

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

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|----------------|---|
| 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

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|----------------------|--|
| Cost | Forward Observer (air force or artillery) 75pts (Regular), 90pts (Veteran) |
| Team | 1 Forward Observer and up to 2 further men |
| Weapons | Pistol, submachine gun or rifle, as depicted on the models |
| Options | - The 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

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

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"> - Team weapon - Fixed |

Marksman

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

Anti-Tank Rifle Team

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

ANTI-AIRCRAFT GUNS

AA Automatic Cannons

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|----------------------|---|
| 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 | - Upgrade the gun to a heavy automatic cannon and add 1 crew for +15pts (Bofors 40mm) |
| Special Rules | - Flak |

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"> - Replace the hull-mounted medium machine gun with 1 hull-mounted Light Automatic cannon for +20pts - 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 |
| Special Rules | <ul style="list-style-type: none"> - Recce - 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) |

Renault FT

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|----------------------|---|
| 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"> - 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 |

Renault R35

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|----------------------|---|
| Cost | 88pts (Inexperienced), 110pts (Regular), 132pts (Veteran) |
| Weapons | 1 turret-mounted low-velocity light anti-tank gun and 1 forward-facing hull-mounted medium machine gun |
| Damage Value | 8+ (light tank) |
| Special Rules | <ul style="list-style-type: none"> - One-man turret - Slow - Armoured all round - 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 |

Hotchkiss H35

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|----------------------|--|
| 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 | - 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 |

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

| | |
|----------------------|---|
| Cost | 56pts (Inexperienced), 70pts (Regular), 84pts (Veteran) |
| Weapons | 1 turret-mounted medium machine gun (wz.34) |
| Damage Value | 7+ (armoured car) |
| Options | <ul style="list-style-type: none"> - 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, getting the 'Too many jobs!' special rule, for +30pts (wz.29 'Ursus') - Replace the wheeled wz.34 with a half-tracked wz.28 for free - 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 |
| Special Rules | <ul style="list-style-type: none"> - Recce - 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 - 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 |

TRANSPORTS AND TOWS

Half-Track Truck

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|----------------------|---|
| Cost | 33pts (Inexperienced), 41pts (Regular), 49pts (Veteran) |
| Weapons | None |
| Damage Value | 7+ (armoured carrier) |
| Transport | Up to 6 men |
| Tow | Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun |
| Options | <ul style="list-style-type: none"> - 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). - Convert to extended troop carrier to increase Transport capacity to 12 men for +7pts |
| Special Rules | - Open-topped |

Pzinz 302 Field Car

| | |
|---------------------|---|
| Cost | 17pts (Inexperienced), 21pts (Regular), 25pts (Veteran) |
| Weapons | None |
| Damage Value | 6+ (soft-skin) |
| Transport | Up to 6 men |
| Tow | Light howitzer, light or medium anti-tank gun |
| Options | - 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

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