PLATOON #1

Chinese (Nationalist) Reinforced Platoon

OFFICER

Second Lieutenant (Nationalist) (Empires in Flames page 34) — **Regular** — **60**

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant				
	with Pistol	6"	1	n/a	Assault
	with Submachine gun	12"	2	n/a	Assault
	with Rifle	24"	1	n/a	
1	Infantry (equipped as modeled)		-	-	

INFANTRY SQUAD

Big Sword Squad (Empires in Flames page 36) — **Veteran** — **147**

Qty	Weapons	Range	Shots	Pen	Special
5	Infantry with Rifle	24"	1	n/a	
	Reckless Charge				Reckless Charge
	Fanatics				Fanatics
	Tough Fighters				Tough Fighters
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Submachine gun	12"	2	n/a	Assault

Cavalry Troop (Empires in Flames page 38) — **Regular** — **104**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Cavalry Carbine	24"	1	n/a	Cavalry carbine
7	Infantry with Cavalry Carbine	24"	1	n/a	Cavalry carbine
	Entire squad mounted upon horses				Cavalry
	Tough Fighters				Tough Fighters

INFANTRY

Conscript Squad (Empires in Flames page 36) — **Inexperienced** — **84**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
11	Infantry with Rifle	24"	1	n/a	
	Entire squad is Green				Green

Infantry Squad - Regular (Empires in Flames page 35) — **Regular** — **150**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
11	Infantry with Rifle	24"	1	n/a	
	Initiative training				Initiative training
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

Guerrilla Cell (Empires in Flames page 38) — **Regular** — **72**

Qty	Weapons	Range	Shots	Pen	Special
1	Infantry with Rifle	24"	1	n/a	
	Infiltration				Infiltration
	Fieldcraft				Fieldcraft
	Forward Position				Forward Position
1	NCO with Submachine gun	12"	2	n/a	Assault
3	Infantry with Submachine gun	12"	2	n/a	Assault

FREE LEVY SQUAD

Levy Squad (Empires in Flames page 32) **full strength** — **Inexperienced** — **0**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
13	Infantry with Rifle	24"	1	n/a	

MORTAR

Medium Mortar team (Empires in Flames page 40) — **Inexperienced** — **35**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")

SNIPER

Sniper team (Empires in Flames page 39) — **Regular** — **50**

Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team	36"	1	n/a	Team (2 men), Sniper (Sniper with rifle - Spotter with pistol)

	with Pistol	6"	1	n/a	Assault

ANTI-TANK

Suicide Anti-tank team **(Empires in Flames page 39)** — **Veteran** — **26**

Qty	Weapons	Range	Shots	Pen	Special
1	Suicide Anti-tank team		-	-	Team (1 man), Shen Fong, Forward Position, Tank hunters

ARTILLERY

105mm M2A1 Medium Howitzer **(Empires in Flames page 41)** — **Regular** — **80**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium howitzer	60"(30-72)	1	HE	Team (4 men), Fixed, Howitzer, HE (3")
	Spotter				Spotter

ARMOURED CAR

BA-10 **(Empires in Flames page 44)** — **Regular** — **120**

Qty	Vehicle / Weapons	Type / Range	Trans / Shots	DV / Pen	Special
1	BA-10 armoured car	Wheeled	-	7+	Recce
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")
	Co-axial LMG	36"	4	n/a	
	Forward facing LMG	36"	4	n/a	Front arc

TRANSPORTS

Universal Carrier **(Empires in Flames page 46)** — **Regular** — **70**

Qty	Vehicle / Weapons	Type / Range	Trans / Shots	DV / Pen	Special
1	Universal Carrier	Tracked	5	7+	Open-topped, Turn on the spot
	Tow: Light or medium howitzer, light or medium Anti-Tank gun, or light anti-aircraft gun.				
	Forward-facing hull-mounted LMG	36"	4	n/a	Front arc
	Pintle-mounted LMG	36"	4	n/a	Flak, 360 degree arc

SPECIAL RULES

Assault
(p66) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as tough fighters (page 91). When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

Cavalry
(p89) Moves 9" at Advance, 18" at Run. Cannot enter buildings unless they have dismounted. Can dismount as part of Advance move - cannot remount. Cannot go Down. Can Escape as a recce vehicle (at normal speed, not double speed)(p98). Can only fire pistol or carbine (rifle) when mounted. While mounted, cavalry have tough fighters special rule (p90- When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll). Can regroup up to 2D6".

