

World War II Wargames Rules
BOLT ACTION

Armies of

FRANCE and the **ALLIES**



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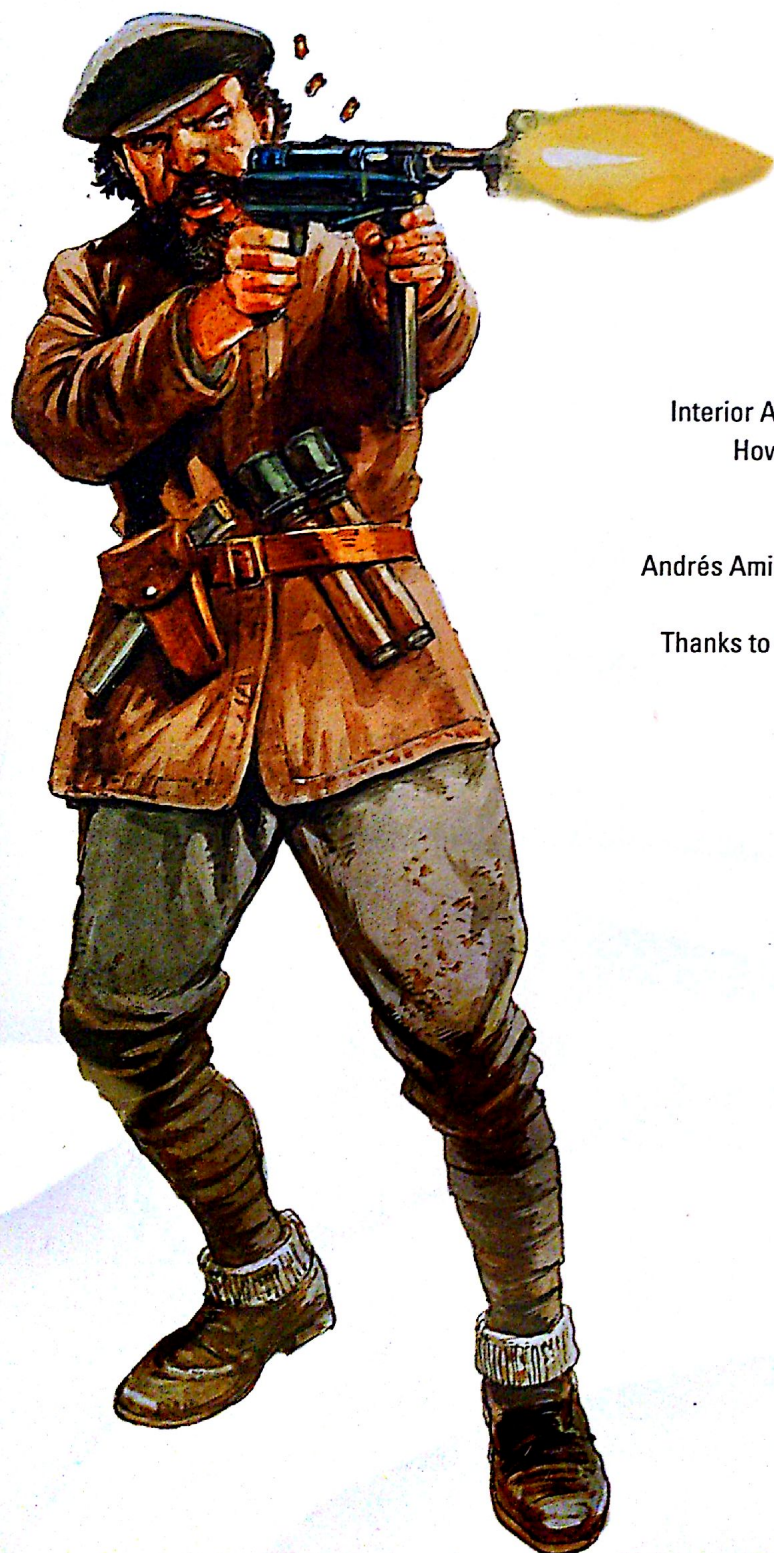
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World War II Wargames Rules

ACTION

FRANCE and the ALLIES



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WHAT IS THIS BOOK?



French Maquis skirmishing at Montgirod, 14 August 1944, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 249: Vercors 1944

ARMIES OF FRANCE AND THE ALLIES

This book is a supplement for the Bolt Action World War II tabletop wargame. It contains all the background, rules and army list information need to field a French, Belgian, Dutch, Polish, Norwegian, Greek or Partisan army in the Bolt Action game. Inside you'll find details of the organisation and equipment used by these diverse forces during their battle against the German and other Axis armies.

The book is divided into separate sections, each dealing with a separate army, and each with its own Army List. This provides all the information needed to field that army in your games. All the major weapons, guns and – where appropriate – vehicles are covered, together with a selection of troop types of varying quality.

Alongside each list is at least one Theatre Selector, which gives the forces available for a particular campaign, theatre or phase of the war. In the case of a few of the armies covered by this book the theatres are somewhat limited compared to those available for major combatants such as the British and Germans. This reflects the historical battles fought by these armies as well as the requirement to cover a number of armies all in one book.

Some weapons are common to more than one army covered by this book, and rather than repeat an entry needlessly we instead reference the earliest entry. For example, the French FT tank was used by several nations covered by this list. In the case of the Partisan list, we allow a force to include vehicles captured from the

Germans or Italians, and players who wish to take advantage of this will need a copy of the relevant Bolt Action supplements.

Where possible we have tried to provide rules for tanks and armoured cars that were available, even if only very few were present and their use either extremely limited or disputed. However, in the case of some forces – and in particular the partisans and KNIL Dutch – it is impossible to be definitive and we have instead aimed to provide a representative selection.

Our aim has been to try and create playable armies that can hold their own against their historical opponents and which can be used to play games of a more general nature, taking on different armies from different campaigns or time periods should the players wish to do so. In some cases, in particular the Norwegians and early Partisans, this is quite a challenge! In reality, some of the armies covered by this book were token and scratch forces that could not hope to overcome the large and well-equipped German Army. On a tactical level – the kind of level represented by our games – things were more equal. Often, desperate and innovative defenders were able to defeat the opposition – if only for a while. Nevertheless it would be optimistic to imagine an early war Partisan force could hope to take on a late-war German field force with heavy tanks, or that Norwegians with their limited arsenal could confront a late-war Russian heavy tank head-on.



The brave Poles – fighting on two fronts

FRANCE



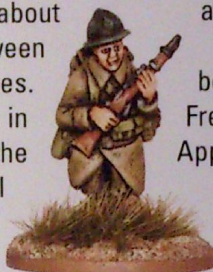
Char B1 bis at Stonne, by Richard Chasemore © Osprey Publishing Ltd. Taken from Duel 33: Panzer IV vs Char B1 bis

ARMIES OF FRANCE AND THE ALLIES

The German invasion and blitzkrieg, known as The Battle of France, was one of the critical campaigns of World War II. The previous months had seen little serious fighting in the west. This so-called Phoney War was characterised by a lack of activity by either side. Of course, from a soldier's point of view there was nothing inactive about the Saar offensive that saw French armies briefly advance onto German soil, or about the patrols and raids that took place in the region between the mighty Maginot Line and Siegfried defences. Similarly, France sent troops to aid the Norwegians in their struggle against the German invasion, one of the most hard-fought campaigns of the early war. Yet all this would pale into insignificance in May 1940.

The German attack through the Ardennes was a masterpiece of modern strategy that exposed the weakness of the Allied position. None the less there was much fierce fighting before the armistice of 22 June and the Germans did not have it all their own way. The main thrust of the Panzers was initially held by the 55th Infantry Division – the 55e DI – which fought stubbornly in defence of Sedan despite being rated a 'B' or reserve formation. Relentless German aerial bombardment turned the tide, disrupting the deployment of French artillery and communications, so that the 55e, believing itself isolated, began to crumble. German Panzers thrust westwards, punching a hole through the Allied armies. A French blocking move by the 1st Armoured Division (1st DCR) was thwarted when the rapidly advancing enemy caught its heavy Char B tanks refuelling, scattering the French tank force. De Gaulle, in command of the hastily assembled 4th Armoured Division, scored some localised success – much to his credit – but his efforts failed to halt the German advance for long.

The Allies had but one chance, and that was to attack the German thrust from north and south, cutting off the Panzers and isolating them before the Germans could push their infantry forward into support. This plan, the Waygard plan, named after the new French commander, though feasible in theory, failed because the Allied forces were already too weak to successfully execute it. In the north, the resulting Battle of Arras badly frightened Erwin Rommel, the commander of 7th Panzer, but by hastily reorganising 88mm Flak guns and 105mm artillery pieces to form a defensive line the Germans were able



to contain the counterattack. Further attacks by the French from the south failed to recapture Amiens. By the final week in May the British were in retreat towards Dunkirk, and a sense of defeat had begun to overtake the French command. All the time the British retreated, fresh formations were arriving in France – some were to be evacuated only days after setting foot on French soil.

Large numbers of Allied troops were rescued from the beaches of Dunkirk, largely thanks to the efforts of the 1st French Army, which fought a tenacious rearguard action. Approximately 340,000 men escaped from the German encirclement amongst them 140,000 French troops, including men who would provide the core of De Gaulle's Free French Army. By the time the Germans were rested and ready to advance towards Paris the French collapse was all but complete. By 16 June the new government, led by Philippe Petain, 84 year old hero of World War I, began negotiations for an armistice.

Although France had been defeated this did not mean that French troops were to play no further part in the war. From exile in Britain, De Gaulle, the leader of the Free French, built up his forces and prepared to continue the fight. The Free French were initially equipped by the British and later by the Americans and were, to all intents, parts of those armies using the same equipment and tactics as other Allied nations. On the other hand, the region of the country that remained free of direct German control, Vichy France, while ostensibly neutral, continued to take an active part in the war, supporting the German war effort under an official policy of 'collaboration'. This resulted in clashes between Allied and French troops in French colonies, and even between Free French and Vichy French forces in the Syria-Lebanese campaign. These battles were as hard fought as any of the war. French troops opposed the British in Madagascar, and even – if briefly – defended French Indochina against the Japanese. The battles against the Americans and British during the *Torch* landings in North Africa ended Vichy resistance to the Allies. In November the Germans occupied all of France, reducing Vichy to a puppet state and disbanding its armed forces. Henceforth, former Vichy troops would join with the Free French and take part in the liberation of their country in the Allied cause.

ARMY LIST

France's land forces were considered the best in Europe before the war. During the immediate pre-war period the professional Metropolitan Army was brought up to strength with reservists and augmented by units from the African Army. The best French troops and the best of their equipment were as good as – and sometimes better than – their German equivalents. Conversely, the mass mobilisation of reserves from a people still haunted by the horrors of the previous war meant that a large portion of the Army was under-trained and poorly motivated. Slow to mobilise, and hampered by outmoded strategic thinking dominated by the artillery tactics of the previous war, French generals proved unequal to the challenge of the German Blitzkrieg. On the ground, French troops fought as tenaciously as their enemy and with great courage, but limited tactical successes could never compensate for strategic blundering. Defeat, when it came, was overwhelming.

This is the official Bolt Action Army List for the forces of France. Players can pick an army in either of two ways:

- Use the Reinforced Platoon selector from the Bolt Action rulebook in conjunction with the Army List in this book. To save referencing back to the rulebook, the generic Reinforced Platoon selector is repeated below with those entries not included in the French list removed (e.g. anti-aircraft vehicles).
- Instead of using the generic Reinforced Platoon selector, use any one of the Theatre Selectors on page 32-36 in conjunction with the Army List given in this book.
- Either method is perfectly acceptable depending on what kind of game you wish to play. The first method uses the generic selector and is more flexible and therefore ideal for pick-up games against any opponent, as it allows for a wider variety of different kinds of troops and equipment. The second method using the Theatre Selectors is more historically representative and therefore better suited for games where a historical portrayal is envisaged. We imagine that players will, on the whole, prefer to fight battles within a specific historical context, in which case simply use the appropriate Theatre Selector to choose your army.



Covered by a medium machine gun team, the French attack bursts from the woods

ARMIES OF FRANCE AND THE ALLIES

REINFORCED PLATOON

1 Lieutenant – First or Second

2 Infantry squads

plus:

0–3 Infantry squads

0–1 Captain or Major

0–1 Medic

0–1 Forward Observer (either Artillery or Air)

0–1 Machine gun team

0–1 Mortar team

0–1 Sniper team

0–1 Anti-tank team

0–1 Field Artillery, Anti-aircraft or Anti-tank gun

0–1 Armoured Car

0–1 Tank or Tank Destroyer

0–1 Transport vehicles or tow (soft-skinned or armoured) **per** infantry and artillery unit in the Reinforced Platoon

ARMY SPECIAL RULES

COMMUNICATION BREAKDOWN!

Caught unprepared by the blitzkrieg, the old-fashioned defensive doctrines and organizational build-up of this army means that the enemy has often the initiative.

In the first turn of the game, if the first Order Die drawn from the cup is one of yours, the enemy can decide that the dice is put back into the cup and a new Order Die is drawn instead.

FORWARD ARTILLERY DOCTRINE

French defenses relied on very close support by light artillery and anti-tank guns deployed very close to the front line, so much so that in some cases they were overrun by the enemy's rapid advance before they could be brought to bear.

French Armies get one free Inexperienced or Regular artillery unit. This unit can be any anti-tank gun or field artillery piece in the French Army list (except for Heavy Artillery). This unit is in addition to the number of artillery units normally available.



The French advance through town in pursuit of the enemy

HURRIEDLY CONSCRIPTED RESERVES

The French armies that were thrown at the advancing Germans were made almost entirely of hurriedly conscripted, poorly trained divisions, while the best French troops had been deployed in the forts of the Maginot Line.

If the force includes three or more Inexperienced Infantry Sections, then it may include a free Inexperienced Infantry Section identical to the cheapest one already purchased. This free section is in addition to units chosen from whatever Selector is used.

TYPES OF UNIT

The list is divided into categories as follows:

- 1 Infantry**
 - Headquarters units
 - Infantry squads and teams
- 2 Artillery**
 - Field artillery
 - Anti-tank guns
 - Anti-aircraft guns
- 3 Vehicles**
 - Tanks
 - Tank destroyers
 - Armoured cars and recce vehicles
 - Transports and tows

INFANTRY

HEADQUARTERS UNITS

Each platoon is centred upon a core that includes a headquarters unit in the form of a First or Second Lieutenant. Other HQ units can be added to the force, including higher-ranking officers, as well as medical units and supporting observers.



OFFICER

An officer unit consists of the man himself and can include up to two other men acting as his immediate attendants. Officers can be rated as Inexperienced, Regular or Veteran.

Cost: 2nd Lt 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
 1st Lt 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
 Captain 95pts (Inexperienced), 110pts (Regular), 125pts (Veteran)
 Major 135pts (Inexperienced), 150pts (Regular), 165pts (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

The field medic presents the wounded soldier with his best chance of surviving serious injury and can ensure that lightly wounded soldiers are returned to fighting fitness as rapidly as possible. Junior medical staff such as stretcher-bearers can accompany medics in the field. As non-combatants under the Geneva Convention, medics were not issued with weapons – but the practicalities of war sometimes led to medical staff carrying pistols for their personal protection. We rate them as Regular or Veteran.

Cost: Medic 23pts (Regular), 30pts (Veteran)

Team: 1 medic and up to 2 further men

Weapons: Pistol or none, as depicted on the model

Options:

- The medic may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

FORWARD OBSERVER

Forward observers are liaison officers responsible for coordinating the attack of heavy artillery batteries from behind the lines or aircraft strikes. They are likely to be accompanied by a radio operator and other immediate attendants. We rate these officers as Regular or Veteran, those of lesser ability being unlikely to find themselves in such a position.

Cost: Artillery Forward Observer 100pts (Regular), 115pts (Veteran)

Air Force Forward Observer 75pts (Regular), 90pts (Veteran)

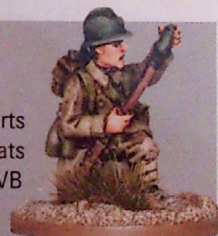
Team: 1 Forward Observer and up to 2 further men.

Weapons: Pistol, submachine gun, or rifle as depicted on the models
Options:

- The observer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

VB LAUNCHER

The VB launcher attachment for the rifle converts the rifle into a short-range light mortar with stats as follows. The infantryman equipped with the VB launcher can either shoot as a rifleman or as a light mortar.



Weapon	Type	Range	Shots	PEN	Special Rules
VB	Launcher	6-18"	1	HE	Indirect Fire, HE (D2)



French troops, 1939-40 (L-R): 92e RI chef de bataillon in campaign dress, patrol member in light campaign order, chasseur à pied in campaign dress, by Mike Chappell © Osprey Publishing Ltd. Taken from Men-at-Arms 315: The French Army 1939-45 (1)

INFANTRY SQUADS AND TEAMS

The French Army included 117 infantry divisions varying in quality from excellent professional troops to reluctant reservists. This was by far the largest force opposing the Germans in Western Europe, compared to 13 British divisions, 22 Belgian, 10 Dutch, and 2 Polish (fighting as part of the French Army uniformed and equipped as French troops). However, this vast number hides a severe manpower shortage arising from losses in World War I. Many infantry divisions were made up of reservists over 30 years old, and were poorly equipped with old-fashioned weapons, lacking anti-aircraft guns, mobile artillery and radios.

REGULAR INFANTRY SECTION

A French infantry section consists of twelve men including a sergeant and corporal carrying rifles. The Army was in the process of replacing its older Lebel and Berthier Modele rifles and carbines with the more modern MAS 36, but the process was far from complete at the outbreak of war and troops could carry either type. Colonial units, and units serving outside of France, would be most likely to be issued with the older kinds of weapons. Zouaves recruited from colonial settlers in North Africa, Algerians, Tunisians and Moroccans all fought in France as part of the Armee de Afrique. Two divisions of Poles also fought under French command equipped as French troops. The standard LMG was the Chatellerault M24/29. This was a capable machine gun that would continue in service until the 1950s, and the Germans made use of captured examples after the fall of France. When French African troops sided with the Allies in 1943 they mostly re-equipped with American weapons, but still retained the M24/29 holding it superior to the US BAR. The machine-gunner was supported by a dedicated ammunition carrier armed with a pistol (later some were issued with SMGs), as well as three other rifle-armed infantrymen carrying additional magazines. Of the remaining squad members one was a dedicated rifle grenadier with a rifle adapted to shoot VB (Vivien and Bessières) grenades.



Cost: 50pts (Regular)

Composition: 1 NCO and 4 men

Weapons: Rifles

Options:

- Add up to 6 additional soldiers for +10pts each
- Add up to 1 additional soldier armed with pistol only for +7pts
- Give pistol-armed soldier submachine gun for an extra +6pts
- One soldier may have a light machine gun for +20pts. Another soldier becomes the loader (always the pistol/SMG-armed soldier if present)
- One soldier may have a VB launcher for +20pts

INEXPERIENCED INFANTRY SECTION

The French Army was enormous, but whilst the best front-line troops were comparable to their adversaries, the same cannot be said of those who made up the numerous reserve divisions. The 'A' reserve divisions were conscripted from young men and were ill-prepared to face the German Blitzkrieg. The 'B' reserve divisions, on the other hand, were conscripted from older men and many units suffered from poor morale and discipline. During the German breakthrough some French troops were to flee at the mere rumour of approaching tanks. Reserve troops were likely to be equipped with older weaponry and equipment, but they were organised in the same way as regular troops. Inexperienced infantry also includes African units hurriedly made up to strength on the eve of war.

Cost: 35pts (Inexperienced)

Composition: 1 NCO and 4 men

Weapons: Rifles

Options:

- Add up to 6 additional soldiers for +7pts each
- Add up to 1 additional soldier armed with pistol only for +4pts
- One soldier may have a light machine gun for +20pts. Another soldier becomes the loader (always the pistol-armed soldier if present)
- One soldier may have a VB launcher for +20pts



French infantry section

ARMIES OF FRANCE AND THE ALLIES

DRAGONS PORTES/CHASSEURS PORTES INFANTRY SECTIONS

Motorised infantry units of the DLM (Division Legere Mechanic) and the DLC (Division Legere de Cavalry) were called Dragons Portes. A section of troops was carried by a single vehicle, and was therefore smaller in size than a regular infantry section. To compensate for this, however, it was more heavily armed with two LMGs rather than one. Dragons Portes were transported in Laffly S20TL trucks while Chasseurs Portes rode in Lorraine 38L armoured carriers or P107 half-tracks.

Cost: 50pts (Regular)

Composition: 1 NCO and 4 men

Weapons: Rifles

Options:

- Add up to 5 additional soldiers for +10pts each
- The NCO can have a submachine gun instead of a rifle for +3pts
- Up to 2 soldiers may have a light machine gun for +20pts each. For each LMG included another soldier becomes the loader
- The entire squad may have anti-tank grenades (mines and satchel charges) for +2pts per model
- One soldier may have a VB launcher for +20pts

Special Rules:

- Tank hunters (if anti-tank grenades taken)

GROUPE FRANC/SES/GIA VETERAN INFANTRY SECTION

The best of the French infantry were the elite formations such as the Section d'Eclaireurs Skieurs (SES) of the Alpine Chasseurs and the two Groupes de l'Infanterie de l'Air (GIA). The latter were paratroops, but never had the opportunity to deploy as such, and in 1940 were reformed into Groupe Franc units. These were semi-autonomous platoon-sized formations of volunteers operating at various levels within larger formations. Groupe Franc troops were heavily armed raiders used to infiltrate enemy positions and undertake deep reconnaissance missions. Some carried automatic weapons such as Erma-Vollmer machine pistols and satchel charges to demolish bridges and similar fixed objectives.

