

**⚠ Unlimited Pts - Britain/Commonwealth (Not tournament suitable)**

Name	#	Group	Quality	Morale	Damage	Move	Tpt Cap	Option Summary	Cost
Airborne Section	5	Infantry, Infantry Squad	Veteran	10+	5+	Infantry		AtFS Rifle5	81
		• p180 rulebook; Rifle (x5); At Full Strength							
NCO	1							SMG	[16]
		SMG							
Airborne Section	5	Infantry, Infantry Squad	Veteran	10+	5+	Infantry		AtFS Rifle5	81
		• p180 rulebook; Rifle (x5); At Full Strength							
NCO	1							SMG	[16]
		SMG							
<b>Total Cost:</b>									<b>162</b>

**Option Footnotes**

Army/Theatre Specific Rules	
Artillery Support (p160)	• Include Regular Artillery Forward Observer (Rulebook)
Bombardment (p160)	• When rolling for Preparatory Bombardment then roll twice and choose best result (Rulebook)
Special Rules	
Assault	• No to hit penalty if moved • Includes Tough Fighters (p66 rulebook)
At Full Strength	• Applies to Infantry Squad of at least 10 soldiers • If no casualties taken then may reroll Order tests (p41 rulebook)
Tough Fighters	• If model causes casualty in Close Combat then may make another attack (p91 rulebook)
Weapons	
Rifle	R: 24", S: 1, Pen: n/a  • p62 rulebook
SMG	R: 12", S: 2, Pen: n/a, Assault  • p62 rulebook

**List Design Information**

Bombardment (p160 rulebook, p17 AoGB)  
Artillery Support (p160 rulebook, p17 AoGB)

**Validation Report**

3. *Armies of GB: Armies of GB (Rulebook); 1. Force Selection: Glider Platoon (website); 2. Options: Use Defences (2 per)*  
You must have one officer (2nd Lt or Lt) in the platoon to lead each Reinforced Platoon

-

<b>Group</b>	<b>Min</b>	<b>Max</b>	<b>Used</b>
Headquarters	0	0	0
<b><i>Infantry</i></b>	<b>2</b>	<b>5</b>	<b>2</b>
Teams	0	0	0
Artillery	0	1	0
Armoured Car	0	1	0
Armour	0	1	0
Transport-Tow	0	0	0