

PLATOON #1						
*Version 3 - Finland - Rifle Platoon Sturmi, Mortar, MechInf						
PLATOON COMMANDER						
Platoon Commander (Finland Version 3 PDF page 1)					Regular	30
Qty	Weapons	Range	Shots	Pen	Special	
1	Platoon Commander					
	with Pistol	6"	1	n/a		
	with Rifle	24"	1	n/a		
	with Submachine gun	12"	2	n/a	Assault	
INFANTRY						
Recon/Light Infantry Squad (Finland Version 3 PDF page 2)					Veteran	70
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
4	Infantry with Rifle	24"	1	n/a		
	Master of the Hunt				Master of the Hunt	
Recon/Light Infantry Squad (Finland Version 3 PDF page 2)					Veteran	70
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
4	Infantry with Rifle	24"	1	n/a		
	Master of the Hunt				Master of the Hunt	
Rifle Squad (Finland Version 3 PDF page 1)					Regular	50
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
4	Infantry with Rifle	24"	1	n/a		
Rifle Squad (Finland Version 3 PDF page 1)					Regular	60
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
5	Infantry with Rifle	24"	1	n/a		
SNIPER						
Sniper Team (Finland Version 3 PDF page 2)					Regular	52
Qty	Weapons	Range	Shots	Pen	Special	
1	Sniper Team	36"	1	n/a	Team (2 men), Sniper, Infiltrator, (Sniper has a rifle and a pistol, spotter has a pistol) ,Master of the Hunt	
TRANSPORTS						
Captured T-20 Komosomolets (Finland Version 3 PDF page 4)					Regular	16
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special	
1	T-20 Komsomolets					
		Tracked	6	7+	Open-topped, Unreliable	
	Tow: Any anti-tank gun; any anti-aircraft gun; light or medium howitzer					
	Forward-facing LMG	36"	4	n/a	Front arc	
Captured T-20 Komosomolets (Finland Version 3 PDF page 4)					Regular	16
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special	
1	T-20 Komsomolets					
		Tracked	6	7+	Open-topped, Unreliable	
	Tow: Any anti-tank gun; any anti-aircraft gun; light or medium howitzer					
	Forward-facing LMG	36"	4	n/a	Front arc	

Captured T-20 Komosomolets (Finland Version 3 PDF page 4)						Regular	16
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special		
1	T-20 Komsomolets						
		Tracked	6	7+	Open-topped, Unreliable		
	Tow: Any anti-tank gun; any anti-aircraft gun; light or medium howitzer						
	Forward-facing LMG	36"	4	n/a	Front arc		

PLATOON #2

\*Version 3 - Finland - Armoured Platoon  
 Sturmi, Mortar, MechInf

COMMAND VEHICLE

StuG III Sturmi (Finland Version 3 PDF page 4)						Regular	185
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special		
1	StuG III Sturmi						
		Tracked	-	9+			
	Forward-facing heavy anti-tank gun	72"	1	+6	Front arc, HE (2")		
	Medium Machine Gun	36"	6	n/a	360-degree arc of fire		

CMD VEHICLE OPTIONS

Command Vehicle rule (v3) (Version 3 Rulebook page 188)							10
Command Vehicle special rule							

VEHICLE

StuG III Sturmi (Finland Version 3 PDF page 4)						Regular	185
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special		
1	StuG III Sturmi						
		Tracked	-	9+			
	Forward-facing heavy anti-tank gun	72"	1	+6	Front arc, HE (2")		
	Medium Machine Gun	36"	6	n/a	360-degree arc of fire		

PLATOON #3

\*Version 3 - Finland - Heavy Weapons Platoon  
 Sturmi, Mortar, MechInf

PLATOON COMMANDER

Platoon Commander (Finland Version 3 PDF page 1)						Regular	30
Qty	Weapons	Range	Shots	Pen	Special		
1	Platoon Commander						
	with Pistol	6"	1	n/a			
	with Rifle	24"	1	n/a			
	with Submachine gun	12"	2	n/a	Assault		

HEAVY WEAPONS

Mortar Team (Finland Version 3 PDF page 2)						Regular	70
Qty	Weapons	Range	Shots	Pen	Special		
1	Heavy Mortar team	12"-72"	1	HE	Team (4 men), Fixed, Indirect fire, HE (3")		
	Spotter				Spotter		

Mortar Team (Finland Version 3 PDF page 2)						Regular	70
Qty	Weapons	Range	Shots	Pen	Special		
1	Heavy Mortar team	12"-72"	1	HE	Team (4 men), Fixed, Indirect fire, HE (3")		
	Spotter				Spotter		

MORTAR

Mortar Team (Finland Version 3 PDF page 2)						Regular	70
Qty	Weapons	Range	Shots	Pen	Special		
1	Heavy Mortar team	12"-72"	1	HE	Team (4 men), Fixed, Indirect fire, HE (3")		
	Spotter				Spotter		

Unit Special Rules  
 Assault

(v3 page 96) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as having the Tough Fighters special rule (Tough Fighters: When a model with this special rule fails to damage in close quarters against enemy infantry or artillery units, it can re-roll the failed rolls to damage)

### **Command Vehicle**

(v3 page 149) Adds a morale bonus of +1 to itself and to any other friendly vehicle within 12" (not cumulative with morale bonus, and other command vehicles). In addition, when it activates, it can use one 'You men, snap to action!' extra dice on any one friendly vehicle within 12", except for other command vehicles. Command vehicles count as platoon commanders for the purpose of receiving orders from other officers.