Cost: 65pts (Veteran)

Composition: 1 NCO and 4 men

Weapons: Rifles

Options:

- Add up to 7 additional soldiers for +13pts each
- Up to 2 soldiers may have a light machine gun for +20pts each. For each LMG included another soldier becomes the loader (always SMG-armed soldiers if present)
- The NCO and up to 3 soldiers may have a submachine gun for +3pts each
- The entire squad may have anti-tank grenades (mines and satchel charges) for +2pts per model

- One soldier may have a VB launcher for +20pts
- Chasseurs D'Alpines only can be given skis for free

Special Rules:

- Tank hunters (if anti-tank grenades taken)
- Skies (if taken): Ski troops ignore movement penalties for snow and other winter conditions

FOREIGN LEGION VETERAN INFANTRY SECTION

The Foreign Legion was normally deployed in Africa, but some units were reformed in France and fought in the Norwegian campaign and during the Battle of France. The 11th Foreign Legion Infantry (REI) fought a valiant rearguard action that saw more than two-thirds of its 3,000 men lost in action – despite the fact that its core of veteran African troops had been augmented by numerous new French recruits. Other Legion units – including a good proportion of Germans – were deployed in North Africa, Syria and Indochina where they continued to fight for the Vichy cause.

Cost: 70pts (Veteran)

Composition: 1 NCO and 4 men

Weapons: Rifles

Options:

- Add up to 6 additional soldiers for +14pts each
- Add up to 1 additional soldier armed with pistol only for +10pts
- Give pistol-armed soldier submachine gun for an extra +6pts
- One soldier may have a light machine gun for +20pts. Another soldier becomes the loader (always the pistol/SMG-armed soldier if present)
- One soldier may have a VB launcher for +20pts

Special Rules:

- Stubborn: Legionnaires don't give in easily! Veteran Legionnaires count as stubborn. If forced to check their morale when reduced to half strength then they always test on their full morale value, ignoring any pin markers

SENEGALESE TIRAILLEURS INFANTRY SECTION

Tirailleurs are native colonial troops and mostly served in their country of origin whether French North Africa or Indochina. The notable exceptions are the five regiments of Senegalese

MAS 36 BOLT-ACTION RIFLE

The MAS Modele 36 was the standard rifle used by French forces in World War II, although many reserve and colonial units often had to make do with older weapons such as Berthier and Lebel rifles. The MAS 36 was chambered for 7.5mm rounds – the same calibre as the squad's FM24/29 light machine gun. After the fall of France many of these rifles were taken into German service as the Gewehr 242(f) and issued to garrison units and Volkssturm.



French troops, 1939-40 (L-R): tirailleur algérien in campaign dress, Moroccan groupe franc in winter dress, tirailleur sénégalais in garrison dress, by Mike Chappell © Osprey Publishing Ltd. Taken from Men-at-Arms 315: The French Army 1939-45 (1)

ARMIES OF FRANCE AND THE ALLIES

Tirailleurs who were brought over to reinforce the Army in France before the German invasion. Although called 'Senegalese', this term was used to describe all the troops recruited from France's sub-Saharan colonies in east, central and western Africa. These Tirailleurs carried, in addition to the usual weapons of a French infantryman, a long machete-type of blade called a 'coupe-coupe', which they put to good use in close combat against the Germans. These black African troops proved to be tough and determined fighters.

Cost: 55pts (Regular)

Composition: 1 NCO and 4 men

Weapons: Rifles

Options:

- Add up to 6 additional soldiers for +11pts each
- Add up to 1 additional soldier armed with pistol only for +7pts
- Give pistol-armed soldier submachine gun for an extra +6pts
- One soldier may have a light machine gun for +20pts. Another soldier becomes the loader (always the pistol/SMG-armed soldier if present)
- One soldier may have a VB launcher for +20pts

Special Rules:

- Tough Fighters

MOROCCAN GOUMIER

Goumier were auxiliary troops recruited from Moroccan Berber tribesmen – the title simply refers to a company or 200-man sized *Goumi*. They were part of the Army of Africa and were tough fighters with a deserved reputation for savagery on and off the battlefield. They were equipped with a mixture of antique and captured equipment, and wore a distinctive mixture of native dress and French equipment. Before the armistice they fought against Italian forces operating out of Libya. Following the armistice they became part of the Vichy force in Tunisia, and thereafter the French Allied forces – though by then equipped in a conventional manner.

Cost: 70pts (Veteran)

Composition: 1 NCO and 4 men

Weapons: Rifles

Options:

- Add up to 6 additional soldiers for +14pts each
- One soldier may have a light machine gun for +20pts. Another soldier becomes the loader

Special Rules:

- Tough Fighters

CAVALRY SECTION

The French cavalry was not entirely mechanised by 1940 and still included horse-mounted troops such as the Chasseurs a Cheval and North African Spahis and Chasseurs D'Afrique.

Mounted formations were amongst the elite of the French Army. Cavalry sections comprised thirteen men.

Cost: 72pts (Regular), 90pts (Veteran)

Composition: 1 NCO and 5 men mounted on horses

Weapons: Carbines

Options:

- Add up to 7 additional horse-mounted soldiers for +12pts (Regular) or +15pts (Veteran) each
- Up to 1 soldier may have a light machine gun for +20pts, another soldier becomes the loader

Special Rules:

- Cavalry carbines: these short-barrelled rifles count as pistols when used on horseback and rifles when used on foot

MOTORBIKE SECTION

Troops mounted on motorbikes and sidecars served as the reconnaissance arm of infantry divisions. Amongst the type of bike in use were Peugeot, Indian, Terrot and Gnome Rhone machines.

Cost: 90pts (Regular)

Composition: 1 NCO and 5 Men on motorcycle/sidecars

Weapons: Rifles

Options:

- Add up to 7 additional men with rifles on motorcycles/sidecars for +15pts each
- One soldier may have a light machine gun for +20pts. Another soldier becomes the loader

Special Rules:

- Motorbikes: A Motorcycle section uses the Motorbike rules (see page 71 in the Bolt Action rulebook)

MACHINE GUN TEAM

The Hotchkiss M1914 of World War I vintage remained in service with the French Army and was a reliable, accurate and sturdy weapon. Tens of thousands had been produced in the previous war and the cost and inconvenience of replacing it precluded doing so. Although often seen with its distinctive 24 round feed strip it could also be belt fed and was capable of firing 450 rounds a minute. A typical team consisted of a gunner, a loader and an ammunition bearer. Some colonial units were equipped with the older Saint-Etienne 1907, a complex and unreliable design, and doubtless some ended up with reserve formations in France.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)

Team: 3 men

Weapon: 1 MMG

Special Rules:

- Team weapon
- Fixed

French Hotchkiss M1914 medium machine gun



BOYS ANTI-TANK RIFLE TEAM

The British Boys anti-tank rifle was supplied to the French Army as Le Fusil Antichar Boys Mark 1. The French in turn supplied the British with 25mm anti-tank guns. The Boys was a heavy 0.55-inch rifle that fired an armour-piercing round capable of penetrating about 20mm of armour – sufficient to deal with very light tanks and carriers.

Cost: 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)

Team: 2 men

Weapon: 1 anti-tank rifle

Special Rules:

- Team weapon

SNIPER TEAM

The most accurate rifle in the French armoury was the Lunette Modele 1921 bolt-action rifle. Fitted with a telescopic sight, the Lunette enabled a sniper to hit a target as distant as 1,200 meters.

Cost: 50pts (Regular), 65pts (Veteran)

Team: 2 – sniper and assistant

Weapons: Sniper has a rifle and assistant has a pistol

Special Rules:

- Team weapon
- Sniper



A French 81mm mortar team fires from a prepared position

ARMIES OF FRANCE AND THE ALLIES

LIGHT MORTAR TEAM

French forces were armed with the 60mm Brandt Mle 1935 mortar, an excellent weapon the design of which was used as the basis for the US 60mm M2 mortar. It had better range and fired a heavier projectile than the German or British equivalent mortars, but was correspondingly heavier and required a larger crew. A 50mm calibre weapon was under development and was later used by Vichy troops.

Cost: 28pts (Inexperienced), 40pts (Regular), 52pts (Veteran)

Team: 3 men

Weapon: 1 light mortar

Special Rules:

- Team weapon
- Indirect fire
- HE (D3)

MEDIUM MORTAR TEAM

The 81mm Brandt mle 27/31 mortar was used to provide support from ranges of up to 3,000 yards. It was an effective weapon and the design was widely copied, providing the basis for many of the medium calibre mortars of other nations.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)

Team: 3 men

Weapon: 1 medium mortar

Options:

- May add Spotter for +10pts

Special Rules:

- Team weapon
- Fixed
- Indirect fire
- HE (D6)



An M1897 field gun prepares to pick off enemy armour

ARTILLERY

FIELD ARTILLERY

The French artillery had proven formidable during World War I and most of the weapons available at the start of World War II were the same guns and howitzers that had fought the Kaiser's army to a standstill at the start of the century. Amongst them was the famous 'French 75', the first field gun to be fitted with modern-style recoil.

LIGHT ARTILLERY

The standard light artillery piece of the French Army was the 75mm model 1897 field gun – the 'French 75'. This vintage field gun was the first modern artillery gun of its type and was adopted by other nations and widely copied. By World War II it was an old campaigner. In addition there were 75mm Schneider mountain guns that could be broken into sections. All these weapons of 75mm calibre are light artillery. The usual tow would be the Laffly S15 T.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)

Team: 3 men

Weapon: 1 light howitzer

Special Rules:

- Gun Shield
- Team weapon
- Fixed
- Howitzer
- HE D6

MEDIUM ARTILLERY

The French artillery included a large number of 105mm calibre guns and howitzers including the 1913 Schneider (known as the L 13 S) and 1936 Schneider, both of which were taken into German service in large numbers after the fall of France. All these weapons of 105mm are considered medium artillery.

Cost: 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)

Team: 4 men

Weapon: 1 medium howitzer

Options:

- May add spotter for +10pts

Special Rules:

- Gun Shield
- Team weapon
- Fixed
- Howitzer
- HE 2D6

HEAVY ARTILLERY

The French heavy artillery arsenal included a number of guns of 145mm or 155mm calibre mostly dating from World War I but also including the venerable 155mm L Mle 1877. The 1917 Canon de 155 Grande Puissance Filloux (GPF) Mle. 1917 was a capable weapon and was also used by the US Army until replaced by the Long Tom in 1942. Larger calibre weapons included the enormous 220mm howitzer C Mle 1916. Weapons of this kind would not normally be deployed near the front-line fighting. Of particular interest are the huge World War I-vintage 194mm and 220mm St Chamond so-called self-propelled guns. These were tracked and designed to be mobile – after a fashion. The guns were powered by electric motors the power source for which was provided by a separate vehicle that also functioned as an ammo carrier. To all intents the St Chamond was really a 'towed' gun – albeit mounted on tracks. For this reason we treat the St Chamond self-propelled gun as heavy artillery rather than as a vehicle.

Cost: 92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)

Team: 5 men

Weapon: 1 heavy howitzer

Options:

- May add spotter for +10pts

Special Rules:

- Gun Shield
- Team weapon
- Fixed
- Howitzer
- HE 3D6

ANTI-TANK GUNS

The Army of France was equipped with two excellent anti-tank weapons in the 25mm Hotchkiss and latest 47mm SA37 anti-tank guns. The latter was the best anti-tank gun fielded by any army of the time, whilst the Hotchkiss was also a capable weapon that could penetrate any German tank it faced.

LIGHT ANTI-TANK GUN

The 25mm Hotchkiss was the standard anti-tank gun of the French Army. It was also used by the British Expeditionary Force (BEF), while captured examples were used by the Germans and some even found their way into the hands of the Italians. It was widely exported prior to the war. It would generally be towed by the Renault EU Chenillette but could also be pulled by horses in cavalry units or manhandled by infantry.

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The Puteaux 25mm M37 gun was a derivative of the same weapon mounted on a lighter carriage. The World War I 37mm Mle 1916 infantry gun, which the Hotchkiss was built to replace, was also used as a light anti-tank gun and is given as an option.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)

Team: 2 men

Weapon: 1 light anti-tank gun

Options:

- Downgrade to 37mm Mle 1916 counting as low-velocity light anti-tank gun for -10pts

Special Rules:

- Gun Shield
- Team weapon
- Fixed
- 37mm Mle 1916: if the option is taken, this low-velocity light anti-tank gun counts as a light anti-tank gun but with an armour penetration rating of +3 instead of the usual +4

MEDIUM ANTI-TANK GUN

The 47mm Mle 1937 (SA37 L/50) anti-tank gun was the best purpose-built anti-tank gun fielded by any army at the start of

World War II if one discounts the German 88mm Flak used in the anti-tank role. It could supposedly penetrate up to 72mm of armour at 1,000 metres. It sufficiently impressed the Germans that they immediately made use of examples that fell into their hands. After the fall of France the type was adapted into German service as the 4.7cm Pak181/182(f). In French service a Laffly W15T six-wheeled truck was the standard tow.

Cost: 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)

Team: 3 men

Weapon: 1 medium anti-tank gun

Special Rules:

- Gun Shield
- Team weapon
- Fixed

ANTI-AIRCRAFT GUNS

Lack of air defences was a considerable weakness in the French Army, and there was never enough of these weapons to provide an effective anti-aircraft response. Although a heavier weapon was under development it was never produced.

25MM HOTCHKISS ANTI-AIRCRAFT GUN

The Hotchkiss 25mm anti-aircraft gun, together with a few imported 20mm Oerlikons, provided the French Army with its mobile air defence.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)

Team: 3 men

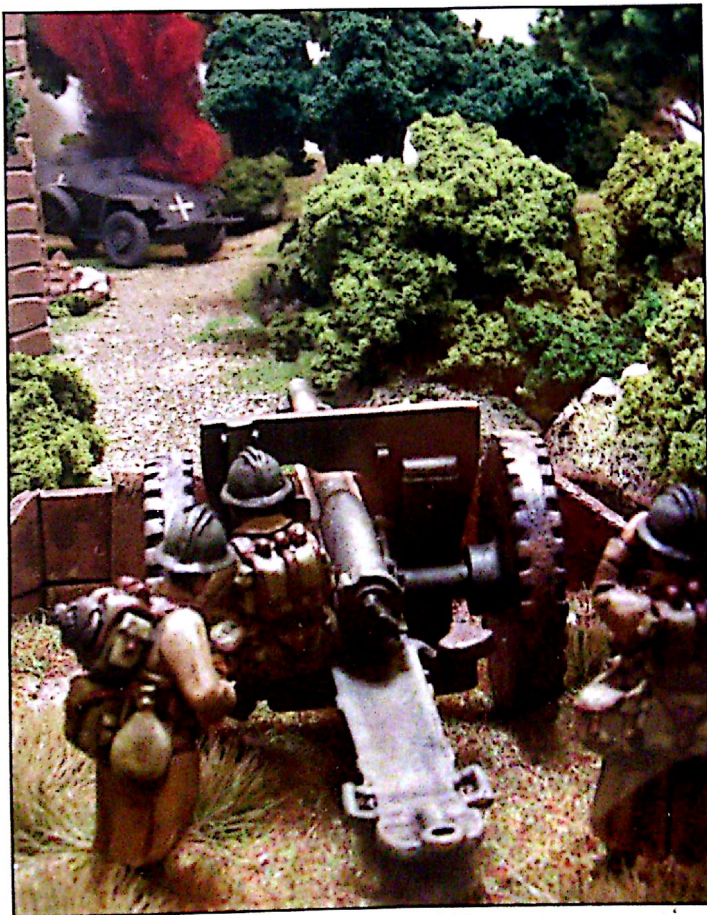
Weapon: 1 light automatic cannon

Options:

- May add a second light autocannon to the mount for + 30pts

Special Rules:

- Team weapon
- Fixed
- Flak



French gunners repel the invaders' armoured thrust

RENAULT FT-17

The tiny Renault set the design standard for the modern tank when it entered the battlefields of World War I, as the first tank to feature the engine at the rear and turret at the front. By 1940 there were only 534 remaining in front-line service – all armed with a single machine gun – but many more were used for training and defence of airfields. The Germans captured 1,700 in all, and even made use of some examples in second-line duties. They were also used in Poland, Finland and Yugoslavia, while the Italians produced their own version, the FIAT 3000.

VEHICLES

TANKS

The French Army had a considerable force of 3,250 tanks at the start of hostilities, even if many of the actual tanks were obsolete designs, such as the Renault FT, or in poor mechanical condition, such as the AMC 35s. If many were poorly armoured and lightly armed by the standards of the later war, this was also true of the majority of the German tanks that opposed them. The best of the French tanks were more heavily armoured and at least as well armed as the German Panzers, but in terms of mechanical reliability, range, and communications they were much inferior.

RENAULT FT

The Renault FT was a revolutionary design when it was introduced in the final year of World War I. It was the first tank to carry its main armament in a rotating turret, and the first to feature what was to become the standard layout of rear-mounted engine with turret at the front. More than 3,500 were built and they were exported throughout the world. By the start of World War II the Renault FT was long obsolete, but it still equipped eight battalions of the French Army as well as three independent companies (534 tanks in all). During World War I tanks had carried either a machine gun or an SA18 cannon, but by World War II they were all equipped with machine guns. It was only in a last desperate attempt to halt the German Panzers that these old warhorses were committed to battle at all, and one can only admire the *sang-froid* of the men inside. The tiny six-ton Renault with its two-man crew and armament of a single machine gun was plainly no match for a modern tank. With a top speed of just over 4mph it was not exactly nimble either! Principal service: 1939–40. Numbers manufactured: 3,694.

Cost: 28pts (Inexperienced), 35pts (Regular), 42pts (Veteran)

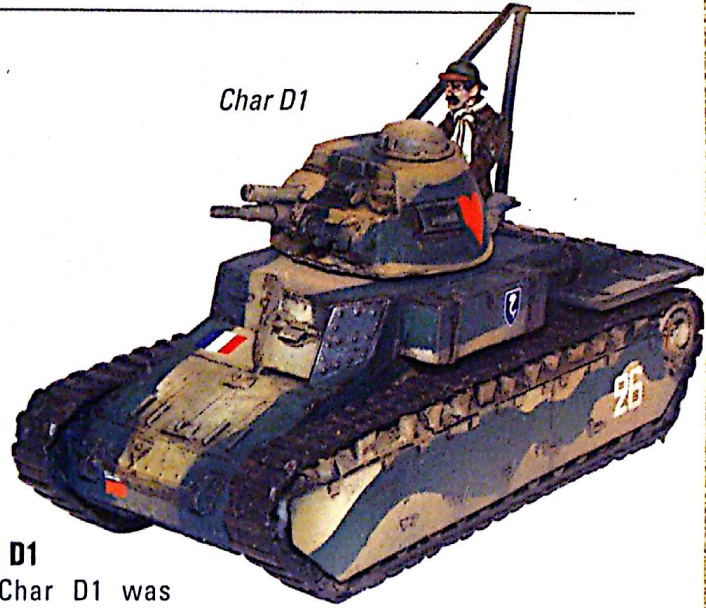
Weapons: 1 turret-mounted MMG

Damage Value: 7+ (armoured carrier)

Special Rules:

- **One-man Turret:** Combining the roles of commander, gunner and loader and squeezing the unfortunate fellow into a tiny one-man turret means it's hard to do different things at once! To represent this it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned
- **Slow... Pitifully Slow:** The Renault FT is a Slow tank as defined by the rules and, in addition, we do not allow it to make a double-speed Run move at all. It can still be given a Run order (thereby avoiding the 'One-man Turret' rule) but moves at its basic speed only

Char D1



CHAR D1

The Char D1 was conceived in the 1920s as the Renault NC and built from 1930–32. It was originally intended as a light infantry support tank, but in reality it served as France's main combat tank of the mid 1930s. It carried a 47mm gun – the SA34 – along with a coaxial machine gun. For a small tank it was heavy and slow. It also proved mechanically unreliable and its all-too-obvious deficiencies quickly led to the development of a number of replacement light tanks including the Char D2, Hotchkiss H35, Renault R35, and FCM 36. In 1937 the Char D1 was removed from front-line service and placed in reserve or sent to North Africa. During the Battle of France some of these tanks were repatriated and fought against the German Panzers. Some Char D1s in North Africa survived long enough to rejoin the Allies against the Germans – but only momentarily before French units re-equipped with modern Allied tanks. Principal service: 1939–40. Numbers manufactured: 160.

Cost: 92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)

Weapons: 1 turret-mounted light anti-tank gun with coaxial MMG and 1 forward-facing hull-mounted MMG

Damage Value: 8+ (light tank)

Special Rules:

- **One-man Turret:** Combining the roles of commander, gunner and loader and squeezing the unfortunate fellow into a tiny one-man turret means it's hard to do different things at once! To represent this it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned
- **Slow**

CHAR D2

Char D2s were planned to replace the unsatisfactory D1s, which had been plagued by mechanical and production problems. At that time the D2 was envisaged as a main battle tank that would potentially replace the Char B1. Production

ARMIES OF FRANCE AND THE ALLIES

difficulties and mechanical problems continued to be a feature of French armour development, but none the less the type entered service in 1937 with 50 tanks equipping the elite 507e Regiment de Chars de Combat (RCC). The D2s were not a great success and their performance not a significant advance upon the D1. They took part in the Saar Offensive where they were held back as a reserve to counter any German armour, but the journey exposed the machines' many shortcomings and most were to break down en route. The second production batch was delivered in time to fight in the Battle of France, but quality control of these new vehicles proved even worse than before, and the tanks were plagued by mechanical failure. Principal service: 1939–40. Numbers manufactured: 100.

