

## ARMY SPECIAL RULES

### FORWARD ARTILLERY DOCTRINE

The forward artillery observer unit may call an artillery barrage twice instead of once per game. Resolve the first barrage as normal. Then, after the first barrage has been resolved, the observer may call a second (when issued a *Fire* order).

### HIGHLY-MOTIVATED RESERVES

Every Inexperienced unit that has one or more pin markers can make a test to lose one pin marker if there are any enemy within 12" immediately before an order is given to it. For example, a unit

of infantry has two pin markers and there is an enemy unit within 12" – when the infantry are allocated an order they can test to lose one pin marker immediately before the order test is taken.

Roll a die: on a roll of 4, 5 or 6 the test is passed and the unit loses one pin marker; on a 1, 2 or 3 the test is failed and the unit retains the pin markers it has. Once this has been done, continue to test to see if the unit obeys its order in the usual way, even if they have lost their last pin marker (in which case the order test is taken without negative modifiers from pin markers).

## INFANTRY

### HEADQUARTERS UNITS

#### Officer

<b>Cost</b>	<ul style="list-style-type: none"> <li>- Platoon Commander (1st or 2nd Lieutenant) 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)</li> <li>- Company Commander (Captain, Major) 42pts (Inexperienced), 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 +7pts per man (Inexperienced), +10pts per man (Regular) or +13pts per man (Veteran)</li> </ul>

#### Forward Observer

<b>Cost</b>	Forward Observer (air force or artillery) 75pts (Regular)
<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>	<ul style="list-style-type: none"> <li>- The observer may be accompanied by up to 2 men at a cost of +11pts per man</li> </ul>
<b>Special Rules</b>	- Infiltrator

#### Medic

<b>Cost</b>	23pts (Regular)
<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 per man</li> </ul>

### 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>	<ul style="list-style-type: none"> <li>- Add up to 6 additional men with rifles at +7pts each (Inexperienced) or at +10pts each (Regular)</li> <li>- One man may have a light machine gun for +15pts. Another man becomes the loader</li> <li>- The entire squad may be given the Engineers special rule for +1pt per man</li> </ul>
<b>Special Rules</b>	- Engineers (if option is taken)

#### Indonesian Infantry Section

<b>Cost</b>	35pts (Inexperienced)
<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 6 unarmed men for +5pts each</li> <li>- Give unarmed men pistols for +1pts each</li> <li>- One man may have a light machine gun for +15pts. Another man becomes the loader</li> <li>- Indonesian Infantry Sections may be Shirkers for a reduction of 2pts per man</li> </ul>

## Motorcycle Section

Cost	75pts (Regular)
Composition	1 NCO and 4 Men on motorcycle/sidecars
Weapons	Rifles
Options	<ul style="list-style-type: none"><li>- Add up to 6 additional men with rifles on motorcycles/sidecars at +15pts each</li><li>- One man may have a light machine gun for +15pts. Another man becomes the loader</li></ul>
Special Rules	<ul style="list-style-type: none"><li>- Motorcycles</li></ul>

## Anti-Tank Rifle Team

Cost	18pts (Inexperienced), 25pts (Regular), 33pts (Veteran)
Team	2 men
Weapons	1 anti-tank rifle
Special Rules	<ul style="list-style-type: none"><li>- Team weapon</li></ul>

## 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"><li>- Team weapon</li><li>- Fixed</li></ul>

## Sniper Team

Cost	52pts (Regular), 67pts (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>

## Mortar Team

Cost	32pts (Inexperienced), 45pts (Regular), 59pts (Veteran)
Team	3 men
Weapons	1 medium mortar
Options	<ul style="list-style-type: none"><li>- Add a Spotter for +10pts</li></ul>
Special Rules	<ul style="list-style-type: none"><li>- Team weapon</li><li>- Fixed</li></ul>

# 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"><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>- Take the 'Severely Outdated' special rule for -10pts</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><li>- Severely Outdated (if option taken): Antiquated Dutch artillery is not precise enough to fire accurate artillery bombardments, and thus always needs a 6 to hit their target unit when firing indirect fire, even if firing on the same unit in subsequent turns</li></ul>

## 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 (20mm Oerlikons)
Options	<ul style="list-style-type: none"><li>- Upgrade gun to heavy automatic cannon and add 1 crew for +15pts (Bofors 40mm)</li></ul>
Special Rules	<ul style="list-style-type: none"><li>- Flak</li></ul>

# VEHICLES

## TANKS

### Carden Lloyd Tankette

Cost	36pts (Inexperienced), 45pts (Regular)
Weapons	1 forward-facing hull-mounted medium machine gun
Damage Value	7+ (armoured car)
Special Rules	- Open-topped

