

ARMY SPECIAL RULES

AXIS SUPPORT

A Bulgarian force may include a single unit from either the German or Italian army lists (though no German or Italian army special rules apply, except for Hitler's Buzzsaw). Units chosen from the Italian army list may not be from the National Republican Army or Italian Co-Belligerent Army sections. This unit must be included as part of a platoon, taking the slot of the equivalent unit type (e.g. a sniper team for a sniper team, a tank for a tank), and may not be one of that platoon's mandatory units.

In addition, this unit may not be a Veteran unit, nor a vehicle with a Damage Value of 10 or higher.

ROVING PATROLS

When fighting against Bulgarians, 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 must always come in from their own table edge when arriving from Reserve.

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

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

Cost	75pts (Regular), 90pts (Veteran)
Team	1 artillery forward observer and up to 2 further men
Weapons	Pistol, submachine gun, or rifle, as depicted on the models
Options	- The artillery forward 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	34pts (Inexperienced), 49 pts (Regular)
Composition	1 NCO and 4 men
Weapons	Pistol (NCO), rifles (men)
Options	- Add up to 5 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 - Equip the NCO with a submachine gun for +5pts - One man may have a panzerfaust for +15pts - The entire squad may be given the Engineers special rule for +1pt per man - Inexperienced units may be given the Shirkers special rule for -2pts per man
Special Rules	- Engineers (if option is taken) - Shirkers (if option is taken)

Mounted Section

Cost	80pts (Veteran)
Composition	1 NCO and 4 men mounted on horses
Weapons	Cavalry carbines
Options	- Add up to 4 additional mounted men with cavalry carbines at +16pts each - One man may have a light machine gun for +15pts - another man becomes the loader
Special Rules	- The Bulgarian cavalry was not trained to charge into battle, but rather acted as a mobile reserve, or resistance pursuit unit. Bulgarian cavalry units may not move into contact with an enemy unit while mounted. On the other hand, Bulgarian cavalry sections do not suffer the -1 to their leadership roll to arrive from reserve - Cavalry Carbines: these short-barreled rifles count as pistols when used on horseback and rifles when used on foot

Machine Gun Team

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 medium machine gun
Special Rules	- Team Weapon - Fixed

Anti-Tank Team

Cost	18pts (Inexperienced), 25pts (Regular), 33pts (Veteran)
Team	2 men
Weapons	1 anti-tank rifle
Options	- Upgrade the anti-tank rifle to a panzerschreck for +55pts
Special Rules	- Team Weapon - Shaped Charge (if panzerschreck option is taken)

Flamethrower Team

Cost	50pts (Regular), 65pts (Veteran)
Team	2 men
Weapons	1 infantry flamethrower
Special Rules	- Team Weapon - Flamethrower

Sniper Team

Cost	52pts (Regular), 67pts (Veteran)
Team	2 men
Weapons	Sniper has a rifle and a pistol, spotter has a pistol
Special Rules	- Team Weapon - Sniper - Infiltrator

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	32pts (Inexperienced), 45pts (Regular), 59pts (Veteran)
Team	3 men
Weapons	1 light howitzer
Options	- 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 (Bofors 37mm)
Options	- Upgrade the gun to a Skoda 37mm/70mm Hybrid Gun for +5pts
Special Rules	- Gun Shield - Hybrid Weapon (if Skoda Hybrid Gun option is taken) - when ordering the gun to <i>Advance</i> , as well as repositioning it, the barrel of the gun can be changed, turning it from a light anti-tank gun into a light howitzer (or vice versa). Declare what barrel the gun starts the game with when you deploy it

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
Special Rules	- Flak

VEHICLES

TANKS

CV33 Tankette

Cost	44pts (Inexperienced), 55pts (Regular)
Weapons	1 forward-facing hull-mounted medium machine gun
Damage Value	7+ (armoured car)

Somua S35

Cost	114pts (Inexperienced), 135pts (Regular), 156pts (Veteran)
Weapons	1 turret-mounted light anti-tank gun with coaxial medium machine gun
Damage Value	8+ (light tank)
Special Rules	<ul style="list-style-type: none">- Reinforced Front Armour- One-Man Turret

Renault R35

Cost	84pts (Inexperienced), 105pts (Regular), 126pts (Veteran)
Weapons	1 turret-mounted low-velocity light anti-tank gun with coaxial MMG
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

TRANSPORTS AND TOWS

Common vehicles only