Cost: 80pts (Inexperienced), 100pts (Regular), 120pts (Veteran)

Weapons: 1 turret-mounted light anti-tank gun with coaxial MMG and 1 forward-facing hull-mounted MMG

Damage Value: 8+ (light tank)

Special Rules:

- **One-man Turret:** Combining the roles of commander, gunner and loader and squeezing the unfortunate fellow into a tiny one-man turret means it's hard to do different things at once! To represent this it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned
- **Unreliable:** Such is its lack of mechanical reliability that if the D2 suffers one or more pin markers as a result of an enemy attack, it automatically suffers one additional pin marker
- **Slow**

RENAULT R35, R39 AND R40

The Renault R35 was a light two-man tank designed in the 1930s and built from 1936 onwards. It was the most numerous modern tank in the French Army with over 1,500 made. For a supposedly 'light' tank it was relatively heavily armoured and consequently also rather slow at about 12mph. Its main armament was an ineffectual low-velocity 37mm gun of World War I vintage. This was the Puteaux SA18, the same as the weapon mounted onto a Renault FT during World War I and intended to be used against entrenched troops and machine-gun nests. It was capable of piercing only about 12mm of armour at best. This antique gun was eventually upgraded to a longer-barrelled high-velocity weapon of the same calibre – the SA38 – and the improved tank was generally known as the R39 and R40. The R40 featured a better suspension system and a radio – but it was all too late and only 145 of this final version were built. Upgrading existing R35s with the better gun was underway when France surrendered. Principal service: 1939–40. Numbers manufactured: 1,540 R35s and 145 R40s.

Cost: 96pts (Inexperienced), 120pts (Regular), 144pts (Veteran)

Weapons: 1 turret-mounted low-velocity light anti-tank gun and 1 forward-facing hull-mounted MMG

Damage Value: 8+ (light tank)

Options:

- Upgrade the low-velocity light anti-tank gun to light anti-tank gun (SA38) to represent R40 or up-rated R35 for +10pts



French armour crests a ridge

Renault R35

**Special Rules:**

- **One-man Turret:** Combining the roles of commander, gunner and loader and squeezing the unfortunate fellow into a tiny one-man turret means it's hard to do different things at once! To represent this it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned
- **Armoured all round:** The R35 was almost as heavily armoured at the sides and rear as at the front – so no modifiers apply for penetration when shooting at the sides, rear or from above. All shots count the full armour value
- **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
- **Slow**

HOTCHKISS H35, H38 AND H39

The Hotchkiss H35 was a small tank weighing in at just over 11 tonnes and with a crew of only two men. It equipped the light cavalry divisions of the French Army – the Division Legere de Cavalerie (DLC). It was armed with the rather ineffective Puteaux SA18 also carried by the Renault R35, but this was later uprated to a longer-barrelled SA38 37mm anti-tank gun. The engine and gearbox proved inadequate to the job, and this was addressed with the production of a version with a new engine. This later version is variously known as the H38 or H39. Principal service: 1939–40. Numbers manufactured: 1,200 all types.

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)

Options:

- Upgrade the low-velocity light anti-tank gun to light anti-tank gun (SA38) for +10pts

Special Rules:

- **One-man Turret:** Combining the roles of commander, gunner and loader and squeezing the unfortunate fellow into a tiny one-man turret means it's hard to do different things at once! To represent this it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned
- **Low velocity light anti-tank gun:** The H35's puny weapon counts as a light anti-tank gun but with an armour penetration rating of +3 instead of the usual +4

FCM 36

The FCM (*Forges et Chantiers de la Mediterranee*) 36 was the most advanced of the light tank designs intended to replace the Renault D1. It was also the most expensive to produce – a factor that eventually resulted in it ceasing production after only 100 had been delivered. It was another very small two-man vehicle, and once again the rather ineffective 37mm Puteaux SA18 was mounted into a tiny turret. Principal service: 1939–40. Numbers manufactured: 100.

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:

- **One-man Turret:** Combining the roles of commander, gunner and loader and squeezing the unfortunate fellow into a tiny one-man turret means it's hard to do different things at once! To represent this it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned
- **Low velocity light anti-tank gun:** The FCM 36's puny weapon counts as a light anti-tank gun but with an armour penetration rating of +3 instead of the usual +4



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AMC 35

The AMC 35 was intended to fulfil the requirement for a fast, well-armoured cavalry tank, AMC standing for *Automitrailleuse de Combat*. The vehicle was produced by Renault and was dogged by the usual mechanical problems – only the impending German threat prompted a limited production run. Unusually for a French tank of the period, there was a two-man turret and a crew of three. The AMC 35 weighed about 12.5 tonnes and had 25mm of frontal armour. It was armed with a 47mm gun. Most of the AMC 35s produced were exported to Belgium. The French armoured cavalry formations settled on the Somua instead, but in the desperate days of the Battle of France some AMC 35s were pressed into service. Principal service: 1939–40. Numbers manufactured: Fewer than 100.

Cost: 100pts (Inexperienced), 125pts (Regular), 150pts (Veteran)

Weapons: 1 turret-mounted light anti-tank gun with coaxial MMG

Damage Value: 8+ (light tank)

SOMUA S35

On paper the Somua S35 was one of the most impressive tanks in service with any army at the start of the war. With cast armour around 35mm thick and a sloping front that presented an effective thickness of over 50mm it was far better protected than the contemporary Panzer III. Its cast turret was favoured with 55mm of armour to the front, and was also small, making a difficult target but affording room for only a single occupant. As a result the commander not only had to direct his vehicle but also load and aim the S35's gun. To top it all, the turret cupola had no hatchway on top, obliging the commander to direct operations from inside the turret once in action. This is often cited as one of the main deficiencies of the S35, and was a drawback shared with other French tanks such as the Char B1 (which used the same turret). During the biggest tank battle of the early war – the Battle of Hannut – French S35s proved superior to their German counterparts whose 20mm and 37mm guns were unable to penetrate the S35's armour. However, a series of poor tactical decisions allowed the Germans to outmanoeuvre the French forces, which failed to concentrate their available armour or coordinate attacks effectively. S35s were used during the defence of France and some continued to serve Vichy forces after the armistice. When the Vichy forces in Africa sided with the Allies, S35s were briefly used against German and Italian forces in Tunisia before re-equipping with US built tanks. Some S35s fell into the hands of the Germans. Together with other French vehicles, these made up a Panzer battalion during the invasion of Russia in 1941. Others were used against partisans in Yugoslavia. S35s in German service had the cupola removed and replaced with a hatchway for the commander. Principal service: 1939–40. Numbers manufactured: 430.

Cost: 108pts (Inexperienced), 135pts (Regular), 162pts (Veteran)

Weapons: 1 turret-mounted light anti-tank gun with coaxial MMG

Damage Value: 8+ (light tank)

Special Rules:

- One-man Turret: Combining the roles of commander, gunner and loader and squeezing the unfortunate fellow into a tiny one-man turret means it's hard to do different things at once! To represent this it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned
- Improved front armour: The Somua's relatively thick and well-sloped frontal armour has a rating of +1 giving it the same frontal value as a medium tank (9+)

CHAR B1 AND B1 BIS

The Char B1 was conceived in the 1920s as a heavy infantry support tank of the kind seen in World War I. It was considered 'heavy' in its day, and weighed in at 28 metric tonnes with armour of 40mm (Char B1), and 31 tonnes with up to 60mm of armour (Char B1 bis). In our game it fits into the same medium tank category as later tanks such as the Sherman in terms of its armoured protection. Of course, this thickness of armour was considerable in its day, when German forces were lucky to be armed with 37mm anti-tank guns. The sides and rear of the tank were equally heavily armoured. The Char B1 bis used the same tiny APX-1 one-man turret as the Char D2 and Somua 35. This meant the commander was overworked as in those machines, directing the tank as well as loading and firing the turret-mounted gun. When it was first designed the main weapon of the Char B1 was intended to be the howitzer mounted in the bow – a 75mm cannon. This was practically fixed in place and was aimed by the driver pivoting the vehicle upon its tracks. Principal service: 1939–40. Numbers manufactured: About 400.

Cost: 196pts (Inexperienced), 245pts (Regular), 294pts (Veteran)

Weapons: 1 turret-mounted light anti-tank gun with coaxial MMG, 1 forward-facing hull-mounted light howitzer, and 1 forward-facing hull-mounted MMG

Damage Value: 9+ (medium tank)



Char B1 bis

Special Rules:

- **One-man Turret:** Combining the roles of commander, gunner and loader and squeezing the unfortunate fellow into a tiny one-man turret means it's hard to do different things at once! To represent this it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned
- **Armoured all round:** The Char B1 was almost as heavily armoured at the sides and rear as at the front – so no modifiers apply for penetration when shooting at the sides, rear or from above. All shots count the full armour value
- **Slow**

CHAR 2C

The Char 2C was probably the most extraordinary tank fielded by any army in World War II. It was really a survivor of World War I conceived on the battlefields of the Western Front. An anticipated 300 were to have taken part in the planned 1919 offensive, but in the end only ten were built in 1921. It was the largest tank ever to see service at 33 feet 8 inches long (even without the optional tail skid), 9 feet 10 inches wide, and 13 feet 5 inches high. It weighed a monstrous 69 metric tonnes, which also makes it one of the heaviest tanks of all time. It had two 250bhp engines – one for each track – and was operated by a crew of 12. With a maximum speed of under 10mph it was also very slow by the standards of World War II tanks. Although often described as a 'super-heavy tank' its armour was not especially thick – 45mm at the front and about half that at the sides – which just about makes it into the 'medium tank' bracket in terms of our game. Interestingly, at the end of 1939 one of the tanks was up-armoured to 90mm at the front and 65mm at the sides. This was 'Lorraine', the company

commander's vehicle, and one can only imagine what the extra weight (75 tonnes in all) did to the tank's already sluggish performance! The Char 2C's principal armament was a 75mm field gun in the main turret, and four machine guns: one mounted in its own turret at the rear of the tank, and three ball mounts covering the front and flanks. Sadly these venerable survivors of an elder age never made it into combat. They were all destroyed while loaded onto railway carriages awaiting transport away from the fighting zone. Some books maintain the tanks were destroyed by Luftwaffe dive-bombers. This is based on a claim made by the Germans at the time, but in reality the Char 2Cs were destroyed by their crews rather than let them fall in enemy hands. Either way their destruction brought an ignominious close to an extraordinary chapter in the history of tank evolution. Principal service: 1939–40. Numbers manufactured: 10.

Cost: 152pts (Inexperienced), 190pts (Regular), 228pts (Veteran)

Weapons: 1 turret-mounted light howitzer covering the front and side arcs, 1 turret-mounted MMG covering the rear and side arcs, 1 forward-facing MMG covering the front arc, 1 MMG covering the front and left side arcs, and one MMG covering the front and right side arcs

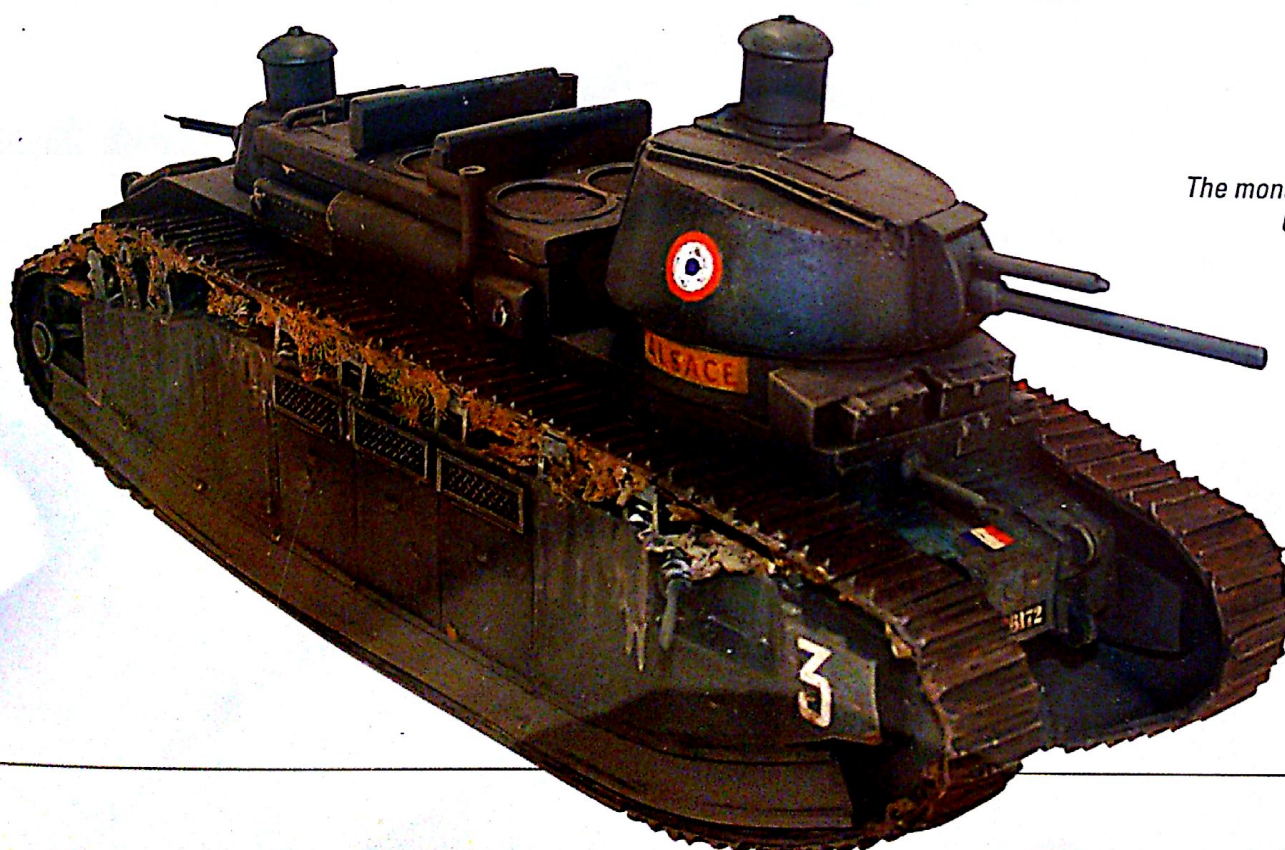
Damage Value: 9+ (medium tank)

Options:

- The company commander's vehicle can be up-armoured to Damage Value 10+ (heavy tank) and given the 'Command Vehicle' rule at a cost of +105pts

Special Rules:

- **Slow**



*The monstrous
Char C2*

ARMIES OF FRANCE AND THE ALLIES

TANK DESTROYERS

Although equipped with a bewildering number of different tank designs, the French Army had no mobile self-propelled artillery if one excludes the World War I-vintage St Chamond. In the final part of the Battle of France, improvised tank hunters were created in the guise of truck-mounted anti-tank guns.

LAFFLY W15 TCC TANK HUNTER

The Laffly W15 six-wheeled truck provided the basis for this improvised tank hunter (*Chasseur de char*) mounting a powerful 47mm anti-tank gun. These mobile anti-tank weapons proved very successful, but arrived too late to halt the advance of the German Blitzkrieg. Principal service: 1940. Numbers manufactured: 70.

Cost: 68pts (Inexperienced), 85pts (Regular), 102pts (Veteran)

Weapons: 1 rear-facing medium anti-tank gun on open platform

Damage Value: 6+ (soft-skin)

LAFFLY S20TL PORTEE

The Laffly S20TL six-wheeled transporter was also used to mount a 25mm Hotchkiss gun in portee style firing either directly forward

or directly backward. Although this weapon could be dismounted and used as a conventional anti-tank gun, this would normally occur well before the action, so we represent the Portee as a mobile anti-tank weapon. Numbers manufactured: 40.

Cost: 56pts (Inexperienced), 70pts (Regular), 84pts (Veteran)

Weapons: 1 forward or rear-facing light anti-tank gun on open platform

Damage Value: 6+ (soft-skin)

CITROEN-KEGRESSE PORTEE

The Citroen-Kegresse half-track could also be used to mount a 25mm Hotchkiss gun in portee style, firing directly forward. Although this weapon could also be dismounted and used as a conventional anti-tank gun, this would normally occur well before the action, so we represent the Portee as a mobile anti-tank weapon.

Cost: 56pts (Inexperienced), 70pts (Regular), 84pts (Veteran)

Weapons: 1 forward-facing light anti-tank gun on open platform

Damage Value: 6+ (soft-skin)



Char B1 bis, by Richard Chasemore © Osprey Publishing Ltd. Taken from Duel 33: Panzer IV vs Char B1 bis

ARMoured CARS AND RECCE VEHICLES

The French Army used a variety of vehicles in the reconnaissance role including half-tracked and fully tracked vehicles such as the tiny AMR33 and AMR35. The Panhard 178 was a capable vehicle as were the more lightly armed AMRs, and these together made up the bulk of the armoured cars in France. Overseas it was different story with a hotch-potch of antiquated machinery in use by colonial forces.

AMC SCHNEIDER P16 HALF-TRACK

The *Automitrailleuse de Combat* P16 was an armoured half-track developed in the 1920s for France's cavalry regiments – essentially armed reconnaissance units. With a maximum armour thickness of a mere 11mm, it was able to withstand small-arms fire. It was armed with the low velocity Puteaux SA18 37mm gun and coaxial machine gun in an armoured turret. The tiny AMC's most notable feature is the ability to be driven from either end – enabling it to execute a rapid reverse out of trouble! They were in process of being phased out at the time of the German invasion – being pretty much mechanically worn out after years of use. After the fall of France some continued in service in North Africa. Principal service: 1939–40. Numbers manufactured: 100.

Cost: 92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)

Weapons: 1 turret-mounted low-velocity light anti-tank gun with coaxial MMG

Damage Value: 7+ (armoured car)

Special Rules:

- Low velocity light anti-tank gun: The Puteaux SA18 counts as a light anti-tank gun but with an armour penetration rating of +3 instead of the usual +4
- Recce

AMC Schneider P16 half-track



AMR33 AND AMR35

AMR stands for *Automitrailleuse de Reconnaissance* and these two vehicles were fully tracked light tanks. Although their name suggests a reconnaissance vehicle they were

conceived more as tankettes. Their intended role was to provide mobile fire support to infantry and dismounted cavalry. The AMR33 weighed only 5.5 tonnes, whilst the larger AMR35 was a tonne heavier. They were very lightly armoured and armed with only a single machine gun. Principal service: 1939–40. Numbers manufactured: 123 AMR33s and 167 AMR35s.

Cost: 48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)

Weapons: 1 turret-mounted MMG

Damage Value: 7+ (armoured carrier)

AMD PANHARD 178

AMD stands for *Automitrailleuse de Decouverte* and the little Panhard was a 4x4 armoured car designed to fulfil a long-range reconnaissance role. It had a crew of four, a 25mm gun with coaxial machine gun and 20mm of armour – enough to protect it against light fire. The 25mm gun was a shortened version of the Hotchkiss 25mm weapon. Towards the end of the Battle of France some were fitted with a 47mm gun. Principal service: 1939–40. Numbers manufactured: 729.

Cost: 92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)

Weapons: 1 turret-mounted light anti-tank gun with coaxial MMG

Damage Value: 7+ (armoured car)

Special Rules:

- Recce

LAFFLY S15TOE

The Laffly S15TOE was developed from the Laffly half-track carrier as a lightly armed scout car suitable for use in France's African colonies. It was only lightly armoured and carried a single machine gun in a small turret. Principal service: 1939–40. Numbers manufactured: Unknown.

Cost: 56pts (Inexperienced), 70pts (Regular), 84pts (Veteran)

Weapons: 1 turret-mounted MMG

Damage Value: 7+ (armoured car)

Special Rules:

- Recce

AMD LAFFLY 80AM

These light reconnaissance cars were produced in the 1930s and featured a turret that carried a heavy machine gun and a backward-facing medium machine gun. Principal service: 1939–40. Numbers manufactured: 28.

Cost: 68pts (Inexperienced), 85pts (Regular), 102pts (Veteran)

Weapons: 1 turret-mounted HMG and 1 turret-mounted rear-facing MMG

Damage Value: 7+ (armoured car)

Special Rules:

- Recce

ARMIES OF FRANCE AND THE ALLIES

AMD LAFFLY 50AM

These World War I-vintage designs were based upon the White Model 1918 Armoured Car. Most served overseas, but about 20 remained in Europe to take part in the Battle of France. The main armament was the 37mm Puteaux SA18. Principal service: 1939–40. Numbers manufactured: Approximately 100.

Cost: 84pts (Inexperienced), 105pts (Regular), 126pts (Veteran)

Weapons: 1 turret-mounted low-velocity light anti-tank gun with coaxial MMG

Damage Value: 7+ (armoured carrier)

Special Rules:

- Low velocity light anti-tank gun: The Puteaux SA18 counts as a light anti-tank gun but with an armour penetration rating of +3 instead of the usual +4
- Recce

AMD PANHARD 165/175

The Panhard 165/175 was a light reconnaissance car of similar configuration to the Laffly 50AM and also armed with the vintage 37mm SA18. Some 44 remained in service in North Africa and the Levant. Principal service: 1939–42. Numbers manufactured: 28.

