

## ARMY SPECIAL RULES

### BATTLEFIELD KNOWLEDGE

- Any Partisan 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 dice on Turn 1.
- In addition, in the first turn of the game, all Partisan infantry units count as having the Fieldcraft rule.

- When attempting an outflanking manoeuvre, as described on page 172 of the *Bolt Action* rulebook, Partisan units ignore the -1 modifier to the order test for coming onto the table.

### HOME COUNTRY

When fighting against Partisans, enemy snipers, observers and spotters cannot use their special deployment rules, and must instead be deployed like the rest of the force. In addition, enemies cannot outflank the Partisans, but must always come in from their own table edge when arriving from Reserve.

## INFANTRY

### HEADQUARTERS UNITS

#### Partisan Officer

Cost	- Platoon Commander (1st or 2nd Lieutenant) 21pts (Inexperienced), 30pts (Regular)
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) or +10pts per man (Regular)

#### Liaison Officers

Cost	Liaison Officer 75pts (Regular), 90pts (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 +11pts per man (Regular) or +14pts per man (Veteran)
Special Rules	- Liaison Officers count as a Forward Air Observer - Infiltrator

### INFANTRY SQUADS AND TEAMS

#### Partisan Squad

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Composition	1 leader (NCO) and 4 men
Weapons	Rifles
Options	- Add up to 15 additional men with rifles for +7pts each (Inexperienced), +10pts each (Regular) or +13pts each (Veteran) - Up to three men may replace their rifle with a shotgun (treat as rifle with 18" range and Assault special rule) for +3 pts per model - Any man may replace their rifle with a submachine gun for +4pts per model - One man may have a light machine gun for +15pts. Another man becomes the loader - One man may have a panzerfaust for +15pts - Equip all men with Anti-Tank Grenades for +2pts per model - If no additional men are purchased, the five-man squad may be given the Engineers special rule for +5pts
Special Rules	- Tank Hunters (if anti-tank grenades option is taken) - Engineers (if option is taken)

#### Partisan Cavalry Squad

Cost	65pts (Regular)
Composition	1 NCO and 4 men mounted on horses
Weapons	Cavalry carbines (see below)
Options	- Add up to 5 additional men at +13pts each - Any man may have a submachine gun instead of a carbine for +4pts each - One man may have a light machine gun for +15pts. Another man becomes the loader
Special Rules	- Cavalry Carbines: Carbines count as pistols when used from horseback, and rifles when used on foot

## Machine Gun Team

Cost	35pts (Inexperienced), 50pts (Regular)
Team	3 men
Weapons	1 medium machine gun
Special Rules	<ul style="list-style-type: none"><li>- Team weapon</li><li>- Fixed</li></ul>

## Mortar Team

Cost	21pts (Inexperienced), 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>- Medium 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 mortar option is taken)</li></ul>

## Flamethrower Team

Cost	36pts (Inexperienced), 45pts (Regular)
Team	2 men
Weapons	1 flamethrower
Special Rules	<ul style="list-style-type: none"><li>- Team weapon</li><li>- Flamethrower</li><li>- Poor maintenance: Handled by inexperienced partisans, the flamethrower is more likely to malfunction. When rolling to determine whether the flamethrower runs out of fuel, you suffer a -1 modifier to the roll</li></ul>

## Sniper Team

Cost	36pts (Inexperienced), 52pts (Regular), 68pts (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>- Team weapon</li><li>- Sniper</li><li>- Infiltrator</li></ul>

## Anti-Tank Team

Cost	18pts (Inexperienced), 25pts (Regular)
Team	2 men
Weapons	1 anti-tank rifle
Options	<ul style="list-style-type: none"><li>- Upgrade the anti-tank rifle to PIAT for +15pts, or to bazooka for +35pts</li></ul>
Special Rules	<ul style="list-style-type: none"><li>- Team weapon</li><li>- Shaped charge (if option is taken)</li></ul>

# ARTILLERY

## FIELD ARTILLERY

### Howitzers

Cost	35pts (Inexperienced), 50pts (Regular)
Team	3 men
Weapons	1 light howitzer
Special Rules	<ul style="list-style-type: none"><li>- Gun shield</li></ul>

## ANTI-AIRCRAFT GUNS

### AA Automatic Cannons

Cost	25pts (Inexperienced), 35pts (Regular)
Team	3 men
Weapons	1 light automatic cannon on a rotating platform
Special Rules	<ul style="list-style-type: none"><li>- Flak</li></ul>

## ANTI-TANK GUNS

### Anti-Tank Guns

Cost	40pts (Inexperienced), 50pts (Regular)
Team	2 men
Weapons	1 light anti-tank gun
Special Rules	<ul style="list-style-type: none"><li>- Gun shield</li></ul>

# VEHICLES

## CAPTURED VEHICLES

A Partisan force may include any vehicle with a Damage Value up to and including 9+ (medium tank). However, all captured vehicles must be purchased as Inexperienced and, in addition, all armoured vehicles (damage value of 7+) have the Unreliable special rule to represent lack of maintenance and crew training.

## TRANSPORTS AND TOWS

### Common vehicles only

Note these are not subject to the Captured Vehicles rule above.