

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

Name	#	Group	Quality	Morale	Damage	Move	Tpt Cap	Option Summary	Cost
Major John Howard	1	HQ, Infantry	Veteran	10+	5+	Infantry		SMG Major Physical SnapTA	193
	• p18 BE; SMG; Major; Outstanding Physical Training; You Men, Snap to Action								
Soldier	1							Rifle1	[13]
	Rifle (x1)								
Second Lieutenant	1	HQ, Infantry	Veteran	10+	5+	Infantry		SMG SnapTA	78
	• p20 AoGB • p179 rulebook; SMG; You Men, Snap to Action								
Soldier	1							Rifle1	[13]
	Rifle (x1)								
Paratroop Section	7	Infantry, Infantry Squad	Veteran	10+	5+	Infantry		LMG1 SMG2 AtFS Loader Stubborn Team Rifle4	138
	• p24 AoGB; FAQ; Rifle (x4); LMG (x1); SMG (x2); At Full Strength; Loader; Stubborn; Team								
NCO	1							Rifle	[14]
	Rifle								
Paratroop Section	7	Infantry, Infantry Squad	Veteran	10+	5+	Infantry		LMG1 SMG2 AtFS Loader Stubborn Team Rifle4	138
	• p24 AoGB; FAQ; Rifle (x4); LMG (x1); SMG (x2); At Full Strength; Loader; Stubborn; Team								
NCO	1							Rifle	[14]
	Rifle								
Total Cost:									547

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	
2nd Lt	• +1 Morale bonus to 6" • 1 extra order • If in a vehicle then bonus only applies to Officer unit, the vehicle and any other unit transported in the vehicle (p82 rulebook)
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)
Loader	• Choose a model (not NCO). • Loader remains in 1" of weapon • If crew weapon is fired then Loader cannot fire their won weapon. • If Loader is killed or not in 1" then crew weapon is -1 to hit (p118 rulebook)

Major	<ul style="list-style-type: none"> • +4 Morale bonus to 12" • 4 extra orders • If in a vehicle then bonus only applies to Officer unit, the vehicle and any other unit transported in the vehicle (p82 rulebook)
Outstanding Physical Training	<ul style="list-style-type: none"> • Infantry units gain +1" when Advancing and +2" when Running (p18 BE)
Stubborn	<ul style="list-style-type: none"> • If take a Morale check then ignore pin markers • Does not apply to Order tests (p91 rulebook)
Team	<ul style="list-style-type: none"> • Requires team to fire - minimum 2 crew • If only one crew left then weapon suffers -1 to hit • Support Team: If the model operating the weapon is killed then remove the full team • Squad weapon: If the model operating the weapon is killed then Loader reverts to a rifleman (p73 rulebook)
Tough Fighters	<ul style="list-style-type: none"> • If model causes casualty in Close Combat then may make another attack (p91 rulebook)
You Men, Snap to Action	<ul style="list-style-type: none"> • If Officer receives a successful Order then can draw further die • Allocate order dice to units within 6"/12" of the Officer • Each unit takes Order test as normal • Does not work if the officer is in a vehicle. (p83 rulebook)
Weapons	
LMG	R: 36", S: 4, Pen: n/a, Team <ul style="list-style-type: none"> • p62 rulebook
Rifle	R: 24", S: 1, Pen: n/a <ul style="list-style-type: none"> • p62 rulebook
SMG	R: 12", S: 2, Pen: n/a, Assault <ul style="list-style-type: none"> • 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)*

As you have got 1 x 2nd Lt or 1st Lt then you must take 2 Units marked as Compulsory Choices (There are currently 0 marked as compulsory)

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Group	Min	Max	Used
Headquarters	0	0	2
Infantry	2	5	2
Teams	0	0	0
Artillery	0	1	0
Armoured Car	0	1	0
Armour	0	1	0
Transport-Tow	0	0	0