Cost: 84pts (Inexperienced), 105pts (Regular), 126pts (Veteran)

Weapons: 1 turret-mounted low-velocity light anti-tank gun with coaxial MMG

Damage Value: 7+ (armoured carrier)

Special Rules:

- Low velocity light anti-tank gun: The Puteaux SA18 counts as a light anti-tank gun but with an armour penetration rating of +3 instead of the usual +4
- Recce



Collateral damage temporarily halts a French column



French troops, 1939-40 (L-R): trooper, 6e Régiment de Dragons; mounted artilleryman; brigadier, 4e Régiment de Spahis Marocains, by Mike Chappell © Osprey Publishing Ltd. Taken from Men-at-Arms 315: The French Army 1939-45 (1)

ARMIES OF FRANCE AND THE ALLIES

TRANSPORTS AND TOWS

The French Army included mechanised units and fielded a variety of tractors, tows and carriers. Trucks were generally of civilian type and of 2 tonnes capacity.

GENERAL PURPOSE TRUCKS

The French Army ordered enormous numbers of Citroen 2-tonne trucks in the years leading up to the war, and made use of a variety of civilian types of trucks from Citroen, Bernard, Latil, Panhard, Peugeot and Renault. They served as general-purpose cargo trucks, troop transports, artillery tows and in a number of special rôles including ambulances, radio trucks, and so forth.

Cost: 31pts (Inexperienced), 39pts (Regular), 47pts (Veteran)

Weapons: None

Damage Value: 6+ (soft-skin)

Transport: 12 men

Tow: Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun

CARS AND LIGHT UTILITY TRUCKS

As with all armed forces the French Army included a number of light trucks and civilian style cars, which were used as transports, staff cars, radio cars and in other general purpose rôles. Amongst these was the Fiat 500 Topolino Staff Car and its Simca equivalent, the Simca Cinque – many of which were subsequently used by the Germans.

Cost: 17pts (Inexperienced), 21pts (Regular), 25pts (Veteran)

Weapons: None

Damage Value: 6+ (soft-skin)

Transport: 3 men

BERLIET VUDB CARRIER

The Berliet VUDB armoured car was an old design, underpowered and armed only with a machine gun. Photographs often show it without its turret and with an extended crew compartment, in which capacity it is intended to serve as a lightly armoured transport vehicle for reconnaissance troops. It was used in North Africa and supplied to Belgium.

Cost: 52pts (Inexperienced), 69pts (Regular), 78pts (Veteran)

Weapons: 1 forward-facing LMG

Damage Value: 7+ (armoured carrier)

Transport: 7 men

LAFFLY S20TL SIX-WHEELED TRUCK

This six-wheeled truck was designed for the motorized dragoon regiments, which were part of the French cavalry's light mechanized divisions (DLM). The vehicle is also known as

the *voiture de dragons portés*. It could carry ten men and was provided with machine gun mounts to be used by transported infantry. As well as a troop transporter it acted as a tow for the 25mm Hotchkiss gun and was adapted into a portee version (see separate entry). There was also an enclosed radio command version.

Cost: 52pts (Inexperienced), 65pts (Regular), 78pts (Veteran)

Weapons: 2 pintle-mounted MMGs with a 360-degree arc of fire

Damage Value: 6+ (soft-skin)

Transport: 10 men

Tow: Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun

Special Rules:

- Command vehicle: Replace all weapons, and transport and towing capacity, with the Command Vehicle special rule for -15pts

LORRAINE 38 CARRIER

The Lorraine 38 was adapted from the Lorraine 37 tractor as a personnel carrier – six men carried in the vehicle itself and six in a towed trailer. It was also known as the *voiture blindée des chasseurs portés* – armoured vehicle for mounted infantry. Although unarmed, crews took to rigging improvised machine gun mounts towards the end of the Battle of France. Principal service: 1939–40. Numbers manufactured: Approximately 150.

Cost: 59pts (Inexperienced), 74pts (Regular), 89pts (Veteran)

Weapons: None

Damage Value: 7+ (armoured carrier)

Transport: 12 men

Options:

- Add a pintle-mounted MMG with a 360-degree arc of fire for +15pts

UNIC/CITROEN-KEGRESSE HALF-TRACK

The Unic P107 was a light half-track designed primarily as an artillery tractor, although it was also used as a cargo transporter by engineer units. It replaced the earlier Citroen-Kegresse P17 half-tracks and utilised the same Kegresse patents. Captured examples were widely used by the Germans. Principal service: 1939–40. Numbers manufactured: 2,000 (Unic).

Cost: 52pts (Inexperienced), 65pts (Regular), 78pts (Veteran)

Weapons: None

Damage Value: 7+ (armoured carrier)

Transport: 5 men

Tow: Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun

Options:

- Add a pintle-mounted MMG with a 360-degree arc of fire for +15pts

LAFFLY S15 AND V15 TRACTOR

The Laffly S15 series of six-wheeled all-terrain trucks served as artillery tractors and were also used as light transports. The S15T served as an artillery tug, whilst versions with modified bodies served as anti-tank gun tows (W15T made by Hotchkiss) and reconnaissance/troop transport (S15R). There was also an ambulance version. Armed versions such as the S15TOE and CC tank hunter are covered by separate entries. The V15 was a four-wheeled tractor was used as a tow for the 25mm Hotchkiss anti-tank gun, whilst a V15R version was used as a light personnel carrier and reconnaissance car and armed with a machine gun. Principal service: 1939–40.

Cost: 20pts (Inexperienced), 25pts (Regular), 30pts (Veteran)

Weapons: None

Damage Value: 6+ (soft-skin)

Transport: 5 men

Tow: Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun

Options:

- Add a pintle-mounted MMG with a 360-degree arc of fire for +15pts

RENAULT EU CHENILLETTE

The tiny Chenillette was a fully-tracked armoured tractor, not dissimilar in overall appearance to the British Bren Carrier. It would often pull a trailer. It was in widespread use throughout the French Army as a towing vehicle. It was unarmed, but during the final phase of the Battle of France some were fitted with a machine gun. Principal service: 1939–40. Numbers manufactured: 5168.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)

Weapons: None

Damage Value: 7+ (armoured carrier)

Tow: Light or medium anti-tank gun, light howitzer.

Options:

- Add a forward-facing MMG for +10pts

LORRAINE 37

The Lorraine 37 was a lightly armoured fully tracked supply and munitions carrier similar to the Renault EU, which it was intended to replace. It would also pull a trailer to increase its carrying capacity. Its role was to refuel and re-arm tanks, a particular necessity due to the relatively short operational range of French tanks. Although unarmed, crews took to rigging improvised machine gun mounts towards the end of the Battle of France. Principal service: 1939–40. Numbers manufactured: 630.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)

Weapons: None

Damage Value: 7+ (armoured carrier)

Tow: Light or medium anti-tank gun, light howitzer

Options:

- Add a pintle-mounted MMG with a 360-degree arc of fire for +15pts

LAFFLY HEAVY TRACTORS

The Laffly S25T and S35T were heavy gun tractors of 5.5 tonnes and 8 tonnes respectively, both were capable of towing the heaviest artillery pieces in the French Army, and both were also used as the basis for engineering and recovery vehicles. The S45T at 8.2 tonnes was a tank recovery vehicle and transporter. All these vehicles are similar in appearance and all have the familiar Laffly 6x6 configuration. Other heavy tractors available include the Latil TAR. Principal service: 1939–40.

Cost: 12pts (Inexperienced), 15pts (Regular), 18pts (Veteran)

Weapons: None

Damage Value: 6+ (soft-skin)

Tow: Any howitzer, anti-tank gun or anti-aircraft gun

SOMUA MCG/MCL TRACTOR

The Somua half-track armoured tractor was used to tow medium sized and larger artillery pieces such as the 105mm and 155mm guns. The MGC was also used as the basis for a breakdown and recovery vehicle.

Cost: 44pts (Inexperienced), 55pts (Regular), 66pts (Veteran)

Weapons: None

Damage Value: 7+ (armoured carrier)

Tow: Any howitzer, anti-tank gun or anti-aircraft gun

THEATRE SELECTORS

France's war against the Germans was too short to see much development in the way of tactics or equipment, so there is less scope for extensive *Theatre Selectors* as there is with, say, the German or British forces. From May to June 1940 even obsolete tanks and formations from North Africa were brought over to defend France, so the main Battle of France selector features pretty much every troop type and weapon in the French arsenal. French colonial wars are given a single representative list rather than separate lists for forces in North Africa, the other Vichy controlled African colonies, the Levant, Madagascar and French Indochina.

Before playing a game, the players must decide which Theatre Selector they will use to pick their Reinforced Platoon from. If they wish, opponents can 'match-up' their armies so that they are contemporary with each

other. To give two examples, a French army from the Battle of France list would be matched against a German force from the German Battle of France 1940 list, whilst a The Defence of Vichy list could take on a US army from the Operation *Torch* list.

Obviously, there is nothing to stop players fighting battles between forces from different periods and theatres. Whilst not historically accurate, players often like to try 'what-if' type games. In reality, a French army of 1940 will have very little chance of beating a late-war army of any nation; such was the rapid development of weapons and equipment. The points values will ensure that such a game of Bolt Action is fairly evenly balanced, but don't be surprised if you have trouble penetrating the armour of late-war super heavy tanks with a 25mm Hotchkiss light anti-tank gun.



French infantry ambush a Waffen-SS patrol

THE PHONEY WAR 1939-40

Although the French mounted a major offensive into Germany during the opening days of the war this achieved very little, and soon even these modest gains were recaptured. The war in the west became a waiting and watching game without any major or significant action by either side. Over the winter of 1939-40, the no-man's-land between the Maginot and Siegfried lines saw numerous raids and small reconnaissance actions, pioneering the use of elite volunteer troops, well-armed and organised into small, flexible formations: the Groupe Franc.

A French force for the Phoney War must comprise one or more **Reinforced Platoons** picked from the following Theatre Selector. Each Reinforced Platoon is made up as follows:

Renault R40



PHONEY WAR REINFORCED PLATOON

1 Lieutenant – First or Second

2 Infantry sections – Groupe Franc/SES/GIA Veteran Infantry sections

plus:

Headquarters

0-1 Captain or Major

0-1 Medic team

0-1 Forward Observer (Artillery or Air)

Infantry

0-4 Infantry sections: Groupe Franc/SES/GIA Veteran Infantry sections

0-1 Machine gun team

0-1 Mortar team: light

0-1 Sniper team

Armoured Cars/Recce

0-3 Armoured Cars or Recce vehicles from: AMC Schneider P16 Half-track, AMR33, AMR 35, AMD Panhard 178

Transports

0-1 Transport vehicle **per** infantry unit in the Reinforced Platoon from: General Purpose truck, Cars and Light Utility Trucks, Laffly S20TL six-wheeled truck, Unic/Citroen-Kegresse Half-track, Laffly S15 six-wheeled tractor, Laffly V15 four-wheeled tractor



French Modele 1897 field gun

THE BATTLE OF FRANCE 1940

During the Battle of France formations from Africa were brought over to reinforce the troops already fighting in Europe, and tanks formerly held in reserve or in training formations were thrown into combat. As such, the Battle of France selector includes almost all the troops from the French Army list, the only notable exceptions being a number of obsolete armoured cars in colonial service. Even venerable Char D1s were brought over from North Africa to face the German Panzers in June of 1940.

A French force for the Battle of France must comprise one or more **Reinforced Platoons** picked from the following Theatre Selector. Each Reinforced Platoon is made up as follows:

BATTLE OF FRANCE REINFORCED PLATOON

1 Lieutenant – First or Second

2 Infantry sections – Regular Infantry sections or Inexperienced Infantry sections.

plus:

Headquarters

0–1 Captain or Major

0–1 Medic team

0–1 Forward Observer (Artillery or Air)

Infantry

0–4 Infantry sections: Regular Infantry sections, Inexperienced Infantry sections, Dragons Portes/Chasseurs Porte Infantry



No way to fight a war... French infantry advance through the lashing rain

sections, Groupe Franc/SES/GIA Veteran Infantry sections, Foreign Legion Veteran Infantry sections, Senegalese Tirailleurs Infantry sections, Cavalry sections

0-1 Machine gun team

0-1 Anti-tank team: Boys anti-tank rifle team

0-1 Mortar team: light or medium

0-1 Sniper team

Artillery

0-1 gun from:

Anti-tank gun: light anti-tank gun, medium anti-tank gun

Field artillery: light artillery, medium artillery, heavy artillery

Anti-aircraft gun: 25mm Hotchkiss anti-aircraft gun

Armoured Cars/Recce

0-1 Armoured Car or Recce vehicle from: AMC Schneider P16 Half-track, AMR33, AMR 35, AMD Panhard 178, AMD Laffly 50AM

Tanks and Tank Destroyers

0-1 Tank or Tank Destroyer from: Renault FT, Char D1, Char D2, Renault R35, Renault R39, Renault R40, Hotchkiss H35, Hotchkiss H38, Hotchkiss H39, FCM 36, AMC 35, Somua S35, Char B1, Char B1bis, Char 2C, Laffly W15 TCC Tank Hunter, Laffly S20TL Portee, Citroen-Kegresse Portee

Transports and Tows

0-1 Transport vehicle **per** infantry unit in the Reinforced Platoon from: General Purpose truck, Cars and Light Utility Trucks, Laffly S20TL six-wheeled truck, Unic/Citroen-Kegresse Half-track, Laffly S15 six-wheeled tractor, Laffly V15 four-wheeled tractor, Lorraine 38 carrier, Berliet VUBD

0-1 Tow **per** artillery piece in the Reinforced Platoon from: General Purpose truck, Laffly S20TL six-wheeled truck, Unic/Citroen-Kegresse Half-track, Laffly S15 six-wheeled tractor, Laffly V15 four-wheeled tractor, Lorraine 37, Renault EU Chenillette, Laffly heavy tractor, Somua MCG/MCL tractor



THE DEFENCE OF VICHY 1940-42

This list is based on the limited forces available to French forces during the Syria-Lebanon campaign, the Madagascar campaign, and French resistance to Allied landings in North Africa. Other notable conflicts included the Battle of Dakar, where the French successfully repelled an invasion of British and Free French forces, and the Japanese Invasion of Indochina – both in 1940. Of these diverse colonial forces the best equipped was the army in North Africa, which the Germans allowed to be substantially reinforced following the defence of Dakar. During the Syria-Lebanon campaign, troops from North Africa reinforced those in the Levant. Artillery and armoured vehicles were in short supply in all of these theatres and a large portion of infantry was made up of colonial troops such as Levantine infantry in Syria.

A French force for Defence of Vichy must comprise one or more **Reinforced Platoons** picked from the following Theatre Selector. Each Reinforced Platoon is made up as follows:

DEFENCE OF VICHY REINFORCED PLATOON

- 1 Lieutenant – First or Second
- 2 Infantry sections – Regular Infantry sections or Inexperienced Infantry sections.

- plus:

Headquarters

- 0-1 Captain or Major
- 0-1 Medic team
- 0-1 Forward Observer (Artillery or Air)

Infantry

- 0-4 Infantry sections: Regular Infantry sections, Inexperienced Infantry sections, Foreign Legion Veteran Infantry sections, Senegalese Tirailleurs Infantry sections, Moroccan Goumier, Cavalry sections
- 0-1 Machine gun team
- 0-1 Mortar team: light or medium
- 0-1 Sniper team

Artillery

- 0-1 gun from:
- Anti-tank gun: light anti-tank gun
- Field artillery: light artillery
- Anti-aircraft gun: 25mm Hotchkiss anti-aircraft gun

Armoured Cars/Recce

- 0-1 Armoured Car or Recce vehicle from: AMC Schneider P16 Half track, Laffly S15TOE, AMD Laffly 80AM, AMD Laffly 50AM, AM Panhard 165/175

Tanks and Tank Destroyers

- 0-1 Tank or Tank Destroyer from: Renault FT, Char D1, Renault R35, Renault R39, Hotchkiss H35, Hotchkiss H38, Hotchkiss H39, Somua S35

Transports and Tows

- 0-1 Transport vehicle per infantry unit in the Reinforced Platoon from: General Purpose truck, Berliet VUDB, Cars and Light Utility Truck
- 0-1 Tow per artillery piece in the Reinforced Platoon from: General Purpose truck, Laffly S15 six-wheeled tractor, Lorraine 37, Renault Chenillette, Laffly heavy tractor, Somua MCG/MCL tractor



Renault R39



Char 2C

BELGIUM



Fallschirmjäger assault Eben Emael, by Peter Dennis © Osprey Publishing Ltd. Taken from Raid 38: The Fall of Eben Emael

ARMIES OF FRANCE AND THE ALLIES

Between 1914 and 1918 European armies battled over Belgian soil, raining destruction on towns, infrastructure and landscape. At the war's end, the 1919 Treaty of Versailles largely ignored the terrible price paid by Belgium. This breaking of trust, as many Belgians saw it, would later become a significant factor in the defeat of the Western Allies in Europe in 1940.

In 1933 Belgium was aware of threat posed by the rise of Nazi Germany. France had constructed defences along its eastern borders known as the Maginot Line, but these did not extend beyond the French–Belgian border. The Belgians approached the French with a proposal to extend the fortification across the border, but their requests were politely declined, promoting further mistrust between the two nations. This mistrust was well-founded. The French military planned to fight any future war against Germany in Belgium, virtually inviting the Germans to outflank the Maginot Line.

In 1936 the German Army reoccupied the Rhineland while Belgium watched with alarm at the lack of response from the French and British. King Leopold III declared a state of "Armed Independence", turned his back on France and Britain, and began expanding and modernizing the armed forces. By 1940, Belgium could boast some of the best-prepared armed forces in Europe numbering 800,000 men, 270 armoured fighting vehicles and tanks, 1,338 artillery and anti-tank guns and 140 warplanes. In addition, a formidable fort and trench system had been constructed to stall any German advance. Germany estimated it would need to deploy a million troops to overcome the Belgian Army.

The German invasion of Poland brought a formal declaration of war between Germany and the Western Allies, who immediately lobbied Belgium to join their cause. Belgium declined and remained in a state of armed neutrality, refusing to cooperate with the forces of France and Britain.

On 10 January 1940 a German Messerschmitt Bf 108 'Taifun' liaison aircraft crashed in Belgium in suspicious circumstances carrying invasion plans of Belgium. Now, under no illusion as to the intention of Hitler, King Leopold III agreed to join the Allies if three conditions were met: firstly that Belgium would participate in peace negotiations, secondly that Belgian colonies would remain unchanged after the war, and finally that France and Britain would pay to rebuild Belgium after the war. Britain declined these terms and refused to exchange military information and

plans with Belgium. France stated that it would violate Belgium's neutrality and march into the country if Germany attacked Holland. The refusal to cooperate and coordinate the armies of Belgium, France and Britain played into the hands of the Germans.

The German plan to invade Belgium was devised by General von Manstein and codenamed *Case Yellow*. Phase one called for Army Group B to advance into central Belgium and draw the French and British armies into the fight. Phase two called for Army Group A to launch a surprise attack through the Ardennes forest to divide the British and French armies, encircle the Allied armies in Belgium, and push them towards the English channel. Von Manstein nicknamed phase two, "the Sickle Cut". The invasion would be spearheaded by German glider troops who would land on the unprotected roof of the formidable Eben Emael fort and use explosives to destroy its guns. German Fallschirmjäger would seize and cut off five important river and road routes connecting Belgium and France.

On 10 May 1940 the German invasion began and achieved total surprise. Airstrikes eliminated the Belgian airforce on the ground and destroyed two vital road and rail bridges over the Albert Canal. The fortress of Eben Emael was destroyed by the glider troops in a matter of minutes. The German attack was so sudden it took Belgian commanders two hours to counter-attack at Eben Emael.



Belgian infantry dig in and prepare to blunt the German thrust

with forces that were small and easily broken up by Stuka airstrikes. Army Group B began their advance into Belgium, drawing the French and British into the trap.

On the 11 May Army Group B broke Belgian resistance on the Albert Canal and crossed the strategic waterway. The Belgians began a fighting withdrawal to the Dyle River between Antwerp and Namur. The Dyle River incorporated of a defensive trench system protected by concrete bunkers and pillboxes. The British and French were to take up defensive positions on the river and bring the German Army to a halt.

Army Group A began the advance into the Ardennes which was defended by the elite 1st Light Ardennes Infantry Division. The Germans were surprised by the fierce resistance and progress was slow. The Chasseurs Ardennais, under orders to withdraw, begin the retreat to the Meuse River. General Rommel would later refer to the Chasseurs Ardennais as the "Grey Wolves" due to their tenacious defense and delaying tactics. German Panzers reached the Meuse River on 12 May and began to cross near Sedan the following day. German Panzergrenadiers secured a foothold that allowed engineers to construct two bridges across the river. The



Belgian Army FRC 47mm anti-tank gun

Panzers were unleashed and drove into France splitting a wedge between the French 2nd and 9th armies and trapping the Allied forces in Belgium.

On the Dyle River relationships between the Belgians, British and French were very bad. On many occasions the British and Belgians fired upon each other in utter

confusion as to where their allies were positioned. The Germans were unable to break through the Dyle River defences and it came as a surprise to the Belgians on 16 May when the British began withdrawing from the positions and marching towards the Channel. The Germans were racing towards the coast and threatening to cut off the British. Now without Allied support, the Belgians abandoned their positions and the great retreat began.

The Belgians and Germans engaged in many more battles until 27 May when the situation became hopeless. Abandoned by her allies, at 4am on 28 May 1940, Belgium unconditionally surrendered to Germany.

Many Belgians fought on against the Nazis in what became the Free Belgian Forces. A force of 370 Force Publique saw action under British command against the Italians in East Africa. In 1944 the Free Belgian Forces Brigade landed in Normandy with the Canadians and fought their way to the liberation of their homeland.



