

⚠ Unlimited Pts - Armies of USA (Rulebook) (Not tournament suitable)

Name	#	Group	Quality	Morale	Damage	Move	Tpt Cap	Option Summary	Cost
Paratrooper Squad	7	Infantry, Infantry Squad	Veteran	10+	5+	Infantry		LMG1 SMG2 AtFS CombatJ F&M GliderL Loader Team M1Garand4	130
• p24 AoUSA; M1 Garand (x4); LMG (x1); SMG (x2); At Full Strength; Combat Jump; Fire and Manoeuvre; Glider Landing; Loader; Team									
NCO	1							M1Garand	[13]
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NCO	1							M1Garand	[13]
M1 Garand									
Total Cost:									260

Option Footnotes

Special Rules	
Assault	<ul style="list-style-type: none"> No to hit penalty if moved Includes Tough Fighters (p66 rulebook)
At Full Strength	<ul style="list-style-type: none"> Applies to Infantry Squad of at least 10 soldiers If no casualties taken then may reroll Order tests (p41 rulebook)
Combat Jump	<ul style="list-style-type: none"> Combat jump rules If in an Armoured Platoon then no transport is required (website/p126 DS)
Fire and Manoeuvre	<ul style="list-style-type: none"> No penalty to move and shoot if armed with rifle/BAR/carbine (p166 rulebook, p20 AoUSA, p25 AoGB)
Glider Landing	<ul style="list-style-type: none"> Glider Landing rules If in an Armoured Platoon then no transport is required (website/p128 DS)
Loader	<ul style="list-style-type: none"> 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)
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)
Weapons	
LMG	R: 36", S: 4, Pen: n/a, Team <ul style="list-style-type: none"> p62 rulebook

M1 Garand	R: 24", S: 1, Pen: n/a • p62/168 rulebook
SMG	R: 12", S: 2, Pen: n/a, Assault • p62 rulebook

List Design Information

Fire and Manoeuvre (p145 rulebook, p20 AoUSA)

Air Power/Superiority (p146 rulebook, p20 AoUSA)

Gyro-Stabilisers (p20 AoUSA)

Modern Communications (p20 AoUSA)

Validation Report

1. Force Selection: *Glider Platoon (website)*; 2. Options: *Use Defences (2 per)*; 3. *Armies of USA: Armies of USA (Rulebook)*

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

You must have one officer (2nd Lt or Lt) in the platoon to lead each Reinforced Platoon

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Group	Min	Max	Used
Headquarters	0	0	0
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