



Perkele (Finland)

16 Order Dice

1000 pts

Platoon #1

Rifle Platoon

Required

Platoon Commander (1st or 2nd Lieutenant) (Officer)

Regular (40pts)

Composition: 1 Officer + 1 Soldier

Weapon	Range (")	Shots	Pen	Special Rules
2 x Submachine gun (SMG)	12	2	-	Assault

Special Rules: Assault, Tough Fighters

Recon/Light Infantry Squad

Veteran (112pts)

Composition: 1 NCO + 7 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
8 x Rifle	24	1	-	-

Special Rules: Master of the Hunt

Recon/Light Infantry Squad

Veteran (112pts)

Composition: 1 NCO + 7 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
8 x Rifle	24	1	-	-

Special Rules: Master of the Hunt

Optional

Recon/Light Infantry Squad

Veteran (112pts)

Composition: 1 NCO + 7 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
8 x Rifle	24	1	-	-

Special Rules: Master of the Hunt

Platoon #2

Heavy Weapons Platoon

Required

Platoon Commander (1st or 2nd Lieutenant) (Officer)

Regular (30pts)

Composition: 1 Officer

Weapon	Range (")	Shots	Pen	Special Rules
1 x Submachine gun (SMG)	12	2	-	Assault

Special Rules: Assault, Tough Fighters

Mortar Team

Regular (55pts)

Composition: 3 Soldiers + 1 Spotter

Weapon	Range (")	Shots	Pen	Special Rules
1 x Medium mortar	12-60	1	-	Team Weapon, Fixed, Indirect Fire, HE 2"

Special Rules: Spotter, Team Weapon, Fixed, Indirect Fire, HE 2"

Mortar Team

Regular (45pts)

Composition: 3 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Medium mortar	12-60	1	-	Team Weapon, Fixed, Indirect Fire, HE 2"

Special Rules: Team Weapon, Fixed, Indirect Fire, HE 2"

Optional

Anti-Tank Team

Regular (25pts)

Composition: 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Anti-tank rifle	48	1	2	Team Weapon

Special Rules: Team Weapon

Platoon #3

Rifle Platoon

Required

Platoon Commander (1st or 2nd Lieutenant) (Officer)

Regular (40pts)

Composition: 1 Officer + 1 Soldier

Weapon	Range (")	Shots	Pen	Special Rules
2 x Submachine gun (SMG)	12	2	-	Assault

Special Rules: Assault, Tough Fighters

Recon/Light Infantry Squad*Veteran (112pts)***Composition:** 1 NCO + 7 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
8 x Rifle	24	1	-	-

Special Rules: Master of the Hunt**Recon/Light Infantry Squad***Veteran (112pts)***Composition:** 1 NCO + 7 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
8 x Rifle	24	1	-	-

Special Rules: Master of the Hunt**Optional****Anti-Tank Team***Regular (25pts)***Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Anti-tank rifle	48	1	2	Team Weapon

Special Rules: Team Weapon**Platoon #4**

Artillery Platoon

Required**Platoon Commander (1st or 2nd Lieutenant) (Officer)***Regular (30pts)***Composition:** 1 Officer

Weapon	Range (")	Shots	Pen	Special Rules
1 x Rifle	24	1	-	-

40 ITK/38 (AA Automatic Cannons)*Regular (50pts)***Composition:** 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Platform-mounted heavy automatic cannon	72	2	3	Team Weapon, Fixed, HE 1"

Special Rules: Flak, Team Weapon, Fixed, HE 1"**Optional****40 ITK/38 (AA Automatic Cannons)***Regular (50pts)***Composition:** 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Platform-mounted heavy automatic cannon	72	2	3	Team Weapon, Fixed, HE 1"

Special Rules: Flak, Team Weapon, Fixed, HE 1"

40 ITK/38 (AA Automatic Cannons)

Regular (50pts)

Composition: 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Platform-mounted heavy automatic cannon	72	2	3	Team Weapon, Fixed, HE 1"

Special Rules: Flak, Team Weapon, Fixed, HE 1"

Name	Description
Assault	This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as Tough Fighters.
Fixed	Only targets enemies within front arc. On Advance, doesn't move, but can rotate and fire at -1 to hit. Run order as normal. Run order as normal.
Flak	Units with Flak automatically fire at attacking aircraft if it lies within their range and firing arc.
HE 1"	This weapon fires an explosive shot 1" in diameter.
HE 2"	This weapon fires an explosive shot 2" in diameter.
Indirect Fire	The 'Indirect Fire' special rule refers to weapons that shoot HE shells 'indirectly', lobbing a shot high in the air to land on top of a target.
Master of the Hunt	This unit can make an advance move and if they do not take a fire action then the team can turn their dice to to an Ambush order.
Spotter	A spotter is always a single, unarmed, model. The spotter is part of the mortar or artillery unit, but is always treated separately and is not one of the crew. His role is to lie in some forward position from where he can relay target coordinates to the crew, directing their fire using either a radio or fixed line.
Team Weapon	The 'Team Weapon' special rule indicates that this weapon requires two or more men to shoot at full effect.
Tough Fighters	When a unit with the 'Tough Fighters' special rule fails to damage units in close quarters it can reroll the failed rolls to damage.