ARMY LIST

This is the official Bolt Action Army List for the troops that defended their homeland against the German invasion in the Battle of Belgium. Players can pick an army in either of two ways:

- Use the Reinforced Platoon selector from the Bolt Action rulebook in conjunction with the Army List in this book. To save referencing back to the rulebook, the generic Reinforced Platoon selector is repeated below with those entries not included in the French list removed (e.g. anti-aircraft vehicles).
- Instead of using the generic Reinforced Platoon selector, use any one of the Theatre Selectors on page 52 in conjunction with the Army List given in this book.
- Either method is perfectly acceptable depending on what kind of game you wish to play. The first method uses the generic selector and is more flexible and therefore ideal for pick-up games against any opponent, as it allows for a wider variety of different kinds of troops and equipment. The second method using the Theatre Selectors is more historically representative and therefore better suited for games where a historical portrayal is envisaged. We imagine that players will, on the whole, prefer to fight battles within a specific historical context, in which case simply use the appropriate Theatre Selector to choose your army.



*Belgian infantryman, by Peter Dennis © Osprey Publishing Ltd.
Taken from Raid 38: The Fall of Eben Emael*

REINFORCED PLATOON

- 1 Lieutenant - First or Second
- 2 Infantry squads

plus:

- 0-3 Infantry squads
- 0-1 Captain or Major
- 0-1 Medic
- 0-1 Forward Observer (either Artillery or Air)
- 0-1 Machine gun team
- 0-1 Mortar team
- 0-1 Sniper team
- 0-1 Anti-tank team
- 0-1 Field Artillery, Anti-aircraft or Anti-tank gun
- 0-1 Armoured Car
- 0-1 Tank or Tank Destroyer
- 0-1 Transport vehicles or tow (soft-skins or armoured) per infantry and artillery unit in the Reinforced Platoon

ARMY SPECIAL RULES

COMMUNICATION BREAKDOWN!

Caught unprepared by the blitzkrieg, the old-fashioned defensive doctrines and organizational build-up of this army means that the enemy has often the initiative.

In the first turn of the game, if the first Order Die drawn from the cup is one of yours, the enemy can decide that the dice is put back into the cup and a new Order Die is drawn instead.

FORWARD ARTILLERY DOCTRINE

Belgian defenses relied on very close support by light artillery and anti-tank guns deployed very close to the front line, so much so that in some cases they were overrun by the enemy's rapid advance before they could be brought to bear.

Belgian Armies get one free Inexperienced or Regular artillery unit. This unit can be any anti-tank gun or field artillery piece in the Belgian Army list (except for Heavy Artillery). This unit is in addition to the number of artillery units normally available.

HURRIEDLY CONSCRIPTED RESERVES

The Belgian armies that were thrown at the advancing Germans were made almost entirely of hurriedly conscripted, poorly trained divisions.

If the force includes three or more Inexperienced Infantry Sections, then it may include a free Inexperienced Infantry Section identical to the cheapest one already purchased. This free section is in addition to units chosen from whatever Selector is used.

TYPES OF UNIT

The list is divided into categories as follows:

- | | |
|--------------------|---|
| 1 Infantry | Headquarters units
Infantry squads and teams |
| 2 Artillery | Field artillery
Anti-tank guns
Anti-aircraft guns |
| 3 Vehicles | Tanks
Tank destroyers
Armoured cars and recce vehicles
Transports and tows |



Belgian infantry section

INFANTRY

HEADQUARTERS UNITS

OFFICER

Like most European armies, Belgian Army officers were recruited from the upper-middle class of society. Officers were well-educated and affluent. They were confident and trained on par with their French and British counterparts. An officer unit consists of an officer and may include up to two other men to form a command team. Officers and their attendants can be rated as Inexperienced, Regular or Veteran.

Cost: 2nd Lt 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)

1st Lt 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)

Captain 95pts (Inexperienced), 110pts (Regular), 125pts (Veteran)

Major 135pts (Inexperienced), 150pts (Regular), 165pts (Veteran)

Team: 1 officer and up to 2 further men

Weapons: Pistol, submachine gun, or rifle as depicted on the model

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)



A Belgian patrol leaves its HQ

MEDIC

The field medic presents the wounded soldier with his best chance of surviving serious injury and can ensure that lightly wounded soldiers are returned to fighting fitness as rapidly as possible. Junior medical staff such as stretcher-bearers can accompany medics in the field. As non-combatants under the Geneva Convention, medics were not issued with weapons, but the practicalities of war sometimes led to medical staff carrying pistols for personal protection. Medics are rated as Regular or Veteran.

Cost: Medic 23pts (Regular), 30pts (Veteran)

Team: 1 Medic and up to 2 further men

Weapons: Pistol or none as depicted by the model

Options:

- The medic may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

FORWARD OBSERVER

Forward Observers are liaison officers responsible for coordinating the attack of heavy artillery batteries from behind the lines. They are likely to be accompanied by a radio operator and other immediate attendants. Bolt Action rates

the officers as Regular or Veteran. The Belgian Army does not field Forward Air Force Observers.

Cost: Artillery Forward Observer 100pts (Regular), 115pts (Veteran)

Team: 1 Artillery Forward Observer and up to 2 further men

Weapons: Pistol, submachine gun, or rifle as depicted on the models

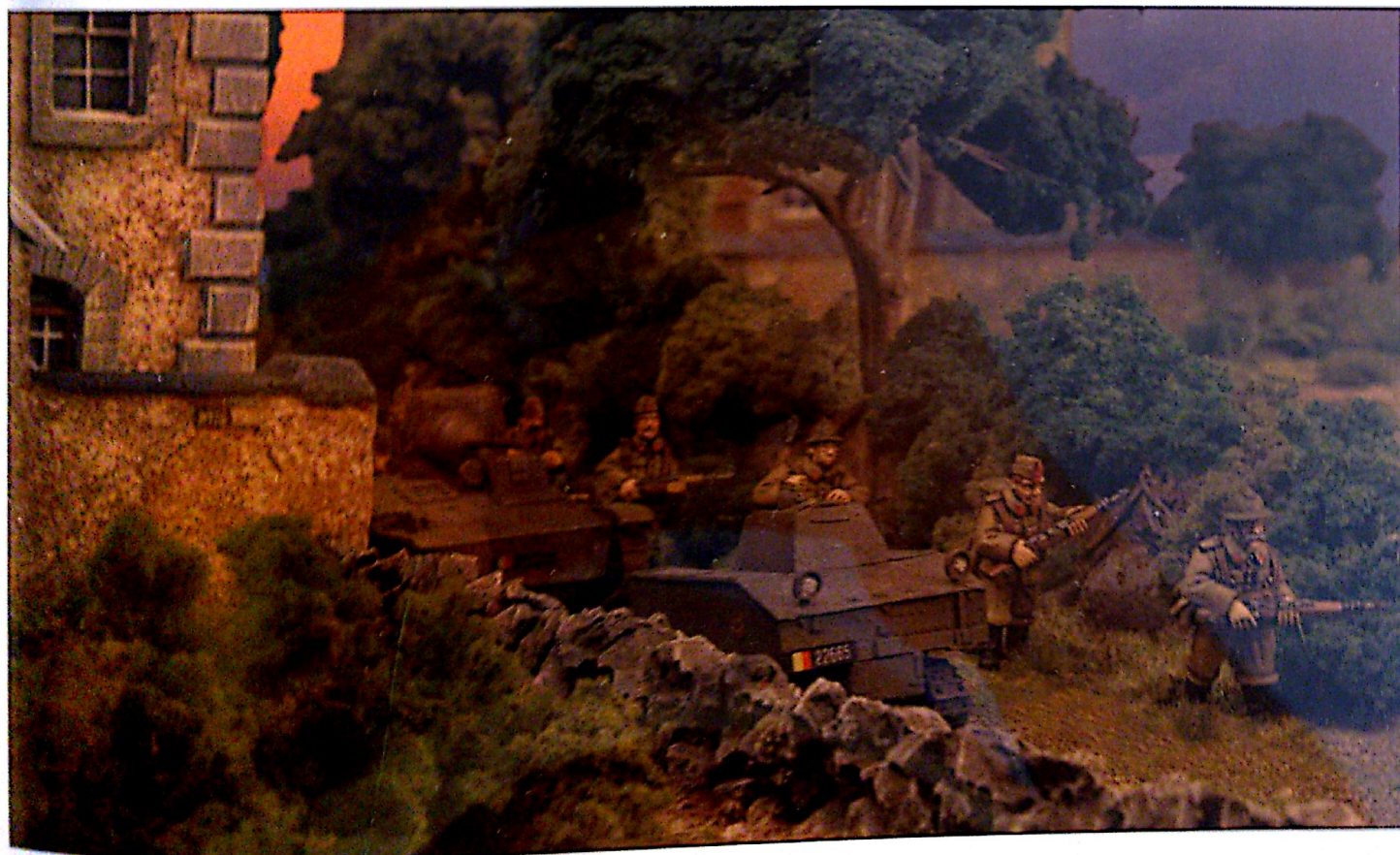
Options:

- The Artillery Forward Observer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

INFANTRY SQUADS AND TEAMS

INFANTRY SECTION

A Belgian infantry section consists of ten men. A section is led by a sergeant carrying either a MP-28 submachine gun or a Fusil 1889 rifle. The sergeant is supported by a corporal carrying a rifle. The Fusil-mitrailleur 1930 (FM 30) Browning Light Machine Gun or "Belgian BAR" served as the section LMG, which was carried and operated by one man. The remaining seven riflemen carried the Fusil 1889 rifle, one of which is a dedicated rifle grenadier carrying a rifle adapted to shoot grenades. Belgian



A Belgian column marches under the setting sun

ARMIES OF FRANCE AND THE ALLIES

platoons each had a grenadier section. This section consisted of nine men led by a Sergeant. Three men were gunners, each armed with a 50mm light mortar, three men were loaders and the remaining three men were armed with rifles. You may field a maximum of one Grenadier Section in your platoon and it counts as a core infantry squad as per the Force Selection Rules on page 124 of the Bolt Action Rulebook.

Cost: 50pts (Regular)

Composition: 1 NCO and 4 men

Weapons: Rifles

Options:

- Add up to 5 additional soldiers at +10pts each
- The NCO can have a submachine gun for +3pts
- One soldier may have a BAR for +5pts
- One soldier may have a VB launcher for +20pts (see page 11)
- The entire squad can be mounted on bicycles at +1pt per man
- You may designate one section only per Reinforced Platoon to be a Grenadier Section. The Grenadier Section cannot have a BAR or VB launcher, but up to 3 men may have a light mortar for +25pts each – for each light mortar included, another man becomes the loader

Special Rules:

- Bicycles (if option taken): Bicycle-mounted infantry follow the same rules as infantry, except when moving entirely along a road, in which case they double their run move to 24" (this move cannot be used to assault). In addition, the first time they receive any order other than Run, or if they receive a pinning marker, they dismount and abandon their bicycles for the remainder of the game – replace the models with models on foot.

INEXPERIENCED INFANTRY SECTIONS

In 1936 the German Army reoccupied the Rhineland, causing the Belgian government to conscript many men for national service. These men received basic training and many found themselves garrisoning Belgium's formidable front-line forts. Inexperienced troops are equipped as their Regular counterparts, but may not field a Grenadier Section.

Cost: 35pts (Inexperienced)

Composition: 1 NCO and 4 men

Weapons: Rifles

Options:

- Add up to 5 additional soldiers at +7pts each
- The NCO can have a submachine gun for +3pts
- One soldier may have a BAR for +5pts

CHASSEURS ARDENNAIS

The Chasseurs Ardennais were Belgium's elite force, and the primary role was to defend the Ardennes Forest. The Chasseurs Ardennais section consists of 12 men. A section was led by a Sergeant carrying either a MP-28 submachine gun or a Fusil 1889 rifle. The FM1930 BAR was the standard section LMG, which was carried and operated by one man. The remaining nine riflemen carried the Fusil 1889 rifle, one of which is a dedicated rifle grenadier carrying a rifle adapted to shoot grenades.

Cost: 78pts (Veteran)

Composition: 1 NCO and 5 men

Weapons: Rifles

Options:

- Add up to 6 additional soldiers at +13pts each
- The NCO can have a submachine gun for +3pts
- One soldier may have a BAR for +5pts
- One soldier may have a VB launcher at +20pts (see page 11)
- The entire squad can be given anti-tank grenades (mines and satchel charges) for +2pts per man
- The entire squad can be upgraded to Tough Fighters for +1pt per man
- The entire squad can be mounted on bicycles at +1pt per man

Special Rules:

- Tank Hunters (if anti-tank grenades option taken)
- Tough Fighters (if option taken)
- Bicycles (if option taken)



Chasseurs Ardennais section

CAVALRY TROOP

The Belgian Cavalry fielded two divisions in 1940, supported by an artillery regiment and one bicycle pioneer battalion. The mounted division broke down into three regiments. The first regiment was mounted on horses, the second on FN12 motorcycles and combinations, and the third in light tanks. The cavalry formed the spearhead of the Belgian Army. All troops were professional and well trained. When in combat horse and motorcycle cavalry dismounted and engaged the enemy on foot with the Belgian Mauser cavalry carbine M1889.

Cost: 65pts (Veteran)

Composition: 1 NCO and 4 men

Weapons: Cavalry Carbine

Options:

- Add up to 5 additional soldiers at +13pts each
- The NCO can have a submachine gun for +3pts
- The entire squad can be upgraded to Tough Fighters for +1pt per man
- The entire squad can be mounted on horses for +2pts per man
- The entire squad can be mounted on motorcycles and motorcycles with sidecars for +5pts per man

Special Rules:

- Tough Fighters (if option taken)
- Cavalry Carbines: These short-barreled rifles count as pistols when used from horseback, and rifles when used on foot (or by motorbike-mounted units that fire from stationary).

FORCE PUBLIQUE

The Force Publique was formed in the Belgian Congo in 1885, and was a combined police and military force protecting Belgium's interests in the region. The force was primarily made up of Congolese Askari soldiers led by Belgian officers and senior NCOs. The Congolese were generally pressganged into military service to form the bulk of the army. When Belgium surrendered to the Germans the Force Publique joined the Free Belgian Forces and took part in the East Africa campaign under the leadership of the British from June 1940 to November 1941. The Force Publique is rated as Inexperienced and does not have access to automatic weapons.

Cost: 70pts (Inexperienced)

Composition: 1 NCO and 9 men

Weapons: Rifles

Options:

- Add up to 10 additional soldiers at +7pts each
- The entire squad can be mounted on bicycles at +1pt per man

Special Rules:

- Bicycles (if option taken)

MACHINE GUN TEAM

The most common machine gun operated by the Belgian Army was the MG08/15 Maxim machine gun. This German-made weapon had a proven track record in World War I. The Belgians modified the Maxim to fire 7.65mm rounds.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)

Team: 3 men

Weapon: 1 MMG

Special Rules:

- Team Weapon
- Fixed

HEAVY MACHINE GUN TEAM

The Fabrique Nationale FN M2HB (heavy barrel) was the licensed Belgian copy of the American Browning .50 cal. The weapon was used on a tripod, or could be found mounted to vehicles for use in an anti-aircraft role. Despite being designed in 1933, the FN M2HB remains in service with the Belgian military today.

Cost: 49pts (Inexperienced), 70pts (Regular), 91pts (Veteran)

Team: 4 men

Weapon: 1 HMG

Special Rules:

- Team Weapon
- Fixed

BOYS ANTI-TANK RIFLE TEAM

The British-made Boys anti-tank rifle was supplied to the French and Belgian armies as the Le Fusil Antichar Boys Mark I. The Boys was an effective anti-tank rifle against early German tanks.

Cost: 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)

Team: 2 men

Weapon: 1 Anti-Tank Rifle

Special Rules:

- Team Weapon



Chasseurs Ardennais with Boys anti-tank rifle

ARMIES OF FRANCE AND THE ALLIES

SNIPER TEAM

The Belgian sniper carried and operated the Fusil Mle 1935 rifle. Firing a 7.56mm round and with a scope attached, this rifle was lethal in the hands of a marksman.

Cost: 50pts (Regular), 65pts (Veteran)

Team: 2 men

Weapon: The sniper has a rifle, the spotter has a pistol

Special Rules:

- Team Weapon
- Sniper

LIGHT MORTAR TEAM

The Belgian Army was armed with the Lance DBT 50mm Light Mortar. Similar in design and the same caliber as the Japanese knee mortar, this weapon provided Belgian platoons with close infantry support and was capable of firing 20 rounds per minute.

Cost: 24pts (Inexperienced), 35pts (Regular), 46pts (Veteran)

Team: 2 men

Weapon: 1 light mortar

Special Rules:

- Team Weapon
- Indirect Fire
- HE (D3)

MEDIUM MORTAR TEAM

The Belgians used the 81mm Brandt mle 27/31 as its medium mortar support weapon. It was an effective weapon that was used by many nations. The Belgians also had a number of 7.58cm minenwerfer of World War I vintage.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)

Team: 3 men

Weapon: 1 medium mortar

Options:

- May add a Spotter for +10pts

Special Rules:

- Team Weapon
- Fixed
- Indirect Fire
- HE (D6)

THE BELGIAN MAUSER

Produced by Belgium arms manufacturer Fabrique Nationale, the Fusil Mle 1889 was the first bolt-action rifle produced and used by the Belgian Army and the first bolt-action rifle to house a five-cartridge magazine. It gave an excellent account of itself in World War I and despite its age, the Fusil Mle again served Belgian soldiers in World War II, proving itself an equal to the German Kar-98k.

ARTILLERY

FIELD ARTILLERY

FRC 76MM INFANTRY GUN

The Canon de 76 FRC was produced by the Fonderie Royale des Cannon (FRC). The gun was designed to operate in direct support of infantry and be capable of being manhandled by their crews.

Cost: 36pts (Inexperienced), 45pts (Regular), 54pts (Veteran)

Team: 3 men

Weapon: 1 light howitzer

Special Rules:

- Team Weapon
- Fixed
- Howitzer
- HE (D6)



Belgian Army FRC 76mm infantry gun

75MM MODEL 1897 FIELD GUN

This vintage field gun was the workhorse of the Belgian Army.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)

Team: 3 men

Weapon: 1 light howitzer

Special Rules:

- Team Weapon
- Fixed
- Gun Shield
- Howitzer
- HE (D6)

MEDIUM ARTILLERY

The Belgian artillery included a number of 105mm Schneider Mle 1913 and FRC 120mm guns, as well as rather elderly 120mm de Bange siege guns.

Cost: 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)

Team: 4 men

Weapon: 1 medium howitzer

Options:

- May add spotter for +10pts

Special Rules:

- Gun Shield
- Team weapon
- Fixed
- Howitzer
- HE 2D6

HEAVY ARTILLERY

The Belgian heavy artillery arsenal included a variety of guns and howitzers, some of World War I vintage or even older, but amongst them more modern weapons often of German or French origin. These include the 155mm Mle 1917 Long Schneider, 150mm Krupps, and a number of other large caliber mortars and howitzers.

Cost: 92pts (Inexperienced), 115pts (Regular), 138pts (Veteran).

Team: 5 men.

Weapon: 1 heavy howitzer.

Options:

- May add spotter for +10pts

Special Rules:

- Gun Shield
- Team weapon
- Fixed
- Howitzer
- HE 3D6

ANTI-TANK GUNS

FRC 47MM ANTI-TANK GUN

More than 750 FRC 47mm anti-tank guns were in service when the German Army invaded Belgium in 1940. The gun was used by the infantry and cavalry, and was fitted to fixed positions, bunkers, and fortifications. The FRC 47mm anti-tank gun was one of Europe's most formidable anti-tank guns at the time.

Cost: 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)

Team: 3 men

Weapon: 1 medium anti-tank gun

Special Rules:

- Team Weapon
- Fixed
- Gun Shield

ANTI-AIRCRAFT GUNS

BOFORS 40MM L/60

The Bofors 40mm L/60 was purchased by the Belgian Armed Forces in 1935 in direct response to the development of the Luftwaffe. The Bofors impressed the Belgians because it came fitted to a towable carriage that allowed the gun to moved and fired with a sub-one-minute setup time.

Cost: 44pts (Inexperienced), 55pts (Regular), 66pts (Veteran)

Team: 3 men

Weapon: 1 heavy automatic cannon

Special Rules:

- Team Weapon
- Fixed
- Flak

TWO OPPOSING VIEWS

"The Belgian soldier has generally fought very bravely. At the beginning his tenacity was astounding. This is now decreasing visibly as the Belgian soldier realises that his basic function is to cover the British retreat." - Adolf Hitler, correspondence to Mussolini, 25 May 1940

"Results of the day are not satisfactory as regards resistance put up by Belgians. Gort was not really in the picture as to the troubles and

difficulties which I have been having with the Belgians. Nor did he realize their poor fighting quality." - General Allanbrooke, diary entry

Praised by their enemy, maligned by their ally, it is often suggested the Belgian Army was used as a scapegoat by British and French generals for their own failures. The resolve and bravery of the Belgian fighting man were second to none.

VEHICLES

TANKS

FT-17/18

The Belgian Army had 75 FT-17/18 tanks in service. The FT-17 was armed with one turret-mounted machine gun, while the otherwise identical FT-18 was armed with a turret-mounted 37mm Puteaux SA18 anti-tank gun. In September 1939 the Belgian Army begun replacing the FT-17/18s with newly ordered T13 B3s and ACG-1 tanks. All FT models were in reserve at the time of the German invasion.