Cavalry carbine
Carbines count as pistols when used from horseback, and rifles when used on foot

Fanatics
(p90) When a fanatic unit loses half of its numbers from enemy fire, it does not take a morale check so long as it has at least two men. Fanatic units with at least two men are not destroyed when they have a number of pin markers equal to their morale value. When a fanatic unit is defeated in close quarter fighting, the fight counts as a draw instead and another round is immediately fought. Continue fighting until the fanatic unit wins, is completely wiped out or is defeated and left with a single model in which case it is destroyed.

Fieldcraft
Units with Fieldcraft using Hidden Set-Up may start the game already in Ambush. In addition, in the first turn of the game, all Fieldcraft units treat all Rough Ground and Obstacles as Open ground for the purpose of movement.

Fixed
(p66) When given Advance order, fixed weapons can rotate on the spot suffering a -1 to-hit penalty. Non-artillery Fixed can move normal 12" when given Run order.

Flak
All enemy units not currently down automatically fire at the attacking aircraft if it is within their firing arc and range, regardless of whether they have already taken an action or not that turn. Flak fire does not require an action. Line of site ignored. Rolls to hit aircraft are always at a -2 penalty. Friendly flak units must test to hold their fire (page 67)

Forward Position
Counts as Observers/Snipers for Set-Up purposes (see page 118 of the Bolt Action rulebook)

Green
(p90) Green units are inexperienced with morale rating of 8. The first time the unit suffers a casualty roll a die. On a roll of a 1 the unit suffers an additional D6 pin markers and goes *Down*. On a 2, 3, 4 the unit fights on. On a 5 or 6 the unit is immediately up rated to Regular with morale value 9 for the rest of the battle. There is no further effect.

HE (1")
(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken

HE (2")
(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken

HE (3")
(p68) PEN: +3, PIN: D3 (2D6 if in building) - Infantry and artillery can go *down* to halve the hits taken. 10+ hits on building collapses it and kills all inside.

Howitzer
(p71) 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. When using indirect fire, a howitzer has a minimum range; when firing over open sights it has no minimum range.

Indirect fire
(p71)

Infiltration
When Outflanking (see page 118 of the Bolt Action rulebook), ignore the -1 modifier to the order test for coming on the table.

Open-topped
(p118) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins.
If hit by indirect fire then add +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

Recce
(p118)

Reckless Charge
Any order test to Run or Charge directly towards the nearest visible enemy is passed automatically, as if the unit had rolled a double one.

Shen Fong
If a Suicide Anti-Tank team assaults an enemy vehicle and moves into contact with the target vehicle, remove it and immediately resolve a hit against the vehicle with a penetration value of +8 (no other penetration modifiers apply).

Spotter
Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon. Errata: Note that spotters are always ignored for the purpose of victory conditions (e.g. they cannot capture/control/hold objectives and areas of the table, move out of the table to score points, etc).

Tank hunters
(p91) If a tank hunter unit wins an assault and scores damage against an armoured vehicle, the effect is resolved on the Damage Result table as for a normal anti-tank penetration rather than as for superficial damage.

Team (2 men)
(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Team (3 men)
(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Team (4 men)
(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Tough Fighters
(p91) When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

Turn on the spot
Can execute a full speed run rate ‘reverse’ finishing the move facing in direction of travel.

Pick List	
Chinese BA-10 armoured car	1
Chinese Infantry (equipped as modeled)	1
Chinese Infantry with Cavalry Carbine	7
Chinese Infantry with Light Machine gun (requires loader)	1
Chinese Infantry with Rifle	41
Chinese Infantry with Submachine gun	5
Chinese Medium howitzer	1
Chinese Medium Mortar	1
Chinese NCO with Cavalry Carbine	1

Chinese NCO with Rifle	3
Chinese NCO with Submachine gun	2
Chinese Second Lieutenant	1
Chinese Sniper team	1
Chinese Suicide Anti-tank team	1
Chinese Universal Carrier	1