

## ARMY SPECIAL RULES

### TRAINED HUNTSMEN

As long as any Finnish infantry unit has an Ambush order die next to it, it can re-roll morale checks. Also, when the unit opens fire from *Ambush*, all models in the unit that are armed with a rifle, including snipers, gain an additional +1 to-hit bonus.

### SISU

When a Finnish infantry or artillery unit is reduced to 50 per cent or less of its starting strength, the remaining models in that unit are automatically upgraded to higher quality – Inexperienced troops become Regular and Regulars become Veterans, while Veteran units increase their base Morale to 11. For example, when a unit of 9 Regular Finnish infantry is reduced to 4 men or below,

the men immediately upgrade to Veterans before any more dice are rolled (including any Morale check they must take for the casualties just suffered).

### MOTTI

When attempting an outflanking manoeuvre as described on p.172 of the *Bolt Action* rulebook, Finnish infantry units ignore the –1 modifier to the Order test for coming on to the table.

### SKIS

All infantry units may be equipped with skis for free. Ski troops ignore movement penalties for snow and other winter conditions.

## INFANTRY

### HEADQUARTERS UNITS

#### Officer

<b>Cost</b>	<ul style="list-style-type: none"> <li>– Platoon Commander (1st or 2nd Lieutenant) 30pts (Regular), 39pts (Veteran)</li> <li>– Company Commander (Captain or Major) 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 +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 (Regular) or +11pts (Veteran) each</li> </ul>

#### Forward Observer

<b>Cost</b>	Forward Observer (artillery) 75pts (Regular), 90pts (Veteran)
<b>Team</b>	1 forward observer and up to 2 additional 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 observer may be accompanied by up to 2 men at a cost of +11pts (Regular) or +14pts (Veteran) each</li> </ul>
<b>Special Rules</b>	– Infiltrator

### INFANTRY SQUADS AND TEAMS

#### Rifle Squad

<b>Cost</b>	50pts (Regular), 65pts (Veteran)
<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 4 additional men with rifles at +10pts (Regular) or +13pts (Veteran)</li> <li>– The NCO and one additional man may be equipped with a submachine gun instead of a rifle for +4 pts each</li> <li>– One man may have a light machine gun for +15 pts – another man becomes the loader</li> <li>– Up to 2 men may have a panzerfaust in addition to other weapons for +15pts each</li> <li>– The entire squad may be equipped with anti-tank grenades for +2pts per model</li> <li>– The entire squad may be Tough Fighters for +1pt per man</li> <li>– The entire squad may be given the Engineers special rule for +1pt per man</li> <li>– If the Engineers special rule is taken, one man may replace his rifle with a flamethrower for +30pts – another man becomes the assistant</li> </ul>
<b>Special Rules</b>	<ul style="list-style-type: none"> <li>– Tank Hunter (if anti-tank grenades taken)</li> <li>– Tough Fighters (if option is taken)</li> <li>– Engineers (if option is taken)</li> </ul>

## Recon/Light Infantry Squad

Cost	65pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> <li>- Add up to 6 additional men with rifles at +13pts</li> <li>- Any model may have a submachine gun instead of a rifle for +4pts each</li> <li>- One man may have a light machine gun for +15pts - another man becomes the loader</li> <li>- Up to 2 men may have a panzerfaust in addition to other weapons for +15pts each</li> <li>- The entire squad may be equipped with anti-tank grenades for +2pts per model.</li> <li>- The entire squad may be equipped with bicycles for +1pt per model</li> <li>- The entire squad may be Tough Fighters for +1pt per man and/or be upgraded to Sissi Recon Squad, gaining the 'Master of the Hunt' rule for +1pt per man</li> </ul>
Special Rules	<ul style="list-style-type: none"> <li>- Tank Hunter (if anti-tank grenades taken)</li> <li>- Tough Fighters (if option is taken)</li> <li>- Master of the Hunt (if Sissi option is taken): the Sissi can move into an ambush position. In other words, they are allowed to make an <i>Advance</i> move and if they do not shoot any weapons then the Sissi can turn their dice to an <i>Ambush</i> order</li> </ul>

## Kaukopartio Long Distance Recon Squads

Cost	115pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Submachine guns and anti-tank grenades
Options	<ul style="list-style-type: none"> <li>- Add up to 4 additional men with submachine guns at +23pts each</li> <li>- Any man may choose to have a rifle in addition to their submachine gun for +1pt per model</li> </ul>
Special Rules	<ul style="list-style-type: none"> <li>- Tank Hunters</li> <li>- Fanatics</li> <li>- Medic: each man carries field surgery kit and is a skilled medic. Therefore, the unit can self-medicate and always acts exactly in the same way as if a medic was within 6" of the unit</li> <li>- Deep Strike Mission: when a Kaukopartio unit that is outflanking as described in the BA rulebook becomes available, it may enter the battle from anywhere along either the right/left table edge (depending on the chosen side) or any point along the enemy's own table edge. For example, if a Kaukopartio decided to outflank left, it could enter from any point along the left table edge (regardless of the turn it became available), or any point along the enemy's table edge</li> </ul>

## Machine Gun Team

Cost	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>

## Anti-Tank Team

Cost	25pts (Regular), 33pts (Veteran)
Team	1 anti-tank rifle
Weapons	2 men
Options	- Upgrade the AT rifle to panzerschreck for +55pts
Special Rules	<ul style="list-style-type: none"> <li>- Team weapon</li> <li>- Shaped charge (if option is taken)</li> </ul>

