

▲ Unlimited Pts - Britain/Commonwealth: 1944 [BE] Breakout: Hold the

Name	#	Group	Quality	Morale	Damage	Move	Tpt Cap	Option Summary	Cost
Regular Infantry Section	9	Infantry, Infantry Squad	Regular	9+	4+	Infantry		SMG1 ATKGren RGA1 AtFS HE (1") Indirect TnkHunt Rifle8	143
• p180 rulebook; Rifle (x8); Rifle Grenade Adapter (x1); SMG (x1); Anti-Tank Grenades; At Full Strength; HE (1"); Indirect Fire; Tank Hunter									
NCO	1							ATKGren TnkHunt Rifle	[12]
Rifle; Anti-Tank Grenades; Tank Hunter									
Regular Infantry Section	9	Infantry, Infantry Squad	Regular	9+	4+	Infantry		SMG1 ATKGren RGA1 AtFS HE (1") Indirect TnkHunt Rifle8	143
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NCO	1							ATKGren TnkHunt Rifle	[12]
Rifle; Anti-Tank Grenades; Tank Hunter									
Lieutenant	1	HQ, Infantry	Regular	9+	4+	Infantry		Rifle SnapTA	75
• p20 AoGB • p179 rulebook; Rifle; You Men, Snap to Action									
Total Cost:									361

Option Footnotes

Special Rules	
1st Lt	<ul style="list-style-type: none"> • +2 Morale bonus to 6" • 2 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)
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)
HE (1")	<ul style="list-style-type: none"> • +1 pen, D2 pins, D3 hits against target in building • Number of hits caused by number of models covered/partially covered by template. • Target can take immediate Down causing number of hits to halve. • No negative penetration modifier for long range. • If in Ambush then specify round loaded (p68-71 rulebook)
Indirect Fire	<ul style="list-style-type: none"> • Measure from centre of weapon • 6 required to hit, if fire at same target next turn and neither have moved then reduces by 1 each turn. • Once hit then subsequent shots hit on a 2+ if neither weapon or target move • Crew must have LoS unless using Spotter, can fire over friendly units. Cannot fire Indirect in Ambush. • Against vehicles: Always hits top armour, if open topped then +1 damage and +1 Damage roll (p71-72 rulebook)
Tank Hunter	<ul style="list-style-type: none"> • No Order Test to assault vehicles (p112 rulebook) • If win an assault against an armoured vehicle then hits count as normal Damage Result for penetration rather than superficial (p91 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. <p>(p83 rulebook)</p>
Weapons	
Anti-Tank Grenades	<ul style="list-style-type: none"> • Gives Tank Hunter (p91 rulebook)
Rifle	<p>R: 24", S: 1, Pen: n/a</p> <ul style="list-style-type: none"> • p62 rulebook
Rifle Grenade Adapter	<p>R: 6-18", S: 1, Pen: HE, HE (1") Indirect</p> <ul style="list-style-type: none"> • May fire smoke (p16 C:BoB)
SMG	<p>R: 12", S: 2, Pen: n/a, Assault</p> <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 (Army Book)*; 4b. *Europe (Late): 1944 [BE] Breakout: Hold the Hill*; 3b. *National Characteristics: None*; 1. *Force Selection: Historical Formations*; 2. *Options: Use Defences (2 per)*

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