### Light Tanks

Cost	60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Weapons	1 turret-mounted HMG and coaxial medium machine gun (Vickers light tank)
Damage Value	7+ (armoured car)
Options	<ul style="list-style-type: none"> <li>- Replace coaxial medium machine gun with a second HMG for +15pts</li> <li>- Make Amphibious for free</li> <li>- Replace all weapons with 2 forward-facing hull-mounted medium machine guns and 1 turret-mounted medium machine gun for +5pts (Marmon-Herrington CTLS)</li> </ul>
Special Rules	- Amphibious (if option taken)

## ARMoured CARS AND RECCE VEHICLES

### Armoured Cars

Cost	64pts (Inexperienced), 80pts (Regular), 96pts (Veteran)
Weapons	2 turret-mounted medium machine guns (Marmon-Herrington)
Damage Value	7+ (armoured car)
Options	<ul style="list-style-type: none"> <li>- Replace all weapons with 1 turret-mounted medium machine gun and 1 hull-mounted forward-facing medium machine gun for free (Alvis-Straussler)</li> <li>- Replace all weapons with 1 turret-mounted light anti-tank gun with coaxial medium machine gun, 1 forward-facing hull-mounted medium machine gun and 1 rear-facing hull-mounted medium machine gun for +50pts (Landswerk)</li> </ul>
Special Rules	- Recce

### Overallwagen Trucks

Cost	44pts (Inexperienced), 55pts (Regular) 66 (Veteran)
Weapons	1 front-facing medium machine gun (Patrol truck)
Damage Value	7+ (armoured car)
Options	<ul style="list-style-type: none"> <li>- Replace forward-facing medium machine gun with pintle-mounted medium machine gun covering 360 degrees for +10pts</li> <li>- Upgrade the pintle-mounted medium machine gun to HMG for +10pts</li> <li>- Add up to 2 additional pintle-mounted medium machine guns (1 covering the right and rear arcs and 1 covering the left and rear arcs) for +15pts each</li> <li>- Replace all weapons with 1 rear-facing light howitzer, and 1 front-facing medium machine gun, and lose the Recce rule for +35pts (Navy gun truck)</li> </ul>
Special Rules	<ul style="list-style-type: none"> <li>- Open-topped</li> <li>- Recce (except for Navy gun truck)</li> </ul>

## TRANSPORTS AND TOWS

### Armoured Carriers

Cost	38pts (Inexperienced), 47pts (Regular), Veteran (56pts)
Weapons	None (Overallwagen APC)
Damage Value	7+ (Armoured carrier)
Transport	Up to 12 men
Tow	Light or medium anti-tank gun, light howitzer, light anti-aircraft gun
Options	<ul style="list-style-type: none"> <li>- Add 1 front-facing medium machine gun for +10pts</li> <li>- Add 1 pintle-mounted front-facing HMG and reduce the transport capacity to 8 men for +21pts (M3 White scout car). The M3 may then add up to 2 additional pintle-mounted medium machine guns (1 covering the right and rear arcs and 1 covering the left and rear arcs) for +15pts each. It may also replace the transport capacity with the Recce rule for +2pts (counts as an armoured car choice)</li> </ul>
Special Rules	<ul style="list-style-type: none"> <li>- Open-topped</li> <li>- Recce (if option taken)</li> </ul>

## Jeeps and Light Utility Trucks

<b>Cost</b>	14pts (Inexperienced), 18pts (Regular), 22pts (Veteran)
<b>Weapons</b>	None
<b>Damage Value</b>	6+ (soft-skin)
<b>Transport</b>	Up to 3 men
<b>Tow</b>	Light anti-tank gun
<b>Options</b>	<ul style="list-style-type: none"><li>- Add a pintle-mounted medium machine gun with 360° arc of fire for +20pts, losing all transport capacity (counts as an armoured car choice). It may then upgrade the medium machine gun to a heavy machine gun for an additional +10pts</li><li>- Light utility trucks may add up to 2 additional pintle-mounted medium machine guns (1 covering the right and rear arcs and 1 covering the left and rear arcs) for +15pts each, or instead may add a forward-facing or rear-facing hull-mounted light anti-tank gun for +50pts</li></ul>

## Armed Trucks

<b>Cost</b>	38pts (Inexperienced), 47pts (Regular), 56pts (Veteran)
<b>Weapons</b>	1 pintle-mounted medium machine gun with 360-degree arc
<b>Damage Value</b>	6+ (soft-skin)
<b>Transport</b>	Up to 12 men
<b>Tow</b>	Light howitzer, light or medium anti-tank gun, light anti-aircraft gun
<b>Options</b>	<ul style="list-style-type: none"><li>- Add up to 2 additional pintle-mounted medium machine guns (1 covering the right and rear arcs and 1 covering the left and rear arcs) for +15pts each</li></ul>