

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

Name	#	Group	Quality	Morale	Damage	Move	Tpt Cap	Option Summary	Cost
Demolition team 1	4	Infantry, Infantry Squad	Veteran	10+	5+	Infantry		AtFS BEL Tough Rifle4	73
		• p25 AoGB; Rifle (x4); At Full Strength; Behind Enemy Lines; Tough Fighters							
NCO	1							SMG	[17]
		SMG							
Demolition team 2	4	Infantry, Infantry Squad	Veteran	10+	5+	Infantry		AtFS BEL Tough Rifle4	73
		• p25 AoGB; Rifle (x4); At Full Strength; Behind Enemy Lines; Tough Fighters							
NCO	1							SMG	[17]
		SMG							
Demolition team 3	4	Infantry, Infantry Squad	Veteran	10+	5+	Infantry		AtFS BEL Tough Rifle4	73
		• p25 AoGB; Rifle (x4); At Full Strength; Behind Enemy Lines; Tough Fighters							
NCO	1							SMG	[17]
		SMG							
Demolition team 4	4	Infantry, Infantry Squad	Veteran	10+	5+	Infantry		AtFS BEL Tough Rifle4	73
		• p25 AoGB; Rifle (x4); At Full Strength; Behind Enemy Lines; Tough Fighters							
NCO	1							SMG	[17]
		SMG							
Demolition team 5	4	Infantry, Infantry Squad	Veteran	10+	5+	Infantry		AtFS BEL Tough Rifle4	73
		• p25 AoGB; Rifle (x4); At Full Strength; Behind Enemy Lines; Tough Fighters							
NCO	1							SMG	[17]
		SMG							
Protection team 1	4	Infantry, Infantry Squad	Veteran	10+	5+	Infantry		AtFS Rifle4	68
		• p180 rulebook; Rifle (x4); At Full Strength							
NCO	1							SMG	[16]
		SMG							
Protection team 2	4	Infantry, Infantry Squad	Veteran	10+	5+	Infantry		AtFS Rifle4	68
		• p180 rulebook; Rifle (x4); At Full Strength							
NCO	1							SMG	[16]
		SMG							
Protection team 3	4	Infantry, Infantry Squad	Veteran	10+	5+	Infantry		AtFS Rifle4	68
		• p180 rulebook; Rifle (x4); At Full Strength							
NCO	1							SMG	[16]
		SMG							
Command Team 1	1	HQ, Infantry	Veteran	10+	5+	Infantry		SMG SnapTA	142
		• p20 AoGB • p179 rulebook; SMG; You Men, Snap to Action							
Soldier	1							Rifle1	[13]
		Rifle (x1)							
Intelligence Officer	1							Rifle Intelligence	[39]
		• p25-26 C:BoB; Rifle; Intelligence							
Command Team 2	1	HQ, Infantry	Veteran	10+	5+	Infantry		SMG SnapTA	142
		• p20 AoGB • p179 rulebook; SMG; You Men, Snap to Action							
Soldier	1							Rifle1	[13]
		Rifle (x1)							
Intelligence Officer	1							Rifle Intelligence	[39]
		• p25-26 C:BoB; Rifle; Intelligence							

Name	#	Group	Quality	Morale	Damage	Move	Tpt Cap	Option Summary	Cost
Assault Team 1	6	Infantry, Infantry Squad	Veteran	10+	5+	Infantry		LMG1 AtFS Loader Team Rifle5	114
		• p180 rulebook; Rifle (x5); LMG (x1); At Full Strength; Loader; Team							
NCO	1							SMG	[16]
		SMG							
Assault Team 2	6	Infantry, Infantry Squad	Veteran	10+	5+	Infantry		LMG1 AtFS Loader Team Rifle5	114
		• p180 rulebook; Rifle (x5); LMG (x1); At Full Strength; Loader; Team							
NCO	1							SMG	[16]
		SMG							
Assault Team 3	6	Infantry, Infantry Squad	Veteran	10+	5+	Infantry		LMG1 AtFS Loader Team Rifle5	114
		• p180 rulebook; Rifle (x5); LMG (x1); At Full Strength; Loader; Team							
NCO	1							SMG	[16]
		SMG							
Sniper Team	2	Infantry, Support Team Weapon	Veteran	10+	5+	Infantry		Pistol SniperR Sniper	65
		• p28 AoGB							
		• p182 rulebook; Pistol; Sniper Rifle; Sniper							
<b>Total Cost:</b>									<b>1260</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>
Behind Enemy Lines	<ul style="list-style-type: none"> <li>When Outflanking ignore -1 modifier to Orders (p25 AoGB/p85 BE/p7 DADU/p18 AoIA/p23 Ost/p32 AoSU/p38 EF)</li> </ul>
Intelligence	<ul style="list-style-type: none"> <li>Once per game at start of turn roll a D6</li> <li>Apply following modifiers: -1 Inexperienced, +1 Veteran</li> <li>On a 4+ the activating player may choose a dice from the bag for first activation (p27 C:BoB)</li> </ul>
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 (p118 rulebook)</li> </ul>

Sniper	<ul style="list-style-type: none"> <li>• Range 36"</li> <li>• If choose to use Sniper benefits and target is within 12" then shot automatically misses.</li> <li>• If Advancing can fire all weapons in the team</li> <li>• In an Assault can use Assault rules for pistol/SMG</li> <li>• If using Fire or Ambush: <ul style="list-style-type: none"> <li>• +1 hit</li> <li>• Aim at individual model, if killed then counts as Exceptional Damage</li> <li>• Ignore cover and Gun Shields</li> </ul> </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>
Tough Fighters	<ul style="list-style-type: none"> <li>• If model causes casualty in Close Combat then may make another attack</li> </ul> <p>(p91 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	
LMG	R: 36", S: 4, Pen: n/a, Team  • 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
Sniper Rifle	R: 36", S: 1, Pen: n/a

### 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*

As you have got 2 x 2nd Lt or 1st Lt then you must take 4 Units marked as Compulsory Choices (There are currently 0 marked as compulsory)

Only one Intelligence Officer may be taken (p26 C:BoB)

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<b>Group</b>	<b>Min</b>	<b>Max</b>	<b>Used</b>
Headquarters	0	0	2
<i>Infantry</i>	<i>0</i>	<i>-</i>	<i>11</i>
Teams	0	0	1
Artillery	0	-	0
Armoured Car	0	-	0
Armour	0	-	0
Transport-Tow	0	0	0