Cost: 28pts (Inexperienced), 35pts (Regular), 42pts (Veteran)

Weapons: 1 turret-mounted MMG

Damage Value: 7+ (armoured carrier)

Options:

- May replace the MMG with a low-velocity light anti-tank gun for +30pts

Special Rules:

- **One-man Turret:** Combining the roles of commander, gunner and loader and squeezing the unfortunate fellow into a tiny one-man turret means it's hard to do different things at once! To represent this it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned
- **Slow... Pitifully Slow:** The FT-17/18 is a Slow tank as defined by the rules and, in addition, we do not allow it to make a double-speed Run move at all. It can still be given a Run order (thereby avoiding the 'One-man Turret' rule) but moves at its basic speed only
- **Low velocity light anti-tank gun:** The Puteaux SA18 counts as a light anti-tank gun but with an armour penetration rating of +4 instead of the usual +4



A Belgian 47mm anti-tank gun sights the oncoming Panzers

T15 light tank



T15 LIGHT TANK

The T15 was the Belgian designation for the British built Vickers Carden-Lloyd Mk.VIc light tank. The T15 was crewed by 2 men and armed with a medium machine gun. Belgium received 42 T15s from Britain, the majority seeing action against the Germans.



Cost: 48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)

Weapons: 1 turret-mounted MMG

Damage Value: 7+ (armoured carrier)

Special Rules:

- One-man Turret: Combining the roles of commander, gunner and loader and squeezing the unfortunate fellow into a tiny one-man turret means it's hard to do different things at once! To represent this it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned

TANK DESTROYERS

T13 TANK HUNTER

The Belgians sought short-term replacements for the aging FT-17/18 tank fleet and began to experiment with the hulls of the Vickers Carden-Lloyd tractor. By strengthening the tractor's suspension, increasing armour and adding a turret, the T13 Tank Hunter was born. There were three versions of the T13 featuring slightly differing turrets, but they were all armed in the same fashion with an FRC 47mm anti-tank gun and coaxial FN-Browning 7.65mm automatic rifle. The tank hunter carried three crew and was capable of speeds of 40km/h.

Cost: 74pts (Inexperienced), 93pts (Regular), 112pts (Veteran)

Weapons: 1 turret-mounted light anti-tank gun with coaxial automatic rifle

Damage Value: 7+ (armoured carrier)

Special Rules:

- Open-topped

VICKERS CARDEN-LOYD MK.VI 47MM FRC TANK DESTROYER

The Vickers Carden-Lloyd Mk.VI 47mm FRC Tank Destroyer was an early product of the development of the T13 tank hunters. This experiment was unsuccessful as the tractor hull was too light for the recoil of the gun. Only six were converted and despite their limitations they saw action against the Germans on the Meuse River in 1940.

Cost: 72pts (Inexperienced), 90pts (Regular), 108pts (Veteran)

Weapons: 1 forward-facing light anti-tank gun

Damage Value: 7+ (armoured carrier)

Special Rules:

- Open-topped

THEATRE SELECTOR

THE BATTLE OF BELGIUM

A Belgian force for the Battle of Belgium must comprise one or more **Reinforced Platoons** picked from the following Theatre Selector. Each Reinforced Platoon is made up as follows:

BATTLE OF BELGIUM REINFORCED PLATOON

- 1 Lieutenant – First or Second
- 2 Infantry Squads – Regular or Inexperienced Infantry Section

plus:

Headquarters

- 0–1 Captain or Major
- 0–1 Medic team
- 0–1 Forward Observer (Artillery)

Infantry

- 0–4 Infantry Squads: Infantry Sections, Inexperienced Infantry Sections, Chasseurs Ardennais, a maximum of 1 Cavalry Troop
- 0–1 MMG team
- 0–1 HMG team
- 0–1 Mortar team: light or medium

- 0–1 Anti-tank rifle team

- 0–1 Sniper team

Artillery

- 0–1 gun from: FRC 47mm, Bofors 40mm anti-aircraft gun, Canon de 76 FRC, 75mm Model 1897 Field Gun, Medium artillery, Heavy Artillery

Tanks and Tank Destroyers

- 0–1 vehicle from: FT-17/18, T-15, T-13 B2, or Vickers Carden-Loyd Mk.VI 47mm FRC

Recce Vehicles

- 0–1 Recce vehicle from: ACG-1, Minerva AC

Transports and Tows

- 0–1 Transport **per** infantry unit in the Reinforced Platoon from: Truck, Cars and Light Utility Truck, FN Tricar T3, Berleit VUBD carrier
- 0–1 Tow **per** artillery unit in the Reinforced Platoon from: Truck, Utility tractor, Ford Marmon-Herrington Armoured tractor, Citroën-Kegresse Half-track



The elite Chasseurs Ardennais make good use of the dense Belgian woodland as they await the German advance

THE NETHERLANDS



Resistance armourers, by Mark Stacey © Osprey Publishing Ltd. Taken from Weapon 22: The Sten Gun

ARMIES OF FRANCE AND THE ALLIES

Before and after the invasion of Poland, the Dutch hoped to maintain the same neutrality that shielded them during World War I. Poor economic conditions, as well as their neutral posture, mean that for most of the 1930s the Netherlands avoided the excessive military spending seen in other countries. Even military training was sparse at best. This left their army in a relatively woeful condition when Germany invaded Denmark and Norway in the spring of 1940, events which convinced Holland's policy makers that avoiding war might prove impossible.

Dutch leaders did, however, have the foresight to prepare the country's defences as best they could. These included Holland's famous Water Line, and involved the construction of additional modern fortifications. Unfortunately for the Dutch Army, most of their time during the months preceding the conflict was spent improving these defences, instead of training for war. To make matters worse, the Army remained grossly under-equipped, fielding antique artillery pieces and no armoured fighting vehicles to speak of. Even Holland's infantrymen were poorly armed with outdated rifles and machine guns.

German military planners were not ignorant of the condition of the armed forces of the Netherlands, especially the poor strength of their air force, and on 10 May 1940, the Luftwaffe led the assault on Holland. By the end of the first day Holland's fledgling air force had lost more than half of its serviceable aircraft. German bombing soon demoralised the Dutch defenders. Some of the fallschirmjager who landed that day were met by surprised defenders, but these elite German paratroopers quickly seized important points and bridges. The bridges they captured were vital to any successful invasion of Holland. Loss after loss added to the Holland's woes and ensured that confusion was sown throughout the Dutch military command.

By 14 May 1940, the conditions of the defence of the Netherlands had almost completely deteriorated. Highly aggressive and mobile German units had surrounded and cut off any connection between the significant pockets of Dutch resistance and their allies. The infamous carpet bombing of Rotterdam, and its subsequent surrender, signalled the end of organized military defense of Holland.

Within hours, Dutch High Command would order the surrender of the defenders that had not yet escaped the country. However, the government had escaped to England, to operate in exile. This meant that Dutch territories outside of the Netherlands would continue to fight. Some of the bloodiest of that fighting would occur in the Dutch East Indies in late 1941 and early 1942.

Some of the richest oil reserves in the Pacific were located in the colonial territories then known as the Dutch East Indies. Japan eyed this resource, as well as the wealth of rubber located there, with envy. These lands, and the commodities they held, were defended by Allied forces, including the Royal Netherlands East Indian Army (the Koninklijk Nederlands Indisch Leger or KNIL). Like the Dutch troops who had tried and failed to defend Holland, these soldiers were poorly equipped. Fortunately for the defenders of the East Indies, though, a lack of armoured fighting vehicles would not prove to be as crippling a disadvantage as it had been in Europe. This aside, the majority of soldiers fighting to defend these Pacific territories were natives. More often than not, these Indonesian fighters were not professional soldiers, but conscripts, or members of paramilitary police organizations brought under Dutch command during the conflict. These soldiers were even less well-equipped than their peers.

Conditions in the Dutch East Indies during the winter of 1941 and spring of 1942 could generously be described as chaotic. Refugees from other occupied areas often crowded the roadways, making transport difficult. Units from many Allied armies, navies, and air forces were scattered throughout the region; either intentionally sent there to help defend, or after arriving there as survivors of a defeat elsewhere in the Pacific region. The IJA would rapidly stretch through the area, after wresting control of the seas away from the European powers, and its land forces vastly outnumbering the defenders of the islands. Those that could not escape the Japanese landing forces were killed or captured. Defenders from all Allied nations fought bravely, the Dutch included, but ultimately complete control of the region was lost to Japan, and would not be regained until after the war's conclusion.

ARMY LIST

This is the official Bolt Action Army List for the troops that defended the Dutch territories in both Europe and the Pacific. Players can pick an army in either of two ways:

- Use the Reinforced Platoon selector from the Bolt Action rulebook in conjunction with the Army List in this book. To save referencing back to the rulebook, the generic Reinforced Platoon selector is repeated below with those entries not included in the French list removed (e.g. anti-aircraft vehicles).
- Instead of using the generic Reinforced Platoon selector, use any one of the Theatre Selectors on page 63-64 in conjunction with the Army List given in this book.
- Either method is perfectly acceptable depending on what kind of game you wish to play. The first method uses the generic selector and is more flexible and therefore ideal for pick-up games against any opponent, as it allows for a wider variety of different kinds of troops and equipment. The second method using the Theatre Selectors is more historically representative and therefore better suited for games where a historical portrayal is envisaged. We imagine that players will, on the whole, prefer to fight battles within a specific historical context, in which case simply use the appropriate Theatre Selector to choose your army.

REINFORCED PLATOON

1 Lieutenant – First or Second

2 Infantry squads

plus:

0-3 Infantry squads

0-1 Captain or Major

0-1 Medic

0-1 Forward Observer (either Artillery or Air)

0-1 Machine gun team

0-1 Mortar team

0-1 Sniper team

0-1 Anti-tank team

0-1 Field Artillery, Anti-aircraft or Anti-tank gun

0-1 Armoured Car

0-1 Tank or Tank Destroyer

0-1 Transport vehicles or tow (soft-skins or armoured) **per** infantry and artillery unit in the Reinforced Platoon

ARMY SPECIAL RULES

COMMUNICATION BREAKDOWN!

Caught unprepared by the blitzkrieg, the old-fashioned defensive doctrines and organizational build-up of this army means that the enemy has often the initiative.

In the first turn of the game, if the first Order Die drawn from the cup is one of yours, the enemy can decide that the dice is put back into the cup and a new Order Die is drawn instead.

FORWARD ARTILLERY DOCTRINE

Dutch defenses relied on very close support by light artillery and anti-tank guns deployed very close to the front line, so much so that in some cases they were overrun by the enemy's rapid advance before they could be brought to bear.

Dutch Armies get one free Inexperienced or Regular artillery unit. This unit can be any anti-tank gun or field artillery piece in the Dutch Army list (except for Heavy Artillery). This unit is in addition to the number of artillery units normally available.

HURRIEDLY CONSCRIPTED RESERVES

The Dutch armies that were thrown at the advancing Germans were made almost entirely of hurriedly conscripted, poorly trained divisions.

If the force includes three or more Inexperienced Infantry Sections, then it may include a free Inexperienced Infantry Section identical to the cheapest one already purchased. This free section is in addition to units chosen from whatever Selector is used.

TYPES OF UNIT

The list is divided into categories as follows:

1 Infantry	Headquarters units Infantry squads and teams
2 Artillery	Field artillery Anti-tank guns Anti-aircraft guns
3 Vehicles	Tanks Armoured cars and recce vehicles Transports and tows

ARMIES OF FRANCE AND THE ALLIES

INFANTRY

HEADQUARTERS UNITS

OFFICER

Officers in the Dutch Army were generally young, educated and wealthy. Unfortunately, the Dutch military had severely atrophied after World War I, and it wasn't until far too late that Nazi Germany's threat was properly heeded, and there were barely enough officers to fill the ranks. By the time they were faced with Invasion, the outcome was inevitable, and these young officers never got a chance to prove themselves in a protracted conflict.

Cost: 2nd Lieutenant 35pts (Inexperienced), 50pts (Regular)

1st Lieutenant 60pts (Inexperienced), 75pts (Regular)

Captain 95pts (Inexperienced), 110pts (Regular)

Major 135pts (Inexperienced), 150pts (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)

MEDIC

Front-line medics were the first responders for Dutch soldiers fighting in World War II. Often, the difference between life or death for a wounded soldier at the front was the presence of a medic. The rapid assaults of both the Germans in Europe and the Japanese in the Dutch East Indies sadly meant there were rarely enough medics to go around.

Cost: 23pts (Regular)

Team: 1 medic and up to 2 further men

Weapons: Pistol or none as depicted on the model

Options:

- The medic may be accompanied by up to 2 men at a cost of +10pts per man

FORWARD OBSERVER

Although Philips was located in Amsterdam, the radios necessary to have an effectively communicating military were oddly absent from the majority of Dutch Army forces. Artillery units were often issued radios, however, and the coordination these allowed for meant batteries could communicate with one another, and spotters could mark targets for those same batteries. In the Dutch East Indies, air-striking Allied planes proved vital time and again, if for nothing else than to slow the breakneck pace of the Japanese attack.

Cost: Air Forward Observer 75pts (Regular)

Artillery Forward Observer 100pts (Regular)

Team: 1 Forward Observer and up to 2 further men

Weapons: Pistol, submachine gun, or rifle as depicted on the model

Options:

- The observer may be accompanied by up to 2 men at a cost of +10pts per man

INFANTRY SQUADS AND TEAMS

INFANTRY SECTION

On paper, a Dutch infantry platoon was composed of 3 squads of 10 men, each armed with 6.5mm Mannlicher-Steyr rifles and a Lewis gun. In practice, many troops carried 19th-century carbines, and few squads actually received their Lewis guns in time to face the invasion. In the Far East especially the KNIL also made use of the Danish Madsen machine gun and the US-supplied Johnson rifle.

Cost: 50pts (Regular)

Composition: 1 NCO and 4 Men

Weapons: Rifles

Options:

- Add up to 6 additional men with rifles at +10pts each
- One soldier may have a light machine gun for +20pts. Another soldier becomes the loader

INEXPERIENCED INFANTRY SECTION

The Netherlands had a large, young population to draw from, but their military infrastructure was atrophied, and lacked the capability to rapidly train a modern fighting force, much less when the majority of that conscripted force was busy constructing fortifications throughout the country. Many under-trained and under-equipped soldiers fought to defend Holland, rising to the occasion when called upon.

Cost: 35pts (Inexperienced)

Composition: 1 NCO and 4 Men

Weapons: Rifles

Options:

- Add up to 6 additional men with rifles at +7pts each
- One soldier may have a light machine gun for +20pts. Another soldier becomes the loader

INDONESIAN INFANTRY SECTION

Although European units were stationed there as well, many of the men tasked with defending the Dutch territories in the East Indies were native to the regions. Sometimes they were members of local home guard units, set on defending their homes. Other times, they were pre-war police forces, brought under Dutch command in the face of impending attack, ready to flee at the first chance. Unfortunately for these men, they were generally poorly equipped, even when compared to their fellow Dutch soldiers, and forced to defend against a highly trained, disciplined and experienced enemy.

Cost: 35pts (Inexperienced)

Composition: 1 NCO and 4 Men

Weapons: Rifles

Options:

- Add up to 6 unarmed men for +4pts each
- Extra to give unarmed men pistols for +2pts each
- One soldier may have a light machine gun for +20pts. Another soldier becomes the loader
- Indonesian Infantry Sections can be *Shirkers* for a reduction of 3pts per man

Special Rules:

- Unarmed men neither shoot nor attack in close quarters - their only value is as casualties

MOTORCYCLE SECTION

In the Far East the KNIL made considerable use of motorcycles including motorcycle and sidecar combinations.

Cost: 75pts (Regular)

Composition: 1 NCO and 4 Men on motorcycle/sidecars

Weapons: Rifles

Options:

- Add up to 6 additional men with rifles on motorcycles/sidecars at +15pts each
- One soldier may have a light machine gun for +20pts. Another soldier becomes the loader

Special Rules:

- Motorbikes: A Motorcycle section uses the Motorbike rules (see page 71 in the Bolt Action rulebook)

MACHINE GUN TEAM

The bulk of the machine guns used on the frontline were the M07 and M08. Some of these were produced under license, though Dutch infrastructure could not support widespread production. Designed by Austria-Hungary at the turn of the century and widely used throughout World War I, the weapon was considerably outdated when compared to its German counterparts. The Dutch were also supplied with a large number of Vickers, though the majority were used in static defences.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)

Team: 3 men

Weapon: 1 MMG

Special Rules:

- Team weapon
- Fixed

ANTI-TANK RIFLE TEAM

The Dutch anti-tank rifle was the Solothurn 20mm, a Swiss-German designed weapon, widely purchased in the years leading up to World War II. The Solothurn had a semi-automatic feed and could thus produce a fairly high rate of fire when compared to other anti-tank rifles. The weapon boasted good penetration capability, and was still formidable in the early years of the war.

Cost: 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)

Team: 2 men

Weapon: 1 anti-tank rifle

Special Rules:

- Team weapon

SNIPER TEAM

Several of the rifles in use with the Dutch infantry could be fitted with a telescopic sight.

Cost: 50pts (Regular), 65pts (Veteran)

Team: 2 - sniper and assistant

Weapons: Sniper has a rifle and assistant has a pistol

Special Rules:

- Team weapon
- Sniper

MEDIUM MORTAR TEAM

The Dutch Army possessed few medium mortars. Those they had were of the 81mm Brand-Stokes type. On paper, each regiment received six, though in practice none did.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)

Team: 3 men

Weapon: 1 medium mortar

Options:

- May add Spotter for +10pts

Special Rules:

- Team weapon
- Fixed
- Indirect fire
- HE (D6)

ARTILLERY

FIELD ARTILLERY

LIGHT ARTILLERY

Dutch artillery was a mixed bag. They had numerous calibers and field guns, many of which dating back to before World War I. A fair few Krupp 57mm pieces were still in service. The Krupp 75mm was a modern design, but relatively few were produced. The 84mm 8-Staal field gun was used to fulfill the same role, but was, quite literally, an antique.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)

Team: 3 men

Weapon: 1 light howitzer

Options:

- Replace the 75mm Krupp Field Gun with an 84mm 8-staal field gun for -10pts

Special Rules:

- Gun Shield (75mm Krupp Field Gun only)
- Team weapon
- Fixed
- Howitzer
- HE D6
- Severely Outdated (if option taken): The 8-Staal is not precise enough to fire accurate artillery bombardments, and thus always needs a 6 to hit their target unit when firing in indirect fire (see page 53 of the Bolt Action rulebook), even if firing on the same unit in subsequent turns

MEDIUM ARTILLERY

Only a few dozen 105mm Bofors were in use by the Dutch Army, and represented their most modern artillery pieces. A variety of pieces filled out the medium artillery armament, including the Krupp 125mm howitzer and 12-Lang Staal. These guns were horrifically outdated and unreliable, leaving Dutch artillery unprepared for modern conflict.

Cost: 56pts (Inexperienced), 70pts (Regular), 84pts (Veteran)

Team: 4 men

Weapons: 1 medium howitzer

Options:

- May add Spotter for +10pts
- Replace the 105mm Bofors Howitzer with a Severely Outdated medium howitzer for -15pts

Special Rules:

- Gun Shield (105mm Bofors Howitzer only)
- Team weapon
- Fixed
- Howitzer
- HE 2D6
- Severely Outdated (if option taken): Antiquated Dutch artillery is not precise enough to fire accurate artillery bombardments, and thus always needs a 6 to hit their target unit when firing indirect fire (see page 53 of the Bolt Action rulebook), even if firing on the same unit in subsequent turns

HEAVY ARTILLERY

The Dutch had more than 140 Krupp and Vickers heavy guns and howitzers to oppose the Germans. All were older designs, including 72 ancient Krupps from 1878.

Cost: 92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)

Team: 5 men

Weapon: 1 heavy howitzer

Options:

- May add spotter for +10pts
- Replace the heavy howitzer with a Severely Outdated heavy howitzer for -15pts

Special Rules:

- Gun Shield
- Team weapon
- Fixed
- Howitzer
- HE 3D6
- Severely Outdated (if option taken): Antiquated Dutch artillery is not precise enough to fire accurate artillery bombardments, and thus always needs a 6 to hit their target unit when firing indirect fire (see page 53 of the Bolt Action rulebook), even if firing on the same unit in subsequent turns

FORTRESS HOLLAND

Throughout its history, the rivers and flooded areas of Holland had at times been its greatest asset... and its greatest liability. In the run-up to war, Dutch command decided in secret to abandon the mutual defense plans it had made with its European allies at the first sign of German invasion. They hoped that pulling their forces back behind Holland's wide rivers and flooded fields – the Waterline – would better allow them to defend their nation than the Allied plan. Even airfields beyond the Waterline were abandoned, their runways ruined or blocked with equipment. Ultimately, however, Germany would use its highly mobile ground forces and – perhaps more importantly – its effective air force to overcome these natural defenses.

ANTI-TANK GUNS

47MM ANTI-TANK GUN

The Bohler 47mm was an Austrian designed anti-tank gun in widespread use at the outbreak of the war. The weapon was very successful serving as both an anti-tank gun and as an infantry gun. The weapon was relatively light owing to its lack of a gunshield, and was easily concealed thanks to its low silhouette.

Cost: 36pts (Inexperienced), 45pts (Regular), 54pts (Veteran)

Team: 3 men

Weapon: 1 light anti-tank gun

Special Rules:

- Team weapon
- Fixed

ANTI-AIRCRAFT GUNS

20MM OERLIKONS

The Dutch obtained a number of 20mm Oerlikons and later some nearly identical Scotti 20mm guns from Italy. The Dutch Navy also fielded some 20mm Swiss Hispano Suiza guns on land.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)

Team: 3 men

Weapon: 1 light automatic cannon

Special Rules:

- Team weapon
- Fixed
- Flak

BOFORS 40MM

The Bofors 40mm was the most common anti-aircraft gun of the war. The Bofors saw action in every theatre, and provided a reliable anti-aircraft mount that is still in use today!

