

▲ 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)

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

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