

The Zurn Tournament Pack For Bolt Action



A mission pack for matched play games of Bolt Action
Compatible with Bolt Action 2nd Edition and 3rd Edition

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Introduction

Hey Reader!

To start off, I should explain: I'm new to this whole thing! I've been playing wargames (Middle Earth SBG, Warhammer Fantasy Battles 8th Edition, Warhammer 40k 5th Edition, The 9th Age, Infinity, Black Seas, and Bolt Action) since 2010, but I only jumped into Bolt Action around late 2022. I'd been collecting some models here and there since 2017, but finally started playing less than two years ago. So to say "I'm new here" is pretty fair.

What follows here is, "How Aaron would approach running tournaments for Bolt Action," and as I am introducing friends to the game, I thought I'd share it with you as well. So please send constructive criticism on this pack to me, because I can use the help.

This document is broken up into several sections. The **Tournament Rulings and Frequently Asked Questions** (Page 2, 3 of the document) section gives some guidance on ways to interpret areas of common ambiguity in the rules. You can use those, or discard them, as you wish. But if you want to point to something and say, "This says it works like this, so we're going with that," I've included those thoughts here.

The **Scenarios** (Page 6, 7 of the document) section includes 30 pre-built scenarios, using the elements from the "roll to create a scenario" section of the Bolt Action 3rd Edition rulebook, but 1) I've expanded on these, because frankly sniper duels and blowing up anti-air batteries are fun, and 2) because I wanted to insert a bit more flavor into some of the victory conditions. Plus mixing and matching "slay the models" and "get to this part of the board" tends to make for more interesting games, so having more than one victory condition for scoring helps. If you want to use them, feel free, and let me know what you think of them!

Unreleased Army Lists (Page 43, 44 of the document) is where you'll find my versions of 2nd Edition Bolt Action army lists that haven't been converted over to 3rd Edition yet. If you're running 2nd Edition you can skip over this (though there are some new units there for some of the armies, as the research on Early War Allied nations is sometimes incomplete, for example!), but if you want to run these at an event that is using this pack, feel free! Also give me hits on it: I think I got all the points correct, but I'm not perfect. So please let me know.

Updated Army Special Rules (Page 86, 87 of the document) includes new special rules for minor nations (and some of the major nations) that are, frankly, not all the same as each other, so they'll play more differently. Each is intended to be thematic and interesting, encouraging a unique (or semi-unique) style of play. As we go, we'll update this with more (the research on these is slow, but I am trying!).

The **Trains** section (Page 106, 107 of the document) has the updated profiles for trains in 3rd Edition; an explanation of their rules and how you should treat them is in the FAQ section.

If there are other things you'd like in the pack, let us know! Grateful for you all,

Aaron Kamakawiwoole
Founder and CEO, Zurn Central, LLC

Tournament Rulings and Frequently Asked Questions

To start off this pack, there have been some confusing/ambiguous readings of rules in Bolt Action (in all editions), so we are presenting the following as our understanding of those rules for the purposes of events using this pack. If tournament organizers (hereafter “TOs”) wish to forego this section, they may. But to provide some clarity for players coming to events using this pack, we understand the rules to work in the following way:

1. Trains: How Do They Work, and Deployment Rules

Trains are cool! And there were rules for them in 2nd Edition (even if they were perhaps a bit vague, and due to them coming out in various campaign supplements they were not always consistent), so it would be nice to use our cool new models in 3rd Edition! So toward that end, I have included a few quick rules on how trains work for this pack. TOs may choose to forego trains entirely while still using this pack.

- **Track Deployment:** The player bringing a train may deploy up to 48” of track, so long as 1) the track starts at a board edge and ends at a board edge (likely a different board edge, though I guess “U-Turn” tracks could be a thing, so we allow for it), and 2) the track does not displace existing terrain on the map. So it must weave around - and ideally work with - the existing terrain on the board. If a player runs multiple trains, they do not get to lay 48” of track for each: they get to lay 48” of track *total*.
- **Track as Terrain:** Train tracks count as rough terrain: infantry cannot *Run* through it, and it’s impassable to wheeled vehicles and artillery. Tracked and half-tracked vehicles may move over it with an *Advance* order. Road crossings may be made for train tracks, causing that area to count as part of a road.
- **Train Movement:** In order to move a train, a *Run* or *Advance* order must be given to a powered train car (the engine). This pulls all of the other cars with it, so long as they have not been decoupled (see below). The train moves as a **wheeled vehicle** that can **only move on train tracks**, treating the track as a **road**.
- **Car Order:** The cars of a train may be arranged in any order, such that the **engine is one of the first three cars in the train**. While engines were placed in various places, they were generally placed near the front so that uphill transit was easier on the engine.
- **Car Purchase Restrictions:** An engine may pull a number of cars equal to its Damage Value (6, 7, or 8), so the longest a train will ever be is 8-9 cars long (including the engine). You may run multiple engines in the same coupled train if desired (though remember: only 48” of track will be laid, so you’ll have a lot of traffic on that line if you run too many!).
- **Train Tracks and Cover:** Units firing across train tracks treat the defending unit as being in **soft cover** (5+ Save, as train tracks are elevated on solid mounds to avoid track issues due to erosion and flooding). Units with half or more of their models on a train track do not gain cover bonuses when defending (as they are elevated high enough to make it easy enough to shoot, but not so high as to protect them from enemy fire).
- **Order Dice:** Each train car is a unit, and thus it generates an order dice. The order dice follow the rules for vehicles (may not be voluntarily given a *Down* order, transport cars follow the rules for transport vehicles and their respective rules for disembarking, embarking, units suffering hits due to the transport being destroyed, etc.).
- **Unit Costs:** You’ll find the 3rd Edition cost of all train cars (and nation restrictions for access) in the final section of this pack. For 2nd Edition costs, see the *Germany Strikes* and *Case Blue* campaign supplements.

2. Platoon Adjustments

TOs and casual players may choose to implement the following additions to their platoons if desired; we present them here as a way to encourage people to take a wider array of units (and less favored platoons) by offering unique benefits for each.

- **Recce Platoon:** The Recce Platoon gains the following unit selections and special rules:
 - 0-1 Sniper Teams
 - 0-1 Medics
 - Any infantry unit may pay +2pts per man to add the *Infiltrator* keyword if it does not already have the *Infiltrator* keyword
 - **Great Britain:** Long Range Desert Group (LRDG) and SAS Vehicles with a Damage Value: 6+ may be fielded in a Recce Platoon in place of a transport. Normal rules for transports in Recce Platoons apply (e.g., in order to field 3 SAS Jeeps you would need to have an officer and 2 infantry units), and if the LRDG or SAS vehicle does not have *Recce* it may add *Recce* for +10pts.
- **Engineering Platoon:** The Engineering Platoon gains the following unit selections and special rules:
 - **Engineer:** Updated to add the following sentence to the end of the special rule: “In addition, engineers who end their move in base contact with an abandoned artillery piece, or who successfully assault a team weapon, may use that weapon for the remainder of the game (the weapon retains its special rules, so artillery and machine guns are still *Fixed*, flamethrowers still roll to see if they run out of fuel, etc.).”
 - 0-3 Defensive Fortifications
 - 1 Free Fortification (Barbed Wire, Dragon’s Teeth Only) for every 100pts spent on the platoon
- **Artillery Platoon:** The Artillery Platoon gains the following special rule:
 - *Extra Selection* special rule is added to all Light Anti-Tank Guns (you may take 3 light anti-tank guns as a single artillery selection)

3. Subtype Adjustments

Event organizers and casual players may choose to use the following subtype adjustments in lieu of the subtype available in the “Armies of...” book for that nation:

- **By Air, Land, and Sea (MARINES):** “If taken as veteran, units may be upgraded to *Tough Fighters* for +1pt per man.”

4. Special Rule Adjustments

TOs may want to slightly change the wording of special rules in the Bolt Action 3rd Edition Rulebook (or other editions of *Bolt Action*). We recommend using the following wording instead of the wording in the rulebook (and include a short justification for each change):

- **Fanatics:** Replace the wording with the following (change: ignore all negative modifiers on Morale tests, and may remove 1 pin when they succeed on an order test on a 4+ roll):

Fanatics are unwilling to give in and will die fighting rather than flee or surrender. If forced to take a morale check, they ignore negative morale modifiers, so long as the unit includes at least two men. Should the unit be reduced to one man, he must make the check as normal. Remember that order tests are not morale checks, and are therefore modified as normal, though if a Fanatic unit passes an order test it may roll a D6: on a 4+ it may remove an additional pin marker (if it has any remaining).

Fanatic units with at least two men left are not routed and destroyed when they have a number of pin markers equal to or higher than their morale value. Of course, such a unit is not very likely to be able to do anything until it manages to Rally.

When a fanatics unit is defeated in close quarters fighting, the fight counts as a draw instead and another round is immediately fought. Continue fighting until the fanatics unit wins, is completely wiped out, or is defeated and left with a single model, in which case it is destroyed.

- **Gun Shield:** Replace the wording with the following (change: modifier to cover saves if in cover):

Many guns are equipped with an armoured gun shield to provide protection to the crew. If a gun is equipped with a gun shield, the crew counts as in soft cover from small arms hits that come from models within the front arc of the gun (or, if the crew is already in cover, it adds +1 to the cover save of the crew). Note that hits from heavy weapons, close quarters attacks, and any attacks that ignore cover saves also ignore the Gun Shield rule.

- **Howitzer:** Replace the wording with the following (change: howitzers always ignore cover saves):

This weapon can either shoot directly at a target drawing its line of fire ‘over open sights’ in the normal way, or it can shoot indirect fire as described below. When firing over open sights it has no minimum range. When using indirect fire, a howitzer has a minimum range. This is shown in brackets on the Weapons Table – for example, light howitzers have a minimum range of 30" (shown as 30"–60"). If a howitzer switches from indirect fire to direct fire and then returns to indirect fire, always against the same target, the zeroing-in sequence is reset. Unlike other heavy weapons, howitzers ignore cover saves when firing direct or indirect.

- **Stubborn:** Replace the wording with the following (change: ignore all Morale modifiers to avoid fleeing, and added cover save):

Stubborn troops don’t give in easily! If forced to take a morale check, they ignore negative morale modifiers. Remember that order tests are not morale checks, and are therefore modified as normal. In addition, if the unit takes a cover save while it does not have an *Advance* or *Run* order dice on it, it receives an additional +1 to the roll.

5. Alternative Air Observer Rules

TOs and casual players may choose to use the following text to replace the discussion of Air Forward Observers on Pages 116-117 of the Core Rulebook:

Friendly units using the Indirect Fire special rule can draw line of sight from your forward observers. In addition, once per game, when the forward air observer unit receives a *Fire* order (not from *Ambush*), the

observer can call in aircraft to attack the enemy. Nominate an enemy unit anywhere within sight of the observer as the target for the air-strike. On the following turn, when the Air Observer is assigned an order, roll a D6: on a 4+ the strike comes in. On a 3 or lower, the plane has not arrived yet: roll again on the following turn.

Before the aircraft attacks, resolve shooting from flak units: if either side has any flak units that have not already activated, are within range, and the target unit of the strike is within the flak unit's arc of fire, they are issued an order dice set to the *Fire* order: resolve an attack with the *Flak* weapons. If the aircraft would be destroyed (Damage Value: 6+), it is driven off and the air strike is over.

Friendly flak units may test to hold their fire against attacking aircraft if they are in arc and range of the marked position. Roll a D6 for each flak unit. To successfully hold their fire Inexperienced units must roll a 4+, Regular units a 3+, and Veteran units a 2+. Units that do not manage to hold their fire will shoot at the incoming aircraft as if it were an enemy. Note that if a *Flak* unit is one of the units that would be struck by the air strike, this test is automatically failed – all unactivated *Flak* units within the radius fire automatically!

If the warplane is not stopped by the flak, the target unit and every unit (from either side) within 6" of the target unit suffers D3 pins from the attack. Then resolve the weapon attack against the unit for the aircraft.

We have found this system to be faster, more intuitive, and easier to grasp for new players, while still maintaining the thematic feel of calling in an air strike. If you have thoughts from testing it, please let us know!

Scenarios

We have created 30 missions for your use: you may use these in place of randomly generated scenario components as laid out in the Bolt Action 3rd Edition rulebook, and all of them are backwards compatible with Bolt Action 2nd Edition as well.

Each of the missions have been broken up between **6 pools**, with each pool specializing in a style of play and set of objectives. If you want to randomly determine your scenario, one player rolls a D6: that determines which pool you will use. The other rolls a D6: a 1-5 assigns you that scenario. On a 6, the player who most recently lost a game of Bolt Action chooses the scenario (or you can roll again).

Pool 1: Unit Removal	Pool 2: Maneuver Warfare	Pool 3: Board Control
Dawn Assault	Breakthrough	Sectors
Tip of the Spear	Thunder Run	Key Positions
Tiger Ace	Pincer Attack	King of the Hill
Air Raid	Sabotage	Vantage Point
Vanguard	Trench Raid	Airman Down
Pool 4: Headquarters Focus	Pool 5: Defensive Positions	Pool 6: Recovery
Manhunt	Point Defense	Dossier Recovery
Sniper Duel	Field Kitchen Ahead	Prisoner Exchange
Get the Doctor	Proprietary Technology	Raid
Intelligence Operations	Spike the Guns	Lost Patrol
Shell Superiority	Radar Station	Saving Private Clueless

Each pool will give a rundown of the kinds of scenarios in brief that it comprises, as well as a discussion of what kinds of units are generally most effective for those scenarios. We also include a listing of the kinds of objective tokens or other items that might need to be supplied for the scenarios.

Pool 1: Unit Removal

Pool 1 centers around removing units: slay as much as possible as quickly as possible. There's not much nuance in what is required to win, but there are additional Victory Points up for grabs if you destroy specific types of units.

Dawn Assault is a straight brawl: destroy enemy units and gain extra points when destroying fortifications (barbed wire, minefields, dragon's teeth, anti-tank ditches, etc.). You are paving the way for the rest of the army to break through the enemy lines, so you are clearing out anything that might impede their progress.

This means that **durable** and **heavy firepower units** are useful, as they are useful for removing things and don't give up points easily, and specifically **engineers** might come in useful for dismantling minefields and fortifications. **Small, inexperienced units** like 2-man inexperienced team weapons are less useful, as they are less likely to deal damage (contributing to your Victory Points) and more likely to be removed (giving your opponent Victory Points).

Tip of the Spear reflects the first thrust of a larger operation by the division, so you receive Victory Points for destroying enemy units, but specifically removing enemy artillery pieces and *Fixed* weapons (like machine gun teams and larger mortars). You are tasked with removing those emplaced units before the rest of the army arrives.

This means that a **mix of long range support and close-range finishing units** is helpful, and again having more **durable units** helps as they don't tend to give up Victory Points as easily. There's also a strategic decision here to **avoid fixed weapon units** as you're not coughing up as many points, just make sure you still have enough firepower to do the job (some nations, like Norway for example, may not have much of a choice).

Tiger Ace is simple: you're trying to take out as many vehicles (as well as units generally) in the enemy force. So while you can spend your time chewing through enemy infantry, the real bread and butter is taking on the big tanks, Recce cars, and transports.

Understandably this means that **heavy weapons** are a huge deal, because removing armored units is a way to get a lot of points very quickly. Related, being careful about running **light armor units** as they are relatively easy to remove by very cheap weapon platforms. So yes, you can run 2-3 light tanks instead of 1 heavy tank, but you might be giving up more Victory Points thanks to having more light armor units.

Air Raid is all about destroying enemy units while also shooting down planes in between rounds. So while you fight the enemy force as you would in any other scenario, you are also trying to conserve units that can take out enemy aircraft.

This means you're heavily encouraged to take **Flak units** while still building an army that can take on the enemy force. It's not a dramatic number of points, but one plane could be the difference between victory and defeat.

Vanguard reflects high command's desire to remove enemy scouting units, so you gain 1 extra Victory Point for removing *Infiltrators*, *Recce* units, and mounted units (infantry on motorcycles, bicycles, and/or horses).

You are encouraged to take **high firepower units** that can get past the enhanced cover save abilities of *Infiltrator* units, but you'll also need enough units to work around things like the *Recce* rule (which *Recce* vehicles, motorcycles, and cavalry all have) so they can't escape all of your men. Naturally one of the best ways to counter these is to take fast units of your own for hunting, but they often have the *Recce* rule as well, so you are providing an opportunity for your opponent as well. Plan accordingly.

Dawn Assault

Two companies clash at dawn! Form up and prepare to repel the invaders!

Deployment Zone: Divide the table into **quarters**, as per the map below. Both players roll a die. The highest scorer picks a quarter as their own deployment zone; the opponent gets the opposite one.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this can be up to half of the units in their army, rounding down. The player must also declare which units are using the

Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are allowed.

Both players then put an order die in the bag for every unit that is not in reserve, mounted on a transport, or using the Infiltrators rule, and therefore needs to be deployed. Then draw a die and the player whose die has been drawn must deploy one of their units entirely in its deployment zone beyond 12" of the center of the board. Continue to do this until there are no dice left in the bag.

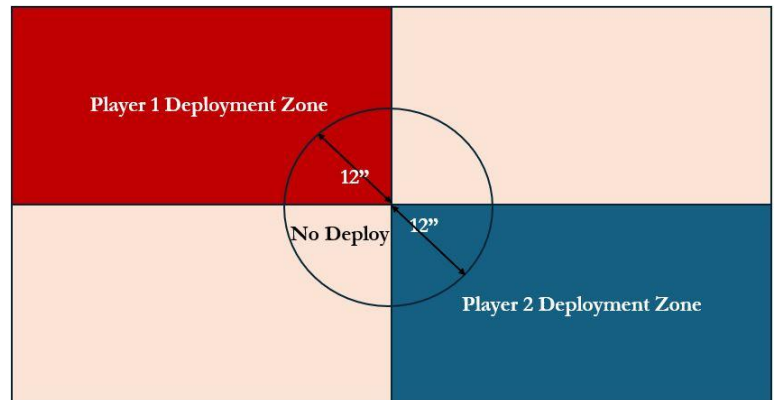
Then place an order dice in the bag for each Infiltrator unit, and deploy them in a similar way; Infiltrators may be deployed beyond your deployment zone, such that they are deployed beyond 12" of an enemy unit and outside of your opponent's deployment zone.

After both players have deployed, each player adds 2 defensive fortifications to their deployment zone from the following list: Dragon's Teeth, and Barbed Wire. These may be destroyed by Engineers (), High Explosive (HE) damage (resolved as if against a Damage Value: 7+ target), or on a successful assault from a barrier clearing vehicle.

Victory Conditions: You score **1 Victory Point for every enemy unit destroyed**.

You score **1 Victory Point for each fortification you destroy** during the game.

At the end of the game calculate which side has won by adding up Victory Points as described above. If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!



Tip of the Spear

Break through the enemy's prepared defenses to pave the way for the rest of the division!

Deployment Zone: Divide the table into two halves, as per the map below. Both players roll a die. The highest scorer picks a deployment zone as their own; the opponent gets the opposite.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this can be up to half of the units in the player's army, rounding down. The player must also declare which units are using the Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are not allowed.

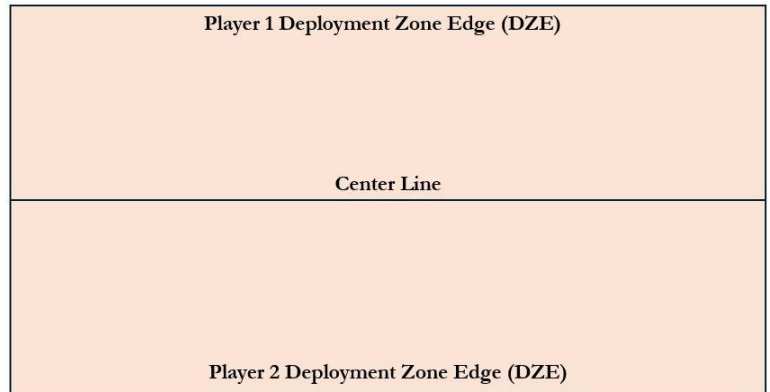
No units are set up on the table at the start of the game (except for Infiltrators, see below). Any units not left in reserve form the player's First Wave. Infiltrating units are deployed before the game begins, drawing an order dice from the bag to deploy each infiltrating unit. They may deploy anywhere on the board beyond 12" of the opponent's deployment zone edge (DZE).

During Turn 1 both players must bring their First Wave onto the table. These units can enter the table from any point on the player's DZE, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units onto the table as part of the First Wave and that troops are not allowed to make an assault when they enter the table.

Victory Conditions: You score 1 Victory Point for every enemy unit destroyed.

You score 1 Victory Point for each infantry team unit with the *Fixed* rule and artillery unit that you destroyed during the game.

At the end of the game calculate which side has won by adding up Victory Points as described above. If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!



Tiger Ace

Knock out as many enemy vehicles as possible! Win the title of “Ace”!

Deployment Zone: Divide the table into **quarters**, as per the map below. Both players roll a die. The highest scorer picks a quarter as their own deployment zone; the opponent gets the opposite one.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this **must** be at least half of the units in the player’s army, rounding up. The player must also declare which units are using the Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are allowed.

Both players then put an order die in the bag for every unit that is not in reserve, mounted on a transport, or using the Infiltrators rule, and therefore needs to be deployed. Then draw a die and the player whose die has been drawn must deploy one of their units entirely in its deployment zone beyond 12” of the center of the board. Continue to do this until there are no dice left in the bag.

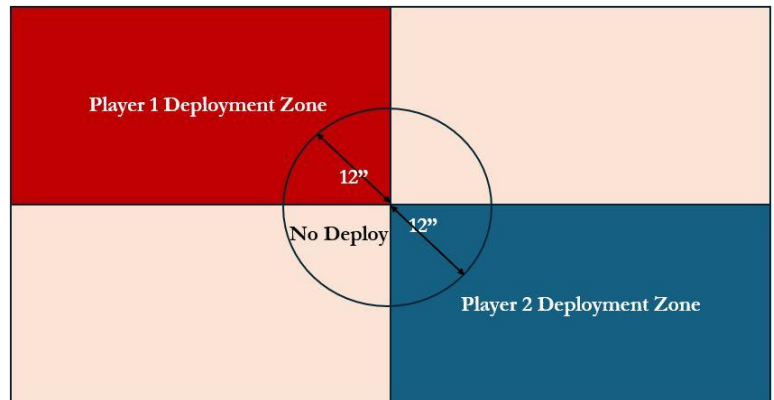
Then place an order dice in the bag for each Infiltrator unit, and deploy them in a similar way; Infiltrators may be deployed beyond your deployment zone, such that they are deployed beyond 12” of an enemy unit and outside of your opponent’s deployment zone.

In this game, outflanking is not allowed.

Victory Conditions: You score **1 Victory Point for every enemy unit destroyed**.

You score **1 Victory Point for each vehicle that you destroyed** during the game.

At the end of the game calculate which side has won by adding up Victory Points as described above. If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!



Air Raid

Clear the Skies, lads! The assault won't succeed if those bombers appear!

Deployment Zone: Divide the table into two halves, as per the map below. Both players roll a die. The highest scorer picks a deployment zone as their own; the opponent gets the opposite.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this can be up to half of the units in their army, rounding down. The player must also declare which units are using the Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are allowed.

Both players then put an order die in the bag for every unit that is not in reserve, mounted on a transport, or using the Infiltrators rule, and therefore needs to be deployed. Then draw a die and the player whose die has been drawn must deploy one of their units entirely in its deployment zone. Continue to do this until there are no dice left in the bag.

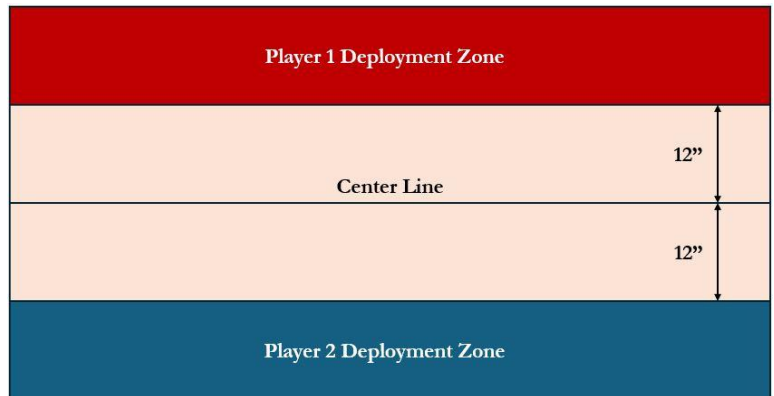
Then place an order dice in the bag for each Infiltrator unit, and deploy them in a similar way; Infiltrators may be deployed beyond your deployment zone, such that they are deployed beyond 12" of an enemy unit and outside of your opponent's deployment zone.

Victory Conditions: You score **1 Victory Point for every enemy unit destroyed.**

You score **2 Victory Points for each aircraft you shoot down over the course of the game.** At the start of Turn 2 and each subsequent turn, 3 planes fly overhead for each force. Any *Flak* unit may target a single plane: the plane is assumed to be 24" away, and has a Damage Value: 7+. Any *Flak* unit that targets a plane sets its order dice to the *Fire* order for the following turn (effectively skipping their turn to attempt to gain Victory Points).

For each plane that survives, 1 of your units (opponent's choice) suffers 2 pins. The same unit cannot be chosen by your opponent more than once per turn. Every time an aircraft is shot down, reduce the number of planes that come in the next turn for that force by 1 (so there will be a maximum of 3 planes downed for each side per game).

At the end of the game calculate which side has won by adding up Victory Points as described above. If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!



Vanguard

High Command needs those vanguard units removed to maintain operational security!

Deployment Zone: Divide the table into two halves, as per the map below. Both players roll a die. The highest scorer picks a deployment zone as their own; the opponent gets the opposite.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this can be up to half of the units in their army, rounding down. The player must also declare which units are using the Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are allowed.

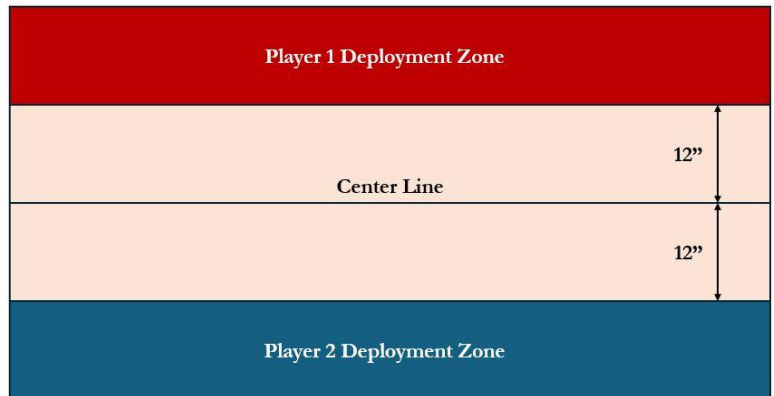
Both players then put an order die in the bag for every unit that is not in reserve, mounted on a transport, or using the Infiltrators rule, and therefore needs to be deployed. Then draw a die and the player whose die has been drawn must deploy one of their units entirely in its deployment zone. Continue to do this until there are no dice left in the bag.

