

ARMY SPECIAL RULES

BATTLEFIELD KNOWLEDGE

- Any Greek unit that is set up on the table before Turn 1 may start the game already in *Ambush*. If you decide to do so, set one of your order dice in place next to them, as if you had ordered them to *Ambush*, before drawing the first order die on Turn 1.
- In the first turn of the game, all Greek infantry counts as having the Fieldcraft rule.

- When attempting an outflanking manoeuvre, as described on page 172 of the *Bolt Action* rulebook, Greek units ignore the -1 modifier to the order test for coming onto the table.

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, 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 | 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 +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 | - 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 6 additional men with rifles at +7pts each (Inexperienced) or +10pts each (Regular) One man may have a light machine gun for +15pts. Another man becomes the loader One man may have a VB launcher at +20pts Regular units may be Tough Fighters, representing Mountain Brigade troops, at +1pt per man The entire squad may be given the Engineers special rule for +1pt per man |
| Special Rules | <ul style="list-style-type: none"> Tough Fighters (if option taken) Engineers (if option is taken) |

Cavalry Troop

| | |
|---------------|--|
| Cost | 80pts (Veteran) |
| Composition | 1 NCO and 4 men mounted on horses |
| Weapons | Cavalry carbines |
| Options | <ul style="list-style-type: none"> Add up to 5 additional mounted men with cavalry carbines at +16pts each |
| Special Rules | <ul style="list-style-type: none"> Cavalry Carbines: these short-barreled rifles count as pistols when used on horseback and rifles when used on foot |

Machine Gun Team

| | |
|---------------|--|
| Cost | 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran) |
| Team | 3 men |
| Weapons | 1 medium machine gun |
| Options | - Pintle-mount: the machine gun may have a pintle-mount tripod for +5pts |
| Special Rules | - Team Weapon - Fixed - Flak (if pintle-mounted) |

Sniper Team

| | |
|---------------|---|
| Cost | 52pts (Regular), 67pts (Veteran) |
| Team | 2 men |
| Weapons | Sniper has a rifle and a pistol, spotter has a pistol |
| Special Rules | - Team Weapon - Sniper - Infiltrator |

Anti-Tank Rifle Team

| | |
|---------------|---|
| Cost | 18pts (Inexperienced), 25pts (Regular), 33pts (Veteran) |
| Team | 2 men |
| Weapons | 1 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) |

ARTILLERY

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, 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 | 32pts (Inexperienced), 45pts (Regular), 59pts (Veteran) |
| Team | 3 men |
| Weapons | 1 light anti-tank gun |

ANTI-AIRCRAFT GUNS

AA Automatic Cannons

| | |
|---------------|--|
| Cost | 25pts (Inexperienced), 35pts (Regular), 46pts (Veteran) |
| Team | 3 men |
| Weapons | 1 light automatic cannon on a rotating platform |
| Options | - Add a second light autocannon to the mount at a cost of +30pts |
| Special Rules | - Flak |

VEHICLES

TANKS

Renault FT

| | |
|---------------|---|
| Cost | 24pts (Inexperienced), 30pts (Regular), 36pts (Veteran) |
| Weapons | 1 turret-mounted medium machine gun |
| Damage Value | 7+ (armoured carrier) |
| Options | - Upgrade the medium machine gun to a low-velocity anti-tank gun for +30pts |
| Special Rules | - One-Man Turret - Slow... Pitifully Slow: The Renault FT 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: The FT's puny weapon counts as a light anti-tank gun but with an armour penetration rating of +3 instead of the usual +4 |

Vickers Light Tank

| | |
|---------------|--|
| Cost | 68pts (Inexperienced), 85pts (Regular), 102pts (Veteran) |
| Weapons | 1 turret-mounted HMG and coaxial medium machine gun |
| Damage Value | 7+ (armoured car) |
| Special Rules | - Recce |

ARMoured CARS AND RECCE VEHICLES

L3/35 Tankette

| | |
|--------------|---|
| Cost | 52pts (Inexperienced), 65pts (Regular), 78pts (Veteran) |
| Weapons | 2 forward-facing hull-mounted medium machine guns |
| Damage Value | 7+ (armoured car) |

Peerless Armoured Car

| | |
|---------------|---|
| Cost | 64pts (Inexperienced), 80pts (Regular), 96pts (Veteran) |
| Weapons | 2 turret-mounted medium machine guns |
| Damage Value | 7+ (armoured car) |
| Special Rules | - Recce |

TRANSPORTS AND TOWS

Bren 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 | <ul style="list-style-type: none">- Add a pintle-mounted LMG with a 360-degree arc of fire for +15pts- Replace forward-facing LMG with anti-tank rifle for +10pts |
| Special Rules | <ul style="list-style-type: none">- Open-Topped- Turn On The Spot |