

## ARMY SPECIAL RULES

### FORWARD ARTILLERY DOCTRINE

The forward artillery 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

<b>Cost</b>	<ul style="list-style-type: none"> <li>Platoon Commander (1st or 2nd Lieutenant): 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)</li> <li>Company Commander (Captain or Major): 42pts (Inexperienced), 60pts (Regular), 78pts (Veteran)</li> </ul>
<b>Team</b>	1 officer and up to 2 further men
<b>Weapons</b>	Pistol, submachine gun or rifle, as depicted on the models
<b>Options</b>	<ul style="list-style-type: none"> <li>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)</li> </ul>

#### Medic

<b>Cost</b>	23pts (Regular), 30pts (Veteran)
<b>Team</b>	1 medic and up to 2 further men
<b>Weapons</b>	None
<b>Options</b>	<ul style="list-style-type: none"> <li>The medic may be accompanied by up to 2 unarmed men at a cost of +8pts per man (Regular) or +11pts per man (Veteran)</li> </ul>

#### Forward Observer

<b>Cost</b>	Forward Observer (artillery) 75pts (Regular), 90pts (Veteran)
<b>Team</b>	1 artillery forward observer and up to 2 further men
<b>Weapons</b>	Pistol, submachine gun or rifle, as depicted on the models
<b>Options</b>	<ul style="list-style-type: none"> <li>The officer may be accompanied by up to 2 men at a cost of +11pts per man (Regular) or +14pts per man (Veteran)</li> </ul>
<b>Special Rules</b>	<ul style="list-style-type: none"> <li>Infiltrator</li> </ul>

### INFANTRY SQUADS AND TEAMS

#### Infantry Section

<b>Cost</b>	35pts (Inexperienced), 50pts (Regular)
<b>Composition</b>	1 NCO and 4 men
<b>Weapons</b>	Rifles
<b>Options</b>	<ul style="list-style-type: none"> <li>Add up to 5 additional men at +10pts each (Regular), or up to 15 additional men at +7pts each (Inexperienced)</li> <li>The NCO may have a submachine gun for +4pts</li> <li>One man may have a BAR automatic rifle for +6pts</li> <li>One man may have a VB launcher for +20pts</li> <li>The entire squad may be mounted on bicycles at +1pt per man</li> <li>The entire squad may be given the Engineers special rule for +1pt per man</li> <li>You 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</li> </ul>
<b>Special Rules</b>	<ul style="list-style-type: none"> <li>Bicycles (if option taken)</li> <li>Engineers (if option is taken)</li> </ul>

## Chasseurs Ardennais

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

## Cavalry Troop

<b>Cost</b>	65pts (Veteran)
<b>Composition</b>	1 NCO and 4 men
<b>Weapons</b>	Cavalry carbine
<b>Options</b>	<ul style="list-style-type: none"> <li>- Add up to 5 additional men at +13pts each</li> <li>- The NCO may have a submachine gun for +4pts</li> <li>- The entire squad may be upgraded to Tough Fighters for +1pt per man</li> <li>- The entire squad may be mounted on horses for +3pts per man</li> <li>- The entire squad may be mounted on motorcycles and motorcycles with sidecars for +5pts per man</li> </ul>
<b>Special Rules</b>	<ul style="list-style-type: none"> <li>- Tough Fighters (if option taken)</li> <li>- 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).</li> </ul>

## Machine Gun Team

<b>Cost</b>	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
<b>Team</b>	3 men
<b>Weapons</b>	1 medium machine gun
<b>Options</b>	- The machine gun may be upgraded to a heavy machine gun, and gain an additional crewman, for +20pts
<b>Special Rules</b>	<ul style="list-style-type: none"> <li>- Team weapon</li> <li>- Fixed</li> </ul>

## Boys Anti-Tank Rifle Team

<b>Cost</b>	18pts (Inexperienced), 25pts (Regular), 33pts (Veteran)
<b>Team</b>	2 men
<b>Weapons</b>	1 anti-tank rifle
<b>Special Rules</b>	- Team weapon

## Sniper Team

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

## Mortar Team

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

# ARTILLERY

## FIELD ARTILLERY

### Howitzers

<b>Cost</b>	32pts (Inexperienced), 45pts (Regular), 59pts (Veteran)
<b>Team</b>	3 men
<b>Weapons</b>	1 light howitzer
<b>Options</b>	<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>
<b>Special Rules</b>	- Gun shield (if option is taken)

## ANTI-TANK GUNS

### Anti-Tank Guns

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

## ANTI-AIRCRAFT GUNS

### AA Automatic Cannons

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

# VEHICLES

## TANKS

### Light Tanks

<b>Cost</b>	24pts (Inexperienced), 30pts (Regular), 36pts (Veteran)
<b>Weapons</b>	1 turret-mounted medium machine gun (FT-17)
<b>Damage Value</b>	7+ (armoured carrier)
<b>Options</b>	<ul style="list-style-type: none"> <li>- Replace the medium machine gun with a low-velocity light anti-tank gun for +30pts (FT-18)</li> <li>- Remove the 'Slow... Pitifully Slow' rule for +20pts (T15)</li> </ul>
<b>Special Rules</b>	<ul style="list-style-type: none"> <li>- One-man turret</li> <li>- 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</li> <li>- 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</li> </ul>

## TANK DESTROYERS

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

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

## ARMoured CARS AND RECCE VEHICLES

### Minerva Armoured Car

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

### ACG-1

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

## TRANSPORTS AND TOWS

### Citroen-Kegresse Half-Track

<b>Cost</b>	32pts (Inexperienced), 40pts (Regular), 48pts (Veteran)
<b>Weapons</b>	None
<b>Damage Value</b>	7+ (armoured carrier)
<b>Transport</b>	Up to 5 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</li> </ul>
<b>Special Rules</b>	<ul style="list-style-type: none"> <li>- Open-topped</li> </ul>

### Field Cars

<b>Cost</b>	15pts (Inexperienced), 19pts (Regular), 23pts (Veteran)
<b>Weapons</b>	None
<b>Damage Value</b>	6+ (soft-skin)
<b>Transport</b>	Up to 4 men
<b>Options</b>	<ul style="list-style-type: none"> <li>- Add a rear-facing medium machine gun for +6pts, losing all transport capacity</li> <li>- 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</li> </ul>
<b>Special Rules</b>	<ul style="list-style-type: none"> <li>- Command Vehicle (if option taken)</li> </ul>

### Berliet VUDB Carrier

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

### Armoured Tractors

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