Then place an order dice in the bag for each Infiltrator unit, and deploy them in a similar way; Infiltrators may be deployed beyond your deployment zone, such that they are deployed beyond 12" of an enemy unit and outside of your opponent's deployment zone.

Victory Conditions: You score 1 Victory Point for every enemy unit destroyed.

You score 1 Victory Point for each enemy *Infiltrator*, *Recce*, and Mounted unit (infantry with motorcycles, bicycles, or horses) destroyed.

At the end of the game calculate which side has won by adding up Victory Points as described above. If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!



Pool 2: Maneuver Warfare

Pool 2 centers around objectives that reward mobility and maneuver warfare. Every scenario requires you to move to the enemy's deployment zone, so sitting back and shooting at the enemy is not rewarded in this pool (and more scenarios deploy along long edges to avoid easily getting to the enemy deployment zone).

Breakthrough is a classic maneuver scenario: try to get off the enemy's deployment zone edge, or get into the enemy deployment zone for a lower number of Victory Points (but makes it so that some slower units can still score during the game, albeit for less points).

Naturally, **transports**, **vehicles**, and **mounted units** are good in this scenario, as mobility is king. It is harder to win if you invest heavily in **fixed weapons**, for exactly the same reason. They have their uses (slowing down and removing enemy units that would like to cross the board), but they are unlikely to score for you.

Thunder Run is similar to Breakthrough in that you're trying to reach the enemy deployment zone, but you are trying to go "there and back again": get to the enemy deployment zone and then head back to base. So you get extra points for crossing the board twice instead of just once.

This means, again, that **fast units or squads in transports** are favorable here, but also there is far more utility for **snipers**, as putting pins on units, if not removing them through wounds suffered, is very useful, as they have to perform a lot more movement actions during the game. It still presents the same issues for **fixed weapons**, but again, they serve their purpose in doing points denial even if they don't score themselves.

Pincer Attack rewards you for aggressively removing units while you are pushing up the board. With scoring for both ending the game in the enemy deployment zone and for each unit you remove while beyond your own, you'll have to be aggressive if you want to win.

Quick units like mounted troops and armor are really good here, as are **skirmish troops** that can move just beyond your deployment zone into cover and then start removing enemy units, as that will at least score some Victory Points for the scenario. **Fixed weapon** units struggle as they can't move and shoot in the same turn, though moving them early to be outside the deployment zone could be useful.

Sabotage is maneuvering to destroy 3 points of interest in the enemy deployment zone. Very similar to the Demolition victory condition in the rulebook, you are trying to get to these locations and take them out with your troops. There are 3 of them (instead of 1), so it's less "sudden death" than the original in the rulebook.

This rewards **fast infantry** that can get up there and throw their satchel charges, and to some extent discourages **armored vehicles** as they aren't very useful at actually taking out the objectives. **Armored transports** are good as your opponent is almost certainly going to stack the area with his defensive-minded troops.

Trench Raid gives each force two trenches (in addition to any that may already be on the board), and you score additional Victory Points if you have more units in the enemy trench lines at the end of the game. High command wants this position secured, and it will mean dirty work up close to take them.

This rewards **close range and assault infantry** who can effectively clear the trench (including **engineers**), as well as **fixed weapons** that can pound away at defenders from afar. It does not reward **cheap, low-power squads** or many cheap order dice units, as they don't provide the firepower to effectively whittle down enemy forces.

Breakthrough

Cause a breakthrough into the enemy's interior: rush past the line of contact, boys!

Deployment Zone: Divide the table into two halves, as per the map below. Both players roll a die. The highest scorer picks a deployment zone as their own; the opponent gets the opposite.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this can be up to half of the units in the player's army, rounding down. The player must also declare which units are using the Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are not allowed.

No units are set up on the table at the start of the game (except for Infiltrators, see below). Any units not left in reserve form the player's First Wave.

Place an order dice in the bag for each Infiltrator unit, and deploy them in a similar way; Infiltrators may be deployed beyond your deployment zone, such that they are deployed beyond 12" of an enemy unit and outside of your opponent's deployment zone.

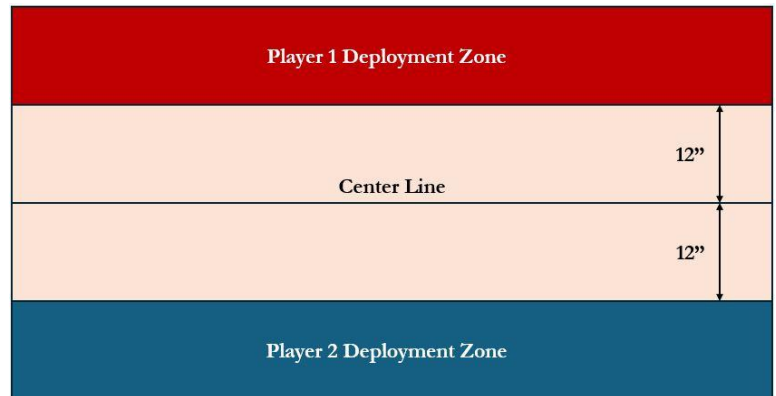
During Turn 1 both players must bring their First Wave onto the table. These units can enter the table from any point on the player's DZE, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units onto the table as part of the First Wave and that troops are not allowed to make an assault when they enter the table.

Victory Conditions: Both players must try to move as many of their units off the table from the enemy player's deployment zone edge (DZE for short), or at least get into the enemy's deployment zone. Note that in this scenario, units are allowed to deliberately move off the enemy player's DZE to reach their objective - to do so, the unit must be successfully ordered to *Advance* or *Run*, and then all the models in the unit need to move into contact with the enemy player's DZE.

You score **3 Victory Points** for each of your own units that have moved off the enemy player's DZE before the end of the game.

You score **1 Victory Point** for each of your own units that is completely within the enemy deployment zone at the end of the game.

At the end of the game calculate which side has won by adding up Victory Points as described above. If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!



Thunder Run

Crash through the lines, and then haul jets back: we're just testing the defenses today!

Deployment Zone: Divide the table into **quarters**, as per the map below. Both players roll a die. The highest scorer picks a quarter as their own deployment zone; the opponent gets the opposite one.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this can be up to half of the units in their army, rounding down. The player must also declare which units are using the Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are not allowed.

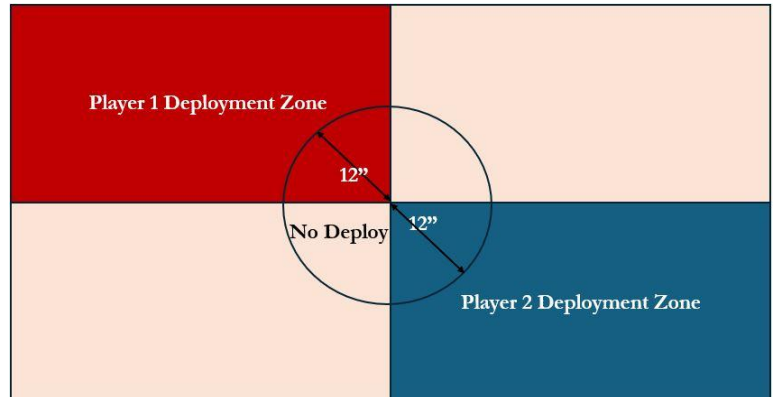
Both players then put an order die in the bag for every unit that is not in reserve, mounted on a transport, or using the Infiltrators rule, and therefore needs to be deployed. Then draw a die and the player whose die has been drawn must deploy one of their units entirely in its deployment zone beyond 12" of the center of the board. Continue to do this until there are no dice left in the bag.

Then place an order dice in the bag for each Infiltrator unit, and deploy them in a similar way; Infiltrators may be deployed beyond your deployment zone, such that they are deployed beyond 12" of an enemy unit and outside of your opponent's deployment zone.

Victory Conditions: You score **2 Victory Points** for each of your own units that end a turn completely **inside the enemy deployment zone**.

You score **1 Victory Point** for each of those units that end the game back in your deployment zone.

At the end of the game calculate which side has won by adding up Victory Points as described above. If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!



Pincer Attack

Wrap around the enemy to secure victory! It's all about maneuvering to optimal positions today!

Deployment Zone: Divide the table into two halves, as per the map below. Both players roll a die. The highest scorer picks a deployment zone as their own; the opponent gets the opposite.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this can be up to half of the units in their army, rounding down. The player must also declare which units are using the Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are allowed.

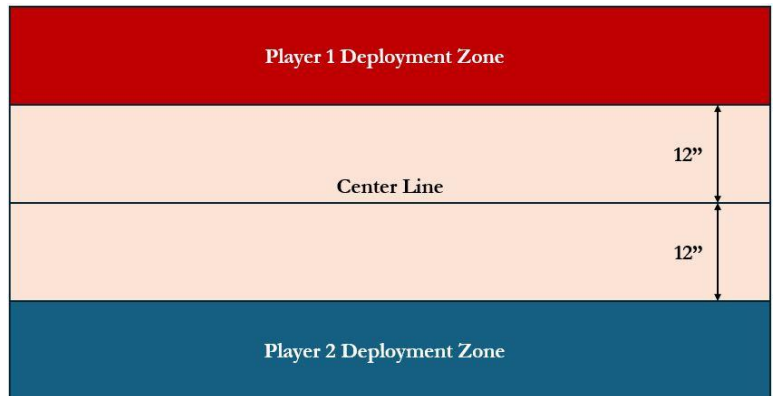
Both players then put an order die in the bag for every unit that is not in reserve, mounted on a transport, or using the Infiltrators rule, and therefore needs to be deployed. Then draw a die and the player whose die has been drawn must deploy one of their units entirely in its deployment zone. Continue to do this until there are no dice left in the bag.

Then place an order dice in the bag for each Infiltrator unit, and deploy them in a similar way; Infiltrators may be deployed beyond your deployment zone, such that they are deployed beyond 12" of an enemy unit and outside of your opponent's deployment zone.

Victory Conditions: You score **2 Victory Points** for each of your own units that end the game completely inside the enemy deployment zone.

You score **1 Victory Point** for each unit you remove while beyond your deployment zone. To score Victory Points in this way, your attacking unit must be fully beyond your deployment zone, and the target unit can be anywhere on the board.

At the end of the game calculate which side has won by adding up Victory Points as described above. If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!



Sabotage

Slow down the enemy advance by taking out critical assets!

Deployment Zone: Divide the table into two halves, as per the map below. Both players roll a die. The highest scorer picks a deployment zone as their own; the opponent gets the opposite.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this **must** be at least half of the units in the player's army, rounding up. The player must also declare which units are using the Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are allowed.

Both players then put an order die in the bag for every unit that is not in reserve, mounted on a transport, or using the Infiltrators rule, and therefore needs to be deployed. Then draw a die and the player whose die has been drawn must deploy one of their units entirely in its deployment zone. Continue to do this until there are no dice left in the bag.

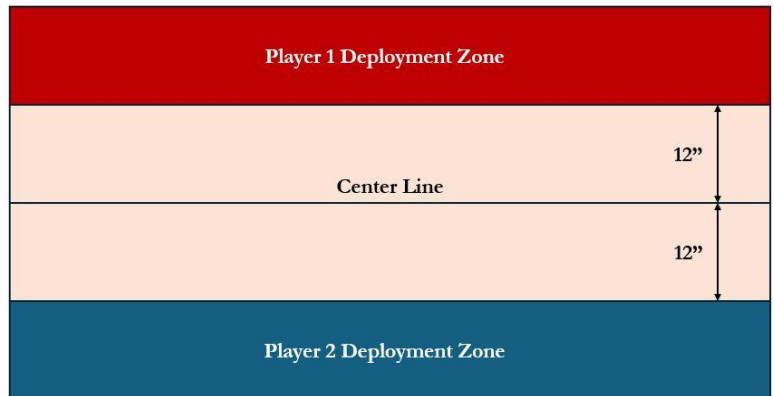
Then place an order dice in the bag for each Infiltrator unit, and deploy them in a similar way; Infiltrators may be deployed beyond your deployment zone, such that they are deployed beyond 12" of an enemy unit and outside of your opponent's deployment zone.

Victory Conditions: After selecting deployment zones, each player (starting with the highest scorer) places 3 objective markers in their deployment zone. Then both players roll a die. The highest scorer places one objective marker in their deployment zone, then their opponent places a marker in their own deployment zone. Players continue to place objective markers until all of them have been placed. All objective markers must be more than 6" from each other and more than 6" from the table edge.

At the end of each turn, if you have a unit in base contact with an objective marker and have not fired or been involved in an assault this turn, the unit may roll a D6: on a 4+ the sabotage attempt is successful and the objective marker is removed. You score **3 Victory Points for each objective marker you destroy**.

You score **1 Victory Point for each enemy vehicle you destroy**.

If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!



Trench Run

Cause a breakthrough into the enemy's interior: rush past the line of contact, boys!

Deployment Zone: Divide the table into **quarters**, as per the map below. Both players roll a die. The highest scorer picks a quarter as their own deployment zone; the opponent gets the opposite one.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this can be up to half of the units in the player's army, rounding down. The player must also declare which units are using the Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are not allowed.

Before placing units on the board, each player places 2 trench sections (6" long) fully within their deployment zone, starting with the player that rolled the higher score.

Both players then put an order die in the bag for every unit that is not in reserve, mounted on a transport, or using the Infiltrators rule, and therefore needs to be deployed. Then draw a die and the player whose die has been drawn must deploy one of their units entirely in its deployment zone. Continue to do this until there are no dice left in the bag.

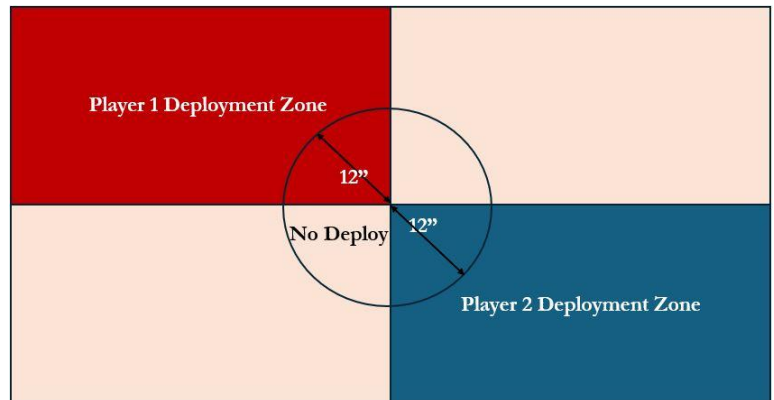
Then place an order dice in the bag for each Infiltrator unit, and deploy them in a similar way; Infiltrators may be deployed beyond your deployment zone, such that they are deployed beyond 12" of an enemy unit and outside of your opponent's deployment zone.

Victory Conditions: Both players must try to move as many of their units into the enemy player's trench sections (which includes any already on the board in their deployment zone that were part of the original terrain setup for the board) at the end of the game.

You score **1 Victory Point for each hostile trench that has more of your units in it** than enemy units at the end of the game. At least half of the models in a unit must be within the trench at the end of the game to score.

You score **3 Victory Points for each hostile trench that is fully controlled by your forces:** the opponent has no units within the trench, and you have at least one unit with at least half of its models within the trench at the end of the game.

At the end of the game calculate which side has won by adding up Victory Points as described above. If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!



Pool 3: Board Control

Pool 3 is all about board control: moving to different parts of the board and holding objectives that are not in player deployment zones. So while Pool 2 was specifically about the enemy's deployment zone and deployment zone edge (DZE), and Pool 5 is all about objectives in an opponent's deployment zone, Pool 3 is about spreading out across the board and holding ground.

Sectors is the scenario everyone loves: easy to understand, lots of ways to score, and thematically strong. It encourages you to get to the enemy deployment zone and the neutral zones that are not your deployment quarter.

Mobile forces who can get up and into enemy objectives, as well as **big squads** who can survive long enough to actually score come the end of the game, and **fixed weapons** that can jump into a neutral zone easily all excel here. Weak units include **heavy guns** that have issues moving on their own, as well as **light transports** and **small teams** that are easy to remove before they can score at the end of the game.

Key Positions is also inspired by the 2nd Edition version: objectives scattered across the play area that the two armies try to seize and control throughout the game. Since you have to fully clear enemies off the objective to claim it, these sites will be the location of heavy fighting.

Big squads are encouraged, as they are likely to hold objectives, as well as **tanks**, which can't claim objectives, but they are a reliable way of keeping an objective once claimed as they are more durable than infantry. **Indirect fire weapons** are also useful, as the enemy will need to "camp" objectives to keep them under control. On the flipside, **small teams** and **small assault squads** are not very good, as they may lack the staying power to hold an objective or the steam to push through defenders on an objective.

King of the Hill is a simple mission: have the most units within 6" of the center of the board. This means you're likely to see massed shooting into the center, alongside loads of units fighting it out at close range.

This means that **big squads** and **submachine guns** are useful, and since any unit can score, **heavily armored vehicles** are a good take as they may prove to be harder to remove. **Small inexperienced teams** and **armoured cars** may struggle due to limited survivability combined with the massed presence of enemies nearby.

Vantage Point is all about securing observation points: buildings, ruins, and forests. You score Victory Points for each building, ruin, and forest you occupy at the end of the game. This presents a dilemma: you need to jump into them to secure it, but if you jump in too early, indirect fire could wipe you out before the end of the game.

This is one of the few objective missions where **fixed weapons** can actually be quite useful, holding objectives in cover while contributing to the Victory Point count. Similarly it's a great mission for **mobile units** that can push enemy positions, though **small assault squads** probably won't perform as well.

Airman Down is an interesting one: you're fighting over an objective, but you don't know where it is at the start of the game. High command has alerted you that a spy plane (either one of yours or an enemy spy plane) has been hit and is descending in your area, and at the start of Turn 3 it arrives. Both sides want to have the most units within 6" of the plane marker when the game ends.

This rewards **mobile units** that can quickly change course and pivot, and since any unit can score, **armored vehicles** of all stripes are useful due to their generally good mobility combined with their durability, and **assault units** due to the ability to gain additional Victory Points for taking prisoners. **Small squads** and **teams** may struggle, as a lot of them do not want to be that close to the enemy.

Sectors

Dominate the map to secure critical positions for the rest of the division!

Deployment Zone: Divide the table into **quarters**, as per the map below. Both players roll a die. The highest scorer picks a quarter as their own deployment zone; the opponent gets the opposite one.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this can be up to half of the units in their army, rounding down. The player must also declare which units are using the Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are not allowed.

Both players then put an order die in the bag for every unit that is not in reserve, mounted on a transport, or using the Infiltrators rule, and therefore needs to be deployed. Then draw a die and the player whose die has been drawn must deploy one of their units entirely in its deployment zone beyond 12" of the center of the board. Continue to do this until there are no dice left in the bag.

Then place an order dice in the bag for each Infiltrator unit, and deploy them in a similar way; Infiltrators may be deployed beyond your deployment zone, such that they are deployed beyond 12" of an enemy unit and outside of your opponent's deployment zone.

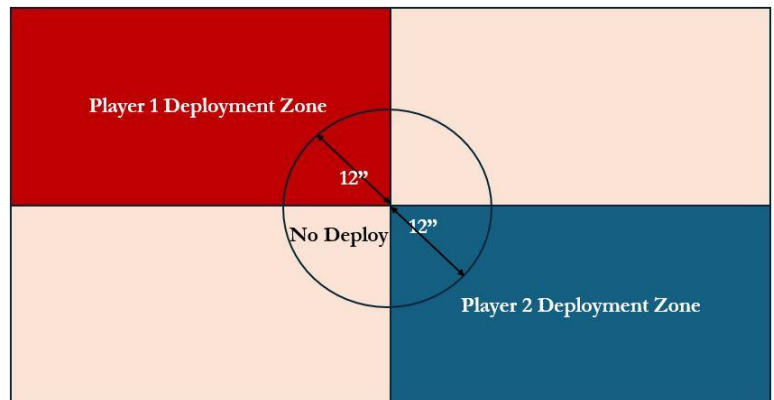
Victory Conditions: You score **1 Victory Point** for every enemy unit destroyed.

You score **1 Victory Point** for each unit that ends the game completely in a neutral sector.

You score **3 Victory Points** for each unit that ends the game completely within the enemy's sector.

If a unit crosses the line between two sectors, it counts as being in the sector worth less Victory Points.

At the end of the game calculate which side has won by adding up Victory Points as described above. If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!



Key Positions

Critical points of interest to high command must be secured!

Deployment Zone: Divide the table into two halves, as per the map below. Both players roll a die. The highest scorer picks a deployment zone as their own; the opponent gets the opposite.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this can be up to half of the units in the player's army, rounding down. The player must also declare which units are using the Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are allowed.

No units are set up on the table at the start of the game (except for Infiltrators, see below). Any units not left in reserve form the player's First Wave. Infiltrating units are deployed before the game begins, drawing an order dice from the bag to deploy each infiltrating unit. They may deploy anywhere on the board beyond 12" of the opponent's deployment zone edge (DZE).

During Turn 1 both players must bring their First Wave onto the table. These units can enter the table from any point on the player's DZE, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units onto the table as part of the First Wave and that troops are not allowed to make an assault when they enter the table.

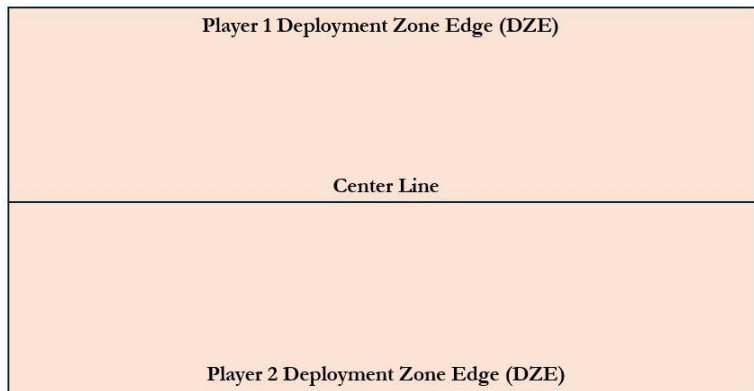
Victory Conditions: Players will place 5 objective markers. Then both players roll a die. The highest scorer places one objective marker anywhere on the table, then their opponent places a marker. Players continue to place objective markers until all of them have been placed. All objective markers must be more than 12" from each other and more than 6" from the table edge.

These objectives should be tactically important positions such as a building or hilltop, or supplies such as an ammo dump or fuel reserve, or maybe a command post, a vehicle repair shop, or an emplacement of long-range artillery or rocket launchers.

To capture an objective, one of your infantry or artillery units must end its activation within 3" of an objective, and there must be no enemy unit of any type within 3" of it.

Once you have captured an objective, mark it as yours with an appropriate model or token (a flag is ideal!). It will remain under your control as long as you have a friendly unit within scoring distance of it, or until an enemy unit captures it, as described above.

You score **2 Victory Points for each objective you fully control**. If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!



King of the Hill

See that hill? It belongs to us, and we're going to die on it!

Deployment Zone: Divide the table into two halves, as per the map below. Both players roll a die. The highest scorer picks a deployment zone as their own; the opponent gets the opposite.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this **must** be at least half of the units in the player's army, rounding up. The player must also declare which units are using the Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are allowed.

Both players then put an order die in the bag for every unit that is not in reserve, mounted on a transport, or using the Infiltrators rule, and therefore needs to be deployed. Then draw a die and the player whose die has been drawn must deploy one of their units entirely in its deployment zone. Continue to do this until there are no dice left in the bag.

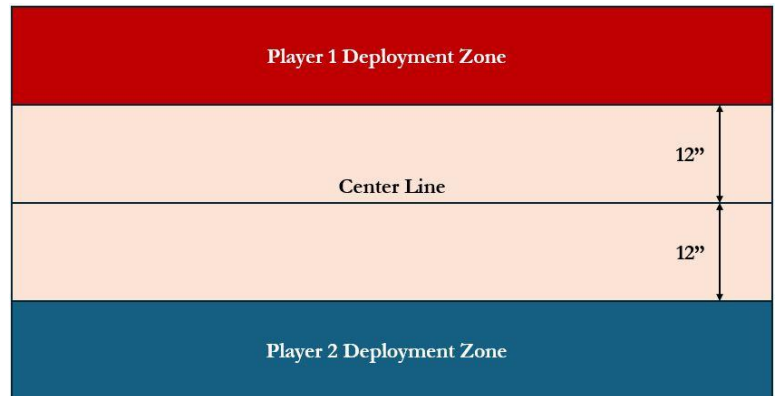
Then place an order dice in the bag for each Infiltrator unit, and deploy them in a similar way; Infiltrators may be deployed beyond your deployment zone, such that they are deployed beyond 12" of an enemy unit and outside of your opponent's deployment zone.

Victory Conditions: Setup an objective marker in the center of the table to represent the strategic objective. If players decide to use a piece of terrain to represent it, they should define its rules and properties.

You score **5 Victory Points** if you control the strategic objective at the end of the game. To control the objective, one of your infantry or artillery units must end its activation within 6" of the objective, and there must be no enemy unit within 6" of it.

You score **1 Victory Point** for every enemy unit destroyed.

If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!



Vantage Point

Higher vantage points help us detect enemy movements faster. Hold it against all odds!

Deployment Zone: Divide the table into two halves, as per the map below. Both players roll a die. The highest scorer picks a deployment zone as their own; the opponent gets the opposite.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this can be up to half of the units in the player's army, rounding down. The player must also declare which units are using the Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are allowed.

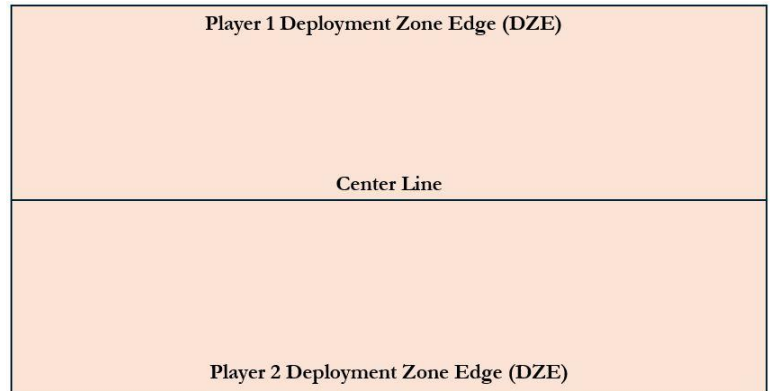
No units are set up on the table at the start of the game (except for Infiltrators, see below). Any units not left in reserve form the player's First Wave. Infiltrating units are deployed before the game begins, drawing an order dice from the bag to deploy each infiltrating unit. They may deploy anywhere on the board beyond 12" of the opponent's deployment zone edge (DZE).

