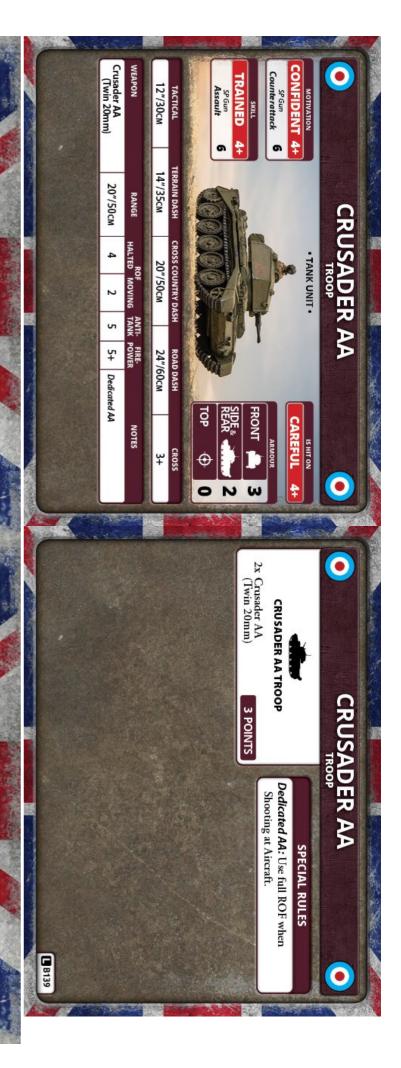
I'd rather have a lucky general than a good one.

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

British, Force, Limited

1 POINTS

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4x Land Mattress 2x Land Mattress

16 POINTS 8 POINTS

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

SPECIAL RULES

Large Gun: Cannot be placed in a building. Cannot be placed from Ambush within 16"/40cm of the enemy.

Salvo: Salvo Bombardments use a 10"/25cm square Salvo Template rather than the normal 6"/15cm Artillery Template. A Salvo Template may not be placed within 6"/15cm of a friendly

Saturation Bombardment: Each Land Mattress rocket launcher counts as two weapons firing

**■** B210



## DAIMLER ARMOURED CAR TROOP



CONFIDENT 4+

MOTIVATION

TANK UNIT · SCOUT · SPEARHEAD ·

DAIMLER ARMOURED CAR TROOP

Counterattack

6

Scout

### DAIMLER ARMOURED CARTROOP

1x Daimler (2 pdr)
1x Daimler (Littleioh

FRONT

CAREFUL

4

IS HIT ON

1x Daimler (Littlejohn) 1x Dingo (MG)

3 POINTS

2x Daimler (2 pdr) 1x Dingo (MG)

2 POINTS

OPTIONS

Add one Dingo (MG) for +1 point.

Daimler (2 pdr)

Daimler (Littlejohn)

Daimler & Dingo (MG)

16"/40cm

24"/60cm 24"/60cm

RANGE

ROF HALTED MOVING

TANK

POWER

NOTES

Overworked

No HE, Overworked

4

8"/20cm

TACTICAL

TERRAIN DASH 10"/25cm

CROSS COUNTRY DASH

ROAD DASH

CROSS

4

귷

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36"/90cm

14"/35cm

Scout

# 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







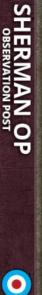
3x Ram (6 pdr)

12 POINTS 8 POINTS

RAM ARMOURED SQUADRON

- Ram Armoured Squadron HQ (LB223)
- Ram Armoured Troop (LB224)
- 0-1 Ram Armoured Troop (LB224) or Firefly (late) Armoured Troop (LB225)
- Stuart Recce Patrol (LB106)
- Crusader AA Troop (LB139)







CONFIDENT 4+

· INDEPENDENT ·

· TANK UNIT ·

· OBSERVER · · SCOUT ·

VETERAN

¥

TACTICAL

Observer 5+

Last Stand

6

Scout









Sherman OP (MGs)

16"/40cm



SHERMAN OP
OBSERVATION POST

SHERMAN OP OBSERVATION POST

1 POINT

1x Sherman OP

## You must field:

- 25 pdr Field Troop, or
- Sexton Field Troop, or
- Land Mattress Rocket Troop, or
- Priest Field Troop, or
- Airborne 75mm Light Troop

before you can field a Sherman OP.

## SPECIAL RULES

Independent: Unit cannot Charge into ignored for Victory Points. Contact or take an Objective, and is

Observer: Team can Spot for any friendly Artillery Unit.

Scout: Team can remain Gone to Ground while moving.

**■**B213