Cost: 48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)

Weapon: 1 heavy automatic cannon

Special Rules:

- Team Weapon
- Fixed
- Flak

VEHICLES

TANKS

VICKERS LIGHT TANK

A variety of Vickers-Carden Loyd Light Tanks, including amphibious versions, were purchased from the UK before the war and used by the KNIL in the Far East.

Cost: 60pts (Inexperienced), 75pts (Regular) 90pts (Veteran)

Weapons: 1 turret-mounted HMG and coaxial MMG

Damage Value: 7+ (armoured car)

Options:

- Replace coaxial mount for twin HMG for +10pts
- Make Amphibious for +5pts

Special Rules:

- Amphibious (if option taken)

CARDEN LLOYD TANKETTE

Five of these armed carriers, purchased from Great Britain, were used in the Battle of the Netherlands, unsurprisingly making very little difference against the German invaders.

Cost: 44pts (Inexperienced), 55pts (Regular)

Weapons: 1 forward-facing hull-mounted MMG

Damage Value: 7+ (armoured carrier)

Special Rules:

- Open-topped

MARMON-HERRINGTON CTLS

Seven of these American-made light tanks arrived in the Dutch East Indies before the Japanese attack and naval blockade.

Cost: 64pts (Inexperienced), 80pts (Regular), 96pts (Veteran)

Weapons: 2 forward-facing hull-mounted MMGs and 1 turret-mounted MMG

Damage Value: 7+ (armoured carrier)

ARMoured CARS AND RECCE VEHICLES

LANDSVERK ARMoured CAR

The Swedish Landsverk L-180 and L-181 provided the majority of the Netherlands' armoured forces. These 6-wheeled armoured cars were capable of being driven directly from the rear, facilitating a quick getaway. In Dutch service these armoured cars were referred to as the M36 and M38 and

mounted a Bofors 37mm gun and 3 machine guns. The Dutch also developed their own Pantrado M39 armoured car based upon the Landsverk design. Twelve of these vehicles were built but only three were ready to participate in combat. The Pantrado strongly resembled the Landsverks although they were built upon DAF Trado truck chassis.

Cost: 108pts (Inexperienced), 135pts (Regular)

Weapons: 1 turret-mounted light anti-tank gun with coaxial MMG, 1 forward-facing hull-mounted MMG and 1 rear-facing hull-mounted MMG

Damage Value: 7+ (armoured car)

Special Rules:

- Recce

MARMON HERRINGTON ARMoured CAR

This armoured car was used by the KNIL in fighting on Java – it was not used in Europe.

Cost: 64pts (Inexperienced), 80pts (Regular), 96pts (Veteran)

Weapons: 2 paired, turret-mounted MMGs

Damage Value: 7+ (armoured car)

Special Rules:

- Recce

ALVIS-STRAUSSLER ARMoured CAR

This British armoured car was used by the KNIL in fighting on Java – it was not used in Europe.

Cost: 64pts (Inexperienced), 80pts (Regular), 96pts (Veteran)

Weapons: 1 turret-mounted MMG and 1 hull-mounted forward-facing MMG

Damage Value: 7+ (armoured car)

Special Rules:

- Recce

OVERALWAGEN PATROL TRUCK

These were armour-plated trucks used in the East Indies substitutes for armoured cars and light armoured vehicles. They were also used for airfield defence.

Cost: 56pts (Inexperienced), 70pts (Regular) 84 (Veteran)

Weapons: 1 pintle-mounted MMG covering the front and both side arcs

Damage Value: 7+ (armoured carrier)

Options:

- May replace forward-facing MMG with pintle-mounted MMG covering 360 degrees for +5pts
- May upgrade pintle-mounted MMG to HMG for +10pts

- May add up to 2 additional pintle-mounted MMGs, 1 covering the right and rear arcs and 1 covering the left and rear arcs for +15pts each

Special Rules:

- Recce
- Open-topped

OVERALWAGEN NAVY GUN TRUCK

The Dutch Navy converted a number of Overalwagen trucks by installing a naval 3.7-inch gun. These were old weapons, but doubtless effective in their new role. As if this wasn't enough, the trucks were also armed with machine guns.

Cost: 84pts (Inexperienced), 105pts (Regular), 126 (Veteran)

Weapons: 1 platform-mounted rear-facing light howitzer, and 1 front-facing Vickers MMG

Damage Value: 7+ (armoured carrier)

Special Rules:

- Open-topped

TRANSPORTS AND TOWS

LIGHT TRUCKS

The Dutch Army in Europe was well provisioned with trucks, generally made by DAF. In the Far East any number of light trucks were pressed into service, but Chevrolet trucks seem to have been the most common. There was a large General Motors assembly plant in Jakarta that supplied trucks throughout Indonesia, other trucks came from the US and Canada. In the Far East vehicles were often fitted with machine guns.

Cost: 31pts (Inexperienced), 39pts (Regular), 47pts (Veteran)

Weapons: None

Damage Value: 6+ (soft-skin)

Transport: 12 men

Tow: Light howitzer, light or medium anti-tank gun, light anti-aircraft gun

Options:

- Add a pintle-mounted MMG with 360 degree arc for +15pts
- May add up to 2 additional pintle-mounted MMGs, 1 covering the right and rear arcs and 1 covering the left and rear arcs for +15pts each

CARS AND LIGHT UTILITY TRUCKS

The Dutch forces included a number of light pick-up trucks and civilian-style cars, which were used as general transports. In the Far East the Dutch also took delivery of US-made utility vehicles including the Ford/Marmon-Herrington LDMG5-4 light truck, some of which were used as command vehicles. Vehicles in the Far East were often armed and sometimes heavily so.

Cost: 17pts (Inexperienced), 21pts (Regular), 25pts (Veteran)

Weapons: Light anti-tank gun (civilian cars none)

Damage Value: 6+ (soft-skin)

Transport: 3 men

Options:

- Add a pintle-mounted MMG with 360 degree arc for +15pts
- Upgrade MMG to HMG for an additional +10pts
- May add up to 2 additional pintle-mounted MMGs, 1 covering the right and rear arcs and 1 covering the left and rear arcs for +15pts each

JEEPS

The Dutch in the Far East were amongst the first foreign forces to receive the new Jeep. These proved extremely useful, rugged vehicles and were initially issued to cavalry units replacing the motorcycles and combinations used previously.

Cost: 17pts (Inexperienced), 21pts (Regular), 25pts (Veteran)

Weapons: None

Damage Value: 6+ (soft-skin)

Transport: 3 men

Tow: Light anti-tank gun

Options:

- May have a pintle-mounted MMG for 15pts losing all transport capacity
- May upgrade MMG to HMG for +10pts

TRADO TRACTOR

The DAF Trado truck was a heavy-duty 6-wheeled artillery tractor. It was a very successful and modern design, and hundreds were gladly taken into German service following the defeat of the Netherlands.

Cost: 15pts (Regular), 18pts (Veteran)

Weapons: None

Damage: 6+ (soft-skin)

Tow: Any anti-tank gun, anti-aircraft gun, or howitzer

ARMIES OF FRANCE AND THE ALLIES

GMC TRACTOR

In the Far East the KNIL used GMC 6-wheeled T-series tractors to pull their heavier guns. These American-built heavy tractors were eventually replaced by GMC Maple Leaf 4x4 trucks – but not until 1942.

Cost: 12pts (Inexperienced), 15pts (Regular), 18pts (Veteran)

Weapons: None

Damage: 6+ (soft-skin)

Tow: Any anti-tank gun, anti-aircraft gun, or howitzer

VICKERS UTILITY TRACTOR

These tiny gun tractors were used to tow light guns.

Cost: 40pts (Inexperienced), 50pts (Regular)

Weapons: None

Damage Value: 7+ (armoured carrier)

Tow: Light or medium anti-tank gun, light howitzer

M3 WHITE SCOUT CAR

The White Scout Car was used by the KNIL in the Far East. This heavily armoured vehicle served in a variety of roles including as transport, tow and armed recce vehicle.

Cost: 69pts (Inexperienced), 86pts (Regular), 103pts (Veteran)

Weapons: 1 pintle-mounted HMG covering the forward arc

Damage Value: 7+ (armoured car)

Transport: 8 men

Tow: Light or medium anti-tank gun; light howitzer; light anti-aircraft gun

Options:

- May add up to 2 additional pintle-mounted MMGs, 1 covering the right and rear arcs and 1 covering the left and rear arcs for +15pts each
- May replace the transport capacity with the Recce rule for free

Special Rules:

- Open-topped
- Recce (if option taken)

OVERALWAGEN APC

A number of armoured personnel carriers were converted from truck chassis in the East Indies. Those built in Surabaya in Eastern Java and are known as the type B or Braat.

Cost: 59pts (Inexperienced), 74pts (Regular), Veteran (89pts)

Weapons: None

Damage Value: 7+ (Armoured carrier)

Transport: 12 men

Tow: Light or medium anti-tank gun; light howitzer; light anti-aircraft gun

Options:

- May add front-facing MMG covering the front arc for +10pts

THEATRE SELECTORS

BATTLE OF THE NETHERLANDS 1940

A Dutch force for the Battle of the Netherlands must comprise one or more **Reinforced Platoons** picked from the following Theatre Selector. Each Reinforced Platoon is made up as follows:

BATTLE OF THE NETHERLANDS REINFORCED PLATOON

1 Lieutenant – First or Second

2 Infantry sections – Regular Infantry sections or Inexperienced Infantry sections

plus:

Headquarters

0–1 Captain or Major

0–1 Medic team

0–1 Forward Observer (Artillery)

Infantry

0–4 Infantry sections: Regular Infantry sections, Inexperienced Infantry sections

0–1 Machine gun team

0–1 Anti-tank team

0–1 Mortar team: medium 0–1 Sniper team

Artillery

0–1 gun from:

Anti-tank gun: 47mm anti-tank gun

Field artillery: light artillery, medium artillery, heavy artillery

Anti-aircraft gun: Bofors 40mm anti-aircraft gun

Armoured Cars/Recce

0–1 Armoured Car or Recce vehicle from: Landsverk L-180 and L-181

Tanks

0–1 Tank: Carden-Lloyd tankette

Transports and Tows

0–1 Transport vehicles **per** infantry unit in the Reinforced Platoon from: Light Truck (unarmed only), Cars and Light Utility Trucks (unarmed only)

0–1 Tow **per** artillery piece in the Reinforced Platoon from: Light Truck (unarmed only), Trado Tractor, Vickers Utility Tractor

DUTCH EAST INDIES 1941-42

The KNIL (*Koninklijk Nederlands Indisch Leger* or Royal Netherlands Indies Army) mounted a desperate defence against the Japanese invasion of Indonesia alongside British, Commonwealth and American forces. The Japanese defeated the Allied forces in three months.

A Dutch force for the Battle of the Dutch East Indies must comprise one or more **Reinforced Platoons** picked from the following Theatre Selector. Each Reinforced Platoon is made up as follows:

BATTLE OF THE DUTCH EAST INDIES REINFORCED PLATOON

1 Lieutenant – First or Second

2 Infantry sections – Indonesian Infantry Sections

plus:

Headquarters

0-1 Captain or Major

0-1 Medic team

0-1 Forward Observer (Air or Artillery)

Infantry

0-4 Infantry sections: Indonesian Infantry Sections, Inexperienced Infantry sections, a maximum of 2 Regular Infantry sections, a maximum of 1 Motorcycle section

0-1 Machine gun team

0-1 Anti-tank team

0-1 Mortar team: medium 0-1 Sniper team

Artillery

0-1 gun from:

Anti-tank gun: 47mm anti-tank gun

Field artillery: light artillery, medium artillery

Anti-aircraft gun: Bofors 40mm anti-aircraft gun

Armoured Cars/Recce

0-1 Armoured Car or Recce vehicle from: Overalwagen Patrol Truck

Marmon-Herrington AC, Alvis-Straussler AC, Overalwagen

Naval Gun Truck

Tanks

0-1 Tank from: Marmon-Herrington CTLS, Vickers Light Tank

Transports and Tows

0-1 Transport vehicles **per** infantry unit in the Reinforced Platoon from: Truck, Cars and Light Utility Trucks, White Scout Car, Overalwagen APC, Jeep **per** artillery piece in the Reinforced Platoon from: Jeep, Truck, White Scout Car, GMC Tractor

ARMIES OF FRANCE AND THE ALLIES

Norway was important to both Germany and the Western Allies. The Germans needed access to Norwegian ports to ensure supplies of raw materials, while the French and British feared that German control of Norway would compromise the integrity of their naval blockade. This situation left the people of Norway in a precarious position: they wished to maintain neutrality in this new world war, but both sides needed Norway for different reasons.

At the start of the war neither side deemed it prudent to occupy Norway, as each feared this could push the neutral Norwegians into the enemy camp. By mid-February 1940, however, after the British boarding of a German vessel in Norwegian waters, conflict seemed unavoidable. Both the Western Allies and Germany quickly pushed forward their plans for the occupation of Norway. When war came the Norwegian military was only partially mobilized. Norwegian forces were poorly matched against the German attackers. The Norwegian Army was equipped with World War I-era weaponry, and was sorely lacking in armour, aircraft and artillery. The Norwegians counted on the natural defensive value of their country's geography – slashed with fjords, narrow mountain passes and forests, Norway's terrain offered ideal ground for a prolonged defence.

On 7 April 1940, naval forces from both sides clashed in the waters off the coast of Norway. In the confusion, German troops landed at several forts along the coast, quickly overcoming the defences and surrounding towns. The outnumbered defenders put up stiff resistance in some areas but to no avail. The Germans quickly established air superiority, capturing vital

airfields and even the capital of Oslo itself without much resistance.

The Norwegians attempted to rally their forces and prepared to defend themselves against the aggressors. Unfortunately, the Germans had already captured several key locations, including most of the important urban areas, airfields, ports, as well as infrastructure vital to the Norwegian war effort. The military leaders of Norway were forced to adopt a defensive strategy similar to that which had failed the Poles in 1939 – they would attempt to hold their ground and await the aid of expeditionary forces from Britain and France.

It was clear that the Norwegian Army lacked sufficient anti-tank weapons to sufficiently slow the German onslaught. The courageous defenders were able to halt attacks of infantry but the German commanders, having learned valuable lessons from the success of the September Campaign in Poland, broke through the defences with the speed and firepower of their tanks. To compound Norway's problems, Germany had nearly complete air superiority. Attacks were always supported by close air support from the Luftwaffe. Even when heavy casualties were avoided, the morale of the defenders was greatly affected. In April 1940 several Norwegian units had either been captured or had fled.

Before long, Norway's allies were forced to withdraw from the fight. This left the remaining defenders in an untenable position, but the brave people of Norway fought long and hard for every inch, ultimately holding out for longer than any other nation invaded by Germany save for the Russia.

ARMY LIST

This is the official Bolt Action Army List for the forces of Norway. Players can pick an army in either of two ways:

- Use the Reinforced Platoon selector from the Bolt Action rulebook in conjunction with the Army List in this book. To save referencing back to the rulebook, the generic Reinforced Platoon selector is repeated below with those entries not included in the French list removed (e.g. anti-aircraft vehicles).
- Instead of using the generic Reinforced Platoon selector, use any one of the Theatre Selectors on page 72 in conjunction with the Army List given in this book.
- Either method is perfectly acceptable depending on what kind of game you wish to play. The first method uses the generic selector and is more flexible and therefore ideal for pick-up games against any opponent, as it allows for a wider variety of different kinds of troops and equipment. The second method using the Theatre Selectors is more historically representative and therefore better suited for games where a historical portrayal is envisaged. We imagine that players will, on the whole, prefer to fight battles within a specific historical context, in which case simply use the appropriate Theatre Selector to choose your army.

REINFORCED PLATOON

1 Lieutenant – First or Second

2 Infantry squads

plus:

- 0-3 Infantry squads
- 0-1 Captain or Major
- 0-1 Medic
- 0-1 Forward Observer (either Artillery or Air)
- 0-1 Machine gun team
- 0-1 Mortar team
- 0-1 Sniper team
- 0-1 Anti-tank team
- 0-1 Field Artillery, Anti-aircraft or Anti-tank gun
- 0-1 Armoured Car
- 0-1 Tank or Tank Destroyer
- 0-1 Transport vehicles or tow (soft-skins or armoured) per infantry and artillery unit in the Reinforced Platoon

ARMY SPECIAL RULES

COMMUNICATION BREAKDOWN!

Caught unprepared by the blitzkrieg, the old-fashioned defensive doctrines and organizational build-up of this army means that the enemy has often the initiative.

In the first turn of the game, if the first Order Die drawn from the cup is one of yours, the enemy can decide that the dice is put back into the cup and a new Order Die is drawn instead.

FIELD CRAFT

The Norwegian Army made good use of the broken terrain of their homeland to spring surprise attacks on the advancing enemy columns.

During set-up, any Norwegian unit starting the game Hidden (as described on page 117 of the Bolt Action rulebook) 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. In addition, in the first turn of the game, all Norwegian infantry units treat all Rough Ground and Obstacles as Open Ground for the purposes of movement.

INFILTRATION

The perfect knowledge of the trails and paths criss-crossing the harsh terrain allowed the Norwegians to mount effective local counterattacks.

When Outflanking, as described on page 119 of the Bolt Action rulebook, Norwegian units ignore the -1 modifier to the Order test for coming onto the table.

TYPES OF UNIT

The list is divided into categories as follows:

- | | |
|--------------------|---|
| 1 Infantry | Headquarters units
Infantry squads and teams |
| 2 Artillery | Field artillery |
| 3 Vehicles | Transports and tows |

INFANTRY

HEADQUARTERS UNITS

OFFICER

Confusion and misinformation ran rampant through the ranks of the Norwegian military in the initial stages of the campaign against Germany, and the army was slow to mobilize. Once underway, however, Norwegian officers waged an excellent defensive battle against a superior foe, retreating when necessary, and making well-timed counterattacks when appropriate. The foresight and leadership of Norwegian front-line officers was a significant factor in tying up German forces throughout the nation, while they were needed elsewhere.

Cost: 2nd Lieutenant 35pts (Inexperienced), 50pts (Regular)

1st Lieutenant 60pts (Inexperienced), 75pts (Regular)

Captain 95pts (Inexperienced), 110pts (Regular)

Major 135pts (Inexperienced), 150pts (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)
- The entire squad may have skis for free

Special Rules:

- Ski Troops (if option is chosen): Ski troops ignore movement penalties for snow and other winter conditions

MEDIC

A career as a field medic in wartime is never an easy one, but difficulties are compounded in snow-covered, mountainous terrain where supplies are hard to come by. Norwegian medics were experts in keeping troops going in these difficult conditions, and were always kept busy by the unrelenting assault of the Wehrmacht.

Cost: 23pts (Regular)

Team: 1 medic and up to 2 further men

Weapons: Pistol or none as depicted on the model

Options:

- The medic may be accompanied by up to 2 men at a cost of +10pts per man
- The entire squad may have skis for free

Special Rules:

- Ski Troops (if option is chosen): Ski troops ignore movement penalties for snow and other winter conditions

*Norwegian infantryman, by Steve Noon © Osprey Publishing Ltd.
Taken from Elite 193: World War II Winter and Mountain Warfare Tactics*



FORWARD OBSERVER

Norway could not boast of an exceptional artillery corps in its armed forces, and the nature of its terrain meant deployment and redeployment of heavy artillery assets was quite difficult, if not impossible at times. Complete German air superiority made matters even worse for relatively static targets such as artillery batteries. Nonetheless, under the right conditions, and given the time to properly deploy, Norway's forward observers were quite capable of calling in devastating strikes on the enemy.

Cost: Artillery Forward Observer 100pts (Regular)

Team: 1 Forward Observer and up to 2 further men

Weapons: Pistol, submachine gun, or rifle as depicted on the models

Options:

- The observer may be accompanied by up to 2 men at a cost of +10pts per man
- The entire squad may have skis for free

Special Rules:

- **Ski Troops** (if option is chosen): Ski troops ignore movement penalties for snow and other winter conditions

INFANTRY SQUADS AND TEAMS

INFANTRY SECTION

By the time the invasion came, the majority of the Norwegian Army had yet to be mobilized. The speed of the German attack saw supply depots and command posts quickly falling, and the Norwegian Army was mostly cast into disarray. Only a few units were fully mobilized or fully trained.

Cost: 50pts (Regular)

Composition: 1 NCO and 4 Men

Weapons: Rifles

Options:

- Add up to 6 additional men with rifles at +10pts each
- One soldier may have a light machine gun for +20pts. Another soldier becomes the loader
- The entire squad may have skis for free

Special Rules:

- **Ski Troops** (if option is chosen): Ski troops ignore movement penalties for snow and other winter conditions

INEXPERIENCED INFANTRY SECTION

The soldiers that made up Norway's coastal defenders immediately following Germany's attack, were often hastily formed units and always the most well-motivated fighting men. Nonetheless, some amphibious landings were delayed, or even repelled by the brave soldiers manning the fortifications of Norway's western coast.

Cost: 70pts (Inexperienced)

Composition: 1 NCO and 4 Men

Weapons: Rifles

Options:

- Add up to 6 additional men with rifles at +7pts each
- One soldier may have a light machine gun for +20pts. Another soldier becomes the loader

NORWEGIAN ROYAL GUARD

The Norwegian Royal Guard (HMKG) was a battalion whose duty was to protect the King and his family and which also served as the resident unit in the capital Oslo. They fought very well against the Germans who called them 'the Black Devils'.