During Turn 1 both players must bring their First Wave onto the table. These units can enter the table from any point on the player's DZE, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units onto the table as part of the First Wave and that troops are not allowed to make an assault when they enter the table.

Victory Conditions: You score 1 Victory Point for every enemy unit destroyed.

You score **1 Victory Point for every building, ruin, and forest you occupy at the end of the game.** A building, ruin, and forest are considered "occupied" if you are the only person to have units in that terrain feature; units only need to be partially within the terrain feature to occupy it (though rules regarding number of models in a feature to claim cover from it still apply).

At the end of the game calculate which side has won by adding up Victory Points as described above. If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!



Airman Down

High command has alerted us that a spy plane (either one of ours or one of theirs) is going down: secure the landing zone so that the intelligence it's gathered doesn't get back to the enemy headquarters!

Deployment Zone: Divide the table into two halves, as per the map below. Both players roll a die. The highest scorer picks a deployment zone as their own; the opponent gets the opposite.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this can be up to half of the units in the player's army, rounding down. The player must also declare which units are using the Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are allowed.

No units are set up on the table at the start of the game (except for Infiltrators, see below). Any units not left in reserve form the player's First Wave. Infiltrating units are deployed before the game begins, drawing an order dice from the bag to deploy each infiltrating unit. They may deploy anywhere on the board beyond 12" of the opponent's deployment zone edge (DZE).

During Turn 1 both players must bring their First Wave onto the table. These units can enter the table from any point on the player's DZE, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units onto the table as part of the First Wave and that troops are not allowed to make an assault when they enter the table.

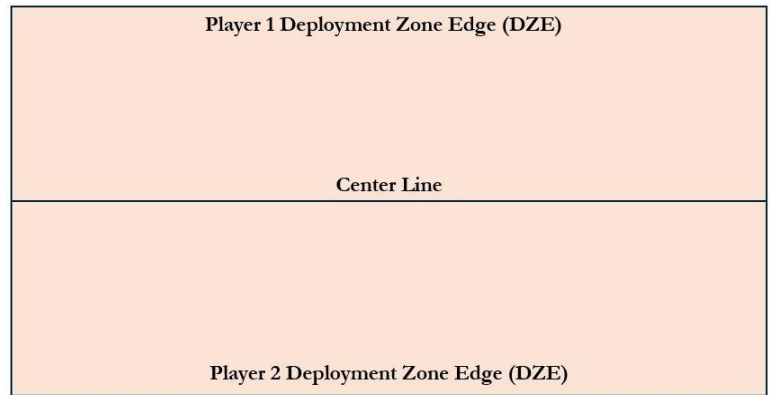
Victory Conditions: The plane marker does not start the game on the board. At the start of Turn 3 before the first order die is drawn, place the plane marker at a point on the center line such that it does not overlap a piece of terrain. The location can either be preset by a tournament organizer, or one player rolls a dice and consults the following chart:

- 1: The player who did not roll the dice selects a point within the left third of the center line.
- 2: The player rolled the dice selects a point within the right third of the center line.
- 3: The player who did not roll the dice selects a point within the center third of the center line.
- 4: The player rolled the dice selects a point within the center third of the center line.
- 5: The player who did not roll the dice selects a point within the right third of the center line.
- 6: The player rolled the dice selects a point within the left third of the center line.

You score **5 Victory Points** if you control the strategic objective at the end of the game. To control the objective, one of your infantry or artillery units must end its activation within 6" of the objective, and there must be no enemy unit within 6" of it.

You score **1 Victory Point for every enemy unit destroyed in close combat:** prisoners make for additional intelligence for high command to collect!

If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!



Pool 4: Headquarters Focus

Pool 4 focuses on Headquarters units: your officers and medics are a huge priority in these missions, mostly within the context of keeping them safe from enemy plans. It also elevates units that you might leave at home, as your choice not to take them could cost you Victory Points.

Manhunt is similar to the one in the 2nd Edition rulebook, but expanded: you gain Victory Points for each officer you capture, Victory Points for every unit you destroy, and Victory Points for every officer you liberate (aka, if one of your officers is captured, take out the unit that captured them to deny your opponent points).

You are rewarded for taking **assault units** for clearing enemies, **heavy firepower units** for removing enemy units that could threaten yours, and **more buddies for your officers** to increase their longevity. On the other side, **supporting fire units** that prefer to sit in the back could find themselves losing some usefulness, especially if they don't have indirect fire capability.

Sniper Duel is cool: it benefits snipers, both because they get Victory Points for taking out enemy snipers, but also you score Victory Points for NCO kills, and even points just for having a sniper at the end of the game.

Naturally, **taking a sniper** is rewarded here: if you don't take snipers, you're ceding points to the opponent. Though as a related point, since you can technically take out snipers with any unit, **indirect fire weapons** are great for keeping units from "camping" in a given spot, so taking mortars is great. On the flipside, taking **lots of officers** (including lots of platoons) could hurt you in this scenario, and **small teams** may cough up a lot of points.

Get the Doctor is unique: it's an "objective mission," but your objective is a medic. You score points for capturing (take in close combat, or force to flee while not in their deployment zone) medics, both those fielded in your platoons, as well as the free one everyone receives. You also get points for liberating medics (taking out the unit that captured them), but that's the only way you score points: taking or liberating medics.

This means that, naturally, **assault units** are encouraged here, as well as **transports** to get them in and out with the medic quickly. I would avoid just relying on **ranged units**, as the medics have to be taken alive.

Intelligence Gathering is all about capturing NCOs and officers: you want them alive to give info on troop movements in the area either by pinning them out beyond their deployment zone or take them in close combat.

This mission highly encourages the use of **assault units**, as well as the use of **pin generating shooting units**, so howitzers in particular are very useful here. On the flipside, **snipers** are less useful here (as you probably don't want to kill NCOs), though as a pin generator snipers are still useful. Similarly you want to be careful of **machine gun units**, as they might end up deleting the whole unit, in which case the officer is killed instead of taken alive.

Shell Superiority revolves around forward observers: High Command is worried the enemy observers are bringing in too much heat, and they need those guns/planes blinded to give us bombardment superiority.

This mission highly encourages the use of **assault or ranged units**, so almost anything is useful here, though units with **larger volumes of fire** may find they are able to more quickly remove the observers (which does help). **Small units** with minimal numbers of shots may find that they struggle to remove enemy observers, causing them to get off more shots each turn.

Manhunt

High command wants us to bring in an enemy officer for interrogation. Secure him alive and unspoiled!

Deployment Zone: Divide the table into two halves, as per the map below. Both players roll a die. The highest scorer picks a deployment zone as their own; the opponent gets the opposite.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this **must** be at least half of the units in the player's army, rounding up. The player must also declare which units are using the Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are allowed.

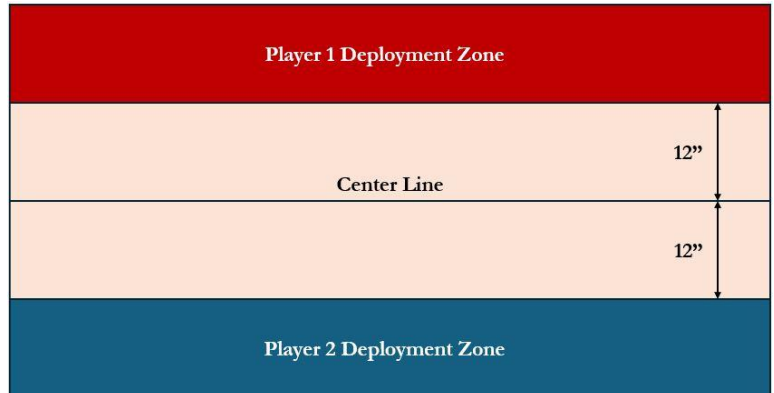
Both players then put an order die in the bag for every unit that is not in reserve, mounted on a transport, or using the Infiltrators rule, and therefore needs to be deployed. Then draw a die and the player whose die has been drawn must deploy one of their units entirely in its deployment zone. Continue to do this until there are no dice left in the bag.

Then place an order dice in the bag for each Infiltrator unit, and deploy them in a similar way; Infiltrators may be deployed beyond your deployment zone, such that they are deployed beyond 12" of an enemy unit and outside of your opponent's deployment zone.

Victory Conditions: You score **3 Victory Points for every officer you capture** (taken in close combat, or that fails a Morale test and flees the field outside of its deployment zone), and is still held by you at the end of the game.

You score **1 Victory Point for every enemy unit one of your officers destroys** during the game.

At the end of the game calculate which side has won by adding up Victory Points as described above. If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!



Sniper Duel

An enemy sniper has been causing issues of late: take him out!

Deployment Zone: Divide the table into **quarters**, as per the map below. Both players roll a die. The highest scorer picks a quarter as their own deployment zone; the opponent gets the opposite one.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this can be up to half of the units in their army, rounding down. The player must also declare which units are using the Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same. **Snipers** may not be left in reserve.

Outflanking units are allowed.

Both players then put an order die in the bag for every unit that is not in reserve, mounted on a transport, or using the Infiltrators rule, and therefore needs to be deployed. Then draw a die and the player whose die has been drawn must deploy one of their units entirely in its deployment zone beyond 12" of the center of the board. Continue to do this until there are no dice left in the bag.

Then place an order dice in the bag for each Infiltrator unit, and deploy them in a similar way; Infiltrators may be deployed beyond your deployment zone, such that they are deployed beyond 12" of an enemy unit and outside of your opponent's deployment zone.

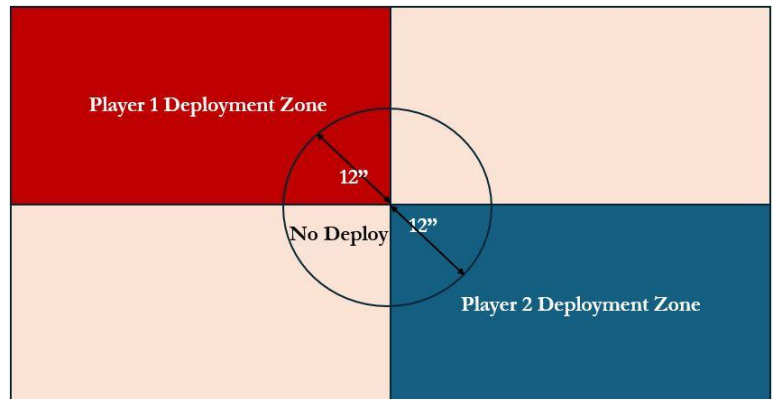
Victory Conditions: You score **3 Victory Points** if you have at least one sniper remaining at the end of the game and your opponent has no snipers at the end of the game.

You score **2 Victory Points** if you remove all enemy snipers but do not have a sniper at the end of the game (including if you did not take a sniper in your force, but you removed an enemy sniper).

You score **2 Victory Points** for every sniper you remove with one of your snipers.

You score **1 Victory Point** for each **NCO, officer, and vehicle commander** you remove during the game.

At the end of the game calculate which side has won by adding up Victory Points as described above. If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!



Get the Doctor

Our medical staff is overrun: we'll need more, and we know just where to get them...

Deployment Zone: Divide the table into **quarters**, as per the map below. Both players roll a die. The highest scorer picks a quarter as their own deployment zone; the opponent gets the opposite one.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this can be up to half of the units in the player's army, rounding down. The player must also declare which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are allowed.

No units are set up on the table at the start of the game (except for the medic granted by the scenario, see below). Any units not left in reserve form the player's First Wave. **Medics** may not be left in reserve.

During Turn 1 both players must bring their First Wave onto the table. These units can enter the table from any point on the player's deployment zone edges (half of their long edge, half of their short edge), and must be given either a *Run* or *Advance* order. Note that no order test is required to move units onto the table as part of the First Wave and that troops are not allowed to make an assault when they enter the table.

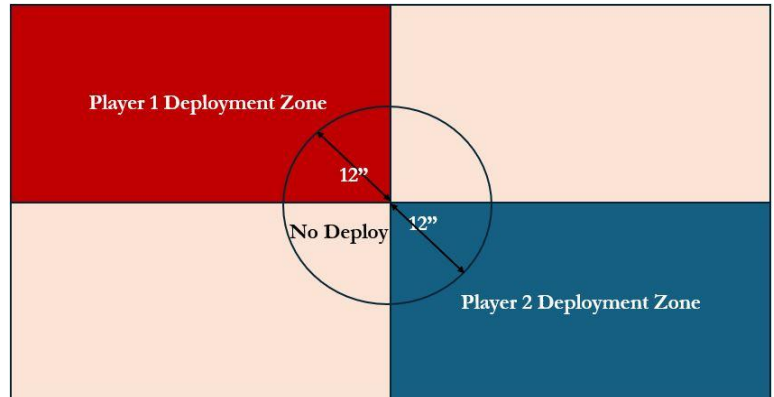
Special Rule: The medics in this area of the front are exceptionally skilled, even if they have not served for long. All medics (including Field Ambulances) purchased Regular improve their save to a 5+ (instead of a 6+). All medics (including Field Ambulances) purchased Veteran improve their save to a 4+ (instead of a 6+).

Victory Conditions: At the start of the game each side is assigned a Regular medic (25mm tokens may be used, or models may be brought to represent the medic). He is deployed in your deployment zone beyond 12" of the center of the board. Rifle platoons (and Recce Platoons, if you are using our optional rule for recce platoons) may take medics normally in addition to this "free" medic. The medic does not generate an order dice: if you wish to activate and move the Medic, another unit gives its order dice to the medic for the turn and does not activate.

You score **3 Victory Points for every medic you capture** (taken in close combat, or that fails a Morale test and flees the field outside of its deployment zone, and is still held by you at the end of the game).

You score **1 Victory Point for every medic you liberate** (if the unit that carried off the medic is removed from play, their prisoners are liberated).

At the end of the game calculate which side has won by adding up Victory Points as described above. If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!



Intelligence Gathering

We need information on troop rotation schedules, supplies, and troop strength: gather as many enemy officers as you can for questioning.

Deployment Zone: Divide the table into two halves, as per the map below. Both players roll a die. The highest scorer picks a deployment zone as their own; the opponent gets the opposite.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this can be up to half of the units in their army, rounding down. The player must also declare which units are using the Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same. **Officers** may not be left in reserve.

Outflanking units are allowed.

Both players then put an order die in the bag for every unit that is not in reserve, mounted on a transport, or using the Infiltrators rule, and therefore needs to be deployed. Then draw a die and the player whose die has been drawn must deploy one of their units entirely in its deployment zone. Continue to do this until there are no dice left in the bag.

Then place an order dice in the bag for each Infiltrator unit, and deploy them in a similar way; Infiltrators may be deployed beyond your deployment zone, such that they are deployed beyond 12" of an enemy unit and outside of your opponent's deployment zone.

Victory Conditions: You score **3 Victory Points for every officer you capture** (taken in close combat, or that fails a Morale test and flees the field outside of its deployment zone), and is still held by you at the end of the game. Place the officer in unit cohesion with the unit that captured it (or was the closest unit to it when it failed its Morale test), though he/she does not count as a model in that unit for the purposes of Morale testing, unit footprint for measuring range, etc. While captured, the officer does not grant a Morale bonus, may not issue *You Men, Snap To* orders, etc., but does count as a friendly unit for the purposes of the Multiple Launchers special rule.

If the unit that captures an officer in close combat (or is the closest unit to the fleeing officer when it fails its Morale test) is removed, the officer is freed: it regains its order dice, and may continue operating on the battlefield normally, including granting its Morale bonus to allies, issuing *You Men, Snap To* orders, etc.

You score **1 Victory Point for every officer/NCO you liberate**.

At the end of the game calculate which side has won by adding up Victory Points as described above. If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!



Shell Superiority

High command needs the enemy guns and planes blinded so that we can achieve shell superiority in the region!

Deployment Zone: Divide the table into two halves, as per the map below. Both players roll a die. The highest scorer picks a deployment zone as their own; the opponent gets the opposite.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this **must** be at least half of the units in the player's army, rounding up. The player must also declare which units are using the Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are allowed.

Both players then put an order die in the bag for every unit that is not in reserve, mounted on a transport, or using the Infiltrators rule, and therefore needs to be deployed. Then draw a die and the player whose die has been drawn must deploy one of their units entirely in its deployment zone. Continue to do this until there are no dice left in the bag.

Then place an order dice in the bag for each Infiltrator unit, and deploy them in a similar way; Infiltrators may be deployed beyond your deployment zone, such that they are deployed beyond 12" of an enemy unit and outside of your opponent's deployment zone.

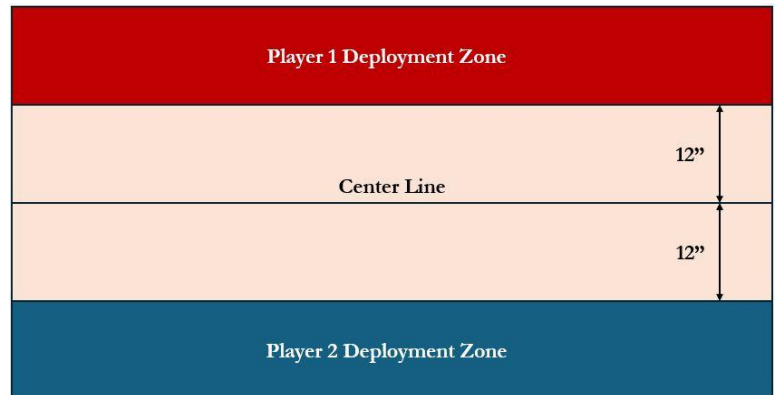
Victory Conditions: At the start of the game each side is assigned a Regular artillery forward observer (25mm tokens may be used, or models may be brought to represent the observer). He is deployed in your deployment zone beyond 12" of the center of the board. Rifle platoons and Recce Platoons may take observers normally in addition to this "free" observer. The observer does not generate an order dice: if you wish to activate and move the observer, another unit gives its order dice to the observer for the turn and does not activate. **The free observer may not call in artillery strikes on the board:** they only call in strikes off the board, as noted in the victory conditions below.

You score **3 Victory Points for every forward observer you capture** (taken in close combat, or that fails a Morale test and flees the field outside of its deployment zone), and is still held by you at the end of the game.

You score **1 Victory Point for every forward observer you remove** during the game. If you remove a forward observer or spotter by capturing them, you do not score Victory Points for this condition (as you are scoring 3 Victory Points in the previous condition).

You score **1 Victory Point for each strike you call in off the board.** To call in a strike, the forward observer must have Line of Sight to one of the short board edges, must be beyond your deployment zone, and must declare a *Fire* order. Forward observers may call in as many strikes as they wish: they are not limited to the 1-2 maximum strikes they can call in by their normal rule, though they cannot call in another strike until after the previous one has arrived (roll for strike arrival normally on the chart each time).

At the end of the game calculate which side has won by adding up Victory Points as described above. If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!



Pool 5: Defensive Positions

Pool 5 is also about objective control, so it is similar to Pools 2 and 3. But instead of being a “get off the board or into the enemy deployment zone” (Pool 2) or being a, “hold objectives across the map” (Pool 3), this pool is all about holding objectives in your opponent’s deployment zone: get across the board and stay there.

Point Defense is a 5-objective scenario that runs like the Attacker-Defender scenario of the same name from 2nd Edition, except that 1) it does require you to specify a long table edge for your board edge (whereas the original 2nd Edition scenario said “a table edge”), 2) both players have objectives, and 3) the player who chooses their board edge starts with 2 objectives instead of 3, so choosing your side has a trade-off.

This rewards **mobile forces** that can reach the deployment zone and hold the objective (so **armored transports with big squads** are probably the most prevalent). It encourages you not to take **armoured cars** who will likely not have the firepower to push someone off an objective and will lack the staying power to keep enemies away from objectives it reaches.

Field Kitchen Ahead is a 1-objective match where each team has deployed a field kitchen, and as the other side notices its arrival, an idea creeps in: requisitioning something hot and warm for the brave boys in our trench lines. Both armies are encouraged to both secure the opposing field kitchen while also removing enemies in your own deployment zone: get into the enemy’s zone to claim Victory Points, while also letting enemies into yours and then springing a trap to remove them.

Big squads are very useful here, as you’ll need infantry to take the field kitchen that can sustain heavy fire. **Tanks** and durable vehicles are also helpful, as you’ll need protection getting across the board and units that you can park to keep people off of the objective. **Fixed weapons** are also useful for protecting your own field kitchen.

Proprietary Technology involves 1 objective for each side, representing a proprietary technological device for each side (which is a great way to use those extra weapons on your sprues: an MG42, Browning Automatic Rifle, etc.) that high command on both sides wants to collect to tear apart for study. So claiming and running off with this objective is mission essential.

Fast infantry are best in show for this mission, as are **high explosive weapons**, as you can use HE to blow up the technology instead (for less Victory Points - a “worst case scenario” option if you find that carrying it off will not be possible). **Fixed weapons without high explosive damage** like machine guns are less useful in this scenario, other than their ability to protect your proprietary technology from being taken.

Spike the Guns is an objective match centered around taking out field guns firing on a different company. 3 guns are positioned in the enemy deployment zone, and it’s time to “take out those 88s” so to speak.

This means that **survivable squads**, **fast units**, and **durable tanks** will all come in useful for pushing up into the enemy quarter, while **fixed weapons without indirect fire** may struggle as they may not find as many targets depending on how the board is set up and where the guns are placed.

Radar Station involves 1 objective, setup in the enemy deployment zone. Unlike the other scenarios, you get a choice: you can capture the radar station (for more Victory Points) or you can destroy it.

Survivable (or fast) assault infantry are useful for securing the radar station, as are **transports** and **armor** to move them up and support them; on the other hand so are **artillery**, **mortars**, **self-propelled guns**, and **tank destroyers** if you want to hang back and rely on demolishing the enemy radar station.

Point Defense

Command has identified several critical points in our position that must be protected at all costs.

Deployment Zone: Divide the table into two halves, as per the map below. Both players roll a die. The highest scorer picks a deployment zone as their own; the opponent gets the opposite.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this can be up to half of the units in their army, rounding down. The player must also declare which units are using the Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are not allowed.

Players place the objectives on the map (as noted below under *Victory Conditions*) before placing units.

Both players then put an order die in the bag for every unit that is not in reserve, mounted on a transport, or using the Infiltrators rule, and therefore needs to be deployed. Then draw a die and the player whose die has been drawn must deploy one of their units entirely in its deployment zone. Continue to do this until there are no dice left in the bag.

Then place an order dice in the bag for each Infiltrator unit, and deploy them in a similar way; Infiltrators may be deployed beyond your deployment zone, such that they are deployed beyond 12" of an enemy unit and outside of your opponent's deployment zone.

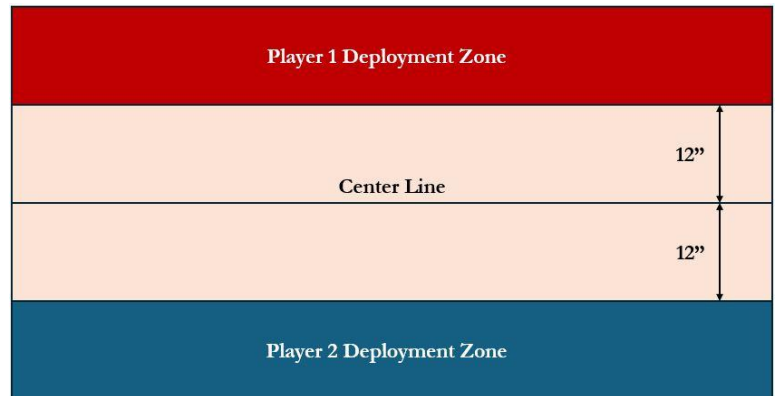
Victory Conditions: After table edges have been selected, the lowest scorer places one objective marker anywhere within their deployment zone, then their opponent places a marker in their deployment zone. Players continue to place objective markers until 4 markers have been placed. Once these objectives have been placed, the lowest scorer places a fifth objective somewhere on the center line. All objective markers must be more than 12" from each other and more than 6" from the table edge.

These objectives should be tactically important positions such as a building or hilltop, or supplies such as an ammo dump or fuel reserve, or maybe a command post, a vehicle repair shop, or an emplacement of long-range artillery or rocket launchers.

To capture an objective, one of your infantry or artillery units must end its activation within 3" of an objective, and there must be no enemy unit of any type within 3" of it.

Once you have captured an objective, mark it as yours with an appropriate model or token (a flag is ideal!). It will remain under your control until the end of the game as long as one of your units remains within 3" of it, or until an enemy unit captures it, as described above.

You score **2 Victory Points for each objective you fully control**. If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!



Field Kitchen Ahead

Our observers have noted that the enemy's field kitchen is near. It would be a shame if it was...repurposed...for our men instead! Just follow your noses, boys!

Deployment Zone: Divide the table into two halves, as per the map below. Both players roll a die. The highest scorer picks a deployment zone as their own; the opponent gets the opposite. Then the highest scorer places his field kitchen (objective token, or you can use one of the field kitchen 3D print files available on Wargaming3D if you want it to look authentic!) anywhere within his deployment zone at least 6" from the table edge. The lowest scorer then does the same.



Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this **must** be at least half of the units in the player's army, rounding up. The player must also declare which units are using the Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are allowed.

Both players then put an order die in the bag for every unit that is not in reserve, mounted on a transport, or using the Infiltrators rule, and therefore needs to be deployed. Then draw a die and the player whose die has been drawn must deploy one of their units entirely in its deployment zone. Continue to do this until there are no dice left in the bag.

In this game, outflanking is not allowed. Instead, all units entering the table as reserves can enter from any point on any table edge other than the opposing deployment zone edge (DZE).

Victory Conditions: You score **3 Victory Points** if you have full control over the enemy's field kitchen at the end of the game. To control the enemy's field kitchen you must have at least 1 infantry/artillery unit within 3" of the field kitchen, and no enemy units within 3" of the field kitchen.

You score **1 Victory Point for each enemy unit you destroy in your deployment zone** (keep their hands off our grub, boys!).

At the end of the game calculate which side has won by adding up Victory Points as described above. If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!

Proprietary Technology

We cannot let our proprietary designs fall into enemy hands - secure them from the enemy!

Deployment Zone: Divide the table into **quarters**, as per the map below. Both players roll a die. The highest scorer picks a quarter as their own deployment zone; the opponent gets the opposite one.

