

## 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

Enemies cannot make *Outflanking Manoeuvres* and cannot use the *Infiltrators* special rule for deployment.

## 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)

## Liason Officers

Cost	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 liaison 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	<ul style="list-style-type: none"> <li>Add up to 15 additional men with rifles for +7pts each (Inexperienced), +10pts each (Regular) or +13pts each (Veteran)</li> <li>Up to three men may replace their rifle with a shotgun for +3 pts per model</li> <li>Any man may replace their rifle with a submachine gun for +4pts per model</li> <li>One man may have a light machine gun for +15pts. Another man becomes the loader</li> <li>One man may have a panzerfaust for +15pts</li> <li>Equip all men with Anti-Tank Grenades for +2pts per model</li> <li>If no additional men are purchased, the five-man squad may be given the Engineers special rule for +5pts</li> </ul>										
Special Rules	<ul style="list-style-type: none"> <li>Tank Hunters (if anti-tank grenades option is taken)</li> <li>Engineers (if option is taken)</li> <li>Shotguns: these weapons have the profile below:</li> </ul> <table> <tr> <th>Type</th> <th>Range</th> <th>Shots</th> <th>Pen</th> <th>Special</th> </tr> <tr> <td>Shotgun</td> <td>18"</td> <td>1</td> <td>n/a</td> <td>Assault</td> </tr> </table>	Type	Range	Shots	Pen	Special	Shotgun	18"	1	n/a	Assault
Type	Range	Shots	Pen	Special							
Shotgun	18"	1	n/a	Assault							

## Partisan Cavalry Squad

Cost	65pts (Regular)
Composition	1 NCO and 4 men mounted on horses
Weapons	Cavalry carbines
Options	<ul style="list-style-type: none"> <li>Add up to 5 additional mounted men with cavalry carbines at +13pts each</li> <li>Any man may have a submachine gun instead of a carbine for +4pts 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>Cavalry Carbines: Carbines count as pistols when used from horseback, and rifles when used on foot</li> </ul>

## Flamethrower Team

Cost	32pts (Inexperienced), 40pts (Regular)
Team	2 men
Weapons	1 infantry 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>

## 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>

## 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>

## 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>

## 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 PIAT or bazooka 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	35pts (Inexperienced), 50pts (Regular)
Team	3 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 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.