

ARMY SPECIAL RULES

FORWARD ARTILLERY DOCTRINE

The Artillery Forward Observer unit may call an artillery barrage twice instead of once per game. Resolve the first barrage as normal. Then, after the first barrage has been resolved, the observer may call a second (when issued a *Fire* order).

HIGHLY-MOTIVATED RESERVES

Every Inexperienced unit that has one or more pin markers can make a test to lose one pin marker if there are any enemy units within 12" immediately before an order is given to it. For example, a unit of infantry has two pin markers and there is an enemy unit within 12" – when the infantry are allocated an order they can test to lose one pin marker immediately before the order test is taken.

Roll a die: on a roll of 4, 5 or 6 the test is passed and the unit loses one pin marker; on a 1, 2 or 3 the test is failed and the unit retains the pin markers it has. Once this has been done, continue to test to see if the unit obeys its order in the usual way, even if they have lost their last pin marker (in which case the order test is taken without negative modifiers from pin markers).

VB LAUNCHER

The VB launcher attachment for the rifle converts the rifle into a short-range light mortar with stats as follows. The infantryman equipped with the VB launcher can either shoot as a rifleman or as a light mortar.

Weapon	Type	Range	Shots	PEN	Special Rules
VB	Launcher	6-18"	1	HE	Indirect Fire, HE(1")

INFANTRY

HEADQUARTERS UNITS

Officer

Cost	<ul style="list-style-type: none">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	<ul style="list-style-type: none">The officer may be accompanied by up to 2 men at a cost of +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	<ul style="list-style-type: none">The medic may be accompanied by up to 2 unarmed men at a cost of +8pts per man (Regular) or +11pts per man (Veteran)

Forward Observer

Cost	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	<ul style="list-style-type: none">The artillery forward observer may be accompanied by up to 2 men at a cost of +11pts per man (Regular) or +14pts per man (Veteran)
Special Rules	<ul style="list-style-type: none">Infiltrator

INFANTRY SQUADS AND TEAMS

Infantry Section

Cost	35pts (Inexperienced), 50pts (Regular)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none">Add up to 5 additional men with rifles at +10pts each (Regular), or up to 15 additional men with rifles at +7pts each (Inexperienced)The NCO may have a submachine gun for +4ptsOne man may have a BAR automatic rifle for +6ptsOne man may have a VB launcher for +20ptsThe entire squad may be mounted on bicycles at +1pt per manThe entire squad may be given the Engineers special rule for +1pt per manYou may designate one Regular infantry section per Rifle Platoon to be a Grenadier Section. The Grenadier Section cannot have a BAR or VB launcher, but up to 3 men may have a light mortar for +20pts each – for each light mortar included, another man becomes the loader
Special Rules	<ul style="list-style-type: none">Bicycles (if option taken)Engineers (if option is taken)

Chasseurs Ardennais

Cost	78pts (Veteran)
Composition	1 NCO and 5 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 6 additional men with rifles at +13pts each - The NCO may have a submachine gun for +4pts - One man may have a BAR automatic rifle for +6pts - One man may have a VB launcher at +20pts - The entire squad may be given anti-tank grenades for +2pts per man - The entire squad may be upgraded to Tough Fighters for +1pt per man - The entire squad may be mounted on bicycles at +1pt per man
Special Rules	<ul style="list-style-type: none"> - Tank Hunters (if anti-tank grenades option taken) - Tough Fighters (if option taken) - Bicycles (if option taken)

Cavalry Troop

Cost	65pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Cavalry carbines
Options	<ul style="list-style-type: none"> - Add up to 5 additional men with cavalry carbines at +13pts each - The NCO may have a submachine gun for +4pts - The entire squad may be upgraded to Tough Fighters for +1pt per man - The entire squad may be mounted on horses for +3pts per man - The entire squad may be mounted on motorcycles and motorcycles with sidecars for +5pts per man
Special Rules	<ul style="list-style-type: none"> - 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)
Team	3 men
Weapons	1 medium machine gun
Options	- The machine gun may be upgraded to a heavy machine gun, and gain an additional crewman, for +20pts
Special Rules	<ul style="list-style-type: none"> - 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

Sniper Team

Cost	52pts (Regular), 67pts (Veteran)
Team	2 men
Weapons	Sniper has a rifle and a pistol, spotter has a pistol
Special Rules	<ul style="list-style-type: none"> - Team Weapon - Sniper - Infiltrator

Mortar Team

Cost	21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)
Team	2 men
Weapons	1 light mortar
Options	<ul style="list-style-type: none"> - 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	<ul style="list-style-type: none"> - Team Weapon - Fixed (if medium mortar option is taken)