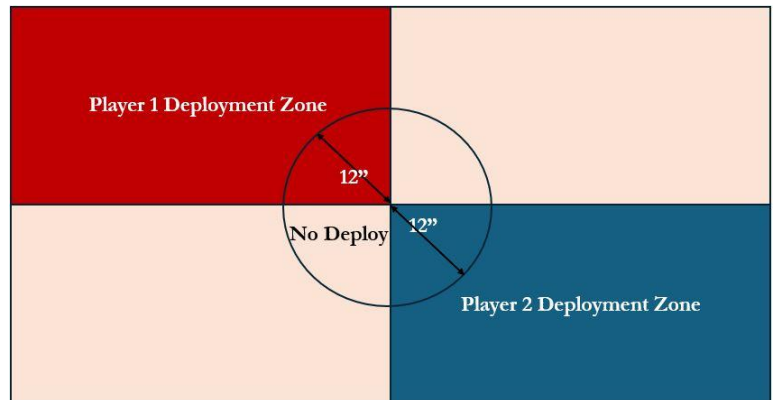
Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this can be up to half of the units in their army, rounding down. The player must also declare which units are using the

Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are not allowed.

Both players then put an order die in the bag for every unit that is not in reserve, mounted on a transport, or using the Infiltrators rule, and therefore needs to be deployed. Then draw a die and the player whose die has been drawn must deploy one of their units entirely in its deployment zone beyond 12" of the center of the board. Continue to do this until there are no dice left in the bag.

Then place an order dice in the bag for each Infiltrator unit, and deploy them in a similar way; Infiltrators may be deployed beyond your deployment zone, such that they are deployed beyond 12" of an enemy unit and outside of your opponent's deployment zone.



Victory Conditions: After deployment zones have been selected, both players place a token representing the proprietary technology in their deployment zone, starting with the highest scorer. The technology must be placed at least 6" from the board edge and at least 12" from the center of the board. The opponent then does the same.

You score **3 Victory Points** if you carry the opponent's proprietary technology to your deployment zone at the end of a turn. Any infantry unit that ends its activation in contact with the technology picks it up. If the unit is destroyed, it drops it. If the unit is destroyed in close combat, the other unit picks it up (but may not perform a regroup move, as it is securing the technology).

You score **2 Victory Points** if you demolish the proprietary technology. The technology can be demolished by high explosive (HE 2" or larger) fire: on a successful hit, the technology is destroyed.

At the end of the game calculate which side has won by adding up Victory Points as described above. If one side has more Victory Points than the other, they achieve victory. If both sides have the same number of Victory Points, the game is a draw.

Spike the Guns

Take and hold the enemy gun positions: our boys need a clear path down the road!

Deployment Zone: Divide the table into **quarters**, as per the map below. Both players roll a die. The highest scorer picks a quarter as their own deployment zone; the opponent gets the opposite one.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this can be up to half of the units in the player's army, rounding down. The player must also declare which units are using the Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are allowed.

No units are set up on the table at the start of the game (except for Infiltrators, see below). Any units not left in reserve form the player's First Wave.

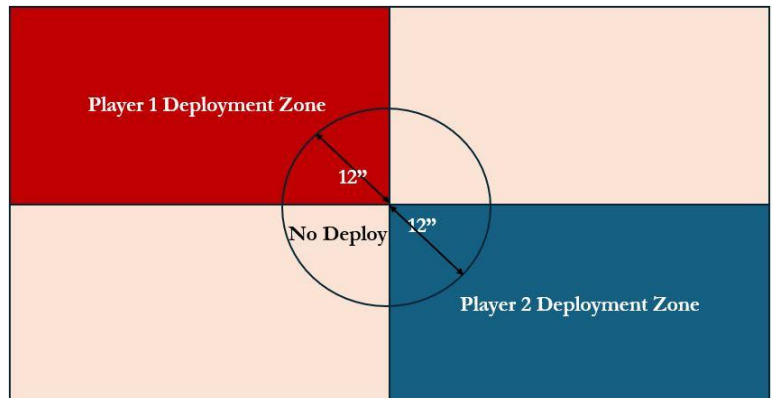
During Turn 1 both players must bring their First Wave onto the table. These units can enter the table from any point on the player's DZE, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units onto the table as part of the First Wave and that troops are not allowed to make an assault when they enter the table.

Victory Conditions: After determining your deployment zone, the highest scorer places one of three objective tokens in their deployment zone, beyond 12" of the center of the board and beyond 6" from any board edge. The other player then places an objective token in their deployment zone in the same way. This continues until each player has placed 3 objective tokens.

Both sides must destroy the enemy's gun positions - imagine the units are equipped with satchel charges for this mission.

At the end of any game turn, roll a die for each unit of your infantry or artillery units that is not *Down* and is within 3" of an enemy objective token. On a roll of 4+ the gun is destroyed.

You score **2 Victory Points for each objective you destroy**. If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!



Radar Station

High command either needs that radar station in our hands, or out of the picture: secure it, or knock it down!

Deployment Zone: Divide the table into **quarters**, as per the map below. Both players roll a die. The highest scorer picks a quarter as their own deployment zone; the opponent gets the opposite one.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this can be up to half of the units in the player's army, rounding down. The player must also declare which units are using the Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are allowed.

No units are set up on the table at the start of the game (except for Infiltrators, see below). Any units not left in reserve form the player's First Wave.

Place an order dice in the bag for each Infiltrator unit, and deploy them in a similar way; Infiltrators may be deployed beyond your deployment zone, such that they are deployed beyond 12" of an enemy unit and outside of your opponent's deployment zone.

During Turn 1 both players must bring their First Wave onto the table. These units can enter the table from any point on the player's DZE, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units onto the table as part of the First Wave and that troops are not allowed to make an assault when they enter the table.

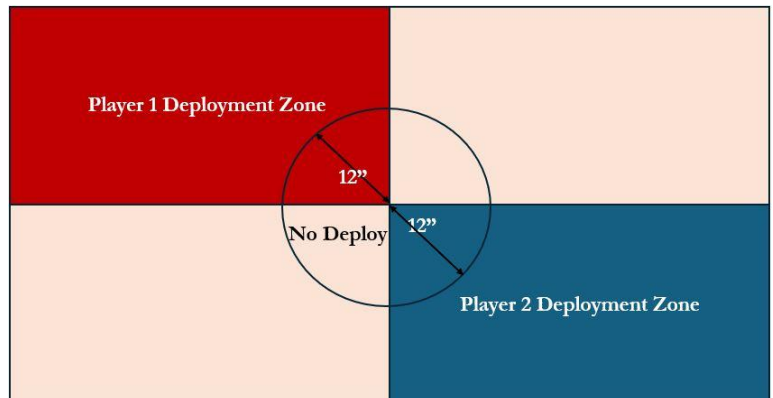
Victory Conditions: After determining your deployment zone, the highest scorer places a radar station in their deployment zone, beyond 12" of the center of the board and beyond 6" from any board edge. The other player then places a radar station in their deployment zone in the same way.

Both sides may capture the enemy radar station (no enemy units within 6" of the radar station at the end of the game) or destroy the enemy radar station (Damage Value: 10+, *Armored All Around*, Treated as a Building that is destroyed if it suffers 9+ hits in a single attack from an HE blast).

You score **5 Victory Points for capturing the radar station**. You score **3 Victory Points for destroying the radar station**.

You score **1 Victory Point** for each enemy unit you remove that was within 6" of the enemy radar station.

If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!



Pool 6: Recovery

The final pool, Pool 6, is all about recovering things - all manner of things. Some of these will be familiar, and some of them are a standard deviation from that, but all of them involve picking stuff up and getting it back to base.

Dossier Recovery is what you expect: grab the briefcase from No Man's Land and get it back to base. It's basically the exact word-for-word victory condition from the book, played on long edges, with Meeting Engagement as your deployment type. So this one is "by the book" with no weird twists in it.

Fast units are useful here, as getting to the dossier and running it back to your force is a must. Depending on how you use them, **Fixed weapons in Ambush** can also be useful, as once they're on the board they can screen for your forces as they fall back to friendly lines with the intel. In a shocking turn of events, **tanks** are actually less useful here: they're not that fast, they can't grab the intel, and they're not as maneuverable as their half-tracked and wheeled counterparts, so while durable firepower is always nice, they don't help much with scoring in this scenario.

Prisoner Exchange is an interesting one: both divisions in the local area have taken prisoners, so your platoons have been dispatched to take some prisoners of your own to use to trade. This means you need to wipe out units in close combat (as they surrender and you take them prisoner), or you need to panic units off the table while not in their deployment zone (they are so far forward from their lines that instead of turning their backs and risking getting shot down, they instead come forward with their hands up).

So on the one hand, naturally you want **assault units** and **pin generating units** to capture the enemy, but those pin generating units need to avoid blowing up the entire unit in the process, so **big HE templates** are less useful here (even if they add a lot of pins), as they run the risk of terminating potential prisoners. Similarly **massed machine guns** aren't that useful here, as, again, no prisoners.

Raid is all about taking everything - ammunition, fuel, food - from the enemy camp. You're trying to haul off as many of the 6 resource tokens in your opponent's deployment zone as possible, all while protecting your own.

Fast infantry squads are great for getting in and grabbing equipment, but **durable squads** are perhaps more important, as 1) they stand a better chance of making it all the way back to your deployment zone, and 2) if you have 10+ men in the squad you can actually carry 2 tokens with the squad instead of the usual 1. It's a gamble, and a lot of points in one place, but you can do it.

Lost Patrol is played in Quarters, with one infantry section deployed in a neutral sector. Your job is to get as many members of your lost squad back to your deployment zone and keep them safe until the game is over.

A **large squad** is capable of scoring you more Victory Points as it has more men and is more likely to survive enemy fire, but it also makes it harder to commit that squad to fighting, so you're hiding a unit worth a lot of points (and points are also scored for removing units). So there's a lot of give and take on this one.

Squad-deleting weapons are good here: machine guns, submachine guns, howitzers, and autocannons will all prove useful. **Small teams** and fragile units like **transports** and **tows** are easily removed, presenting a liability.

And finally **Saving Private Clueless** is very different: it's played as a Meeting Engagement mission where both sides are trying to recover their missing man, but he's not very helpful in the process!

Pin Generation is a critical thing here: keeping the enemy from firing at the chucklehead you're trying to rescue will help you immensely, so even if you can't remove them, at least pinning them down will help. Units that are **Fixed or Slow** may prove less useful, as you will arrive later to secure and return him.

Dossier Recovery

Some of our intelligence has been compromised in the field. Retrieve it at all costs!

Deployment Zone: Divide the table into two halves, as per the map below. Both players roll a die. The highest scorer picks a deployment zone as their own; the opponent gets the opposite.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this can be up to half of the units in the player's army, rounding down. The player must also declare which units are using the Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are allowed.

No units are set up on the table at the start of the game (except for Infiltrators, see below). Any units not left in reserve form the player's First Wave. Infiltrating units are deployed before the game begins, drawing an order dice from the bag to deploy each infiltrating unit. They may deploy anywhere on the board beyond 12" of the opponent's deployment zone edge (DZE).

During Turn 1 both players must bring their First Wave onto the table. These units can enter the table from any point on the player's DZE, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units onto the table as part of the First Wave and that troops are not allowed to make an assault when they enter the table.

Victory Conditions: First set up the briefcase marker in the center of the table. This should be a 25mm diameter round marker, treated as impassable terrain (no effect on line of sight, cover, etc.).

To seize the briefcase, an infantry unit must *Advance* or *Run* and end its move with one model touching the briefcase (or occupying the building section where the briefcase is). That model immediately picks up the briefcase and will carry it as its unit moves.

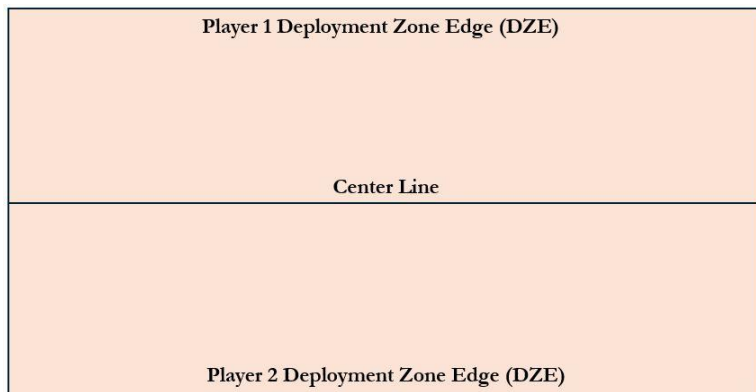
If the model carrying the marker is killed, the marker is immediately transferred to any other model in the unit. If the entire unit is destroyed/removed from play, the briefcase is left there for someone else to pick up later.

If the unit carrying the briefcase is destroyed in an assault, the enemy unit that destroyed it can immediately claim the briefcase and place it next to one of their models before they make their regroup move.

If the briefcase ever ends up in impassable terrain, then units pick it up by moving into contact with that impassable terrain.

Note that in this scenario, the unit carrying the briefcase is allowed to deliberately move off its own DZE - to do so, the unit must be successfully ordered to *Advance* or *Run*, and then all the models in the unit need to move into contact with their own DZE. If a unit carries the briefcase off the table, the game ends immediately and that player wins. Otherwise, the result is a draw.

Note that in this scenario, all units (including infiltrators) must be deployed more than 12" from the briefcase, so they cannot seize it on Turn 1 of the game, unless of course they disembark from a transport that has moved close enough.



Prisoner Exchange

We're trying to get some of our prisoners back from past incursions. Capture some enemy soldiers so we'll have something to trade.

Deployment Zone: Divide the table into **quarters**, as per the map below. Both players roll a die. The highest scorer picks a quarter as their own deployment zone; the opponent gets the opposite one.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this can be up to half of the units in their army, rounding down. The player must also declare which units are using the Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are allowed.

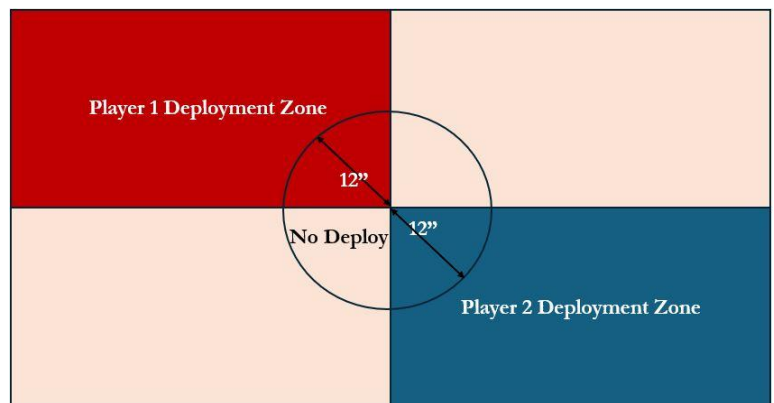
Both players then put an order die in the bag for every unit that is not in reserve, mounted on a transport, or using the Infiltrators rule, and therefore needs to be deployed. Then draw a die and the player whose die has been drawn must deploy one of their units entirely in its deployment zone. Continue to do this until there are no dice left in the bag.

Then place an order dice in the bag for each Infiltrator unit, and deploy them in a similar way; Infiltrators may be deployed beyond your deployment zone, such that they are deployed beyond 12" of an enemy unit and outside of your opponent's deployment zone.

Victory Conditions: You score **2 Victory Points** for every enemy unit destroyed in close combat.

You score **1 Victory Point** for every enemy unit that fails a **Morale** check and flees the field outside of **their deployment zone** (as they put up their hands and surrender to you).

At the end of the game calculate which side has won by adding up Victory Points as described above. If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!



Raid

The enemy has food, fuel, ammunition - if it isn't bolted down, take everything you can!

Deployment Zone: Divide the table into two halves, as per the map below. Both players roll a die. The highest scorer picks a deployment zone as their own; the opponent gets the opposite.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this can be up to half of the units in their army, rounding down. The player must also declare which units are using the

Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are not allowed.

Players place their Resource Tokens on the board (see below under *Victory Conditions*) before units are placed.

Both players then put an order die in the bag for every unit that is not in reserve, mounted on a transport, or using the Infiltrators rule, and therefore needs to be deployed. Then draw a die and the player whose die has been drawn must deploy one of their units entirely in its deployment zone. Continue to do this until there are no dice left in the bag.

Then place an order dice in the bag for each Infiltrator unit, and deploy them in a similar way; Infiltrators may be deployed beyond your deployment zone, such that they are deployed beyond 12" of an enemy unit and outside of your opponent's deployment zone.

Victory Conditions: After deployment zones are selected, the highest scorer places a 25mm Resource Token in their deployment zone, at least 6" from the board edge, and at least 12" from each other. Then the lowest scorer places a Resource Token in the same manner. Alternate placement until each player has placed 6 Resource Tokens.

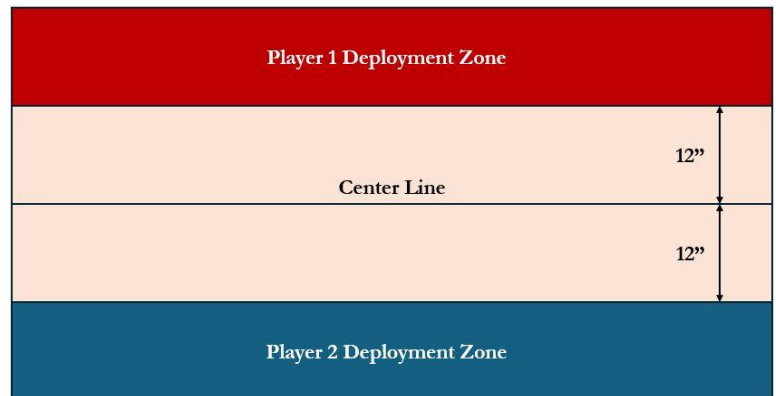
Units that end their activation in base contact with a Resource Token pick it up. Infantry and Artillery units with 9 or less men may carry 1 Resource Token; Infantry units with 10 or more men may carry 2 Resource Tokens. If an infantry section drops below 10 men and they are carrying 2 Resource Tokens, they immediately drop one of them (controlling player's choice): place it in base contact with the furthest back model in the unit. Vehicles may carry a number of Resource Tokens equal to half their length from front to rear, rounded up.

A Resource Token is considered to be recovered if it ends the game in your deployment zone. Once the unit is back in your deployment zone, it may choose to drop the Resource Token at the end of its movement. If a unit is removed and it is carrying a Resource Token, it drops the token. If the unit is destroyed in close combat, the other unit may choose to pick it up (but that also ends its movement: it cannot perform a regroup move).

You score **2 Victory Points for every Resource Token you recover**. A Resource Token is considered to be recovered if it is in your deployment zone (dropped or carried by an ally), and not being carried by an enemy unit.

You score **1 Victory Point for every Resource Token you are carrying outside your deployment zone**.

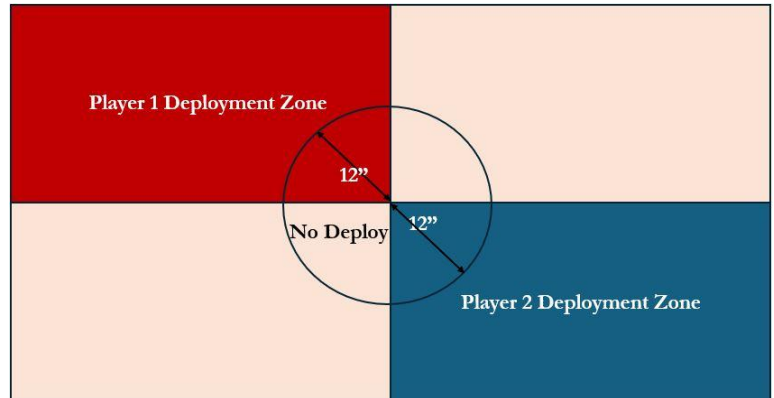
At the end of the game calculate which side has won by adding up Victory Points as described above. If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!



Lost Patrol

One of our squads hasn't checked in: make sure the enemy hasn't captured them!

Deployment Zone: Divide the table into **quarters**, as per the map below. Both players roll a die. The highest scorer picks a quarter as their own deployment zone; the opponent gets the opposite one. Then, the lowest scorer chooses a neutral quarter: their missing infantry section is deployed beyond 12" from the center of the board, beyond 12" from their own deployment zone, and beyond 6" of any board edge. The highest scorer then deploys their missing infantry section in a similar way in the opposite neutral quarter.



You may choose any infantry section or infantry team as your Missing Squad, but they may not be deployed in a vehicle or transport.

For Turn 1, neither of the infantry sections is assigned an order. Rather, they start Turn 1 having already been assigned the *Rally* order.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this **must** be at least half of the units in the player's army, rounding up. The missing squad does not count toward your army's total unit count for the purposes of calculating how many units must be left in reserve. The player must also declare which units are using the Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are not allowed.

Both players then put an order die in the bag for every unit that is not in reserve, mounted on a transport, or using the Infiltrators rule, and therefore needs to be deployed. Then draw a die and the player whose die has been drawn must deploy one of their units entirely in its deployment zone. Continue to do this until there are no dice left in the bag.

Then place an order dice in the bag for each Infiltrator unit, and deploy them in a similar way; Infiltrators may be deployed beyond your deployment zone, such that they are deployed beyond 12" of an enemy unit and outside of your opponent's deployment zone.

Victory Conditions: You score **2 Victory Points for each member of your missing squad you recover**. You recover a member of the squad if they are in your deployment zone at the end of the game.

You score **1 Victory Point for every enemy unit destroyed**.

At the end of the game calculate which side has won by adding up Victory Points as described above. If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!

Saving Private Clueless

High Command has requested that we pull a specific soldier off the line, but he's gotten in way over his head...

Deployment Zone: Divide the table into two halves, as per the map below. Both players roll a die. The highest scorer picks a deployment zone as their own; the opponent gets the opposite.

Deployment Type: Both players roll a die. The highest scorer declares which of their units (if any) are being left in reserve - this can be up to half of the units in the player's army, rounding down. The player must also declare which units are using the Infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Outflanking units are allowed.

No units are set up on the table at the start of the game (except for Infiltrators and the Private Clueless for both sides, see below). Any units not left in reserve form the player's First Wave. After the Private Clueless has been placed for both sides (as noted below), infiltrating units are deployed before the game begins, drawing an order dice from the bag to deploy each infiltrating unit. They may deploy anywhere on the board beyond 12" of either Private Clueless model and beyond 12" of the opponent's deployment zone edge (DZE).

During Turn 1 both players must bring their First Wave onto the table. These units can enter the table from any point on the player's DZE, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units onto the table as part of the First Wave and that troops are not allowed to make an assault when they enter the table.

Victory Conditions: Before the start of Turn 1, both players place their Private Clueless on the board within 6" of the Center Line, and beyond 12" of each other.

Private Clueless is assumed to have the following attributes: **Regular veterancy**, **Infiltrator**, **Stubborn**, **1 Light Machine Gun**, and **Brash Beyond Belief** (Private Clueless does not suffer the -1 penalty for shooting the light machine gun due to not having a loader, does not suffer a -1 to his Morale for not having an NCO, will not flee the board due to having pins equal to his morale, and may not declare a *Run* order while he has no pin markers).

Private Clueless does not generate an order dice: if you wish to activate and move Private Clueless, another unit gives its order dice to the observer for the turn and does not activate.

You score **5 Victory Points** if your Private Clueless ends the game within 12" of your Deployment Zone Edge.

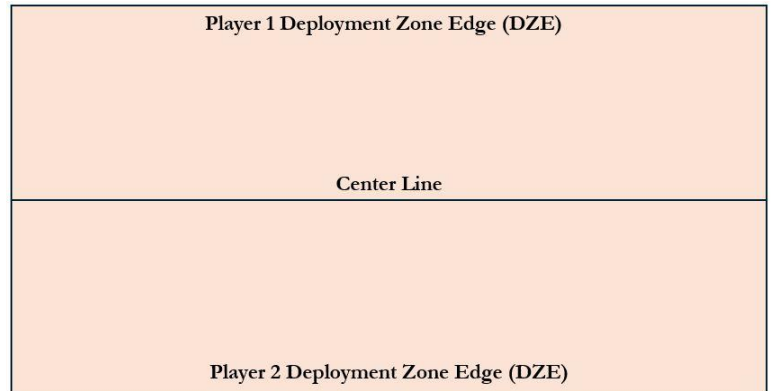
You score **4 Victory Points** if you capture the enemy Private Clueless in a close combat assault.

You score **3 Victory Points** if your Private Clueless ends the game on the board.

You score **2 Victory Points** if you remove the enemy Private Clueless from the board with shooting.

You score **1 Victory Point for every enemy unit destroyed**.

At the end of the game calculate which side has won by adding up Victory Points as described above. If one side scores at least 2 more Victory Points than the other, then that side has won a clear victory. Otherwise, the result is deemed too close to call and honors are shared - a draw!



Unreleased Army Lists

Currently in Bolt Action 3rd Edition we do not have all minor nations represented with “Get You By” army lists. So until an army book drops that includes their unit choices or a PDF is uploaded, they are effectively unplayable in the current edition (as points costs have changed a bit for various units).

And that makes us sad, because you should be able to play the things you want to play, and as a Minor Nation Primary player, I can attest that playing a minor nation is a passion project and labor of love, as you lack the options that the Big Five (heck, the Big Seven if you include Italy and France) have.

So we have slowly started work on doing the research to present additional army lists for those nations. Tournament organizers using this pack may choose to include them as options for players if they so choose.

Our first army list is **China**, and by “army” I actually mean three armies, as they are quite distinct based on which period between 1911 and 1945 you’re referring to. We provide lists for running an army under the command of the **warlords** that rose to power following the end of dynastic rule but before the Kuomintang consolidated its rule, the **Kuomintang nationalist** government that fought against the Japanese during the Interwar Period and World War II, and the **Communist** army that warred against the Kuomintang but signed a truce with them to repel the Japanese until the end of the war.

Next is **Denmark**: a nation that was only in the war for a few hours, but had quite the interesting lead-up to World War II in terms of preparation. Many daring acts were done during that time, and many more were done following the surrender both to save the local Jewish community but also through partisan activity during the occupation, so there is a rich history here for those interested in studying it.

The next army list is **Slovakia**. Home to a surprising amount of technological innovation during the war, Slovakia benefitted from being untouched in World War I and joined the Axis Powers without dramatic disruption to their local industry heading into World War II. Slovakia was home to quite excellent tank production, as shown in the quality of their tanks early on in the war.

Next we have **Australia**: a thematic and interesting army from the Commonwealth that first appeared in the *New Guinea* supplement. We’ve updated the point costs for units and added a few that were historically present with Australian forces but were not available in 2nd Edition.

