ARMY SPECIAL RULES

BATTLEFIELD KNOWLEDGE

- Any Norwegian 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 Norwegian infantry units count as having the Fieldcraft rule.

- When attempting an outflanking manoeuvre, as described on page 172 of the *Bolt Action* rulebook, Norwegian 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)
	– The entire squad may have skis for free
Special Rules	– Ski Troops (if option is chosen): Ski troops ignore movement penalties for snow and other winter conditions

Medic

Cost	23pts (Regular)
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 +8pts per man
	– The entire squad may have skis for free
Special Rules	– Ski Troops (if option is chosen): Ski troops ignore movement penalties for snow and other winter conditions

Forward Observer

Cost	Forward Observer (artillery) 75pts (Regular)
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
	– The entire squad may have skis for free
Special Rules	– Ski Troops (if option is chosen): Ski troops ignore movement penalties for snow and other winter conditions
	– Infiltrator

INFANTRY SQUADS AND TEAMS

Infantry Section

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	– Add up to 6 additional men with rifles at +7pts each (Inexperienced) or +10pts each (Regular)
	– One man may have a light machine gun for +15pts. Another man becomes the loader
	– Veteran units (Royal Guards) may be equipped with anti-tank grenades for +2pts per man
	– The entire squad may be given the Engineers special rule for +1pt per man
	– The entire squad may have skis for free
Special Rules	– Ski Troops (if option is chosen): Ski troops ignore movement penalties for snow and other winter conditions
	– Tank Hunters (if anti-tank grenades taken)
	– Engineers (if option is taken)

Machine Gun Team

Cost	35pts (Inexperienced), 50pts (Regular)
Team	3 men
Weapons	1 medium machine gun
Options	– Pintle-mount: the machine gun may have a pintle-mount tripod for +5pts – The entire squad may have skis for free
Special Rules	– Ski Troops (if option is chosen): Ski troops ignore movement penalties for snow and other winter conditions – 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
Options	– The entire squad may have skis for free
Special Rules	– Team weapon – Sniper – Infiltrator – Ski Troops (if option is chosen): Ski troops ignore movement penalties for snow and other winter conditions

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	35pts (Inexperienced), 50pts (Regular)
Team	3 men
Weapons	1 light howitzer
Special Rules	– Gun shield

VEHICLES

TRANSPORTS AND TOWS

Common vehicles only