

## 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

<b>Cost</b>	- Platoon Commander (1st or 2nd Lieutenant) 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran) - Company Commander (Captain, Major) 42pts (Inexperienced), 60pts (Regular), 78pts (Veteran)
<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>	- 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

<b>Cost</b>	30pts (Veteran)
<b>Team</b>	1 medic and up to 2 further men
<b>Weapons</b>	None
<b>Options</b>	- The medic may be accompanied by up to 2 unarmed men at a cost of +11pts per man (Veteran)

#### Forward Observer

<b>Cost</b>	Forward Observer (artillery) 75pts (Regular), 90pts (Veteran)
<b>Team</b>	1 Forward Observer and up to 2 further men
<b>Weapons</b>	Pistol, submachine gun or rifle, as depicted on the models
<b>Options</b>	- The observer may be accompanied by up to 2 men at a cost of +11pts per man (Regular) or +14pts per man (Veteran)
<b>Special Rules</b>	- Infiltrator

### 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>	- Add up to 6 additional men with rifles at +7pts each (Inexperienced) or at +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
<b>Special Rules</b>	- Tough Fighters (if option taken) - Engineers (if option is taken)

#### Cavalry Troop

<b>Cost</b>	80pts (Veteran)
<b>Composition</b>	1 NCO and 4 men mounted on horses
<b>Weapons</b>	Cavalry carbines
<b>Options</b>	- Add up to 5 additional men at +16pts each
<b>Special Rules</b>	- 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

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

## ARMoured CARS AND RECCE VEHICLES

### L3/35 Tankette

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

### Peerless Armoured Car

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

## TRANSPORTS AND TOWS

### Bren Carrier

<b>Cost</b>	40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
<b>Weapons</b>	1 forward-facing hull-mounted LMG
<b>Damage Value</b>	7+ (armoured carrier)
<b>Transport</b>	Up to 5 men
<b>Tow</b>	Light or medium anti-tank gun
<b>Options</b>	<ul style="list-style-type: none"><li>- Add a pintle-mounted LMG with a 360-degree arc of fire for +15pts</li><li>- Replace forward-facing LMG with Boys Anti-tank Rifle for +10pts</li></ul>
<b>Special Rules</b>	<ul style="list-style-type: none"><li>- Open-topped</li><li>- Turn on the spot</li></ul>