Plans are in the works for a revamp to the **Partisans** that gives options for various different types of partisan groups (France, Greece, Norway, Netherlands, Poland, and Ukraine), a **Spanish** list (even though Spain didn’t participate in the war, but they did have an army at the time, so you can use this for “what if” scenarios where Francisco Franco joins the war, for example), and potentially some additional **Commonwealth** armies (like India, New Zealand, and Canada), but with the research load being high already, I don’t want to promise too much. More on that as it comes.

China

China: there's a lot to say about them, but the critical thing for our purposes is that their **technology changes** dramatically depending on who is in charge and who they are trading with. If you like Soviet weapon systems, the Communist forces get access to those systems. If you like American weapons you'll find several of those under the Nationalist forces. If you like French weapon systems you'll find those under the Warlord and Nationalist forces.

But China plays like a weird version of the Soviet Union: they're relying on massed numbers supported by a range of heavy weapons. Unlike the Soviet Union, though, China had minimal home-grown industry for producing heavy weapons, so their stock of tanks, field guns, and armored cars are all imports from other nations. So good news: if you've already invested in American, Japanese, or Soviet weaponry, you're in luck: you can use them here too!

In 2nd Edition the lists for China are incomplete: there are missing infantry sections (to represent other forms of training that they received), missing anti-aircraft options, and missing tanks. We have provided these here, along with the updated price point for 3rd Edition.

The Chinese Army over the course of the late 1930s and through the 1940s went through many changes, with different heads of leadership and military doctrines causing the army to look and act radically differently based on who was in command. The result is that, much like the Chinese army list in 2nd Edition, we have three different ways to play the Chinese in 3rd Edition: the **Kuomintang (KMT) Nationalists** (who fought heavily against the Japanese in the 1930s and 1940s, as well as against the Communists in Southern China leading up to World War II), the **Warlords** who rose up following the end of the dynasty of emperors during the Interwar Period, and the **Communists** who fought the Nationalists under Mao Zedong, but then declared an uneasy truce following the Japanese invasion to repel Japanese forces in the Southeast portion of the country.

Nationalist forces have the widest range of options, mostly because Chiang Kai-shek received a wide range of support from various nations throughout the 1930s and 1940s. If you like playing a wide range of options from a more traditional style of force, the Nationalists have a lot of options for you. This also means the "default" way to play as China is assumed to be the Nationalist forces, as they had the widest access to equipment and were in power for the longest period of time. Nationalist options will be marked in **green**.

The **Warlords** have older technology (due to their rise to power in the 1910s through the 1920s), but this also means their options are cheaper, allowing you to field more units in your force. They also gain easier access to mounted forces, so if you like cavalry units, Warlords give you a greater chance to field those. Warlord options will be marked in **blue**.

The **Communists** have access to more Soviet equipment (due to the wider support for Mao's forces), so if you prefer Soviet units to American units, you'll find that force more appealing. While they don't get as many heavy options, their more infantry-focused playstyle does give you a good bit more mobility, as you're not focused on fixed weapon systems as much for firepower. Communist options will be marked in **red**.

Options available to everyone will be left in black.

Army Special Rules

Below are the army special rules for Chinese armies:

- **Flag:** Battle flags were used to inspire heroism on the battlefield. One man in an officer squad may replace all of his weapons with a flag. Units within 12" of the flag may reroll failed Rally order tests.
- **Guerilla Tactics:** Chinese forces utilized guerilla warfare extensively along the contact line with Japan to tie down vast numbers of Japanese forces. Chinese regular and veteran infantry gain the *Fieldcraft* special rule.

Chinese armies may then choose one of the following three rules, depending on which style of Chinese force is being represented:

- **Sparrow Tactics (Communists Only):** Communist forces made up for their lack of heavy weaponry with an aggressive ambush strategy centered around a mobile force. At the start of the game, after deployment but before the start of the First Turn, all of your Regular and Veteran infantry units may perform a free 9" Move. This move may trigger an *Ambush* order if there are enemy units set on *Ambush*.
- **Bodyguard (Warlords and Nationalists Only):** Chinese soldiers assigned to an officer took their duty very seriously, guarding him with their lives. If an officer is hit and wounded by a sniper, one of the assistants to the officer is removed instead (if an assistant still remains in the squad).
- **Localized Support:** Chinese forces relied on inside information about the areas they deployed to so that they could set effective ambushes and effectively resupply and redeploy. Chinese units do not suffer the -1 penalty to arrive from reserves, and do not suffer the -1 penalty to arrive on the board when outflanking.

Infantry

Headquarters

Officer

Cost	- Platoon Commander (1st or 2nd Lieutenant): 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)
	- Company Commander (Captain or Major): 42pts (Inexperienced), 60pts (Regular), 78pts (Veteran)
Team	1 officer and up to 2 further men
Weapons	Pistol, submachine gun, rifle, or sword as depicted on the models
Options	- Nationalists and Communists Only: Add up to 2 men at a cost of +7pts per man (Inexperienced), +10pts per man (Regular), or +13pts per man (Veteran) - Warlords Only: Add up to 4 men at a cost of +7pts per man (Inexperienced), +10pts per man (Regular), or +13pts per man (Veteran) - Warlords Only: You may purchase horses for +3pts per man
Special Rules	- Tough Fighters (if submachine gun or sword is taken)

Political Officer (Communist Only)

Cost	15pts (Inexperienced)
Team	1 officer and up to 2 further men
Weapons	Pistol
Options	- Add up to 2 men at a cost +7pts per man (Inexperienced)
Special Rules	- Aggressive Motivation: When an infantry unit fails an Order test within 6" remove a model and reroll the Order test (once per order die)

Medic

Cost	23pts (Regular), 30pts (Veteran)
Team	1 medic and up to 2 further men
Weapons	None
Options	- Add up to 2 men at a cost +8pts per man (Regular), or +11pts per man (Veteran)

Forward Observer

Cost	Forward Observer (artillery) 90pts (Veteran)
Team	1 artillery forward observer and up to 2 further men
Weapons	Pistol, submachine gun or rifle, as depicted on the models
Options	- The officer may be accompanied by up to 2 men at a cost of +14pts per man (Veteran)
Special Rules	- Infiltrator

Infantry Squads and Teams

Conscript Section

Cost	49pts (Inexperienced)
Team	1 NCO and 6 men
Weapons	Rifles
Options	- Add up to 7 additional men for +7pts each (Inexperienced) - Warlords Only: The entire squad may be given the <i>Stubborn</i> special rule for +1pt per man
Special Rules	Green

Nationalist Infantry Section

Cost	70pts (Regular), 91pts (Veteran)
Team	1 NCO and 6 men
Weapons	Rifles
Options	- Add up to 7 additional men for +10pts each (Regular), or +13pts each (Veteran) - May give the NCO an SMG (+4pts) - One soldier may have an LMG for +15pts. Another soldier becomes the loader. If you take an LMG, you may pay an additional +5pts to upgrade it to an MG34 light machine gun (having 5 shots instead of 4) - The entire squad may be given the Engineers special rule for +1pt per man - The entire squad may be given anti-tank grenades for +2pts per man
Special Rules	- Initiative Training (Veterans Only): When the NCO is slain by a sniper, roll a D6: on a 2+ another man in the squad becomes the new NCO.

Warlord Infantry Section

Cost	70pts (Regular), 91pts (Veteran)
Team	1 NCO and 6 men
Weapons	Rifles
Options	- Add up to 7 additional men for +10pts each (Regular), or +13pts each (Veteran) - May give the NCO an SMG (+4pts) - One soldier may have an LMG for +15pts. Another soldier becomes the loader - The entire squad may be given the Engineers special rule for +1pt per man - The entire squad may be given anti-tank grenades for +2pts per man - The entire squad may be given the <i>Stubborn</i> special rule for +1pt per man

Communist Infantry Section

Cost	70pts (Regular), 91pts (Veteran)
Team	1 NCO and 6 men
Weapons	Rifles
Options	- Add up to 7 additional men for +10pts each (Regular), or +13pts each (Veteran) - May give the NCO an SMG (+4pts) - One soldier may have an LMG for +15pts. Another soldier becomes the loader - The entire squad may be given the Engineers special rule for +1pt per man - The entire squad may be given anti-tank grenades for +2pts per man - The entire squad may be given the <i>Fanatics</i> special rule for +2pts per man

Nationalist X and Y Force Infantry Section

Cost	56pts (Inexperienced), 77pts (Regular), 98pts (Veteran)
Team	1 NCO and 6 men
Weapons	Rifles
Options	- Add up to 7 additional men for +8pts (Inexperienced), +11pts each (Regular), or +14pts each (Veteran) - May give the NCO an SMG (+4pts) - One soldier may have an LMG for +15pts. Another soldier becomes the loader. - If you do not take an LMG, you may instead give one soldier a BAR for +6pts - The entire squad may be given the Engineers special rule for +1pt per man - The entire squad may be given anti-tank grenades for +2pts per man
Special Rules	- Stubborn

Nationalist Big Sword Squad

Cost	117pts (Veteran)
Team	1 NCO and 6 men
Weapons	Rifles and Swords
Options	- Add up to 7 additional men for +17pts (Veteran) - May give the NCO and up to 2 men an SMG (+3pts per man) - One soldier may have an LMG for +15pts. Another soldier becomes the loader. - The entire squad may be given anti-tank grenades for +2pts per man
Special Rules	- Tough Fighters - Fanatics - Reckless Charge: When within 12" of an enemy unit and performing a Run action to assault that unit, the unit may reroll failed Order tests

Guerilla Cell (Nationalists and Communists Only)

Cost	27pts (Inexperienced), 36pts (Regular), 45pts (Veteran)
Team	1 NCO and 2 men
Weapons	Rifles
Options	- Add up to 6 additional men for +9pts (Inexperienced), +11pts each (Regular), or +14pts each (Veteran) - May give any man an SMG (+4pts per man) - One soldier may have an LMG for +15pts. Another soldier becomes the loader. - The entire squad may be given anti-tank grenades for +2pts per man - Communists Only: The entire squad may be given the <i>Fanatics</i> special rule for +2pts/man
Special Rules	- Infiltrator - Fieldcraft

Scout Team

Cost	45pts (Veteran)
Team	1 NCO and 2 men
Weapons	Rifles
Options	- May give any man an SMG (+4pts per man) - Warlord and Communists Only: May give all men horses for +3pts per man - Warlords Only: The entire squad may be given the <i>Stubborn</i> special rule for +1pt per man
Special Rules	- Infiltrator - Behind Enemy Lines

Cavalry Section

Cost	65pts (Regular)
Team	1 mounted NCO and 4 men mounted on horses
Weapons	Cavalry Carbines
Options	- Add up to 5 additional men at a cost of +13pts each - The entire squad may be given anti-tank grenades for +2pts per man - Warlords Only: The entire squad may be given the <i>Stubborn</i> special rule for +1pt per man
Special Rules	- Tough Fighters (if option taken) - Cavalry Carbines: These short-barreled rifles count as pistols when used from horseback, and rifles when used on foot (or by motorcycle-mounted units that fire from stationary).

Machine Gun Team

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran - Nationalists Only)
Team	3 men
Weapons	1 MMG
Options	- Communists Only: The machine gun may be upgraded to a Soviet DShK heavy machine gun, and gain an additional crewman, for +20pts - If you upgrade to a heavy machine gun, you may add a pintle mount to it for +5pts - Nationalists Only: If the machine gun team is taken Veteran, it has 7 Attacks instead of 6)
Special Rules	- Team Weapon - Fixed - Flak (if pintle mount is taken)

Boys Anti-Tank Rifle Team

Cost	18pts (Inexperienced), 25pts (Regular), 33pts (Veteran)
Team	2 men
Weapons	1 Anti-Tank Rifle
Special Rules	- Team Weapon

Suicide Anti-Tank Team

Cost	14pts (Inexperienced), 20pts (Regular), 26pts (Veteran)
Team	1 man
Weapons	1 Anti-Tank Mine (assaulted armored vehicles suffer a PEN+8 hit; the man is then removed)
Special Rules	- Infiltrator

Sniper Team

Cost	52pts (Regular), 67pts (Veteran)
Team	Sniper and Assistant
Weapons	1 Sniper Rifle (see <i>Sniper</i> special rule), and each man has a pistol
Special Rules	- Team Weapon

Flamethrower Team

Cost	50pts (Regular), 65pts (Veteran)
Team	2 men
Weapons	1 flamethrower (see <i>Flamethrower</i> special rule)
Special Rules	- Team Weapon

Mortar Team

Cost	21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)
Team	2 men
Weapons	1 light mortar
Options	- Upgrade light mortar to medium mortar for +15pts, gaining one extra man and <i>Fixed</i> - Upgrade light mortar to heavy mortar for +25pts, gaining two extra man and <i>Fixed</i> - Medium and heavy mortars may add a spotter for +10pts
Special Rules	- Team Weapon - Fixed (if medium or heavy mortar option is taken)

Field Artillery

Howitzers

Cost	32pts (Inexperienced), 45pts (Regular), 59pts (Veteran)
Team	3 men
Weapons	1 light howitzer
Options	- Nationalist Only: Upgrade the gun to a medium howitzer and gain 1 extra man for +40pts, or to a heavy howitzer and gain 2 extra men for +90pts - Add gun shield for +5pts - Medium and heavy howitzers may add a spotter for +10pts - Warlords and Communists Only: Add up to 2 additional men for +5pts per man
Special Rules	- Team Weapon - Fixed - Gun Shield (if option is taken)

Anti-Tank Guns

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 light anti-tank gun
Options	- Communists Only: Replace light anti-tank gun with a medium anti-tank gun for +20pts
Special Rules	- Team Weapon - Fixed - Gun Shield

Anti-Aircraft Guns

Cost	25pts (Inexperienced), 35pts (Regular), 46pts (Veteran)
Team	3 men
Weapons	1 pintle-mounted light autocannon with a 360-degree arc of fire
Options	- Nationalists Only: Replace the light autocannon with a heavy autocannon for +10pts
Special Rules	- Team Weapon - Flak

Vehicles

Tanks

Renault FT-17/18 (Nationalists and Warlords Only)

Cost	24pts (Inexperienced), 30pts (Regular), 36pts (Veteran)
Weapons	1 turret-mounted MMG
Damage Value	7+ (Armoured Car)
Options	- Upgrade the medium machine gun to a low-velocity anti-tank gun for +30pts (FT-18)
Special Rules	- One-Man Turret - Slow...Pitifully Slow: The Renault FT has the <i>Slow</i> special rule, and cannot make a double-speed <i>Run</i> when given a <i>Run</i> order (thereby avoiding the One-man turret rule) - Low-Velocity Anti-Tank Gun (if taken): This is a light anti-tank gun with a PEN+3 modifier, and is +1 to-hit when not performing an <i>Advance</i> order.

Vickers Carden-Loyd M1931 Amphibious Tank (Nationalists and Warlords Only)

Cost	48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)
Weapons	1 hull-mounted forward-facing MMG
Damage Value	7+ (Armoured Car)
Options	- Remove Open-Topped for +5pts
Special Rules	- Amphibious: May <i>Advance</i> through water terrain - Unreliable: Whenever this unit suffers 1+ pins, it suffers 1 additional pin

Carden-Loyd Mk VI Tankette (Nationalists Only)

Cost	42pts (Inexperienced), 55pts (Regular), 68pts (Veteran)
Weapons	1 hull-mounted forward-facing MMG
Damage Value	7+ (Armoured Car)
Options	- Remove Open-Topped for +5pts
Special Rules	- Open-Topped

Panzer I (Nationalists Only)

Cost	56pts (Inexperienced), 70pts (Regular)
Weapons	2 turret-mounted MMGs
Damage Value	7+ (Armoured Car)

Sutton Skunk Holt Armoured Vehicle (Warlords Only)

Cost	82pts (Inexperienced), 100pts (Regular), 124pts (Veteran)
Weapons	2 forward-facing automatic rifles, 2 rear-facing medium mortars
Damage Value	7+ (Armoured Car)
Special Rules	- Slow - Undermanned (the medium mortars may not be fired as part of an <i>Advance</i> action, and when firing the mortars the automatic rifles cannot be fired)

Captured Type 95 Ha-Go Tank

Cost	76pts (Inexperienced), 95pts (Regular), 114pts (Veteran)
Weapons	1 turret-mounted low-velocity AT gun with rear-facing MMG, and 1 forward-facing hull-mounted MMG
Damage Value	7+ (Armoured Car)
Special Rules	- One-Man Turret - Low-Velocity Anti-Tank Gun: This is a light anti-tank gun with a PEN+3 modifier, and is +1 to-hit when not performing an <i>Advance</i> order.

Captured Type 97 Chi-Ha Tank

Cost	112pts (Inexperienced), 135pts (Regular), 158pts (Veteran)
Weapons	1 turret-mounted light howitzer with rear-facing MMG, and 1 forward-facing hull-mounted MMG
Damage Value	8+ (Light Tank)
Options	- Upgrade the light howitzer to a medium anti-tank gun for +20pts (Type 97 Kai Shinhoto, and adds +1 to-hit when not performing an <i>Advance</i> order.)

Soviet BT-5 Light Tank (Nationalists and Communists Only)

Cost	102pts (Inexperienced), 125pts (Regular), 148pts (Veteran)
Weapons	1 turret-mounted light anti-tank gun with a coaxial MMG
Damage Value	8+ (Light Tank)
Options	- May replace the light ant-tank gun with a light howitzer for free (BT-7 Variant)
Special Rules	- Anti-Tank Gun: Anti-tank guns are +1 to-hit when not performing an <i>Advance</i> order.

T-26 Model 1933 or Vickers 6-Ton Mk E Type B Tank (Nationalists Only)

Cost	91pts (Inexperienced), 105pts (Regular), 119pts (Veteran)
Weapons	1 turret-mounted light anti-tank gun with a coaxial MMG
Damage Value	7+ (Armoured Car)
Special Rules	- Anti-Tank Gun: Anti-tank guns are +1 to-hit when not performing an <i>Advance</i> order.

M3A3 Stuart V (Nationalists Only)

Cost	108pts (Inexperienced), 135pts (Regular), 172pts (Veteran)
Weapons	1 turret-mounted light anti-tank gun with coaxial MMG, and 1 hull-mounted forward-facing MMG
Damage Value	8+ (Light Tank)
Options	- Add Vulnerable for -15pts - Add Recce for +10pts
Special Rules	- Recce (if taken) - Vulnerable (if taken) - Anti-Tank Gun: Anti-tank guns are +1 to-hit when not performing an <i>Advance</i> order.

M4 Sherman 75mm (Nationalists Only)

Cost	168pts (Inexperienced), 210pts (Regular), 262pts (Veteran)
Weapons	1 turret-mounted medium anti-tank gun with coaxial MMG, and 1 hull-mounted forward-facing MMG
Damage Value	9+ (Medium Tank)
Options	- Add Easily Catches Fire for -5pts - Add Easily Catches Fire and Thin Sides for -15pts
Special Rules	- Anti-Tank Gun: Anti-tank guns are +1 to-hit when not performing an <i>Advance</i> order. - Easily Catches Fire (if taken) - Thin Sides (if taken): The unit suffers a +2 to penetration from the sides (instead of +1)

Armoured Cars and Recce Vehicles**Citroen Keresse B2 Armoured Half-Track Car (Warlords Only)**

Cost	56pts (Inexperienced), 69pts (Regular)
Weapons	1 turret-mounted LMG
Damage Value	7+ (Armoured Car)
Special Rules	- Recce

SDKFZ 221 Light Armoured Car (Nationalists Only)

Cost	42pts (Inexperienced), 60pts (Regular), 78pts (Veteran)
Weapons	1 turret-mounted MMG
Damage Value	7+ (Armoured Car)
Options	- Replace turret-mounted MMG with 1 turret-mounted light autocannon with coaxial MMG and 1 forward-facing hull-mounted MMG for +30pts (SDKFZ 222)
Special Rules	- Recce

BA-10 Heavy Armoured Car (Nationalists and Communists Only)

Cost	112pts (Inexperienced), 125pts (Regular), 138pts (Veteran)
Weapons	1 turret-mounted light anti-tank gun with coaxial LMG, 1 forward-facing hull-mounted LMG
Damage Value	7+ (Armoured Car)
Special Rules	- Recce

BA-20M Heavy Armoured Car (Nationalists and Warlords Only)

Cost	52pts (Inexperienced), 65pts (Regular), 78pts (Veteran)
Weapons	1 turret-mounted LMG
Damage Value	7+ (Armoured Car)
Options	- Replace turret-mounted LMG with 1 turret-mounted flamethrower +45pts
Special Rules	- Recce

Captured Type 92 Hokoku-Go Armoured Car (Warlords and Communists Only)

Cost	61pts (Inexperienced), 75pts (Regular)
Weapons	1 turret-mounted MMG and 1 forward-facing hull-mounted LMG
Damage Value	7+ (Armoured Car)
Special Rules	- Recce

Transports and Tows

Civilian Car / Jeep

Cost	14pts (Inexperienced), 18pts (Regular), 22pts (Veteran)
Weapons	None
Damage Value	6+ (Soft-Skinned Vehicle)
Transport	Up to 3 men
Tow	Jeep Only: Light anti-tank gun

Light Truck

Cost	18pts (Inexperienced), 23pts (Regular)
Weapons	None
Damage Value	6+ (Soft-Skinned Vehicle)
Transport	Up to 8 men
Tow	Light howitzer, light or medium anti-tank gun, light anti-aircraft gun
Options	- Add a pintle-mounted medium machine gun covering the front arc for +15pts - Increase to Transport: 12 for +4pts - Increase to Transport: 14 and also tow medium howitzers and heavy anti-aircraft guns for +6pts (Buessing-Nag Truck)

Universal Carrier (**Nationalists Only**)

Cost	40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Weapons	1 forward-facing hull-mounted LMG
Damage Value	7+ (Armoured Carrier)
Transport	Up to 5 men
Tow	Light or medium anti-tank gun
Options	- Add a pintle-mounted LMG with 360-degree arc of fire for +10pts - Replace forward-facing LMG with Boys Anti-Tank Rifle for +10pts - Replace transport with a pintle-mounted Vickers LMG with 360-degree arc of fire for +15pts (has +1 shot over a traditional LMG) - Replace transport with a forward-facing medium mortar for +40pts
Special Rules	- Open-Topped - Turn on the Spot: The carrier may turn on the spot, enabling it to perform a full speed reverse, finishing its move in the direction of travel (may not use while towing)

M2 Half-Track Transport (**Nationalists** Only)

Cost	56pts (Inexperienced), 70pts (Regular), 84pts (Veteran)
Weapons	1 forward-facing HMG
Damage Value	7+ (Armoured Carrier)
Transport	Up to 10 men
Tow	Light, medium, or heavy anti-tank gun, light or medium howitzer, or light or heavy anti-aircraft gun
Options	- Replace forward-facing HMG with a 360-degree arc of fire for +5pts - Add up to 3 pintle-mounted MMGs (Left, Right, and Rear arc only) for +15pts each
Special Rules	- Open-Topped

M3 White Scout Car (**Nationalists** Only)

Cost	54pts (Inexperienced), 68pts (Regular), 82pts (Veteran)
Weapons	1 forward-facing HMG
Damage Value	7+ (Armoured Carrier)
Transport	Up to 8 men
Tow	Light or medium anti-tank gun, light howitzer, light anti-aircraft gun
Options	- Add up to 2 pintle-mounted MMGs (Right/Rear and Left/Rear firing arcs) for +15pts each - Replace transport with Recce for free
Special Rules	- Open-Topped - Recce (if taken)

Artillery Tractor

Cost	12pts (Inexperienced), 15pts (Regular)
Weapons	None
Damage Value	6+ (Soft-Skinned Vehicle)
Tow	Any howitzer, any anti-tank gun, any anti-aircraft gun
Options	- Upgrade to armored tractor (+20pts, becomes Damage Value: 7+)

Horse-Drawn Limber

Cost	8pts (Inexperienced), 10pts (Regular)
Weapons	None
Damage Value	3+ (Literally Soft-Skinned Vehicle)
Tow	Any howitzer, any anti-tank gun, any anti-aircraft gun
Special Rules	- Slow (while limbered)

Denmark

Denmark is a nation that we don't have a lot of data on: they weren't in the war for very long, they were afraid to mass substantial troops and defenses along the German border for fear of escalating tensions in the 1930s, so there's only so much they could do to repel a determined German assault. No blame there, and they only suffered 33 casualties (dead/wounded/captured) compared to the German 85 (dead/wounded, in rough figures).

So what I've extrapolated here is an army list based on what I could find of what they had in stock before they were disarmed by the Germans, and their special rules reflect how the Danes would have fought had, say, they detected German forces massing near the border and had time to make adequate preparations to mount a full defense. If you know more about their defense in the war, please let us know and maybe we'll make a short narrative supplement for you to play!

Also, the original army list in *Germany Strikes* didn't have army special rules: there were two special rules (both bad) tied to the theater selector, but no actual army special rules. So we've created a few here; further commentary on them is available in the next section on new army special rules.

Army Special Rules

Below are the army special rules for Danish armies:

- **Copenhagen Reserves:** When the invasion began, the reserve units near Copenhagen were mobilized to protect the capitol from German forces, whatever the cost. **Inexperienced units in your force gain the *Stubborn* special rule.**
- **Sealand Defenders:** Danish forces that stood their ground against the Germans were overwhelmingly volunteer, but dour in their devotion to defend their homeland and the Royal Family of Denmark. **While in cover, your infantry and artillery units add +1 to the difficulty to wound them.**

Danes may then choose one of the following two rules, depending on which part of the war is represented:

- **Masnado Fort Defenders:** Danish forces built extensive fortifications on the island of Masnado to protect the Danish homeland. **You may take 2 bunkers for free; you may trade out any of these bunkers for gun pits if desired.** These are deployed in your deployment zone after sides have been determined (or in the center, if center deployment is being used); if you don't have a deployment zone (for example, if your army moves onto the board as part of a First Wave), you may place them within 12" of your board edge (or, if you don't have a board edge, as is the case with Confused Fighting, within 12" of any board edge).
- **Partisan Activities:** Danish forces conducted partisan activities until the peace treaty in 1945, utilizing their knowledge of the local area to aid in their ambush operations of German forces. **All Danish infantry sections gain the *Fieldcraft* special rule.** In addition, **all Danish artillery options may start the game on *Ambush* if desired.**

Infantry

Headquarters

Officer

Cost	- Platoon Commander (1st or 2nd Lieutenant): 21pts (Inexperienced), 30pts (Regular)
	- Company Commander (Captain or Major): 42pts (Inexperienced), 60pts (Regular)
Team	1 officer and up to 2 further men
Weapons	Pistol, submachine gun or rifle, as depicted on the models
Options	- Add up to 2 men at a cost of +7pts per man (Inexperienced), or +10pts per man (Regular)

Medic

Cost	23pts (Regular)
Team	1 medic and up to 2 further men
Weapons	None
Options	- The medic may be accompanied by up to 2 men at a cost +8pts per man (Regular)

Forward Observer

Cost	Forward Observer (artillery) 75pts (Regular)
Team	1 artillery forward observer and up to 2 further men
Weapons	Pistol, submachine gun or rifle, as depicted on the models
Options	- The officer may be accompanied by up to 2 men at a cost of +11pts per man (Regular)
Special Rules	- Infiltrator

Infantry Squads and Teams

Infantry Section

Cost	35pts (Inexperienced), 50pts (Regular)
Team	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 6 additional men for +7pts each (Inexperienced), or +10pts each (Regular) - One soldier may have a Madsen LMG for +15pts. Another soldier becomes the loader - The entire squad may be given the Engineers special rule for +1pt per man

Cavalry Section

Cost	65pts (Regular)
Team	1 mounted NCO and 4 men mounted on horses
Weapons	Cavalry Carbines
Options	- Add up to 7 additional men at a cost of +13pts each - The entire squad may be given the Tough Fighters special rule for +1pt per man
Special Rules	- Tough Fighters (if option taken) - Cavalry Carbines: These short-barreled rifles count as pistols when used from horseback, and rifles when used on foot (or by motorcycle-mounted units that fire from stationary).

