

## ARMY SPECIAL RULES

### NO HOPE OF RETREAT

Whenever a Polish unit fails a morale check and would otherwise be destroyed as a consequence, take the test again and apply the second result. This re-roll applies to all units facing this situation (including infantry, artillery, and vehicles that suffer an On Fire damage result).

### BATTLEFIELD KNOWLEDGE

- Any Polish 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 addition, in the first turn of the game, all Polish infantry units count as having the Fieldcraft rule.
- When attempting an outflanking manoeuvre, as described on page 172 of the *Bolt Action* rulebook, Polish units ignore the -1 modifier to the order test for coming onto the table.

## INFANTRY

### HEADQUARTERS UNITS

#### Officer

Cost	- 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	- 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	- 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 air force or artillery forward observer and up to 2 further men
Weapons	Pistol, submachine gun, or rifle, as depicted on the models
Options	- The 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	42pts (Inexperienced), 60pts (Regular), 78pts (Veteran)
Composition	1 NCO and 5 men
Weapons	Rifles
Options	- Add up to 13 additional men with rifles at +7pts each (Inexperienced) or at +10pts each (Regular), or up to 4 additional men at +13pts each (Veteran) - 1 man may be armed with a BAR automatic rifle for +6pts - The entire squad may be given the Engineers special rule for +1pt per man
Special Rules	- Engineers (if option is taken)

#### Polish Motorcycle Section

Cost	90pts (Regular), 115pts (Veteran)
Composition	1 NCO and 5 Men on motorcycle/sidecars
Weapons	Rifles
Options	- Add up to 7 additional men with rifles on motorcycles/sidecars for +15pts each (Regular), or +20 pts each (Veteran) - 1 man may be armed with a BAR automatic rifle for +6 pts.
Special Rules	- Motorcycles



## Cavalry Section

Cost	78pts (Regular), 96pts (Veteran)
Composition	1 NCO and 5 men mounted on horses
Weapons	Cavalry carbines
Options	<ul style="list-style-type: none"> <li>- Add up to 7 additional mounted men with cavalry carbines at +13pts each (Regular) or +16pts each (Veteran)</li> <li>- 1 man may be armed with a BAR Automatic Rifle for +6pts</li> <li>- Equip the entire unit with lances for +1pt per man</li> </ul>
Special Rules	<ul style="list-style-type: none"> <li>- Cavalry Carbines: These short-barreled rifles count as pistols when used from horseback, and rifles when used on foot</li> <li>- BAR: note that the BAR Automatic Rifle may not fire while the operator is mounted</li> <li>- Lances: Units equipped with lances gain one additional attack in close quarters against infantry and artillery units, but may not fire their carbines while mounted. Lances are discarded if the unit dismounts</li> </ul>

## Machine Gun Team

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 medium machine gun
Special Rules	<ul style="list-style-type: none"> <li>- Team Weapon</li> <li>- Fixed</li> </ul>

## Marksman

Cost	40pts (Regular), 50pts (Veteran)
Team	1 marksman
Weapons	Rifle
Special Rules	<ul style="list-style-type: none"> <li>- Sniper</li> <li>- Infiltrator</li> </ul>

## Anti-Tank Rifle Team

Cost	18pts (Inexperienced), 25pts (Regular), 33pts (Veteran)
Team	2 men
Weapons	1 anti-tank rifle
Special Rules	<ul style="list-style-type: none"> <li>- Team Weapon</li> </ul>

## Mortar Team

Cost	21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)
Team	2 men
Weapons	1 light mortar
Options	<ul style="list-style-type: none"> <li>- Upgrade light mortar to medium mortar for +15pts, gaining one extra man and the Fixed special rule.</li> <li>- Medium mortars may add a spotter for +10pts</li> </ul>
Special Rules	<ul style="list-style-type: none"> <li>- Team Weapon</li> <li>- Fixed (if medium mortar option is taken)</li> </ul>

# 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"> <li>- 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</li> <li>- Add gun shield for +5pts</li> <li>- Medium and heavy howitzers may add a spotter for +10pts</li> </ul>
Special Rules	<ul style="list-style-type: none"> <li>- Gun Shield (if option is taken)</li> </ul>

## ANTI-TANK GUNS

### Anti-Tank Guns

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 light anti-tank gun
Special Rules	<ul style="list-style-type: none"> <li>- Gun Shield</li> </ul>

## ANTI-AIRCRAFT GUNS

### AA Automatic Cannons

Cost	25pts (Inexperienced), 35pts (Regular), 46pts (Veteran)
Team	3 men
Weapons	1 pintle-mounted light autocannon with a 360-degrees arc of fire (FK-A wz 38)
Options	<ul style="list-style-type: none"> <li>- Upgrade the gun to a heavy automatic cannon and add 1 crew for +15pts (Bofors 40mm)</li> </ul>
Special Rules	<ul style="list-style-type: none"> <li>- Flak</li> </ul>