## Flamethrower Team

Cost	50pts (Regular), 65pts (Veteran)
Team	2 men
Weapons	1 infantry flamethrower
Special Rules	<ul style="list-style-type: none"> <li>- Team weapon</li> <li>- Flamethrower</li> </ul>

## Sniper Team

Cost	54pts (Regular), 70pts (Veteran)
Team	2 men
Weapons	Sniper has a rifle and a pistol, spotter has a pistol
Special Rules	<ul style="list-style-type: none"> <li>- Master of the Hunt: as very experienced hunters, Finnish sniper teams can move into an ambush position. In other words, they are allowed to make an <i>Advance</i> move and if they do not shoot any weapons then the sniper team can turn their dice to an <i>Ambush</i> order</li> <li>- Team weapon</li> <li>- Sniper</li> <li>- Infiltrator</li> </ul>

## Mortar Team

Cost	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>- Upgrade light mortar to heavy mortar for +30pts, gaining two extra men and the Fixed special rule.</li> <li>- Medium and heavy 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 or heavy mortar option is taken)</li> </ul>

# ARTILLERY

## FIELD ARTILLERY

### Howitzers

Cost	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	50pts (Regular), 60pts (Veteran)
Team	3 men
Weapons	Light anti-tank gun
Options	<ul style="list-style-type: none"><li>- The crew may be equipped with skis and the gun mounted on an <i>ahkio</i> sledge for +4pts</li><li>- Upgrade the gun to a M-42 light anti-tank gun for +10pts</li><li>- Upgrade the gun to a medium anti-tank gun for +20pts, or to a heavy anti-tank gun and gain 1 extra man, for +50pts</li></ul>
Special Rules	<ul style="list-style-type: none"><li>- Gun shield</li><li>- Improved ballistic performance (M-42 only): within 24" an M-42 ATG adds +1 to its penetration value</li><li>- Skis (if option is taken): Ski troops ignore movement penalties for snow and other winter conditions</li></ul>

## ANTI-AIRCRAFT GUNS

### AA Automatic Cannons

Cost	40pts (Regular), 52pts (Veteran)
Team	3 men
Weapons	1 light automatic cannon on a rotating platform (20 ITK/30 and 38)
Options	<ul style="list-style-type: none"><li>- Upgrade gun to heavy automatic cannon, lose the gun shield and add 1 crew for +10pts (40 ITK/38)</li></ul>
Special Rules	<ul style="list-style-type: none"><li>- Flak</li><li>- Gun shield (light automatic cannon only)</li></ul>

# VEHICLES

## TANKS

### Tankettes

Cost	70pts (Regular), 84pts (Veteran)
Weapons	2 separate turret-mounted medium machine guns (Vickers 6-ton)
Damage Value	7+ (armoured car)
Options	<ul style="list-style-type: none"><li>- Replace both medium machine guns with a single turret-mounted light anti-tank gun with co-axial medium machine gun for +35pts (T26B or E)</li></ul>

### Captured Soviet Light Tanks

Cost	95pts (Regular), 114pts (Veteran)
Weapons	1 turret-mounted light anti-tank gun with co-axial medium machine gun (BT-5 and BT-7)
Damage Value	8+ (light tank)
Options	<ul style="list-style-type: none"><li>- Replace all weapons with 1 turret-mounted light howitzer with co-axial medium machine gun, 1 turret-mounted medium machine gun covering the front arc and the left arc, 1 turret-mounted medium machine gun covering the front arc and the right arc, 1 pintle-mounted AA medium machine gun for +25pts (T-28 Postijuna)</li></ul>
Special Rules	<ul style="list-style-type: none"><li>- Unreliable</li></ul>

## Captured Soviet Medium Tanks

Cost	198pts (Veteran)
Weapons	1 turret-mounted medium anti-tank gun with co-axial medium machine gun, 1 forward-facing hull-mounted medium machine gun (T-34 Sotka)
Damage Value	9+ (medium tank)
Options	- Upgrade the medium anti-tank gun to a heavy anti-tank gun for +35pts (T-34/85 Pitkäputkinen)
Special Rules	- Unreliable

## Captured Soviet Heavy Tanks

Cost	304pts (Veteran)
Weapons	1 turret-mounted medium anti-tank gun with co-axial medium machine gun, 1 turret-mounted rear-facing medium machine gun, 1 forward-facing hull-mounted medium machine gun (KV-1 Klimi)
Damage Value	10+ (heavy tank)
Special Rules	- Slow - Armoured all round - Unreliable

## ASSAULT GUNS

### BT-42

Cost	155pts (Regular), 186pts (Veteran)
Weapons	1 turret-mounted medium howitzer
Damage Value	8+ (light tank)

### Stug III Sturm

Cost	185pts (Regular), 222pts (Veteran)
Weapons	1 casement-mounted forward-facing heavy anti-tank gun and 1 medium machine gun with 360-degree arc of fire
Damage Value	9+ (medium tank)

## ARMoured CARS

### Captured Soviet Armoured Cars

Cost	35pts (Regular), 42pts (Veteran)
Weapons	1 turret-mounted LMG (BA-20)
Damage Value	7+ (armoured car)
Options	- Replace all weapons with 1 turret-mounted light anti-tank gun with co-axial LMG, 1 forward-facing LMG for +55pts (BA-10)
Special Rules	- Recce - Unreliable

## TRANSPORTS AND TOWS

### Captured T-20 Komsomolets

Cost	16pts (Regular), 19pts (Veteran)
Weapons	Forward-facing light machine gun
Damage Value	7+ (armoured carrier)
Transport	Up to 6 men
Tow	Any anti-tank gun, any anti-aircraft gun, light or medium howitzer
Special Rules	- Open-topped - Unreliable