

**PLATOON #1**

\*Version 3 - Finland - Rifle Platoon

**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**

Rifle Squad (Finland Version 3 PDF page 1)

							Regular		90
Qty	Weapons	Range	Shots	Pen	Special				
1	NCO with Rifle	24"	1	n/a					
4	Infantry with Rifle	24"	1	n/a					
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a					
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge				

Rifle Squad (Finland Version 3 PDF page 1)

							Regular		90
Qty	Weapons	Range	Shots	Pen	Special				
1	NCO with Rifle	24"	1	n/a					
4	Infantry with Rifle	24"	1	n/a					
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a					
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge				

Rifle Squad (Finland Version 3 PDF page 1)

							Regular		90
Qty	Weapons	Range	Shots	Pen	Special				
1	NCO with Rifle	24"	1	n/a					
4	Infantry with Rifle	24"	1	n/a					
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a					
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge				

Rifle Squad (Finland Version 3 PDF page 1)

							Regular		65	
Qty	Weapons	Range	Shots	Pen	Special					
1	NCO with Rifle			24"	1	n/a				
3	Infantry with Rifle			24"	1	n/a				
1	Infantry with Light Machine gun (requires loader)			36"	4	n/a				

**COMPANY COMMANDER**

Company Commander (Finland Version 3 PDF page 1)

							Regular		60
Qty	Weapons	Range	Shots	Pen	Special				
1	Company Commander								
	with Pistol	6"	1	n/a					
	with Rifle	24"	1	n/a					
	with Submachine gun	12"	2	n/a	Assault				

**SNIPER**

Sniper Team (Finland Version 3 PDF page 2)

							Regular		54
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 Komomolets (Finland Version 3 PDF page 4)

							Regular		16	
Qty	Vehicle	Type	Trans	DV	Special					
	Weapons	Range	Shots	Pen						
1	T-20 Komomolets	Tracked	6	7+	Open-topped, Unreliable					
<b>Tow:</b> 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
<b>Tow:</b> 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
<b>Tow:</b> 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
<b>Tow:</b> 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
<b>Tow:</b> 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

**COMMAND VEHICLE**

**Captured Soviet Light Tanks (Finland Version 3 PDF page 3)**

**Regular**

120

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	T-28 Postijuna	Tracked	-	8+	Unreliable
	Turret-mounted light howitzer	48"(30-60")	1	HE	Howitzer, HE (2")
	Co-axial MMG	36"	6	n/a	
	Front and left arcs turret-mounted MMG	36"	6	n/a	Left arc, Front arc
	Front and right arcs turret-mounted MMG	36"	6	n/a	Right arc, Front arc
	Pintle-mounted MMG	36"	6	n/a	Flak, 360 degree arc

**CMD VEHICLE OPTIONS**

**Command Vehicle rule (v3) (Version 3 Rulebook page 188)**

**Regular**

10

Command Vehicle special rule

**VEHICLE**

**Captured Soviet Light Tanks (Finland Version 3 PDF page 3)**

**Regular**

120

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	T-28 Postijuna	Tracked	-	8+	Unreliable
	Turret-mounted light howitzer	48"(30-60")	1	HE	Howitzer, HE (2")
	Co-axial MMG	36"	6	n/a	
	Front and left arcs turret-mounted MMG	36"	6	n/a	Left arc, Front arc
	Front and right arcs turret-mounted MMG	36"	6	n/a	Right arc, Front arc
	Pintle-mounted MMG	36"	6	n/a	Flak, 360 degree arc

Qty	Vehicle Weapons	Type Range	Trans Shots	Regular	
				DV Pen	Special
1	BT-5 or BT-7 light tank				
		Tracked	-	8+	
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")
	Co-axial MMG	36"	6	n/a	

**PLATOON #3**

\*Version 3 - Finland - Heavy Weapons Platoon

**PLATOON COMMANDER**

Platoon Commander (Finland Version 3 PDF page 1)

Qty	Weapons	Range	Shots	Regular	
				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)

Qty	Weapons	Range	Shots	Pen	Special	Regular	
						Pen	Special
1	Light Mortar team	12-36"	1	HE	Team (2 men), Indirect fire, HE (1")		30

Mortar Team (Finland Version 3 PDF page 2)

Qty	Weapons	Range	Shots	Pen	Special	Regular	
						Pen	Special
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")		55
	Spotter				Spotter		

**MORTAR**

Mortar Team (Finland Version 3 PDF page 2)

Qty	Weapons	Range	Shots	Pen	Special	Regular	
						Pen	Special
1	Light Mortar team	12-36"	1	HE	Team (2 men), Indirect fire, HE (1")		30

**MACHINE GUN**

Machine Gun Team (Finland Version 3 PDF page 2)

Qty	Weapons	Range	Shots	Pen	Special	Regular	
						Pen	Special
1	Medium Machine gun team	36"	6	n/a	Team (3 men), Fixed		50

**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" or 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* orders, 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.

**Flak**

(v3 page 117) All enemy with the Flak special rule automatically fire at the attacking aircraft if the token model lies within their range and firing arc, regardless of whether they have already taken an action or not that turn. Flak fire does not require an action and takes place outside of the normal turn sequence. Firing a pintle-mounted machine gun flak weapon against an attacking aircraft does not make the vehicle count as open-topped for the turn. Any flak units in *Ambush* retain their *Ambush* status if they shoot at an aircraft. Hidden lose their hidden status. Friendly units must test to hold their fire (Inexperienced 4+, Regular 3+, Veteran 2+) - in case of Rookie pilot all flak units open fire automatically. Measure range - Line of Site ignored. Flak weapons not pinned hit on 5+, pinner hit on 6 - ignore all other modifiers. If HE hits, multiply as for inside a building. If 3 or more hits, shot down.

**HE (1")**

(v3 page 97) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken (rounded up).

### **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).

### **Howitzer**

(v3 page 100) Can either shoot directly at a target drawing its line of fire 'over open sights' in the normal way, or it can shoot indirect fire. When using indirect fire, a howitzer has a minimum range; when firing over open sights it has no minimum range.

### **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.

### **One-shot**

(v3-page 102) This is a disposable weapon that can be fired only once per game. Once fired, replace the model with another model that does not carry the disposable weapon, armed with either a pistol or rifle. If a unit of infantry includes models armed with one-shot weapons, then each of these models is allowed to fire its one-shot weapon against a separate enemy unit. Declare the targets for all weapons that are firing at a different target before proceeding to roll for all of them separately.

### **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

### **Shaped Charge**

(v3 page 103) Never suffer the -1 penetration modifier for firing at long range, nor the +1 Pen for point-blank range.

### **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 (3 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 BT-5 or BT-7 light tank	1
Finland Company Commander	1
Finland Infantry with Light Machine gun (requires loader)	4
Finland Infantry with Rifle	15
Finland Light Mortar team	2
Finland Medium Machine gun team	1
Finland Medium Mortar team	1
Finland men have Panzerfaust in addition to other weapons	3
Finland NCO with Rifle	4
Finland Platoon Commander	2
Finland Sniper Team	1
Finland Spotter	1
Finland T-20 Komsomolets	5
Finland T-28 Postijuna	2