Machine Gun Team

Cost	35pts (Inexperienced), 50pts (Regular)
Team	3 men
Weapons	1 MMG (Madsen M24 Machine Gun)
Options	- The machine gun may be upgraded to a Madsen M29 heavy machine gun, and gain an additional crewman, for +20pts
Special Rules	- Team Weapon - Fixed

Mortar Team

Cost	21pts (Inexperienced), 30pts (Regular)
Team	2 men
Weapons	1 light mortar
Options	- Upgrade light mortar to medium mortar for +15pts, gaining one extra man and the Fixed special rule - Medium mortars may add a spotter for +10pts
Special Rules	- Team Weapon - Fixed (if medium mortar option is taken)

Field Artillery

Howitzers

Cost	32pts (Inexperienced), 45pts (Regular)
Team	3 men
Weapons	1 light howitzer
Options	- Upgrade the gun to a medium howitzer and gain 1 extra man for +40pts, or to a heavy howitzer and gain 2 extra men for +90pts - Add gun shield for +5pts - Medium and heavy howitzers may add a spotter for +10pts
Special Rules	- Team Weapon - Fixed - Gun Shield (if option is taken)

Anti-Tank Guns

Cost	35pts (Inexperienced), 50pts (Regular)
Team	3 men
Weapons	1 light anti-tank gun
Options	- Replace light anti-tank gun with a light autocannon (does not gain the <i>Flak</i> special rule, as it's on an anti-tank gun chassis) for -10pts
Special Rules	- Team Weapon - Fixed - Gun Shield

Anti-Aircraft Guns

Cost	25pts (Inexperienced), 35pts (Regular)
Team	3 men
Weapons	1 pintle-mounted light autocannon with a 360-degree arc of fire
Special Rules	- Team Weapon - Flak

Vehicles

Armoured Cars and Recce Vehicles

PVM39 (Landsverk Lynx) Light Armoured Car

Cost	96pts (Inexperienced), 110pts (Regular)
Weapons	1 turret-mounted light autocannon with coaxial MMG, one forward-facing and one rear-facing hull-mounted MMGs
Damage Value	7+ (Armoured Car)
Special Rules	- Recce (Dual Direction Steering)

Landsverk L-180 Heavy Armoured Car

Cost	86pts (Inexperienced), 100pts (Regular)
Weapons	1 turret-mounted light autocannon with coaxial MMG, one forward-facing hull-mounted MMG
Damage Value	7+ (Armoured Car)
Special Rules	- Recce

Vickers-Carden-Loyd Patrol Tankette Mk VI

Cost	56pts (Inexperienced), 70pts (Regular)
Weapons	1 turret-mounted MMG
Damage Value	7+ (Armoured Car)
Special Rules	- Recce

Nimbus Motorcycle with Danish M/1938 Machine Gun

Cost	28pts (Inexperienced), 35pts (Regular)
Weapons	1 motorcycle with sidecar with 1 MMG
Damage Value	6+ (Soft-Skinned Vehicle)
Special Rules	- Recce

Transports and Tows

Tempo Gelandewagen 1200

Cost	14pts (Inexperienced), 18pts (Regular)
Weapons	None
Damage Value	6+ (Soft-Skinned Vehicle)
Transport	Up to 3 men
Tow	Light anti-tank gun

Light Truck

Cost	18pts (Inexperienced), 23pts (Regular)
Weapons	None
Damage Value	6+ (Soft-Skinned Vehicle)
Transport	Up to 8 men
Tow	Light howitzer, light or medium anti-tank gun, light anti-aircraft gun
Options	- Add a pintle-mounted medium machine gun covering the front arc for +15pts - Increase to Transport: 12 for +4pts

Artillery Tractor

Cost	12pts (Inexperienced), 15pts (Regular)
Weapons	None
Damage Value	6+ (Soft-Skinned Vehicle)
Tow	Any howitzer, any anti-tank gun, any anti-aircraft gun
Options	- Upgrade to armored tractor (+20pts, becomes Damage Value: 7+)

Horse-Drawn Limber

Cost	8pts (Inexperienced), 10pts (Regular)
Weapons	None
Damage Value	3+ (Literally Soft-Skinned Vehicle)
Tow	Any howitzer, any anti-tank gun, any anti-aircraft gun
Special Rules	- Slow (while limbered)

Slovakia

The Slovaks broke away from the Czechoslovakian government in the 1930s, and were quickly added to the Axis Powers. They aided Germany in the invasion of Poland (*Fall Weiss*) in 1939, and sent over 3,000 men to assist with Operation Barbarossa (*Fall Blau*) on the Eastern Front in 1942-43.

While small in size, Czechoslovakia boasted robust tank production facilities (including the primary facility for creating the Panzer 38(t), one of the best tanks of the Early War period) and a professional, well-organized army, even if it was on the smaller side and lacked some of the elite training of other powers.

I have also found a few entries that were not in the Slovakian list in *Case Blue* (they used anti-tank rifles, for example, early in the war, and I've included several German vehicles that they had access to during Operation Barbarossa and following the retreat from the Caucasuses), so the list is a bit bigger than what you see in that book.

Army Special Rules (copied from *Case Blue*, because they're interesting)

Take Cover: Any infantry or artillery unit that has acted in a turn already, may choose to change their order to *Down* when fired upon. Any unit who goes *Down* in this way, will remain so for the next turn, their dice are not returned to the bag and they do not remove D3 pin markers as usual.

Jury-Rigged Machinery: Slovak vehicles ignore one pin when modifying their morale. However they must still test when they only have one pin.

Limited Officers: Once per game when a platoon commander is killed, the nearest NCO is upgraded to a Platoon Commander, he gains all bonuses such as the +1 to morale and 'You Men Snap to Action', but remains with his original unit.

Infantry

Headquarters

Officer

Cost	- Platoon Commander (1st or 2nd Lieutenant): 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)
	- Company Commander (Captain or Major): 42pts (Inexperienced), 60pts (Regular), 78pts (Veteran)
Team	1 officer and up to 2 further men
Weapons	Pistol, submachine gun or rifle, as depicted on the models
Options	- The officer may be accompanied by up to 2 men at a cost of +7pts per man (Inexperienced), or +10pts per man (Regular), or +13pts per man (Veteran)

Medic

Cost	23pts (Regular) or 30pts (Veteran)
Team	1 medic and up to 2 further men
Weapons	None
Options	- Add up to 2 men at a cost of +8pts per man (Regular), or +11pts per man (Veteran)

Forward Observer

Cost	Forward Observer (artillery) 75pts (Regular), 90pts (Veteran)
Team	1 artillery forward observer and up to 2 further men
Weapons	Pistol, submachine gun or rifle, as depicted on the models
Options	- Add up to 2 men at a cost of +11pts per man (Regular), or +14pts per man (Veteran)
Special Rules	- Infiltrator

Infantry Squads and Teams

Infantry Section

Cost	42pts (Inexperienced), 60pts (Regular), 78pts (Veteran)
Team	1 NCO and 5 men
Weapons	Rifles
Options	- Add up to 7 additional men at a cost of +7pts each (Inexperienced), or +10pts each (Regular), or +13pts (Veteran) - The NCO may replace his rifle with an SMG (+4pts) - One soldier may have a ZB vz. 26 LMG for +15pts. Another soldier becomes the loader - The entire squad may be given the Engineers special rule for +1pt per man - The entire squad may be given anti-tank grenades for +2pts per man

Mountain Infantry Section

Cost	66pts (Regular), 84pts (Veteran)
Team	1 NCO and 5 men
Weapons	Rifles
Options	- Add up to 7 additional men at a cost of +11pts (Regular), or +14pts (Veteran) - One soldier may have a ZB vz. 26 LMG for +15pts. Another soldier becomes the loader - The NCO may replace his rifle with an SMG (+4pts) - The entire squad may be given anti-tank grenades for +2pts per man
Special Rules	- Fieldcraft

Paratrooper Section

Cost	70pts (Veteran)
Team	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 6 additional men at a cost of +14pts (Veteran) - One soldier may have a ZB vz. 26 LMG for +15pts. Another soldier becomes the loader - The NCO and up to 2 men may replace their rifles with an SMG (+4pts per man) - The entire squad may be given anti-tank grenades for +2pts per man
Special Rules	- Stubborn

Dragoon Section

Cost	80pts (Veteran)
Team	1 mounted NCO and 4 men mounted on horses
Weapons	Cavalry Carbines
Options	- Add up to 7 additional men at a cost of +16pts each - The entire squad may be given the Tough Fighters special rule for +1pt per man
Special Rules	- Tough Fighters (if option taken) - Cavalry Carbines: These short-barreled rifles count as pistols when used from horseback, and rifles when used on foot (or by motorcycle-mounted units that fire from stationary). - The Slovakian cavalry was not trained to charge into battle, but rather acted as a mobile reserve, or resistance pursuit unit. Slovakian cavalry units may not move into contact with an enemy unit while mounted. On the other hand, Slovakian cavalry sections do not suffer the -1 to their leadership roll to arrive from reserve

Motorcycle Section

Cost	60pts (Regular), 72pts (Veteran)
Team	1 mounted NCO and 3 men mounted on motorcycles
Weapons	Rifles
Options	- Add up to 4 additional men at a cost of +15pts each (Regular), or +18pts each (Veteran) - One man may be given an LMG (+15pts), another becomes the loader - The entire squad may be given anti-tank grenades for +2pts per man
Special Rules	- Motorcycles

Partisan Section

Cost	35pts (Inexperienced), 50pts (Regular)
Team	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 15 additional men at a cost of +7pts each (Inexperienced) or +10pts each (Regular) - The NCO and up to 3 men may replace their rifles with an SMG (+4pts per man) - One soldier may have a ZB vz. 26 LMG for +15pts. Another soldier becomes the loader - The entire squad may be given anti-tank grenades for +2pts per man

Machine Gun Team

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 MMG (Madsen M24 Machine Gun)
Special Rules	- Team Weapon - Fixed

Anti-Tank Rifle Team

Cost	18pts (Inexperienced), 25pts (Regular), 33pts (Veteran)
Team	2 men
Weapons	1 Anti-Tank Rifle (ZB vz. 15/19 Anti-Tank Rifle)
Special Rules	- Team Weapon

Mortar Team

Cost	21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)
Team	2 men
Weapons	1 light mortar
Options	- Upgrade light mortar to medium mortar for +15pts, gaining one extra man and the Fixed special rule - Medium mortars may add a spotter for +10pts
Special Rules	- Team Weapon - Fixed (if medium mortar option is taken)

Sniper Team

Cost	52pts (Regular), 67pts (Veteran)
Team	2 men
Weapons	1 Sniper Rifle, each man has a pistol
Special Rules	- Team Weapon - Sniper

Field Artillery

Howitzers

Cost	32pts (Inexperienced), 45pts (Regular), 59pts (Veteran)
Team	3 men
Weapons	1 light howitzer
Options	- Upgrade the gun to a medium howitzer and gain 1 extra man for +40pts - Add gun shield for +5pts - Medium and heavy howitzers may add a spotter for +10pts
Special Rules	- Team Weapon - Fixed - Gun Shield (if option is taken)

Anti-Tank Guns

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 light anti-tank gun
Options	- Upgrade to medium anti-tank gun (+20pts)
Special Rules	- Team Weapon - Fixed - Gun Shield

Anti-Aircraft Guns

Cost	25pts (Inexperienced), 35pts (Regular), 46pts (Veteran)
Team	3 men
Weapons	1 pintle-mounted light autocannon with a 360-degree arc of fire
Special Rules	- Team Weapon - Flak

Flak 88 Dual-Purpose AA/AT Gun

Cost	133pts (Inexperienced), 190pts (Regular), 247pts (Veteran)
Team	7 men
Weapons	1 super-heavy anti-tank gun on a rotating platform
Options	- Add a spotter (+10pts)
Special Rules	- Team Weapon - Gun Shield - Versatile (may fire as a super-heavy anti-tank gun or as a medium howitzer) - Flak

Vehicles

Tanks

LT vz 35 Tank

Cost	108pts (Inexperienced), 135pts (Regular), 162pts (Veteran)
Weapons	1 turret-mounted light anti-tank gun with coaxial MMG and 1 forward-facing hull-mounted MMG
Damage Value	8+ (Light Tank)
Options	- Replace all weapons with a turret-mounted light autocannon with coaxial MMG (-10pts) - Replace light anti-tank gun with <i>Command Vehicle</i> special rule (-25pts)

Panzer III (Early)

Cost	112pts (Inexperienced), 140pts (Regular), 168pts (Veteran)
Weapons	1 turret-mounted light anti-tank gun with 2 coaxial MMGs and one forward-facing hull-mounted MMG
Damage Value	8+ (Light Tank)
Options	- Replace all weapons with 1 turret-mounted medium anti-tank gun with 1 coaxial MMG and 1 forward-facing hull-mounted MMG (+15pts)

Panzer III (Late)

Cost	156pts (Inexperienced), 195pts (Regular), 234pts (Veteran)
Weapons	1 turret-mounted medium anti-tank gun with coaxial MMGs and one forward-facing hull-mounted MMG
Damage Value	9+ (Medium Tank)
Options	- Add Schurzen Skirts (+10pts) - Add Reinforced Rear Armor (+5pts) - Replace all weapons with 1 turret-mounted light howitzer with coaxial MMG and 1 forward-facing hull-mounted MMG (-20pts) - Replace all weapons with 1 turret-mounted flamethrower with coaxial MMG and 1 forward-facing hull-mounted MMG (-20pts)
Special Rules	- Schurzen Skirts (if taken): No PEN+1 for anti-tank rifles and shaped charged weapons hitting the tank from the side - Reinforced Rear Armor (if taken): Shots to the rear add PEN+1 instead of PEN+2

Panzer IV

Cost	140pts (Inexperienced), 175pts (Regular), 210pts (Veteran)
Weapons	1 turret-mounted light howitzer with coaxial MMG and one forward-facing hull-mounted MMG
Damage Value	9+ (Medium Tank)
Options	- Reduce to Damage Value: 8+ (Light Tank) (-40pts) - Replace all weapons with 1 turret-mounted heavy anti-tank gun with coaxial MMG and 1 forward-facing hull-mounted MMG (+50pts) - If the heavy anti-tank gun upgrade is taken, add Schurzen Skirts (+10pts)
Special Rules	- Schurzen Skirts (if taken)

Tank Destroyer

Marder III

Cost	124pts (Inexperienced), 145pts (Regular), 166pts (Veteran)
Weapons	1 hull-mounted forward-facing heavy anti-tank gun and 1 forward-facing hull-mounted MMG
Damage Value	7+ (Armoured Car)
Options	- Replace hull-mounted MMG with pintle-mounted MMG with 360-degree arc of fire (+5pts)
Special Rules	- Open-Topped

Jagpanzer 38(t) (Hetzer)

Cost	164pts (Inexperienced), 205pts (Regular)
Weapons	1 hull-mounted forward-facing heavy anti-tank gun and 1 pintle-mounted MMG with a 360-degree arc of fire
Damage Value	9+ (Medium Tank)
Options	- Replace heavy anti-tank gun with a flamethrower (-50pts)
Special Rules	- Weak Sides

Armoured Cars and Recce Vehicles

OA vz 30 Armoured Car

Cost	61pts (Inexperienced), 75pts (Regular), 89pts (Veteran)
Weapons	1 turret-mounted LMG, one forward-facing hull-mounted LMG
Damage Value	7+ (Armoured Car)
Special Rules	- Recce - May <i>Advance</i> through rough terrain, but only moving 9" and with only 1 pivot

SDKFZ 222 Armoured Car

Cost	72pts (Inexperienced), 90pts (Regular), 108pts (Veteran)
Weapons	1 turret-mounted light autocannon with coaxial MMG
Damage Value	7+ (Armoured Car)
Options	- Replace all weapons with turret-mounted MMG (-30pts), or 1 turret-mounted anti-tank rifle (-25pts), or 1 turret-mounted Panzerbusche 41 (+10pts, SDKFZ 221 Variants)
Special Rules	- Open-Topped - Recce - Panzerbusche 41 (if option is taken): This is a light anti-tank gun with a PEN+2 at long range, PEN+4 at standard range, and PEN+6 at 12" or less

Transports and Tows

Civilian Car

Cost	14pts (Inexperienced), 18pts (Regular), 22pts (Veteran)
Weapons	None
Damage Value	6+ (Soft-Skinned Vehicle)
Transport	Up to 3 men

Light Truck

Cost	18pts (Inexperienced), 23pts (Regular), 28pts (Veteran)
Weapons	None
Damage Value	6+ (Soft-Skinned Vehicle)
Transport	Up to 8 men
Tow	Light howitzer, light or medium anti-tank gun, light anti-aircraft gun
Options	- Add a pintle-mounted medium machine gun covering the front arc for +15pts - Increase to Transport: 12 for +4pts

SDKFZ 251/1 Hanomag Half-Track

Cost	50pts (Inexperienced), 62pts (Regular), 74pts (Veteran)
Weapons	1 pintle-mounted MMG covering the forward arc
Damage Value	7+ (Armoured Carrier)
Transport	Up to 12 men
Tow	Light or medium howitzers, light, medium, or heavy anti-tank guns, light or heavy anti-aircraft guns
Options	- Add a pintle-mounted medium machine gun covering the rear arc for +15pts - Replace the MMG with 1 forward-facing Panzerbusche 41 light anti-tank gun (+35pts, only available to units with the Engineers special rule) - Replace the MMG with 1 forward-facing light anti-tank gun, gains the <i>Command Vehicle</i> special rule, and reduces to Transport: 8 (+41pts)
Special Rules	- Open-Topped - Command Vehicle (if option is taken) - Panzerbusche 41 (if option is taken): This is a light anti-tank gun with a PEN+2 at long range, PEN+4 at standard range, and PEN+6 at 12" or less

SDKFZ 250/1 Half-Track

Cost	44pts (Inexperienced), 55pts (Regular), 66pts (Veteran)
Weapons	1 pintle-mounted MMG covering the forward arc
Damage Value	7+ (Armoured Carrier)
Transport	Up to 5 men
Tow	Light howitzer, light or medium anti-tank gun, light anti-aircraft gun
Options	- Add a pintle-mounted medium machine gun covering the rear arc for +15pts

Artillery Tractor

Cost	12pts (Inexperienced), 15pts (Regular), 18pts (Veteran)
Weapons	None
Damage Value	6+ (Soft-Skinned Vehicle)
Tow	Any howitzer, any anti-tank gun, any anti-aircraft gun
Options	- Upgrade to armored tractor (+20pts, becomes Damage Value: 7+)

Horse-Drawn Limber

Cost	8pts (Inexperienced), 10pts (Regular), 12pts (Veteran)
Weapons	None
Damage Value	3+ (Literally Soft-Skinned Vehicle)
Tow	Any howitzer, any anti-tank gun, any anti-aircraft gun
Special Rules	- Slow (while limbered)

Australia

The Australian Imperial Forces (or AIF) fought alongside the Americans, Dutch, and other Commonwealth forces in the Pacific Theater, utilizing their knowledge of tropical and jungle terrain along with their localized industry to provide critical support to Allied forces. We have updated the army list to a 3rd Edition compatible format, and added units they had historically.

Army Special Rules

Below are the army special rules for Australian armies:

- **Aggressive Patrolling:** The Australian infantry have always sought to dominate no-man's land. No enemy forward deployers may set up within 18" of an Australian unit already deployed. In addition, outflanking enemy units who attempt to arrive at a point within 18" of an Australian unit suffer an additional -1 penalty.
- **Never Give Up:** The Australian fighters of World War II had an immense reputation to live up to. When assaulted or assaulting, Australian infantry and artillery units count as having the *Fanatics* special rule.

Australian armies may then choose one of the following three rules:

- **Australia Is Next:** Australian troops fighting the desperate campaigns of 1942 believed that if they failed their homeland would be invaded next. All Australian infantry units gain the *Stubborn* special rule.
- **Fighting Withdrawal:** Australian troops fought skillfully executed defensive ambushes, waiting until the last moment to strike and then fall back to the next defensive position. Australian AIF and Militia units moving directly toward their long board edge may *Advance* and then flip their dice onto *Ambush*.
- **Jungle Warfare Masters:** Infantry units do not suffer the -1 penalty to Morale if they lose their NCO or officer. Also, all infantry units that are being moved as a result of an *Advance* or *Run* order may go *Down* as a reaction to an *Ambush* even if they have already activated that turn (but to do so they must pass an Order Test; if passed the unit does not lose a pin).

Infantry

Headquarters

Officer

Cost	- Platoon Commander (1st or 2nd Lieutenant): 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)
	- Company Commander (Captain or Major): 42pts (Inexperienced), 60pts (Regular), 78pts (Veteran)
Team	1 officer and up to 2 further men
Weapons	Pistol, submachine gun, rifle, or sword as depicted on the models
Options	- Add up to 2 men at a cost +7pts per man (Inexperienced), +10pts per man (Regular), or +13pts per man (Veteran)

Medic

Cost	23pts (Regular), 30pts (Veteran)
Team	1 medic and up to 2 further men
Weapons	None
Options	- Add up to 4 men at a cost +8pts per man (Regular), or +11pts per man (Veteran)

Forward Observer

Cost	Forward Observer (artillery or air) 75pts (Regular) or 90pts (Veteran)
Team	1 artillery forward observer and up to 2 further men
Weapons	Pistol, submachine gun or rifle, as depicted on the models
Options	- The officer may be accompanied by up to 2 men at a cost of +11pts per man (Regular) or +14pts per man (Veteran)
Special Rules	- Infiltrator

Infantry Squads and Teams

Militia Section

Cost	35pts (Inexperienced)
Team	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 additional men for +7pts each (Inexperienced) - May give the NCO an SMG (+4pts) - One soldier may have an LMG for +15pts. Another soldier becomes the loader. The LMG may be replaced by a Lewis Gun for -5pts (a light machine gun with 3 shots instead of 4)
Special Rules	Green

AIF Infantry Section

Cost	50pts (Regular), 65pts (Veteran)
Team	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 additional men for +10pts each (Regular), or +13pts each (Veteran) - May give the NCO an SMG (+4pts) - One soldier may have an LMG for +15pts. Another soldier becomes the loader.