# VEHICLES

## TANKS

### Tankettes and Light Tanks

Cost	52pts (Inexperienced), 65pts (Regular), 78pts (Veteran)
Weapons	1 hull-mounted medium machine gun (TKS tankette)
Damage Value	7+ (armoured car)
Options	<ul style="list-style-type: none"> <li>- Replace the hull-mounted medium machine gun with 1 hull-mounted Light Automatic cannon for +20pts</li> <li>- Replace the hull-mounted medium machine gun with 1 turret-mounted light anti-tank gun with coaxial medium machine gun, replacing the Recce rule with the Vulnerable rule for +25pts (Vickers Type E light tank). The Vickers Type E may then replace the single turret with 2 medium machine gun turrets for -35pts</li> </ul>
Special Rules	<ul style="list-style-type: none"> <li>- Recce</li> <li>- Vulnerable (if Vickers Type E option is taken): Because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier (i.e. in total, +2 for side hits and +3 for rear hits)</li> </ul>

### 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	<ul style="list-style-type: none"> <li>- One-Man Turret</li> <li>- 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</li> <li>- 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</li> </ul>

### Renault R35

Cost	84pts (Inexperienced), 105pts (Regular), 126pts (Veteran)
Weapons	1 turret-mounted low-velocity light anti-tank gun with coaxial MMG
Damage Value	8+ (light tank)
Special Rules	<ul style="list-style-type: none"> <li>- One-Man Turret</li> <li>- Slow</li> <li>- Armoured All Round</li> <li>- Low velocity light anti-tank gun: The R35's puny weapon counts as a light anti-tank gun but with an armour penetration rating of +3 instead of the usual +4</li> </ul>

### Hotchkiss H35

Cost	84pts (Inexperienced), 105pts (Regular), 126pts (Veteran)
Weapons	1 turret-mounted low-velocity light anti-tank gun with coaxial medium machine gun
Damage Value	8+ (light tank)
Special Rules	<ul style="list-style-type: none"> <li>- Low velocity light anti-tank gun: This counts as a light anti-tank gun but with an armour penetration rating of +3 instead of the usual +4</li> <li>- One-man Turret</li> </ul>

### 7TP

Cost	92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)
Weapons	1 turret-mounted light anti-tank gun with coaxial medium machine gun
Damage Value	8+ (light tank)
Options	- Replace the single turret with 2 separate medium machine gun turrets for -35pts
Special Rules	- Vulnerable: Because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier (i.e. in total, +2 for side hits and +3 for rear hits)



## ARMoured CARS AND RECCE VEHICLES

### Armoured Cars

<b>Cost</b>	56pts (Inexperienced), 70pts (Regular), 84pts (Veteran)
<b>Weapons</b>	1 turret-mounted medium machine gun (wz.34)
<b>Damage Value</b>	7+ (armoured car)
<b>Options</b>	<ul style="list-style-type: none"> <li>- Replace the turret-mounted medium machine gun with 1 turret-mounted low-velocity light anti-tank gun, 1 turret-mounted rear facing medium machine gun, and 1 hull-mounted rear facing medium machine gun, and the Too Many Jobs! special rule, for +30pts (wz.29 'Ursus')</li> <li>- Replace the wheeled wz.34 with a half-tracked wz.28 for free</li> <li>- Replace the turret-mounted medium machine gun on either a wz.34 or wz.28 with 1 low-velocity light anti-tank gun for +30pts</li> </ul>
<b>Special Rules</b>	<ul style="list-style-type: none"> <li>- Recce</li> <li>- Low velocity light anti-tank gun: If the option is taken, this is a light anti-tank gun but with an armour penetration of +3 instead of the usual +4</li> <li>- Too Many Jobs! (if option is taken): Combining the roles of commander, gunner for two different weapons and loader together means it's hard to do different things at once! To represent this it is always necessary to make an order test when issuing an <i>Advance</i> order, even if the tank is not pinned. In addition, the vehicle may fire either the main gun or the turret-mounted medium machine gun in the same turn, not both</li> </ul>

## TRANSPORTS AND TOWS

### Half-Track Truck

<b>Cost</b>	33pts (Inexperienced), 41pts (Regular), 49pts (Veteran)
<b>Weapons</b>	None
<b>Damage Value</b>	7+ (armoured carrier)
<b>Transport</b>	Up to 6 men
<b>Tow</b>	Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun
<b>Options</b>	<ul style="list-style-type: none"> <li>- Add a pintle-mounted medium machine gun with a 360-degree arc of fire for +20pts, losing all transport capacity (counts as an armoured car choice).</li> <li>- Convert to extended troop carrier to increase Transport capacity to 12 men for +7pts</li> </ul>
<b>Special Rules</b>	- Open-Topped

### Pzinz 302 Field Car

<b>Cost</b>	17pts (Inexperienced), 21pts (Regular), 25pts (Veteran)
<b>Weapons</b>	None
<b>Damage Value</b>	6+ (soft-skin)
<b>Transport</b>	Up to 6 men
<b>Tow</b>	Light howitzer, light or medium anti-tank gun
<b>Options</b>	- Add a pintle-mounted medium machine gun with 360 arc of fire for +20pts, losing all transport capacity (counts as an armoured car choice)

### C4P Half-Track Tractor

<b>Cost</b>	12pts (Inexperienced), 15pts (Regular), 18pts (Veteran)
<b>Weapons</b>	None
<b>Damage Value</b>	6+ (soft-skin)
<b>Tow</b>	Any howitzer, any anti-tank gun, any anti-aircraft gun