

**⚠ Unlimited Pts - United States: 1944 [BE] Breakout: Closing the Fal**

Name	#	Group	Quality	Morale	Damage	Move	Tpt Cap	Option Summary	Cost
Paratrooper Squad (Late War)	7	Infantry, Infantry Squad	Veteran	10+	5+	Infantry		Carbine4 BAR1 LMG2 ATKGren AtFS CombatJ F&M GliderL Loader ModernC Stubborn TnkHunt Team	173
		• p56 C:BoB; Carbine (x4); BAR (x1); LMG (x2); Anti-Tank Grenades; At Full Strength; Combat Jump; Fire and Manoeuvre; Glider Landing; Loader; Modern Communication; Stubborn; Tank Hunter; Team							
NCO	1							ATKGren TnkHunt M1Garand	[16]
		M1 Garand; Anti-Tank Grenades; Tank Hunter							
3-Inch M5 Anti-Tank Gun	4	Anti-Tank Gun	Regular	9+	4+	Fixed		HvyATGun Fixed GunSh HE (2") ModernC Team	110
		• p34 AoUSA; Heavy AT Gun; Fixed; Gun Shield; HE (2"); Modern Communication; Team							
Captain	1	HQ, Infantry	Regular	9+	4+	Infantry		Carbine F&M ModernC SnapTA	110
		• p22 AoUSA • p167 rulebook; Carbine; Fire and Manoeuvre; Modern Communication; You Men, Snap to Action							
Bazooka Team	2	Infantry, Support Team Weapon	Regular	9+	4+	Infantry		Baz ModernC Shaped Team	60
		Bazooka; Modern Communication; Shaped Charge; Team							
<b>Total Cost:</b>									<b>453</b>

**Option Footnotes**

Special Rules	
At Full Strength	<ul style="list-style-type: none"> <li>• Applies to Infantry Squad of at least 10 soldiers</li> <li>• If no casualties taken then may reroll Order tests (p41 rulebook)</li> </ul>
Captain	<ul style="list-style-type: none"> <li>• +3 Morale bonus to 12"</li> <li>• 3 extra orders</li> <li>• If in a vehicle then bonus only applies to Officer unit, the vehicle and any other unit transported in the vehicle (p82 rulebook)</li> </ul>
Combat Jump	<ul style="list-style-type: none"> <li>• Combat jump rules</li> <li>• If in an Armoured Platoon then no transport is required (website/p126 DS)</li> </ul>
Fire and Manoeuvre	<ul style="list-style-type: none"> <li>• No penalty to move and shoot if armed with rifle/BAR/carbine (p166 rulebook, p20 AoUSA, p25 AoGB)</li> </ul>
Fixed	<ul style="list-style-type: none"> <li>• When ordered to Fire can only engage targets in Front arc</li> <li>• If ordered to Advance can rotate to fire in any direction at -1 hit penalty</li> <li>• If ordered to Run then can move 12" (p66-67 rulebook)</li> </ul>
Glider Landing	<ul style="list-style-type: none"> <li>• Glider Landing rules</li> <li>• If in an Armoured Platoon then no transport is required (website/p128 DS)</li> </ul>
Gun Shield	<ul style="list-style-type: none"> <li>• +1 to Damage score needed from Front arc.</li> <li>• Can be modified by AP of shooting weapon</li> <li>• Hits from HE, flamethrowers and assault ignore Gun Shields (p95 rulebook)</li> </ul>

HE (2")	<ul style="list-style-type: none"> <li>+2 pen, D3 pins, D6 hits against target in building</li> <li>Number of hits caused by number of models covered/partially covered by template.</li> <li>Target can take immediate Down causing number of hits to halve.</li> <li>No negative penetration modifier for long range.</li> <li>If in Ambush then specify round loaded</li> </ul> <p>(p68-71 rulebook)</p>
Loader	<ul style="list-style-type: none"> <li>Choose a model (not NCO).</li> <li>Loader remains in 1" of weapon</li> <li>If crew weapon is fired then Loader cannot fire their won weapon.</li> <li>If Loader is killed or not in 1" then crew weapon is -1 to hit</li> </ul> <p>(p118 rulebook)</p>
Modern Communication	<ul style="list-style-type: none"> <li>No modifier for Reserve</li> </ul> <p>(p20 AoUSA)</p>
Shaped Charge	<ul style="list-style-type: none"> <li>No Penetration modifier</li> </ul> <p>(p73 rulebook)</p>
Stubborn	<ul style="list-style-type: none"> <li>If take a Morale check then ignore pin markers</li> <li>Does not apply to Order tests</li> </ul> <p>(p91 rulebook)</p>
Tank Hunter	<ul style="list-style-type: none"> <li>No Order Test to assault vehicles (p112 rulebook)</li> <li>If win an assault against an armoured vehicle then hits count as normal Damage Result for penetration rather than superficial</li> </ul> <p>(p91 rulebook)</p>
Team	<ul style="list-style-type: none"> <li>Requires team to fire - minimum 2 crew</li> <li>If only one crew left then weapon suffers -1 to hit</li> <li>Support Team: If the model operating the weapon is killed then remove the full team</li> <li>Squad weapon: If the model operating the weapon is killed then Loader reverts to a rifleman</li> </ul> <p>(p73 rulebook)</p>
You Men, Snap to Action	<ul style="list-style-type: none"> <li>If Officer receives a successful Order then can draw further die</li> <li>Allocate order dice to units within 6"/12" of the Officer</li> <li>Each unit takes Order test as normal</li> <li>Does not work if the officer is in a vehicle.</li> </ul> <p>(p83 rulebook)</p>

#### Weapons

Anti-Tank Grenades	<ul style="list-style-type: none"> <li>Gives Tank Hunter (p91 rulebook)</li> </ul>
BAR	<p>R: 30", S: 2, Pen: n/a</p> <ul style="list-style-type: none"> <li>p62 rulebook</li> </ul>
Bazooka	<p>R: 24", S: 1, Pen: +5, Team, Shaped Charge</p> <ul style="list-style-type: none"> <li>p62 rulebook</li> </ul>
Carbine	<p>R: 24", S: 1, Pen: n/a</p>
Heavy AT Gun	<p>R: 72", S: 1, Pen: +6, HE (2"), Team, Fixed</p> <ul style="list-style-type: none"> <li>p62 rulebook</li> </ul>
LMG	<p>R: 36", S: 4, Pen: n/a, Team</p> <ul style="list-style-type: none"> <li>p62 rulebook</li> </ul>
M1 Garand	<p>R: 24", S: 1, Pen: n/a</p> <ul style="list-style-type: none"> <li>p62/168 rulebook</li> </ul>

### 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: Historical Formations; 2. Options: Use Defences (2 per); 3. Armies of USA: Armies of USA (Army Book); 4a. Europe (Late): 1944 [BE] Breakout: Closing the Falaise Gap

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

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
<b>Infantry</b>	<b>0</b>	<b>-</b>	<b>1</b>
Teams	0	0	1
Artillery	0	-	1
Armoured Car	0	-	0
Armour	0	-	0
Transport-Tow	0	0	0