### **Fixed**

(v3 page 96) When ordered to *Fire*, fixed weapons do not move from their position, but can instead be rotated on the spot to face any direction, and can then fire suffering the normal -1 to hit for 'fire on the move'. When ordered to *Run*, fixed weapons that are carried and crewed by infantry teams move the normal 12" over open ground or 6" on rough ground, obstacles, etc. Fixed weapon units can never assault other units. If assaulted by an enemy, the gun itself is ignored and the crew models are assaulted as normal. Any artillery piece defined as light or medium can be moved by the crew with a *Run* order, as normal for fixed weapons - except that those units can only move 6" rather than 12" with a *Run* order. Heavy and super-heavy anti-tank guns and heavy howitzers, as well as any lighter gun whose crew is reduced to a single man, cannot be moved by their crew with a *Run* order.

### **HE (2")**

(v3 page 97) PEN: +2, PIN: D2 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken (rounded up).

### **HE (3")**

(v3 page 97) PEN: +3, PIN: D3 (2D6 if in building) - Infantry and artillery can go *down* to halve the hits taken. 10+ hits on building collapses it and kills all inside.

### **Indirect fire**

(v3 page 101) - cannot hit targets withing their minimum range, measured from the centre the weapon itself. Units hit by indirect file receive no cover saves of any kind. However, if the target unit is or goes *Down* when shot at with indirect fire, the number of hits suffered is still halved. When fired against vehicles, hits from indirect fire weapons always strike the top armour, counting the +1 penetration modifier to damage regardless of the actual position of the firer. If an open-topped armoured vehicle is hit by indirect fire add the +1 penetration modifier to the roll to damage, and also add +1 to the die roll on the Armoured Vehicle Damage Results Tables. Cannot fire indirect fire weapons from *Ambush*. Indirect fire weapons can fire smoke (page 128).

### **Infiltrator**

(v3 page 120) If the unit takes a cover save while it does not have an *Advance* or *Run* order dice on it, it receives an additional +1 to the roll. In addition, the unit might benefit from special deployment rules, as detailed in the scenario being played (see page 161).

### **Master of the Hunt**

(v3 Finland PDF) Unit is allowed to make an *Advance* move and if they do not shoot any weapons then the unit can turn their dice to an *Ambush* order.

### **Open-topped**

(v3 page 149) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry, open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins. If hit against top armour then add an additional +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

### **Sniper**

(v3 page 122) If team includes a second man, the sniper rifles has the Team Weapon special rule. This means that, if the leader is killed, the second man can fire the sniper rifles, with the usual -1 penalty to hit (as well as the -1 penalty to Morale due to the loss of the leader). Unlike other units with the Team Weapon special rule, all members of a sniper team can fire any weapon they are carrying in any turn when the sniper is not using his scope, and in an assault they can use beneficial rules, like those from submachine guns, tough fighters, etc. When a sniper shoots using a *Fire* or *Ambush* order, the player can decide if the sniper uses the rifle's scope, in which case the following apply: The rifle range changes to 36". However, if the target is then found to be within 12", the shot misses automatically. The shot benefits from an additional +1 modifier to hit. Any hits go straight to damage, no cover saves allowed, and benefit from a +1 modifier on damage rolls against infantry and artillery units. If the sniper successfully rolls to hit and damage, the firing player can pick the squad leader in the target unit as a casualty. This includes NCOs, leaders of weapon teams and artillery units, officers, medics, observers, and so on.

### **Spotter**

(v3 page 102) Cannot be placed within coherency of the weapon crew. Either the weapon crew or the spotter can be given an order - but not both. Spotters can never assault or fire any weapon against enemy units. Spotter without an order die next to it counts as *Down*. Cannot spot for inexperienced indirect fire weapon. When associated weapons unit is destroyed, spotter is removed also. Spotters are always ignored for the purpose of victory conditions. If spotter destroyed, does weapons team or artillery unit is not affected (other than no spotter). If already ranged in when spotter destroyed, can continue firing at 2+.

### **Team (2 men)**

(v3 page 103) A Team weapon shoots at full effectiveness so long as there are at least two team members to serve it. If only one man remains to serve a team weapon, then the weapon suffers a -1 'to hit' penalty. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### **Team (4 men)**

(v3 page 103) A Team weapon shoots at full effectiveness so long as there are at least two team members to serve it. If only one man remains to serve a team weapon, then the weapon suffers a -1 'to hit' penalty. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### **Unreliable**

(v3 page 151) If the vehicle suffers 1 or more pin markers as a result of an enemy attack, it automatically suffers 1 further pin marker in addition.

### **Finland Army Special Rules**

**Trained Huntsmen**

As long as any Finnish infantry unit has an Ambush order die next to it, it can re-roll morale checks. Also, when the unit opens fire from *Ambush*, all models in the unit that are armed with a rifle, including snipers, gain an additional +1 to-hit bonus.

**Sisu**

When a Finnish infantry or artillery unit is reduced to 50 per cent or less of its starting strength, the remaining models in that unit are automatically upgraded to higher quality – Inexperienced troops become Regular and Regulars become Veterans, while Veteran units increase their base Morale to 11. For example, when a unit of 9 Regular Finnish infantry is reduced to 4 men or below, the men immediately upgrade to Veterans before any more dice are rolled (including any Morale check they must take for the casualties just suffered).

**Motti**

When attempting an outflanking manoeuvre as described on p.172 of the *Bolt Action* rulebook, Finnish infantry units ignore the –1 modifier to the Order test for coming on to the table.

**Skis**

All infantry units may be equipped with skis for free. Ski troops ignore movement penalties for snow and other winter conditions.

**PickList**

Finland Heavy Mortar team	3
Finland Infantry with Rifle	17
Finland NCO with Rifle	4
Finland Platoon Commander	2
Finland Sniper Team	1
Finland Spotter	3
Finland StuG III Sturm	2
Finland T-20 Komsomolets	3