Jungle Division Infantry Section

Cost	50pts (Regular), 65pts (Veteran)
Team	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 additional men for +10pts each (Regular), or +13pts each (Veteran) - May give the NCO and up to 3 additional men an SMG (+4pts per man) - One soldier may have an LMG for +15pts. Another soldier becomes the loader - The entire squad may be given Jungle Warfare Veterans for +1pt per man
Special Rules	- Jungle Warfare Veterans (<i>if taken</i>: the unit gains <i>Fieldcraft</i>, and may start the game in <i>Ambush</i>)

Company Commando Section

Cost	70pts (Veteran)
Team	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 additional men for +14pts each (Veteran) - May give the NCO and any man an SMG (+4pts per man) - One soldier may have an LMG for +15pts. Another soldier becomes the loader
Special Rules	- Tough Fighters - Behind Enemy Lines (ignore the -1 penalty to arrive from outflank)

Independent Company Raiding Party

Cost	70pts (Veteran)
Team	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 11 additional men for +14pts each (Veteran) - Add a local scout for +38pts - May give the NCO and any man an SMG (+4pts per man) - Up to two soldiers may have an LMG for +15pts each. Another soldier becomes the loader for each - May give all men anti-tank grenades for +2pts per man - May upgrade the squad to Jungle Warfare Veterans for +1pt per man - One Raiding Party may replace its NCO with a Company Commander for 64pts
Special Rules	- Tough Fighters - Behind Enemy Lines (ignore the -1 penalty to arrive from outflank) - Local Scout (choose your outflank arrival side when you arrive, not at the start of the game) - Jungle Warfare Veterans (the unit gains <i>Fieldcraft</i>, and may start the game in <i>Ambush</i>)

Scout Team

Cost	45pts (Regular), 54pts (Veteran)
Team	1 NCO and 2 men
Weapons	Submachine Guns
Options	- The entire squad may be given Jungle Warfare Veterans for +1pt per man
Special Rules	- Infiltrator - Jungle Warfare Veterans (<i>if taken</i> : the unit gains <i>Fieldcraft</i> , and may start the game in <i>Ambush</i>)

Jungle Engineer Section

Cost	40pts (Inexperienced), 55pts (Regular), 70pts (Veteran)
Team	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 additional men for +8pts (Inexperienced), +11pts each (Regular), or +14pts each (Veteran) - May give the NCO and up to 2 men an SMG (+4pts per man) - One soldier may have an LMG for +15pts. Another soldier becomes the loader. - One soldier may have a flamethrower for +30pts. Another soldier becomes the loader. - The entire squad may be given anti-tank grenades for +2pts per man - The entire squad may be given Jungle Warfare Veterans for +1pt per man (Regular and Veteran engineers only)
Special Rules	- Engineers - Jungle Warfare Veterans (<i>if taken</i> : the unit gains <i>Fieldcraft</i> , and may start the game in <i>Ambush</i>)

Papuan Infantry Battalion Section

Cost	45pts (Inexperienced), 60pts (Regular), 75pts (Veteran)
Team	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 additional men with rifles for +9pts (Inexperienced), +12pts (Regular), or +15pts (Veteran) - May give the NCO an SMG (+4pts)
Special Rules	- Infiltrator - Behind Enemy Lines (ignore the -1 penalty to arrive from outflank) - Jungle Warfare Veterans (the unit gains <i>Fieldcraft</i> , and may start the game in <i>Ambush</i>) - Native Troops (This unit does not benefit from the <i>Never Give Up</i> national rule)

Special Z Unit

Cost	75pts (Veteran)
Team	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 6 additional men for +15pts each (Veteran) - May give the NCO and up to 6 men an SMG (+4pts per man) - One soldier may have an LMG for +15pts. Another soldier becomes the loader. - The entire squad may be given anti-tank grenades for +2pts per man - The entire squad may be given the Engineers special rule for +1pt per man
Special Rules	- Behind Enemy Lines (ignore the -1 penalty to arrive from outflank) - Saboteurs (when assigning a board edge for this unit to arrive from outflank, you may choose any board edge, including your opponent's long board edge)

Machine Gun Team

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 MMG
Special Rules	- Team Weapon - Fixed

Boys Anti-Tank Rifle Team

Cost	18pts (Inexperienced), 25pts (Regular), 33pts (Veteran)
Team	2 men
Weapons	1 Anti-Tank Rifle
Special Rules	- Team Weapon

Personal Infantry Anti-Tank (PIAT) Team

Cost	33pts (Inexperienced), 40pts (Regular), 48pts (Veteran)
Team	2 men
Weapons	1 PIAT
Special Rules	- Team Weapon - Shaped Charge

Sniper Team

Cost	52pts (Regular), 67pts (Veteran)
Team	Sniper and Assistant
Weapons	1 Sniper Rifle (see <i>Sniper</i> special rule), and each man has a pistol
Special Rules	- Team Weapon

Flamethrower Team

Cost	50pts (Regular), 65pts (Veteran)
Team	2 men
Weapons	1 flamethrower (see <i>Flamethrower</i> special rule)
Special Rules	- Team Weapon

Mortar Team

Cost	21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)
Team	2 men
Weapons	1 light mortar
Options	- Upgrade light mortar to medium mortar for +15pts, gaining one extra man and <i>Fixed</i> - Upgrade light mortar to heavy mortar for +25pts, gaining two extra man and <i>Fixed</i> - Medium and heavy mortars may add a spotter for +10pts
Special Rules	- Team Weapon - Fixed (if medium or heavy mortar option is taken)

Field Artillery

Howitzers

Cost	32pts (Inexperienced), 45pts (Regular), 59pts (Veteran)
Team	3 men
Weapons	1 light howitzer
Options	- Add gun shield for +5pts - May add a spotter for +10pts - May field as a 25pdr “Short” for -5pts if no gun shield is taken
Special Rules	- Team Weapon - Fixed - Gun Shield (if option is taken)

	- Jungle Gun (if 25pdr “Short” is taken: the crew may move the gun 3” in rough ground if given a Run order)
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Anti-Tank Guns

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 light anti-tank gun
Options	- Replace light anti-tank gun with a medium anti-tank gun for +20pts
Special Rules	- Team Weapon - Fixed - Gun Shield

Anti-Aircraft Guns

Cost	40pts (Inexperienced), 50pts (Regular), 61pts (Veteran)
Team	4 men
Weapons	1 pintle-mounted heavy autocannon with a 360-degree arc of fire
Special Rules	- Team Weapon - Flak

Vehicles

Tanks

M3 Stuart

Cost	100pts (Inexperienced), 125pts (Regular), 150pts (Veteran)
Weapons	1 turret-mounted Light Anti-Tank Gun with a coaxial MMG, 1 hull-mounted forward-facing MMG
Damage Value	8+ (Light Tank)
Options	- Add Recce (+10pts)
Special Rules	- Vulnerable: Opponents add PEN+1 v. sides, rear, and top - Anti-Tank Gun: Anti-tank guns are +1 to-hit when not performing an <i>Advance</i> order.

Sentinel AC1 Cruiser Tank

Cost	88pts (Inexperienced), 110pts (Regular)
Weapons	1 turret-mounted Light Anti-Tank Gun with a coaxial MMG, 1 hull-mounted forward-facing MMG
Damage Value	7+ (Armoured Car)
Special Rules	- Easily Catches Fire - Anti-Tank Gun: Anti-tank guns are +1 to-hit when not performing an <i>Advance</i> order.

Matilda II

Cost	131pts (Inexperienced), 155pts (Regular), 179pts (Veteran)
Weapons	1 turreted light anti-tank gun with coaxial MMG
Damage Value	9+ (Medium Tank)
Options	- Replace Light Anti-Tank Gun with a Light Howitzer (free, Matilda II CS) - Replace Light Anti-Tank Gun with a Flamethrower (free, Matilda II Frog/Murray)
Special Rules	- Slow - Anti-Tank Gun: Anti-tank guns are +1 to-hit when not performing an <i>Advance</i> order.

M3 Lee

Cost	176pts (Inexperienced), 220pts (Regular)
Weapons	1 turret-mounted light anti-tank gun, 1 hull-mounted medium anti-tank gun firing in the front and right arcs
Damage Value	9+ (Medium Tank)
Options	- Add Turret-Mounted MMG (+10pts) - Remove Vulnerable for +20pts - Remove Easily Catches Fire for +5pts
Special Rules	- Improved HE (Medium Anti-Tank Gun Only): 2" HE instead of 1" HE - Vulnerable: Opponents add PEN+1 v. sides, rear, and top - Easily Catches Fire - Anti-Tank Gun: Anti-tank guns are +1 to-hit when not performing an <i>Advance</i> order.

Armoured Cars and Recce Vehicles

Daimler Dingo Armoured Car

Cost	53pts (Inexperienced), 70pts (Regular), 87pts (Veteran)
Weapons	1 hull-mounted forward-facing LMG

Damage Value	7+ (Armoured Car)
Special Rules	- Recce - Open-Topped

Transports and Tows

Civilian Car / Jeep

Cost	14pts (Inexperienced), 18pts (Regular), 22pts (Veteran)
Weapons	None
Damage Value	6+ (Soft-Skinned Vehicle)
Transport	Up to 3 men
Tow	Jeep Only: Light anti-tank gun

Light Truck

Cost	18pts (Inexperienced), 23pts (Regular)
Weapons	None
Damage Value	6+ (Soft-Skinned Vehicle)
Transport	Up to 8 men
Tow	Light howitzer, light or medium anti-tank gun, light anti-aircraft gun
Options	- Add a pintle-mounted medium machine gun covering the front arc for +15pts - Increase to Transport: 12 for +4pts

Bren Universal Carrier

Cost	40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Weapons	1 forward-facing hull-mounted LMG
Damage Value	7+ (Armoured Carrier)
Transport	Up to 5 men
Tow	Light or medium anti-tank gun
Options	- Add a pintle-mounted LMG with 360-degree arc of fire for +10pts - Replace forward-facing LMG with Boys Anti-Tank Rifle for +10pts - Replace transport with a pintle-mounted Vickers LMG with 360-degree arc of fire for +15pts (has +1 shot over a traditional LMG) - Replace transport with a forward-facing medium mortar for +40pts

Special Rules	- Open-Topped - Turn on the Spot: The carrier may turn on the spot, enabling it to perform a full speed reverse, finishing its move in the direction of travel (may not use while towing)
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LVT-4 Buffalo

Cost	75pts (Inexperienced), 94pts (Regular), 113pts (Veteran)
Weapons	2 turret-mounted MMGs
Damage Value	7+ (Armoured Carrier)
Transport	Up to 24 men
Tow	Light or medium anti-tank gun, light howitzer, light anti-aircraft gun
Options	- Add forward-facing MMG (+10pts) - Add pintle-mounted Polsten light autocannon (+35pts) - Upgrade the 2 turret-mounted MMGs to HMGs (+20pts)
Special Rules	- Amphibious - Open-Topped

Artillery Tractor

Cost	12pts (Inexperienced), 15pts (Regular)
Weapons	None
Damage Value	6+ (Soft-Skinned Vehicle)
Tow	Any howitzer, any anti-tank gun, any anti-aircraft gun
Options	- Upgrade to armored tractor (+20pts, becomes Damage Value: 7+)

Horse-Drawn Limber

Cost	8pts (Inexperienced), 10pts (Regular)
Weapons	None
Damage Value	3+ (Literally Soft-Skinned Vehicle)
Tow	Any howitzer, any anti-tank gun, any anti-aircraft gun
Special Rules	- Slow (while limbered)

Updated Army Special Rules

Tournament organizers using this pack may choose to replace the official and “Get You By” army special rules for each of the nations below with these updated special rules. They are intended to be both historically accurate (and include a short blurb to explain what you are recreating with each), unique, flavorful, and interesting for game play. Some may be a bit niche, but they should all prove effective in scenarios that encourage that style of play.

All of these optional special rules are designed to fully replace the rules in the Get You By PDFs. Inasmuch as a rule there is kept, it will be reincluded here.

Belgium

Belgium fell as quickly as it did because of a lack of air defense: had it not been for the German Luftwaffe and Fallschirmjaeger forces, Eben Emael would have held for much longer, and the Belgian troops along the contact line could have been reinforced by allied troops. So what we want to emphasize with their special rules is what their fighting doctrine and training was, which isn't really reflected in World War 2 because of how lopsided the first few days of fighting were.

- **Artillery Focus:** The Belgians had a strong defensive mindset, pre-marking ranges and building observation posts to make their artillery and other defensive assets more accurate. **Belgian howitzers of regular or veteran quality firing direct fire may reroll failed to-hit rolls.** This reflects their training with field artillery, and makes their one real source of heavy weapon damage slightly more reliable (rerolling a 5+ to hit assuming there's a pin is not going to be much more likely to hit, but it does help).
- **Fire Support:** The Belgians heavily relied on the use of machine guns posted in defensive positions to keep away enemy troops and deter incursions along the border (read: they sported 10,560 total machine guns, or 480 machine guns per division, which is 11 per company, and 2-3 per platoon. Only the United States and Germany in specific parts of the front line had a higher ratio than that per platoon). **Belgian Medium Machine Gun Teams and Heavy Machine Gun Teams gain the *Extra Selection* special rule.**

Belgians may then choose one of the following two rules, depending on which aspect of defense is represented:

- **Entrenched Positions:** Belgium was built around a concept of defense: everything was centered around defending a pre-established position, with no intentions of ever going on the offensive. At the start of the game before the first order die is drawn, **the Belgian player may place one Defensive Position** (6" x 6" of heavy cover on three sides) within their deployment zone (or within 12" of their board edge, if there is no deployment zone). If the scenario uses confused fighting and the Belgian player has no deployment zone, they may place it within 12" of any table edge.
- **Forward Artillery Doctrine:** This is the same as in the Get You By PDF (Artillery Observers may call in a second strike after the first one is resolved). If you really like playing with Forward Artillery Observers, they are more effective.

Bulgaria

So, Bulgaria is weird because they didn't fight very much: we see them involved in Greece and mostly doing anti-partisan work with an emphasis on the Balkan States, but they don't feature prominently in any of the major clashes with the Soviet Union (as they never declared war on the Soviet Union) or the US/UK (because of distance/fighting only in the margin).

So we don't have a lot of details to work off of, other than that they are effectively a World War I army in terms of composition with about 130 aircraft and only 121 tanks (and most of those are mid-1930s French tanks, so decent but not great). They are basically not a mechanized/motorized force (very rare, and most of that came as gifts from Germany), so we don't want to boost those either with their special rules. So here's what I would do:

- **Counter-Partisan Experts:** We keep this rule: it's very thematic, and being able to keep people from forward deploying and outflanking is helpful for an army that has limited close combat capability and relies on supporting fire from fixed weapons.
- **Localized Defense:** Bulgarian units were often deployed to the Balkan States and near-domestic locations, making it easier to run logistics and give additional support to their divisions. **Bulgarian units do not suffer the -1 penalty to order tests to arrive from reserves.** Note that this does not apply to outflanking units: this only applies to units held in reserve.

Bulgarians may then choose one of the following two rules, depending on which part of the war is represented:

- **Uprooting Dissidents:** The Bulgarian military faced near-constant partisan activity from Communist party members domestically, leading to extensive experience in detecting ambush threats. **Bulgarian infantry and vehicles detect hidden units within 12" instead of 6".** In addition, **Bulgarian infantry gain +1 to hit against inexperienced units.**
- **Air Assault Preparation:** Bulgaria was subjected to extensive air raids following the retreat of German forces in the aftermath of Operation Barbarossa, leading to weeks of constantly taking cover, returning fire, and relocating. **Bulgarian infantry and artillery that perform a *Run* action may end their activation by changing their order to a *Down* order.** This is similar to the Finns *Advancing* into *Ambush*, but in this case presents a niche ability to *Run* into *Down*, which should increase their longevity (as their units are pretty poor in quality) while also presenting some issues that would keep you from always doing it (*Down* units don't get the benefit of a defending a defensible position in close combat, for example). So there are interesting choices here for you to weigh and consider, and for your opponent to potentially exploit.

Denmark

We noted these above when we gave the full army list, but for ease of access (and deeper commentary on each of them), here's the Danish special rules again:

- **Copenhagen Reserves:** When the invasion began, the reserve units near Copenhagen were mobilized to protect the capitol from German forces, whatever the cost. **Inexperienced units in your force gain the *Stubborn* special rule.** Now *Stubborn* on a Morale of 8 isn't great, but hey: it's better than having modified Morale, even if the odds aren't awesome.
- **Sealand Defenders:** Danish forces that stood their ground against the Germans were overwhelmingly volunteer, but dour in their devotion to defend their homeland and the Royal Family of Denmark. **While in cover, your infantry and artillery units add +1 to the difficulty to wound them.** Now keep in mind: there are no veterans in the entirety of the Danish army list (at least as of 2nd Edition), so what you're actually looking at here is inexperienced and regular troops, when in cover (so it's not everyone), being wounded on 4s and 5s: there are no "wound on 6s" in the entire list (unless it's a regular unit in a bunker or other fortified position, and that assumes that the Extra Protection is not ignored by the attacker). And with their most armored option being 6+ transports and 7+ armoured cars (which don't benefit from this rule, mind you), the army is already easy to wound as it is, so I don't have an issue with giving them a bit more resilience in circumstantial situations.

Danes may then choose one of the following two rules, depending on which part of the war is represented:

- **Masnedo Fort Defenders:** Danish forces built extensive fortifications on the island of Masnedo to protect the Danish homeland. **You may take 2 bunkers for free; you may trade out any of these bunkers for gun pits if desired.** These are deployed in your deployment zone after sides have been determined (or in the center, if center deployment is being used); if you don't have a deployment zone (for example, if your army moves onto the board as part of a First Wave), you may place them within 12" of your board edge (or, if you don't have a board edge, as is the case with Confused Fighting, within 12" of any board edge). This is not a great bonus (2 more cases of heavy cover), but hey: they'll keep your assets alive a bit longer, and likely your supporting fire heavy weapon units, which is really the little firepower the army list has.
- **Partisan Activities:** Danish forces conducted partisan activities until the peace treaty in 1945, utilizing their knowledge of the local area to aid in their ambush operations of German forces. **All Danish infantry sections gain the *Fieldcraft* special rule.** In addition, **all Danish artillery options may start the game on *Ambush* if desired.**

France

France is the nation that needs the revamp the most since free units are disappearing (in my book, this is a good thing), and frankly (lol, did you see what I did there? “Frank”ly? Okay) their new rules are kind of “meh” to be honest (2 strikes from a FAO, chance for inexperienced troops to remove pins).

Now there are many ways they could have addressed this, but I think most of all removing free units gives us a chance to reward specific play styles, which they didn’t really have before (other than “take artillery and shoot a lot at people” which is frankly really boring and highly dependent on the terrain around you). So here’s what I’d do:

- **Artillery Focus:** The French had a strong defensive mindset, pre-marking ranges and building observation posts to make their artillery and other defensive assets more accurate. **French howitzers of regular or veteran quality may reroll failed to-hit rolls when firing indirect** (this does not range in twice in a given turn: it’s a reroll with the same ranging in difficulty). This reflects their training with field artillery, and the extensive range calculation tables they made before the war in preparation for an invasion (even if attacks against prepared French positions rarely took place in the war thanks to the German flank attack).
- **Maginot Line:** The French spent almost 3 billion Francs on the Maginot Line, and while it was not assaulted in a World War I fashion, it presented a substantial deterrence to enemy action due to the security it provided to defense forces. **If you purchase at least one fortification, you gain one of the following: 2 sections of barbed wire, 2 sections of dragon’s teeth, 1 gun pit, or 1 bunker.**

The French may then choose one of the following two rules, depending on which aspect of defense is represented:

- **Massed Troops:** The French concentrated millions of men in a relatively small stretch of territory, and while high command wasn’t very responsive to new developments (which is what ultimately cost the French the war), there is a reason the Germans opted to bypass the entrenched positions of the French Army. **While within 6” of another friendly unit, French units add +1 to their Morale to perform *Advance* and *Run* orders.** This reflects the reliability of French forces when they were surrounded by comrades to perform well, and that only as the Germans pushed through formations that the army broke. This also helps the French to be able to move up the field, which is traditionally hard for them if they don’t have cavalry units, as it makes their movement a bit more reliable (especially for those *One-Man Turret* tanks that are so prevalent in their ranks, more so than any other nation).
- **Forward Artillery Doctrine:** This is the same as in the Get You By PDF. If you really like playing with Forward Artillery Observers (and really like the new option you got in the PDF), they are more effective and you can still call in a second barrage if you desire.

Germany

I loved the changes to Germany in 3rd Edition: I think they incentivize you taking units that were either iconic of the German Army, or that were commonly fielded but receive less praise (the Hanomag, the humble MG42 in a machine gun nest, etc.). But there are a few unit profiles that need adjustments to make them appealing over the overwhelming number of options you have in the German list, and that's what this section is all about.

The following units are available for German armies (and replace the entries in the *Armies of Germany* book):

Goliath Demolition Mine (Page 47 of *Armies of Germany*)

Cost	40pts (Regular), 50pts (Veteran)
Team	1 NCO and 2 men
Weapons	Rifles
Options	- The NCO may have an SMG for +4pts - The entire squad may be given Anti-Tank Grenades for +2pts per man - Defend the Fatherland! (<i>Waffen-SS</i>)
Special Rules	- Tank Hunters (if anti-tank grenades taken) - Remote-Operated Mine: The Goliath model itself is just a marker, and is treated as a one-shot weapon with a range of 18". Goliaths can only target stationary vehicles (vehicles that do not have an assigned <i>Run</i> or <i>Advance</i> order) or a unit inside a building. Goliaths are fired as normal, except that instead of rolling to hit, rolling on the following chart. Note that if a Recce vehicle reacts to the Goliath attack by moving, the mine automatically scores a result of 1-3. <u>Dice Effect</u> 1-3 The Goliath breaks down, or is damaged, or prematurely detonated by enemy fire. The Goliath model is removed and has no effect. 4-6 The Goliath reaches the target and is detonated. If the target is a vehicle, it suffers a hit with a Pen of +7 (no Pen modifiers apply, and the attack ignores cover saves, as the mine is directly under or next to the vehicle). If the target unit is inside a building, the unit is hit by the equivalent of a heavy howitzer (ignoring cover saves) - remember that if this explosion scores 12 or more hits, it brings down the whole building, killing everyone inside. -Defend the Fatherland! (<i>Waffen-SS</i>)

Greece

The Greeks' claim to fame in World War 2 was stunting the Italian invasion and driving them back to Albania in 1940, before being overrun by the most powerful army in Europe in 1941 as Germany pushed through the lines and took their positions. The Greeks were known for two things in their defense against the Italians: exceptional mountain infantry tactics, and the heavy use of mortars in the mountainous regions of Macedonia. So we want to play into both of those:

- **Mountain Defenders:** The Greeks were extremely tenacious fighters, withstanding superior firepower without giving ground to the attackers. **While in rocky, mountainous, and forest terrain, infantry and artillery units add +1 to the value of their cover saves.** This means they'd treat light cover as a 4+ save and heavy cover as a 3+ save, which should keep them alive a good bit longer against machine guns and rifles (which they did, historically), but if they face off with artillery and mortars they will give ground (which is also what happened, historically, when the Germans came through).
- **Mortar Reliance:** The Greeks relied heavily on mortars because the mountainous terrain at the border didn't favor traditional field artillery, so they used mortars (mostly 81mm mortars, but also some smaller 50mm mortars) in very large quantities. **All light/medium mortars gain the *Extra Selection* special rule.**

The Greeks may then choose one of the following two rules, depending on which aspect of defense is represented:

- **Battlefield Knowledge:** This is the rule from the PDF (basically the same as the old rules for Greece and many other Early War Allied nations); it has niche applicability but can be useful by giving advantages on the first turn for an aggressive opening to the game, and help with outflanking in units later.
- **Italian Engineering:** The Greeks made heavy use of Italian Breda 20mm autocannons and anti-tank rifles (which is ironic considering who they used them against), benefitting from their excellent design. **Greek anti-tank rifles and autocannons may reroll failed wounding rolls.**

In addition, the following units are available for Greek armies:

Mountain Infantry / Evzones Section

Cost	55pts (Regular), 70pts (Veteran - Evzones)
Team	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 6 additional men at a cost of +11pts (Regular), or +14pts (Veteran) - One soldier may have an LMG for +15pts. Another soldier becomes the loader - One soldier may have a VB Launcher for +20pts. Another soldier becomes the loader - The entire squad may be given <i>Tough Fighters</i> for +1pt per man
Special Rules	- Fieldcraft

Metaxas Defender Section

Cost	55pts (Regular), 70pts (Veteran)
Team	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 6 additional men at a cost of +11pts (Regular), or +14pts (Veteran) - One soldier may have an LMG for +15pts. Another soldier becomes the loader - One soldier may have a VB Launcher for +20pts. Another soldier becomes the loader
Special Rules	- Stubborn

Partisan Section

Cost	40pts (Inexperienced)
Team	1 NCO and 4 men
Weapons	Pistols
Options	- Add up to 10 additional men at a cost of +8pts (Inexperienced) - The entire squad may be given Anti-Tank Grenades for +2pts per man
Special Rules	- Fanatics

Sacred Band Section

Cost	75pts (Veteran)
Team	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 6 additional men at a cost of +15pts (Veteran) - The NCO may replace his rifle with a submachine gun for +4pts - Any man may replace his rifle with a submachine gun for +4pts per man - One soldier may have an LMG for +15pts. Another soldier becomes the loader. If this option is taken, the LMG may be upgraded to a Vickers K machine gun for +5pts (5 shots) - One soldier may have a PIAT for +20pts. Another soldier becomes the loader
Special Rules	- Stubborn

Hungary

It actually took a little while for Hungary to join the war: they refused to let German forces use their border to invade Poland, and it wasn't until their demands for portions of Czechoslovakia and the Balkans were met that they joined in joint military operations with the Germans and Italians. And even then their relationship with others in the alliance (especially Romania) were tense.

Hungarian forces worked in concert with German forces in localized engagements until Operation Barbarossa. Their bonuses should reflect this, as well as the shifting nature of their tactics as they go from pushing into Soviet territory into defending the heartland of their country from invasion.

- **Uryv Tactics:** The Hungarians effectively dealt with Soviet T-34s with their Panzer 38(t)s and Panzer IVs by utilizing the smoke from the enemy guns to maneuver safely around the tank after it fired on them. **When an enemy vehicle performs a *Fire*, *Ambush*, or *Advance* order with a howitzer or anti-tank gun, once the order is completed, one friendly vehicle that could see that tank may perform a free *Advance* move, but may not fire as part of that movement.** A friendly vehicle may not perform more than one of these moves each turn, and is not assigned an order dice when it performs this move. A vehicle that already has an order dice assigned to it may take advantage of this rule, so long as it does not have a *Down* order next to it.
- **Cavalry Tradition:** Hungarian cavalry had a long history, and performed with distinction in World War 2, including cavalry charges against prepared opponents. **Cavalry squads may reroll failed order tests on *Run* and *Advance* orders, and when assaulting enemies that are behind linear obstacles or in forest/mountainous terrain, the defenders do not gain the benefit of that defensive position** (enemies in trenches, bunkers, and ruins, for example, would still gain the defensive bonus against assaults).

Hungarians may then choose one of the following two rules, depending on which aspect of the war is represented:

- **Border Guard Division:** The Hungarian Border Guard Division was used to mountainous terrain and was skilled in covering ground and fighting in less than optimal field conditions. **Your infantry and artillery units gain the *Fieldcraft* special rule.**
- **Budapest Defenders:** The Hungarian forces in Budapest held out against the Soviets for a long time, facing heavy bombardment while still standing against the horde that encircled the city. **When a Hungarian unit that does not have the *Unreliable* or *Shirkers* special rule would suffer more than 1 pin from an attack, it reduces the total by 1 (to a minimum of 1).** So for example, if a Hungarian unit would suffer 3 pins from a flamethrower, it suffers 2 pins instead.

Italy

The Italian army in World War Two often gets a bad rap: stories of people surrendering easily and swiftly, troops not being very effective, and not accomplishing much. Now their failed attempt to invade Greece aside, a lot of this is overblown (similar to the stories of easy surrender from French forces that you'll sometimes see as well): Italian forces performed reliably, and buckled under substantial pressure (like most armies would).

Our focus here will be on their ingenuity, tenacity, and defensive mindset, which gives them an interesting playstyle in the game (which is what we want: unique, interesting rules that encourage you to play the army differently from others in your collection).

- **Defensive Strategy:** This is the same as in the (now updated) Get You By PDF; the ability to prevent *Run* actions on the first turn (except for *Fixed* units coming onto the board as part of a First Wave) is really good (and unique), and it plays into the fact that a lot of Italy's work in the war was defensive (be that protecting the flanks during Operation Barbarossa, defending the homeland against the Allies late in the war, and some of their actions in North Africa).
- **Improvised Anti-Tank:** The Italians did rely on locally sourced autocannons and anti-tank rifles for heavy weapon support, and they actually performed pretty well considering the relatively small caliber of their rounds. **Italian units may reroll failed wound results with heavy weapons with a Penetration Value of +2 or less.**

Italians may then choose one of the following two rules, depending on which aspect of the war is represented:

- **Defensive Position:** The Italians created many defensive positions as they moved, preparing in advance for a counterattack. At the start of the game before the first order die is drawn, **the Italian player may place one Defensive Position** (6" x 6" of heavy cover on three sides) within their deployment zone (or within 12" of their board edge, if there is no deployment zone). If the scenario uses confused fighting and the Italian player has no deployment zone, they may place it within 12" of any table edge.
- **Avanti Savoia:** Italian officers inspired great courage in their men, keeping the lines together even when the fighting was fierce. **Italian platoon commanders, company commanders, and command vehicles increase their Morale range by 3".**

Japan

The Imperial Japanese Army (IJA) was caught in a bind even before they joined the war: due to limited steel production and fuel production in Japan, the army and navy were always in competition for resources. And since Japan is 1) a group of islands (so ships are necessary, and require a lot of steel), and 2) invested in aircraft carriers (which have to carry even more things that are made from steel), the IJA had to rely on noticeably thinner armored vehicles than you'd see from other nations. The nature of beach landings and maneuvers also lent itself to lighter vehicles, so it all worked out, but it means that a number of strategic decisions were made that changes what you'd expect to find from one of the larger players in the war.

