

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

Name	#	Group	Quality	Morale	Damage	Move	Tpt Cap	Option Summary	Cost
Regular Infantry Squad	9	Infantry, Infantry Squad	Regular	9+	4+	Infantry		BAR1 SMG1 ATKGren RGA2 AtFS F&M HE (1") Indirect ModernC TnkHunt M1Garand7	168
• p168 rulebook; M1 Garand (x7); BAR (x1); Rifle Grenade Adapter (x2); SMG (x1); Anti-Tank Grenades; At Full Strength; Fire and Manoeuvr; HE (1"); Indirect Fire; Modern Communication; Tank Hunter									
NCO	1							ATKGren TnkHunt M1Garand	[12]
M1 Garand; Anti-Tank Grenades; Tank Hunter									
Regular Infantry Squad	9	Infantry, Infantry Squad	Regular	9+	4+	Infantry		BAR1 SMG1 ATKGren RGA2 AtFS F&M HE (1") Indirect ModernC TnkHunt M1Garand7	168
• p168 rulebook; M1 Garand (x7); BAR (x1); Rifle Grenade Adapter (x2); SMG (x1); Anti-Tank Grenades; At Full Strength; Fire and Manoeuvr; HE (1"); Indirect Fire; Modern Communication; Tank Hunter									
NCO	1							ATKGren TnkHunt M1Garand	[12]
M1 Garand; Anti-Tank Grenades; Tank Hunter									
Lieutenant	1	HQ, Infantry	Regular	9+	4+	Infantry		Carbine F&M ModernC SnapTA	85
• p22 AoUSA • p167 rulebook; Carbine; Fire and Manoeuvr; Modern Communication; You Men, Snap to Action									
Soldier	1							ModernC Rifle1	[10]
Rifle (x1); Modern Communication									
<b>Total Cost:</b>									<b>421</b>

**Option Footnotes**

Special Rules	
1st Lt	<ul style="list-style-type: none"> <li>+2 Morale bonus to 6"</li> <li>2 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>
Assault	<ul style="list-style-type: none"> <li>No to hit penalty if moved</li> <li>Includes Tough Fighters (p66 rulebook)</li> </ul>
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>
Fire and Manoeuvr	<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>
HE (1")	<ul style="list-style-type: none"> <li>+1 pen, D2 pins, D3 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 (p68-71 rulebook)</li> </ul>

Indirect Fire	<ul style="list-style-type: none"> <li>• Measure from centre of weapon</li> <li>• 6 required to hit, if fire at same target next turn and neither have moved then reduces by 1 each turn.</li> <li>• Once hit then subsequent shots hit on a 2+ if neither weapon or target move</li> <li>• Crew must have LoS unless using Spotter, can fire over friendly units. Cannot fire Indirect in Ambush.</li> <li>• Against vehicles: Always hits top armour, if open topped then +1 damage and +1 Damage roll (p71-72 rulebook)</li> </ul>
Modern Communication	<ul style="list-style-type: none"> <li>• No modifier for Reserve (p20 AoUSA)</li> </ul>
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 (p91 rulebook)</li> </ul>
Tough Fighters	<ul style="list-style-type: none"> <li>• If model causes casualty in Close Combat then may make another attack (p91 rulebook)</li> </ul>
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. (p83 rulebook)</li> </ul>

#### 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>
Carbine	R: 24", S: 1, Pen: n/a
M1 Garand	<p>R: 24", S: 1, Pen: n/a</p> <ul style="list-style-type: none"> <li>• p62/168 rulebook</li> </ul>
Rifle	<p>R: 24", S: 1, Pen: n/a</p> <ul style="list-style-type: none"> <li>• p62 rulebook</li> </ul>
Rifle Grenade Adapter	<p>R: 6-18", S: 1, Pen: HE, HE (1") Indirect</p> <ul style="list-style-type: none"> <li>• May fire smoke (p16 C:BoB)</li> </ul>
SMG	<p>R: 12", S: 2, Pen: n/a, Assault</p> <ul style="list-style-type: none"> <li>• p62 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 1 x 2nd Lt or 1st Lt then you must take 2 Units marked as Compulsory Choices (There are currently 0 marked as compulsory)

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<b>Group</b>	<b>Min</b>	<b>Max</b>	<b>Used</b>
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