

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

| Name | # | Group | Quality | Morale | Damage | Move | Tpt Cap | Option Summary | Cost |
|--|---|-------------------------------|---------|--------|----------|----------|---------|--|------------|
| Medium Machine Gun Team | 3 | Infantry, Support Team Weapon | Regular | 9+ | 4+ | Infantry | | MMG Fixed Team | 50 |
| Tough As Boots; MMG; Fixed; Team | | | | | | | | | |
| Light Mortar Team | 2 | Infantry, Support Team Weapon | Regular | 9+ | 4+ | Infantry | | LtMor HE (1") Indirect Team | 35 |
| Tough As Boots; Light Mortar; HE (1"); Indirect Fire; Team | | | | | | | | | |
| QF 6 Pounder | 3 | Anti-Tank Gun | Regular | 9+ | 4+ | Fixed | | MedATGun Fixed GunSh HE (1") Team | 75 |
| • p32-33 AoGB • p184 rulebook; Medium AT Gun; Fixed; Gun Shield; HE (1"); Team | | | | | | | | | |
| Free Artillery Forward Observer | 1 | | Regular | 9+ | Variable | Infantry | | FOO Rifle | 0 |
| • p20 AoGB • p161 rulebook; Tough As Boots; Rifle; Artillery Forward Observer | | | | | | | | | |
| Captain Colin Maud | 1 | HQ, Infantry | Regular | 9+ | 4+ | Infantry | | Pistol SnapTA | 120 |
| • p20 AoGB • p179 rulebook; Tough As Boots; Pistol; You Men, Snap to Action | | | | | | | | | |
| Soldier | 1 | | | | | | | Rifle1 | [10] |
| Rifle (x1) | | | | | | | | | |
| Paratroop Section | 6 | Infantry, Infantry Squad | Veteran | 10+ | 5+ | Infantry | | LMG1 SMG3 ATKGren AtFS Loader Stubborn TnkHunt Team Rifle2 | 141 |
| • p24 AoGB; FAQ; Tough As Boots; Rifle (x2); LMG (x1); SMG (x3); Anti-Tank Grenades; At Full Strength; Loader; Stubborn; Tank Hunter; Team | | | | | | | | | |
| NCO | 1 | | | | | | | ATKGren TnkHunt Rifle | [16] |
| Rifle; Anti-Tank Grenades; Tank Hunter | | | | | | | | | |
| Total Cost: | | | | | | | | | 421 |

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) |
| Captain | <ul style="list-style-type: none"> +3 Morale bonus to 12" 3 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) |
| Fixed | <ul style="list-style-type: none"> When ordered to Fire can only engage targets in Front arc If ordered to Advance can rotate to fire in any direction at -1 hit penalty If ordered to Run then can move 12" (p66-67 rulebook) |
| Gun Shield | <ul style="list-style-type: none"> +1 to Damage score needed from Front arc. Can be modified by AP of shooting weapon Hits from HE, flamethrowers and assault ignore Gun Shields (p95 rulebook) |

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|----------------------------|--|
| 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 <p>(p68-71 rulebook)</p> |
| 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 <p>(p71-72 rulebook)</p> |
| 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 <p>(p118 rulebook)</p> |
| Stubborn | <ul style="list-style-type: none"> • If take a Morale check then ignore pin markers • Does not apply to Order tests <p>(p91 rulebook)</p> |
| 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 <p>(p91 rulebook)</p> |
| 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 <p>(p73 rulebook)</p> |
| Tough As Boots | <ul style="list-style-type: none"> • Bonus dice when attacking, +1 attack for every three men fighting • Does not apply to Inexperienced units • Only applies to Infantry units <p>(p18 AoGB)</p> |
| Tough Fighters | <ul style="list-style-type: none"> • If model causes casualty in Close Combat then may make another attack <p>(p91 rulebook)</p> |
| 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> |
| Variant | |
| Artillery Forward Observer | <ul style="list-style-type: none"> • Once per game the FOO is given Fire order, call in artillery/smoke barrage. • Place marker in LoS of FOO. • At start of following turns roll D6 <p>(p83-84 rulebook)</p> |
| Weapons | |
| Anti-Tank Grenades | <ul style="list-style-type: none"> • Gives Tank Hunter (p91 rulebook) |
| Light Mortar | <p>R: 12 - 24", S: 1, Pen: HE (1") Team, Indirect</p> <ul style="list-style-type: none"> • p62 rulebook |

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|---------------|---|
| LMG | R: 36", S: 4, Pen: n/a, Team • p62 rulebook |
| Medium AT Gun | R: 60", S: 1, Pen: +5, HE (1"), Team, Fixed • p62 rulebook |
| MMG | R: 36", S: 5, Pen: n/a, Team, Fixed • p62 rulebook |
| Pistol | R: 6", S: 1, Pen: n/a, Assault • p62 rulebook |
| 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 (Army Book); 4b. Europe (Late): 1944 [BE] Breakout: Hold the Hill; 3b. National Characteristics: Tough As Boots; 1. Force Selection: Historical Formations; 2.*

Options: Use Defences (2 per)

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

You can only take one additional Captain/Major/Senior Officer per reinforced platoon

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