- **Death Before Dishonor:** This rule won't change: giving *Fanatics* to your infantry and artillery units is fantastic, and gives your infantry (which are going to carry you a bit) a much-needed boost to keep them on the table a bit longer.
- **Banzai:** While perhaps overrepresented by Hollywood, Japanese forces did assault many positions during the war with a fervor that impressed other nations. **Infantry units that perform a *Run* order intending to assault a unit within their *Run* distance automatically pass their order test (and thus remove 1 pin for succeeding on an order test).** This makes assaulting more reliable, though it fixes some of the issues from previous editions with declaring assaults far away from enemy units, having to take a moment to measure out which unit was the closest, etc.

Japanese may then choose one of the following two rules, depending on which aspect of the war is represented:

- **Defense of the Empire:** Most of Japan's battles happened within previously occupied Japanese territory, so log bunkers and other defensive positions were quite common. **If you purchase at least one fortification, you gain one of the following: 2 sections of barbed wire, 2 sections of dragon's teeth, 1 gun pit, or 1 bunker.** This allows Japan to slow down the advance of an enemy and keep a limited number of infantry units (and/or artillery units) safe, so long as they're investing in defensive positions (which are points invested in a "unit" that generates no order dice, can't move, and is placed on the board before units, so the opponent can plan around them).
- **Ambush Tactics:** Japanese forces were renowned for ambushing Allied troops that came to their islands, causing advances to be slow. **Japanese units may choose to start the game in *Ambush* if desired** (place an order dice set to *Ambush* on any Japanese units after deploying them). In addition, **at the end of each turn, select any number of Japanese units that you would like to leave on *Ambush* for the following turn, and roll a D6 for each: on a 4+ the unit may be assigned an *Ambush* order (pinned units must pass an order test to receive this order).**

The Netherlands

Like the French, all these guys get is “Free units, and Communications Breakdown” in 2nd Edition, so we’re fully revamping this one from the ground up. I’m also not just going to copy-paste from France or Belgium, as 1) I’m not convinced the Dutch actually employed French Artillery Doctrine to the same level as Belgium, France, Romania, or even Poland, but also 2) because I want them to feel different, and the Dutch should feel different because they’re the smallest nation to fight in both of the major theaters: they are active in Europe and the Dutch East Indies as the Japanese move south to secure access to fuel for their growing fleet and aircraft needs.

So we want special rules that will reflect all of this: reward you for playing a Holland/Rotterdam force, and reward you for playing an East Indies army.

- **Bridge Defenses:** The Dutch relied on strong concrete casements, pill boxes, and trenches to defend critical bridges, providing protection for their machine guns and limited artillery support. **If there is a river or other substantial water feature on the map** (shoreline, lake, etc.), **you may place two 6” stretches of trenches on your side of the water feature** (which can be within your deployment zone, or beyond your deployment zone, so long as it is on your side of the water feature). If you are playing a scenario where you do not have a deployment zone or table edge, you may place these on any side of the water feature. This ability is circumstantial: it requires there to be substantial water features. But if there is, you can defend it as they did around several towns in the Netherlands.
- **River Scouting:** The Dutch watched for river crossings (and Japanese amphibious assaults) with great ferocity, destroying landing parties swiftly to maintain natural barriers against invasion. **At the end of each round, Dutch machine gun teams, anti-tank teams, snipers, and artillery may roll a D6: on a 4+ they may be given an order dice set to *Ambush* for the next turn.** This sets the Dutch in the “Ambush Camp” of nations (which currently is like just Finland, though we’ll see if people lean more toward Ambush given the cover save mechanic, bonuses for AT guns, etc.), and gives them a more distinct play style: the Dutch setup in *Ambush* with fixed weapons at the end of each turn, so you’re thinking 1-2 turns ahead, and forcing your opponent to think 1-2 turns ahead.

The Dutch may then choose one of the following two rules, depending on which part of the war is represented:

- **Rotterdam Defenders:** The vastly outnumbered troops defending Rotterdam fought valiantly against paratroopers for several days without yielding the bridge or the town. **When enemy paratroopers attempt to use the *Combat Jump* ability, they may not place the deployment marker within your half of the table. In addition, when a Dutch vehicle with the *Flak* keyword attacks a paratrooper unit, their machine gun shots are not halved (as they are against other ground targets).** This is also very niche, but it does cover you against enemy paratroopers (which, whether you use *Combat Jump* or not, are relatively common choices for armies because of how cool they are), which shores up an issue with the Dutch: you don’t have great mobility, and you don’t want enemies getting behind your fixed weapons.
- **Guerilla Tactics:** Dutch fighters in the East Indies utilized guerilla tactics to slow the advance of Japanese marines during their invasion of Java, Sumatra, and Borneo. **Dutch guerilla troops gain the *Fieldcraft* special rule, and Dutch troops add +1 to their to-hit rolls when hidden.** This is again a niche benefit, but on that first turn Dutch troops might do enough damage to stunt an attacker, which is kind of what they need in order to win (as they lack both staying power and firepower).

In addition, the following units are available for Dutch armies:

Dutch Marines Section

Cost	55pts (Regular), 70pts (Veteran)
Team	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 6 additional men at a cost of +11pts (Regular), or +14pts (Veteran) - One soldier may have an LMG for +15pts. Another soldier becomes the loader - The entire squad may be given <i>Tough Fighters</i> for +1pt per man
Special Rules	- Stubborn

Royal Military Police Section

Cost	55pts (Regular), 70pts (Veteran)
Team	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 6 additional men at a cost of +11pts (Regular), or +14pts (Veteran) - One soldier may have an LMG for +15pts. Another soldier becomes the loader
Special Rules	- Secure Supply Line: The Royal Military Police secured supply lines for Dutch forces, providing reliable arrival of ammunition and reserves to critical points along the front. When a unit in reserve (including outflanking units) attempts to arrive at a point within 12" of a Royal Military Police unit, they do not suffer the -1 penalty to arrive from reserve.

KNIL Guerilla Section

Cost	40pts (Inexperienced), 55pts (Regular), 70pts (Veteran)
Team	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 3 additional men at a cost of +8pts (Inexperienced), +11pts (Regular), or +14pts (Veteran) - One soldier may have an LMG for +15pts. Another soldier becomes the loader - The entire squad may be given the <i>Tough Fighters</i> special rule for +1pt per man - The entire squad may be given Anti-Tank Grenades for +2pts per man
Special Rules	- Infiltrator

Norway

This is, once again, a really tricky one, since they weren't in the war for very long. But we have the stories of their bravery in rescuing the Royal Family and getting them safely to Britain, fighting rolling retreats, and their sheer tenacity in fending off a vastly superior foe, so that's what we are going to draw on for our special rules.

- **Battlefield Knowledge:** This is the same special rule as from the "Get You By" PDF; it reflects some of the rugged terrain aspect of defending Norway, and it has niche applications that are useful.
- **Protect the Royal Family:** The Norwegian Royal Guard fought bitterly to cover the escaping Royal Family. **Norwegian Royal Guard gain the *Fanatics* special rule for free.** This fixes two of the big issues that the list has, which is a lack of assault units and a lack of staying power. Royal Guard are reduced in size now (max of 5 men in the Get You By PDF), but at least you have *something* with survivability in close combat.

Norwegians may then choose one of the following two rules, depending on which part of the war is represented:

- **Improvised Defenses:** The Norwegians hastily built defenses when the invasion pushed far deeper into the country far faster than expected. **After deployment but before Turn 1, you may add three (3) 6" linear obstacles to the board** (stone walls, sandbags, embankments, etc.). **These are treated as heavy cover.** This gives you a "dug in" style of play for rewarding multiple platoons running multiple artillery and mortars, as you can give yourself a bit more protection to keep your HE assets on the table a bit longer, but it's also different from what we've given other nations, which is good. It's cover, but only from one vector.
- **Partisan Activities:** Norwegian forces conducted partisan activities until the peace treaty in 1945, utilizing their knowledge of the local area to aid in their ambush operations of German forces. **All Norwegian infantry sections gain the *Fieldcraft* special rule.** In addition, **at the end of each turn, Norwegian artillery may be given the *Ambush* order for the next turn.**

In addition, the following units are available for Norwegian armies:

Oerlikon 20mm Anti-Aircraft Gun

Cost	25pts (Inexperienced), 35pts (Regular), 46pts (Veteran)
Team	3 men
Weapons	1 Light Automatic Cannon on a Rotating Platform
Special Rules	- Flak

Landsverk L-120 Heavy Armoured Car

Cost	56pts (Inexperienced), 70pts (Regular)
Weapons	1 turret-mounted MMG
Damage Value	7+ (Armoured Car)
Special Rules	- Recce

Landsverk L-180 Heavy Armoured Car

Cost	86pts (Inexperienced), 100pts (Regular)
Weapons	1 turret-mounted light autocannon with coaxial MMG, one forward-facing hull-mounted MMG
Damage Value	7+ (Armoured Car)
Special Rules	- Recce

In addition, the following units gain the Upgrade Options below:

- **Royal Guard Infantry Section:** You may purchase up to 6 additional men with rifles (+13pts/man)
- **Light Howitzers:** Upgrade the Gun to a heavy howitzer and gain 2 extra men for 90pts
- **Trucks:** May take Chains for free (treat snow rough terrain as open ground)

Partisans

Partisans: persons loyal to the previous state in a region instead of the current occupying government. A partisan force should feel different from a traditional force: more of an emphasis on infantry and distinctive rebel cells, but with access to vehicles that have been...commandeered...for the cause.

We present five distinct ways to play partisan forces here, depending on their location and time period in the war. This ranges from allied-sympathetic partisan fighters in western and eastern Europe, axis-sympathetic partisan fighters in eastern Europe, and East-Asian partisans doing behind-the-lines disruption to the IJA.

- **Battlefield Knowledge:** This is the same special rule as from the “Get You By” PDF (on Turn 1 your infantry gain *Fieldcraft*, units on Turn 1 may start in *Ambush*, and you don’t suffer the -1 penalty to arrive when outflanking); it reflects some of the advantages to fighting in your own backyard, and how knowledge of the local terrain is a boon.
- **Home Country:** This is also a special rule from the “Get You By” PDF (enemy snipers, spotters, and observers may not forward deploy, and enemy units cannot outflank); it well reflects the intelligence that a local insurgency can gather by facing enemies before they are prepared for an engagement, reporting where enemy forward deployers are, and taking the whole army by surprise. It feels very partisan-y, and I love that.

Partisans may then choose one of the following five rules, depending on which partisan cell is represented:

- **Chinese Resistance:** Chinese citizens staged resistance against the IJA forces throughout the war (despite Chiang Kai-shek’s non-resistance policy), slowing their progress across Asia through an effective network of communication and coordination between various guerilla cells. **Partisan forces do not suffer the -1 penalty to arrive from reserves, and outflanking units may test to arrive on the board on Turn 2.**
- **Parisian Insurgency:** The partisans in Paris made good use of their heavily urbanized locale to ambush German patrols, move weapons and ammunition (10% of perambulators at one point were used to ferry submachine guns and ammunition!), and detail critical positions that would need to be taken to disrupt German forces within the city. **After deployment is complete but before the start of Turn 1, you may perform a free *Run* action with all of your infantry sections, anti-tank sections, and flamethrower sections. This action does not trigger *Ambush* orders.**
- **Polish People’s Army:** The Poles created a strong resistance, first against the Germans, and then against the Soviets. Their unity and dourhearted resolve was remarkable. **When an Infantry or Artillery unit fails a Morale test (not an order test), they may reroll the result. They must use the second result.**
- **Soviet Resistance:** The Soviet resistance against the Axis forces was an attritional force, slowing Operation Barbarossa as best they could. **On Turn 1, all hostile units do not benefit from the doubled movement when issued a *Run* order.**
- **Ukrainian Insurgent Army:** The Ukrainians mounted an insurgency against Soviet forces during the Interwar Period, and when Operation Barbarossa began in 1942 they assisted Axis forces as they drove toward Moscow and the Caucasus Mountains. **Infantry and Artillery units gain the *Stubborn* special rule if they do not already have it. In addition, you lose access to Allied partisan options and gain access to Axis partisan options.**

Axis partisans lose access to the following unit choices:

- PIAT Anti-Tank Team
- Bazooka Anti-Tank Team
- 2nd Edition: Captured German/Italian Vehicles

Axis partisans gain access to the following unit choices and upgrades:

- All infantry sections may take up to 2 panzerfausts for +15pts each
- Panzerschreck Anti-Tank Team (+55pt upgrade to an Anti-Tank Rifle Team)
- 2nd Edition: Captured Soviet Vehicles

Poland

Poland is my go-to army, and it's where I started when I first jumped into the game. I've been decently successful with them in the past (only lost two games so far in competitive play with them), and I look forward to using them in 3rd Edition. But it won't surprise anyone when I say their rules need a revamp: the only real usable rule they have is the ability to reroll failed Morale tests when a unit would be removed, which we should keep, as it doesn't ignore pins and it is thematic for the "fight to the last man, heroic last stand" mindset that Polish forces demonstrated during the five weeks of fighting in the war.

But here's what I'd do to make them feel different:

- **No Hope of Retreat:** This is the same rule as the "Get You By" PDF; it's a great representation of the "fighting to the last man" we saw from Poland (wise or not is another question) during their five weeks in the war, so we keep it here.
- **Aggressive Support:** Poles fielded far more artillery at very close distances than almost any other nation in the war, focusing on direct fire capabilities over just indirect fire roles. **When firing with direct fire, howitzers add a +1 to their hit roll.** So this doesn't affect all of the options in the artillery platoon (just the howitzers), so it can't stack with the AT gun rule (which is good) or help your autocannons (which are really good). It also focuses on what Poland had by far the most of (traditional field artillery), and how they used it in combat (a very aggressive forward doctrine). And it gives you a reason to spend almost double the points on a medium howitzer or something bigger rather than just taking an autocannon or a 50pt anti-tank gun.

The Poles may then choose one of the following two rules, depending on which aspect of defense is represented:

- **Lead from the Front:** Instead of officers getting *Fanatics* (as in 2nd Edition), **infantry/artillery units within 6" of an officer can roll a D6 before they perform an order test: on a 4+ they remove 1 pin.** This makes it far more situational than Vengeance or a similar special rule, and encourages you to keep your officers right in the thick of it for more than just Snap To and morale benefits: it also makes your troops more effective.
- **Cavalry Tradition:** Poland maintained a strong mounted corps even following World War 1 when cavalry charges began to wane, utilizing them heavily during the Inter-War Period against the Soviets. **Polish cavalry sections gain the *Fieldcraft* special rule, and when assaulting enemies that are behind linear obstacles or in forest/mountainous terrain, the defenders do not gain the benefit of that defensive position** (enemies in trenches and bunkers, for example, would still gain the defensive bonus against assaults).

Romania

Romania brought three things to the fight for the Axis Powers: vast oil reserves (which was necessary to fuel the war effort), vast manpower (over 600,000 Romanian troops were deployed to Operation Barbarossa alone, which is almost half of the total forces in the Wehrmacht at the time), and quality French equipment which they bought en masse, making for a highly modernized military for their geographic size.

I wanted their options to actually be reflective of their efforts: heavy artillery barrages supporting infantry assaults, with limited anti-tank access but effective air defense. And I think that's what we've accomplished, all without being a copy-cat of France and the Francophile nations when it comes to buying French equipment.

- **Siege of Odessa:** The Romanians spent three months driving the Soviets out of prepared fortified positions in and around the port city of Odessa. Their combined tactics of artillery barrages and infantry assaults were costly (over 90,000 casualties) but ultimately successful. **When a Romanian Artillery unit activates, if an infantry section within 24" of it has already been issued a *Run* or *Advance* order this turn, the Artillery unit may reroll its to-hit roll. When a Romanian Infantry unit activates, if an artillery section within 24" of it has already been issued a *Fire* or *Advance* order, the Infantry section removes D2 pins before it activates.**
- **Defense of Ploiești:** Romania was able to successfully protect their oil industry from Allied air raids (for the most part) through an effective screen of anti-air defenses. **Romanian units with the *Flak* keyword may reroll failed hits against aircraft, and may reroll a single dice to wound against vehicles.**

The Romanians may then choose one of the following two rules, depending on which part of the war is represented:

- **Vânători de Munte:** Romanian mountain troops were highly effective in taking the Crimean Peninsula in 1942. **Romanian infantry sections all gain the *Fieldcraft* special rule.**
- **Forward Artillery Doctrine:** This is the same as in the Get You By PDF. If you really like playing with Forward Artillery Observers (or want to recreate the siege guns used at Odessa and Sevastopol), they are more effective.

Soviet Union

The Soviet Union is one of the major players in World War Two, so imagine my surprise when the special rules for the Soviet Union left much to be desired. Don't get me wrong: they actually play really well, and they were very strong in 2nd Edition. So we took a look at Soviet tactics and war doctrine from the time, pulled together a few army special rules, and present them here for your consideration.

- **Human Wave Tactics:** The Soviet Union overwhelmed German, Hungarian, Romanian, and Italian positions with sheer volume of men, encouraging conscripts and trained guardsmen to move forward at a rate that enemy machine guns and artillery could not suppress. **Infantry without the *Shirkers* special rule ignore pins when performing an order test to *Run* and *Advance*.**
- **Massed Batteries:** The Soviet Union relied heavily on the “God of War” to win battles for them: heavy artillery barrages that could take advantage of the substantial artillery advantage they enjoyed at various places on the front line. **When an artillery observer strike or howitzer unit rolls for pins dealt to an enemy unit, any result of 1 pin is increased to 2 pins.**
- **Not One Step Back:** Soviet rifle platoons may include **0-1 Commissars**. When a friendly infantry unit fails an order test within 6” of a Commissar, remove one model from the unit and reroll the dice. The second result stands (the Commissar cannot trigger this rule a second time for each unit affected). This rule does not apply to units other than infantry, and does not apply to infantry units comprised of 2 or less models.

The Soviets may then choose one of the following two rules, depending on which part of the war is represented:

- **Defense-in-Depth:** Soviet troops relied on minefields, trench lines, barbed wire, and other pre-made defenses behind their main line so that if the troops needed to fall back from their positions the enemy would make little headway in a breakthrough maneuver. **You may add 1 minefield, 2 barbed wire sections, or 1 trench section to your force** (see Pages 296-299 of the 3rd Edition Rulebook for details).
- **Deep Battle:** The Soviets employed a Deep Battle approach to warfare, striking the enemy hard both at the contact line as well as deep behind in the logistical train to starve resources and reinforcements from critical parts of the front line. **Opponents suffer a -1 to their roll for units to arrive from reserve for each artillery observer you have in your force, to a maximum of -2.**

United States of America

I generally like the changes to the US in 3rd Edition: I'm not as "Doom and Gloom" as some are about the "demise" of the BAR, or the changing of special rules, or anything else for that matter. But I do think that there are a few things that can be fixed/added, and that's what follows below.

- **By Air, Land, and Sea:** Change the entry on Page 25 of the *Armies of the United States* book for "Marines" to read: "If taken as Regular or Veteran, units must be upgraded to *Tough Fighters* for +1pt per man."

The following units are available for American armies:

Boys Anti-Tank Rifle Team

Cost	25pts (Regular), 33pts (Veteran) Era: E / M
Team	2 men
Weapons	Boys Anti-Tank Rifle
Options	- By Air, Land, and Sea (<i>Rangers, Marines</i>)
Special Rules	- Early Support: The Boys Anti-Tank Rifle made appearances among American troops before the bazooka was rolled out for general service, most notably by the US Marine Corps during their invasion of Guadalcanal. This unit may only be fielded in platoons where the platoon commander was upgraded with the <i>By Air, Land, and Sea</i> upgrade

Train Unit Profiles

Okay two things: first, trains are awesome! Trains were the backbone of logistics in World War 2 because it's a highly efficient means of transit for heavy loads. Trains are fielded as part of an **armored platoon** for all nations.

Second, trains cause logistical issues for board design: tracks cause issues for boards, so we understand if a tournament organizer or game night host doesn't want trains. But if you're cool with them, here are some trains.

Train Engine

Cost	12pts (Inexperienced), 15pts (Regular), 18pts (Veteran)
Weapons	None
Damage Value	6+ (Soft-Skinned Vehicle)
Special Rules	Powered (the engine may perform <i>Run</i> and <i>Advance</i> orders), Engine (if the train engine is moving 4 or more cars, it gains the <i>Slow</i> special rule, reducing its Move Value to 6")
Options	- Upgrade to armored engine (+20pts, becomes Damage Value: 7+) - Upgrade to heavily armored engine (+50pts, becomes Damage Value: 8+)

Flat Car

Cost	10pts (Inexperienced), 12pts (Regular), 15pts (Veteran)
Weapons	None
Damage Value	6+ (Soft-Skinned Vehicle)
Transport	Transport: 12 men, or 1 Armoured Car
Special Rules	Unpowered (the car may not <i>Run</i> or <i>Advance</i>), Detrain (transported vehicles detrain with a <i>Run</i> order if the train has not moved yet this turn; place it adjacent to the car to end its move)
Options	- Upgrade transport capacity to 12 men, or 1 light tank (+20pts) - Upgrade transport capacity to 12 men, or 1 medium tank (+40pts)

Anti-Aircraft Car

Cost	92pts (Inexperienced), 110pts (Regular), 128pts (Veteran)
Weapons	2 Turret-Mounted Heavy Autocannons with 360-degree arc of fire
Damage Value	7+ (Armoured Carrier)
Special Rules	Armoured All Around (no PEN modifiers for attacking it from the sides/rear), Unpowered (the car may not perform <i>Run</i> and <i>Advance</i> orders), Flak
Options	- Increase the Armor to Damage Value: 8+ (+20pts)

Armoured Passenger Car

Cost	46pts (Inexperienced), 50pts (Regular), 55pts (Veteran)
Weapons	None
Damage Value	7+ (Armoured Carrier)
Transport	Transport: 12 men
Special Rules	Open-Topped, Armoured All Around (no PEN modifiers for attacking it from the sides/rear), Loopholes (half of the squad may fire from each side while being transported), Unpowered (the car may not perform <i>Run</i> and <i>Advance</i> orders)
Options	- Add a Covered Top (+10pts, removes Open-Topped) - Add up to 2 pintle-mounted MMGs (+15pts each, one on each side, Left/Right arc only)

Command/Assault Wagon

Cost	45pts (Inexperienced), 50pts (Regular), 56pts (Veteran)
Weapons	None
Damage Value	7+ (Armoured Carrier)
Transport	Transport: 12 men
Special Rules	Command Vehicle, Open-Topped, Armoured All Around (no PEN modifiers for attacking it from the sides/rear), Unpowered (the car may not perform <i>Run</i> and <i>Advance</i> orders)
Options	- Add a Covered Top (+10pts, removes Open-Topped) - Add up to 2 pintle-mounted MMGs (+15pts each, one on each side, Left/Right arc only)

Tatra T18 Armoured Wagon (Poland and Slovakia Only)

Cost	40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Weapons	2 Turret-Mounted MMGs with 360-degree arc of fire
Damage Value	7+ (Armoured Carrier)
Special Rules	Electric Engine (the car may perform <i>Run</i> and <i>Advance</i> orders, but may not pull other cars)

Anti-Aircraft Car (Soviet Union Only)

Cost	75pts (Inexperienced), 90pts (Regular), 105pts (Veteran)
Weapons	2 Turret-Mounted Light Autocannons with 360-degree arc of fire
Damage Value	7+ (Armoured Carrier)
Special Rules	Armoured All Around (no PEN modifiers for attacking it from the sides/rear), Unpowered (the car may not perform <i>Run</i> and <i>Advance</i> orders)

Polish Gun Wagon (Poland Only)

Cost	178pts (Inexperienced), 215pts (Regular), 252pts (Veteran)
Weapons	2 Turret-Mounted Light Howitzers, 8 pintle-mounted MMGs (4 firing in the left arc only, 4 firing in the right arc only), and 1 pintle-mounted HMG with a 360-degree arc of fire
Damage Value	7+ (Armoured Carrier)
Special Rules	Armoured All Around (no PEN modifiers for attacking it from the sides/rear), Unpowered (the car may not perform <i>Run</i> and <i>Advance</i> orders), Flak (HMG only)
Options	- Replace the 2 light howitzers with 2 medium howitzers (+40pts)

German Gun Wagon (Germany Only)

Cost	80pts (Inexperienced), 100pts (Regular), 125pts (Veteran)
Weapons	1 Turret-Mounted Light Anti-Tank Gun (Front, Right, Left arc only), 1 Turret-Mounted Light Howitzer, 2 pintle-mounted MMGs (1 firing in the left arc only, 1 firing in the right arc only)
Damage Value	7+ (Armoured Carrier)
Special Rules	Armoured All Around (no PEN modifiers for attacking it from the sides/rear), Unpowered (the car may not perform <i>Run</i> and <i>Advance</i> orders)
Options	- Replace the light howitzer with a medium howitzer (+20pts) - Replace the light anti-tank gun with a medium anti-tank gun (+20pts) - May add up to 3 pintle-mounted MMGs to each side (+15pts each) - Add an AA light autocannon with a 360-degree arc of fire (+35pts); if you do, you may upgrade it to a heavy autocannon (+10pts), or make it a quad light autocannon (+90pts)

Soviet Armoured Engine (Soviet Union Only)

Cost	93pts (Inexperienced), 105pts (Regular), 122pts (Veteran)
Weapons	4 mounted MMGs with a 360-degree arc
Damage Value	7+ (Armoured Car)
Special Rules	Armoured All Around (no PEN modifiers for attacking it from the sides/rear), Powered (the engine may perform <i>Run</i> and <i>Advance</i> orders), Engine (if the train engine is moving 4 or more cars, it gains the <i>Slow</i> special rule, reducing its Move Value to 6")
Options	- Increase the Armor to Damage Value: 8+ (+20pts)

Soviet Gun Wagon (Soviet Union Only)

Cost	88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Weapons	1 Turret-Mounted Light Howitzer, 4 pintle-mounted MMGs (2 firing in the left arc only, 2 firing in the right arc only)
Damage Value	7+ (Armoured Carrier)
Special Rules	Armoured All Around (no PEN modifiers for attacking it from the sides/rear), Unpowered (the car may not perform <i>Run</i> and <i>Advance</i> orders)
Options	- Replace the light howitzer with a medium howitzer (+20pts) - Increase the Armor to Damage Value: 8+ (+20pts)