ARTILLERY

FIELD ARTILLERY

Howitzers

Cost	32pts (Inexperienced), 45pts (Regular), 59pts (Veteran)
Team	3 men
Weapons	1 light howitzer
Options	<ul style="list-style-type: none"> - 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	- Gun Shield (if option is taken)

ANTI-TANK GUNS

Anti-Tank Guns

Cost	49pts (Inexperienced), 70pts (Regular), 91pts (Veteran)
Team	3 men
Weapons	1 medium anti-tank gun
Special Rules	- Gun Shield

ANTI-AIRCRAFT GUNS

AA Automatic Cannons

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	4 men
Weapons	1 heavy automatic cannon on a rotating platform
Special Rules	- Flak

VEHICLES

TANKS

Light Tanks

Cost	24pts (Inexperienced), 30pts (Regular), 36pts (Veteran)
Weapons	1 turret-mounted medium machine gun (FT-17)
Damage Value	7+ (armoured carrier)
Options	<ul style="list-style-type: none"> Replace the medium machine gun with a low-velocity light anti-tank gun for +30pts (FT-18) Remove the 'Slow... Pitifully Slow' rule and upgrade the MMG to a HMG for +30pts (T15)
Special Rules	<ul style="list-style-type: none"> One-Man Turret Slow... Pitifully Slow: The FT-17/18 is a Slow tank as defined by the rules and, in addition, we do not allow it to make a double-speed <i>Run</i> move at all. It can still be given a <i>Run</i> order (thereby avoiding the 'One-Man Turret' rule) but moves at its basic speed only Low velocity light anti-tank gun (FT-18): This is a light anti-tank gun but with an armour penetration rating of +3 instead of the usual +4

TANK DESTROYERS

Vickers Carden-Loyd Mk.VI 47mm FRC Tank Destroyer

Cost	68pts (Inexperienced), 85pts (Regular), 102pts (Veteran)
Weapons	1 forward-facing light anti-tank gun (Vickers Carden-Loyd Mk.VI 47mm FRC)
Damage Value	7+ (armoured carrier)
Options	<ul style="list-style-type: none"> Replace all weapons with 1 turret-mounted light anti-tank gun with coaxial automatic rifle for +8pts (T-13 tank hunter)
Special Rules	<ul style="list-style-type: none"> Open-Topped

ARMoured CARS AND RECCE VEHICLES

Minerva Armoured Car

Cost	48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)
Weapons	1 pintle-mounted forward-facing medium machine gun
Damage Value	7+ (armoured car)
Special Rules	<ul style="list-style-type: none"> Recce Open-Topped

ACG-1

Cost	108pts (Inexperienced), 135pts (Regular), 162pts (Veteran)
Weapons	1 turret-mounted light anti-tank gun with coaxial medium machine gun
Damage Value	8+ (light tank)
Special Rules	<ul style="list-style-type: none"> Recce

TRANSPORTS AND TOWS

Citroen-Kegresse Half-Track

Cost	32pts (Inexperienced), 40pts (Regular), 48pts (Veteran)
Weapons	None
Damage Value	7+ (armoured carrier)
Transport	Up to 5 men
Tow	Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun
Options	<ul style="list-style-type: none"> Add a pintle-mounted medium machine gun with a 360-degree arc of fire for +20pts
Special Rules	<ul style="list-style-type: none"> Open-Topped

Field Cars

Cost	15pts (Inexperienced), 19pts (Regular), 23pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skin)
Transport	Up to 4 men
Options	<ul style="list-style-type: none"> Add a rear-facing medium machine gun for +6pts, losing all transport capacity Increase the Transport capacity to 6 men for +2pts (Heavy Field Car). This may then be given the Command Vehicle rule for +10pts, losing all transport capacity
Special Rules	<ul style="list-style-type: none"> Command Vehicle (if option taken)

Berliet VUDB Carrier

Cost	46pts (Inexperienced), 57pts (Regular), 68pts (Veteran)
Weapons	1 forward-facing light machine gun
Damage Value	7+ (armoured carrier)
Transport	Up to 7 men

Armoured Tractors

Cost	31pts (Inexperienced), 39pts (Regular), 47pts (Veteran)
Weapons	None (Ford Marmon-Herrington)
Damage Value	7+ (armoured tractor)
Transport	Up to 4 men
Tow	Light, medium or heavy anti-tank gun, light or medium howitzer, light or heavy anti-aircraft gun
Options	<ul style="list-style-type: none"> Gain the Slow rule for -10pts (Utility B) Remove the Open-Topped rule and lose all transport capacity for +6pts (Vickers utility tractor)
Special Rules	<ul style="list-style-type: none"> Open-Topped (unless option is taken) Slow (if option taken)