Cost: 65pts (Veteran)

Composition: 1 NCO and 4 Men

Weapons: Rifles

Options:

- Add up to 6 additional men with rifles at +13pts each
- One soldier may have a light machine gun for +20pts. Another soldier becomes the loader
- The entire squad can be equipped with molotov cocktails and improvised explosives counting as anti-tank grenades for +2pts per man
- The entire squad may have skis for free

Special Rules:

- **Ski Troops** (if option is chosen): Ski troops ignore movement penalties for snow and other winter conditions
- **Tank-hunters** (if anti-tank grenades taken)

MACHINE GUN TEAM

The water-cooled Colt mitraljöse m/29 machine gun was originally designed for use in aircraft, but was put to good use by Norwegian troops on the ground. Shortly before the war, however, existing guns were modified to fire a round that packed more propellant – unfortunately with supplies being severely disrupted, many units found themselves with useless ammunition and had to scrounge as best they could to make up for the shortfall.

Cost: 35pts (Inexperienced), 50pts (Regular)

Team: 3 men

Weapon: 1 MMG

Options:

- **Pintle-mount**: the machine gun can have a pintle-mount tripod for +5pts
- The entire squad may have skis for free

Special Rules:

- **Ski Troops** (if option is chosen): Ski troops ignore movement penalties for snow and other winter conditions
- **Team weapon**
- **Fixed**
- **Flak** (if pintle-mounted)

ARMIES OF FRANCE AND THE ALLIES

SNIPER TEAM

The wooded ravines of Norway make perfect sniper territory.

Cost: 50pts (Regular), 65pts (Veteran)

Team: 2 – sniper and assistant

Weapons: Sniper has a rifle and assistant has a pistol

Options:

- The entire squad may have skis for free

Special Rules:

- Ski Troops (if option is chosen): Ski troops ignore movement penalties for snow and other winter conditions
- Team weapon
- Sniper



Norwegian machine gun team, by Steve Noon © Osprey Publishing Ltd. Taken from *Elite 193: World War II Winter and Mountain Warfare Tactics*

LIGHT MORTAR TEAM

Used for high-angle fire across the narrow valley of the mountainous terrain, mortars (when available) were a very valuable asset to the Norwegian Army.

Cost: 24pts (Inexperienced), 35pts (Regular)

Team: 2 men

Weapon: 1 light mortar

Options:

- The entire squad may have skis for free

Special Rules:

- Ski Troops (if option is chosen): Ski troops ignore movement penalties for snow and other winter conditions
- Team weapon
- Indirect fire
- HE (D3)

MEDIUM MORTAR TEAM

Given the difficult terrain of Norway, and the nature of a defensive battle, such a weapon was one of the only indirect-fire weapons retreating Norwegians could count on for support, since most of their artillery was out of date and relatively immobile.

Cost: 35pts (Inexperienced), 50pts (Regular)

Team: 3 men

Weapon: 1 medium mortar

Options:

- May add Spotter for +10pts
- The entire squad may have skis for free

Special Rules:

- Ski Troops (if option is chosen): Ski troops ignore movement penalties for snow and other winter conditions
- Team weapon
- Fixed
- Indirect fire
- HE (D6)

ARTILLERY

FIELD ARTILLERY

7.5CM FELTKANON M/01 LIGHT ARTILLERY

The 7.5cm field cannon was a German design dated to before World War I. This gun made up the bulk of the Norwegian artillery, and was also used in a direct fire anti-tank role where it proved largely ineffective due to the lack of an anti-tank round for it. With a maximum range of 6km, and an outdated

design, these guns proved mostly ineffective except in the most ideal situations.

Cost: 32pts (Inexperienced), 40pts (Regular)

Team: 3 men

Weapon: 1 light howitzer

Special Rules:

- Gun Shield
- Team weapon
- Fixed
- Howitzer
- HE (D6)
- No Anti-Tank Round (Only gets a +1 to PEN when firing at an armoured vehicle)

VEHICLES

TRANSPORTS AND TOWS

TRUCKS

Access to, or a lack of, motorized transport was the deciding factor in many campaigns waged by both the Axis and the Allies in World War II. The rugged Norwegian terrain and confusion amongst commanders initially stymied what limited mobility the Norwegian Army possessed, but, when available, trucks of many makes and models were employed to move soldiers and materiel to where they needed to be.

Cost: 31pts (Inexperienced), 39pts (Regular)

Weapons: None

Damage Value: 6+ (soft-skin)

Transport: 12 men

Tow: Light howitzer, light or medium anti-tank gun

CARS AND LIGHT UTILITY TRUCKS

Norwegian forces were supported by light trucks and civilian style cars used as general transports.

Cost: 17pts (Inexperienced), 21pts (Regular)

Weapons: None

Damage Value: 6+ (soft-skin)

Transport: 3 men

THEATRE SELECTOR

BATTLE OF NORWAY 1940

A Norwegian force for the Battle of Norway must comprise one or more **Reinforced Platoons** picked from the following Theatre Selector. Each Reinforced Platoon is made up as follows:

BATTLE OF NORWAY REINFORCED PLATOON

1 Lieutenant – First or Second

2 Infantry sections – Regular Infantry sections or Inexperienced Infantry sections.

plus:

Headquarters

0–1 Captain or Major

0–1 Medic team

0–1 Forward Observer (Artillery)

Infantry

0–4 Infantry sections: Regular Infantry sections, Inexperienced Infantry sections, Norwegian Royal Guard

0–1 Machine gun team

0–1 Mortar team: light or medium

0–1 Sniper team

Artillery

0–1 gun from:

7.5 cm feltkanon light artillery

Transports and Tows

0–1 Transport vehicles **per** infantry unit in the Reinforced Platoon from: Truck, Cars and Light Utility Trucks

POLAND



Polish cavalry at the Defense of Mokra, 1 September, 1939, by Howard Gerrard © Osprey Publishing Ltd. Taken from Campaign 107: Poland 1939

ARMIES OF FRANCE AND THE ALLIES

Contrary to popular belief, Poland was not completely unprepared for war. The nation had, after all, been engaged in or on the verge of armed conflict since World War I. The experiences of the Polish-Soviet war in particular had taught Polish command valuable lessons. Polish generals recognised the need for a modern tank on the battlefield, and the 7TP tank was developed to rival other tanks of the day. Commanders also realized the need for a modern air force and a highly mobile military, but their primarily agrarian nation could not readily meet these ambitions. Comparatively few modern tanks, aircraft, and personnel carriers could be manufactured by Polish industry to equip the country's armed forces.

Amidst the political chaos, the Molotov-Ribbentrop Pact was signed by Germany and the Soviet Union on 23 August 1939. In signing, the Soviets publicly assured the Germans that they would not get involved in a European war. Secretly, however, the pact detailed how the two powers would divide up their smaller neighbours, such as Poland. Poland's allies, the British and French, knew that after the pact was signed, a German invasion of Poland was all but guaranteed.

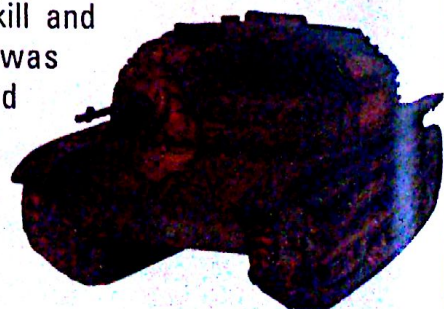
On 1 September 1939, Hitler ordered the attack to begin. Fifty German divisions rolled across Poland's western borders. Polish forces fought bravely and stubbornly, but political and industrial objectives dictated a flawed defence. The Polish generals knew they had no hope of defeating Germany alone, so they planned on fighting a defensive battle until their British and French allies could come to their assistance. Unfortunately, the most densely populated and industrialized areas of Poland lay in the western part of the country close to the German border. This region was too simply valuable to abandon, so the Poles were obliged to try and stop the German Army in open battle rather than by mounting a fighting retreat. This advanced deployment in the teeth of the invaders allowed the Germans to quickly surround and defeat the less-mobile Polish defenders. By 8 September 1939, the attackers had penetrated up to two hundred miles eastward.

By the time the Germans reached the outskirts of Warsaw their position appeared secure. On 9 September, a Polish counterattack caught the overconfident Germans by surprise. Polish infantry divisions advanced westward, while cavalry and tankettes harassed their foe from the flanks and rear. Over the next few days the Poles continued to advance, limiting daylight operations

as much as possible to counter German air-superiority. Success was brief, however, and as casualties mounted the German Panzer Divisions struck back. By 18 September, the Poles were surrounded and defeated by massed artillery, devastating airstrikes, and a vastly more mobile enemy. The few Polish units that managed to escape retreated to the Modlin Fortress, there to link up with other Polish forces that had already resisted a German siege for some time.

The brave defenders of the Modlin Fortress would hold out until the fall of Poland, many days later. Around the same time as the failed counterattack, the Soviet Army assured Poland's eventual collapse by invading from the east. Territory quickly fell into enemy hands from all sides, as German attacks from the north, south, and west made gains as well as the Soviets from the east. The Polish government fled, and on 19 September German and Soviet forces met at Brest-Litovsk, by which time only pockets of resistance remained. Before the end of September, the defenders of the Modlin and Warsaw surrendered, signalling the end of the Battle of Poland.

The Polish military never held any real hope that they alone could defeat Germany, much less resist a combined attack from both German and Soviet forces, but with grim determination the under-equipped Poles held on as long as possible. Often surrounded by a more agile foe, defenders had no hope of retreat, and suffered grave casualties before surrendering. In addition, German air superiority assured that what movements they could make were frequently only possible under darkness. This army list attempts to take into consideration that same grim determination of the Polish soldier, as well as the unique composition of Polish units of the September Campaign. Many brave Poles escaped their besieged nation and fought as part of the armed forces of France and Britain and, once the Soviets and Germans went to war, Poles fought under Russian command as well. From partisan forces resisting occupation, to many famous battles throughout the rest of the war, their skill and determination was exhibited time and again.



TKS tankette

ARMY LIST

This is the official Bolt Action Army List for the forces of Poland. Players can pick an army in either of two ways:

- Use the Reinforced Platoon selector from the Bolt Action rulebook in conjunction with the Army List in this book. To save referencing back to the rulebook, the generic Reinforced Platoon selector is repeated below with those entries not included in the French list removed (e.g. anti-aircraft vehicles).
- Instead of using the generic Reinforced Platoon selector, use any one of the Theatre Selectors on page 86 in conjunction with the Army List given in this book.
- Either method is perfectly acceptable depending on what kind of game you wish to play. The first method uses the generic selector and is more flexible and therefore ideal for pick-up games against any opponent, as it allows for a wider variety of different kinds of troops and equipment. The second method using the Theatre Selectors is more historically representative and therefore better suited for games where a historical portrayal is envisaged. We imagine that players will, on the whole, prefer to fight battles within a specific historical context, in which case simply use the appropriate Theatre Selector to choose your army.

REINFORCED PLATOON

1 Lieutenant – First or Second

2 Infantry squads

plus:

0-3 Infantry squads

0-1 Captain or Major

0-1 Medic

0-1 Forward Observer (either Artillery or Air)

0-1 Machine gun team

0-1 Mortar team

0-1 Sniper team

0-1 Anti-tank team

0-1 Field Artillery, Anti-aircraft or Anti-tank gun

0-1 Armoured Car

0-1 Tank or Tank Destroyer

0-1 Transport vehicles or tow (soft-skins or armoured) **per** infantry and artillery unit in the Reinforced Platoon

ARMY SPECIAL RULES

COMMUNICATION BREAKDOWN!

Caught unprepared by the blitzkrieg, the old-fashioned defensive doctrines and organizational build-up of this army means that the enemy has often the initiative.

In the first turn of the game, if the first Order Die drawn from the cup is one of yours, the enemy can decide that the dice is put back into the cup and a new Order Die is drawn instead.

NO HOPE OF RETREAT

Polish units were frequently surrounded by their enemies, with no hope of escaping. With no other option, soldiers were forced to fight to the last man.

Whenever a Polish unit fails a morale check and would otherwise be destroyed as a consequence, take the test again and apply this second result. This re-roll applies to all units, facing this situation (including infantry, artillery and vehicles that suffer an On Fire damage result).

ELITE OFFICER CLASS

Polish officers were very highly trained and indoctrinated to the highest degrees of nationalism.

All Polish HQ units are *Fanatics*, as described on page 70 of the Bolt Action rulebook.

TYPES OF UNIT

The list is divided into categories as follows:

1 Infantry	Headquarters units
	Infantry squads and teams
2 Artillery	Field artillery
	Anti-tank guns
	Anti-aircraft guns
3 Vehicles	Tanks
	Armoured cars and recce vehicles
	Transports and tows

INFANTRY

HEADQUARTERS UNITS

OFFICER

Considering the country's location and involvement in major European conflicts for centuries, Polish officers came from a society that valued a proud military tradition. After the end of World War I, having freshly wrested its independence from neighboring powers, Poland was in a state of almost constant conflict. Most of the officers in Poland's military were experienced and capable leaders.

Cost: 2nd Lieutenant 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
1st Lieutenant 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Captain 95pts (Inexperienced), 110pts (Regular), 125pts (Veteran)
Major 135pts (Inexperienced), 150pts (Regular), 165pts (Veteran)

Team: 1 officer and up to 2 further men

Weapons: Pistol 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

The Polish medic, like those of any other nation, served a vital role on the battlefield. Without front-line medical support, many more soldiers would have died bravely defending their country. Attacks from the north, south, east, and west, kept Polish fighting men, and their medics, busy throughout the September Campaign.

Cost: 30pts (Veteran)

Team: 1 medic and up to 2 further men

Weapons: Pistol or none as depicted on the model

Options:

- The medic may be accompanied by up to 2 men at a cost of +13pts per man (Veteran)



FORWARD OBSERVER

While lacking in sheer numbers, the guns of the Polish artillery corps were not necessarily technologically inferior to other combatants in 1939. Radios, however, were in short supply. While not employed as often as in military's formations, forward observers made good use of their artillery, when

available. Limited radios aside, many trained Polish forward observers were able to effectively call for fire.

Cost: Artillery Forward Observer 100pts (Regular), 115pts (Veteran)

Air Force Forward Observer 75pts (Regular), 90pts (Veteran)

Team: 1 Forward Observer and up to 2 further men.

Weapons: Pistol or rifle as depicted on the models.

Options:

- The observer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)



INFANTRY SQUADS AND TEAMS

INFANTRY SECTION

Riflemen made up the bulk of all World War II-era armies, but no other country exhibited this quite like Poland. Lacking the industry of neighboring countries, Poland depended almost strictly on the courage and skill of its large infantry formations. Many squads included a Polish-made copy of the Browning Automatic Rifle (BAR) – the Browning wz 1928 – but otherwise these infantry units were armed with Mauser rifles. Equipment limitations aside, military training was mandatory for Poland's male population, as the young nation was beset on all sides by potential threats. Quality of individual units varied, but Polish soldiers fought bravely, battle after battle, even when the outcome of the war was hopeless for them.

Cost: 100pts (Regular)

Composition: 1 NCO and 9 Men

Weapons: Rifles

Options:

- Add up to 9 additional men with rifles at +10pts each
- Up to 1 man can be armed with a BAR automatic rifle for +5pts

INEXPERIENCED INFANTRY SECTION

Though Poland had a large standing army, much of it was not well mobilized and many of its divisions were raised hastily during the war. Though trial by fire will quickly make veterans of inexperienced units, high casualty rates due to poor training are unfortunately par for the course. The Poles were motivated to defend their homeland, however, and many units fought to the last.

Cost: 70pts (Inexperienced)

Composition: 1 NCO and 9 Men

Weapons: Rifles

Options:

- Add up to 9 additional men with rifles at +7pts each
- Up to 1 man can be armed with a BAR Automatic Rifle for +5pts

CAVALRY SECTION

Poland's famed cavalry traced its lineage back centuries; but despite propaganda that claimed otherwise, Polish cavalry never charged enemy tanks. In fact, the Cavalry was mostly used as highly mobile infantry, acting as reserve forces or cover the withdrawal of friendly units. There were, however, more than a dozen actual cavalry charges during the September Campaign, some of which were highly successful. Though the Cavalry had officially long abandoned the lance, some units clung to tradition, electing to carry them, most famously at the Battle of Mokra.

Cost: 90pts (Veteran), 72pts (Regular)

Composition: 1 NCO and 5 Men mounted on horses

Weapons: Cavalry carbines

Options:

- Add up to 7 additional horse-mounted soldiers at +15pts each (Veteran) or +12pts each (Regular)
- Up to 1 man can be armed with a BAR Automatic Rifle for +5pts
- Equip the entire unit with lances for +1pt per man

Special Rules:

- Cavalry Carbines: These short-barreled rifles count as pistols when used from horseback, and rifles when used on foot
- BAR: note that the BAR Automatic Rifle may not fire while the operator is mounted
- Lances: Units equipped with lances gain one additional attack in close quarters, but may not fire their carbines while mounted. Lances are discarded if the unit dismounts

10TH MOTORIZED CAVALRY BRIGADE INFANTRY SECTION

In an attempt to respond to the changing nature of warfare, whereby forces were becoming increasingly mechanized, Poland attempted to create mechanized units of their own. Most famously, the 10th Motorized Cavalry Brigade or "The Black Brigade" (for their distinctive black leather jackets) fought throughout the war. They were reformed in France after the fall of Poland, and again in the United Kingdom after the fall of France. The 10th Motorized Cavalry Brigade earned the respect of peers and enemies alike.

Cost: 60pts (Regular), 78pts (Veteran)

Composition: 1 NCO and 5 Men

Weapons: Rifles

Options:

- Add up to 4 additional men with rifles at +10pts each (Regular) or +13pts each (Veteran)
- Up to 1 man can be armed with a wz.30 LMG for +20pts. Another man in the squad becomes the loader

MACHINE GUN TEAM

An almost exact copy of the American M1917 machine gun, the Polish military fielded its CKM wz.30 machine gun in a fashion similar to that of other European nations. It fired a 7.92mm round, like those utilized by most riflemen. Several thousand of these were produced for Poland's armed forces during the build-up to World War II. The CKM Hotchkiss wz.14 was also used as was the CKM Maxim.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)

Team: 3 men

Weapon: 1 MMG

Special Rules:

- Team weapon
- Fixed



Polish infantry section



Polish cavalry, 1939: trooper of the 18th Lancers (mounted) and corporal of the 12th Lancers (foot), by Richard Hook © Osprey Publishing Ltd. Taken from *Men-at-Arms 117: The Polish Army 1939-45*

ANTI-TANK RIFLE TEAM

The Polish wz.35 anti-tank rifle was unusual in that it did not fire a solid tungsten core round as did most other nations' anti-tank rifles. Rather, it fired a standard lead core with a steel jacket. Instead of penetrating the hull like traditional anti-tank rounds, the transferred energy would cause spalling (making a piece of armour tear off inside the crew compartment) that lead to fragments ricocheting around the inside of the vehicle – a very nasty affair for the crew!

Cost: 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)

Team: 2 men

Weapon: 1 anti-tank rifle

Special Rules:

- Team Weapon

MARKSMAN

The Polish Army didn't include specially equipped snipers as such, but the best shots in a company would be designated as marksmen. We make allowance for these individuals by treating them as separate units, but to represent the fact they are really individual soldiers rather than trained snipers we field them as a unit of a single model.

Cost: 40pts (Regular), 50pts (Veteran)

Composition: 1 marksman

Weapons: Rifle

Special Rules:

- Sniper

LIGHT MORTAR TEAM

Like many other nations, Poland learned well the lessons of World War I, and saw the value in close-support mortar weaponry. Many infantry companies were issued 46mm light mortars to fulfill this close support role.

Cost: 24pts (Inexperienced), 35pts (Regular), 46pts (Veteran)

Team: 2 men

Weapon: 1 light mortar

Special Rules:

- Team weapon
- Indirect fire
- HE (D3)

MEDIUM MORTAR TEAM

Poland made use of 81mm mortars of similar design to most other nations at the time. These weapons were not as commonplace in the Polish Army as they were in other forces. Nonetheless, when available, they proved a reliable firing platform for the Polish crews manning them.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)

Team: 3 men

Weapon: 1 medium mortar

Options:

- May add Spotter for +10pts

Special Rules:

- Team weapon
- Fixed
- Indirect fire
- HE (D6)



Mortar team



Supported by a TTP, Polish infantry hunt the German invader



Polish infantry, 1939: lieutenant and privates, by Richard Hook © Osprey Publishing Ltd. Taken from Men-at-Arms 117: The Polish Army 1939-45

ARTILLERY

FIELD ARTILLERY

LIGHT ARTILLERY

The venerable 75mm field gun was developed by the French, and adopted by many other European nations. Commonly referred to as the first modern artillery piece, the 75mm Armata Polowa wz.1897/17 (as it was known in Polish service) represented the bulk of Polish guns at the outbreak of the war. This entry also covers the Polish wz.02/26 75mm gun as well as other light artillery pieces in Polish service including 65mm wz.06 mountain guns.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)

Team: 3 men

Weapon: 1 light howitzer

Special Rules:

- Gun Shield
- Team weapon
- Fixed
- Howitzer
- HE D6

MEDIUM ARTILLERY

The Schneider 105mm mle 1913 was, like many of Poland's armaments, originally developed by France decades before World War II. Poland possessed well over 200 105mm guns that could be called upon in desperate attempts to break apart German formations and slow the aggressors. Another weapon similar in size and capability was the 100mm wz.1914 Skoda and there were also some older de Bange guns in the state arsenal.

Cost: 60 (Inexperienced), 75pts (Regular), 90pts (Veteran)

Team: 4 men

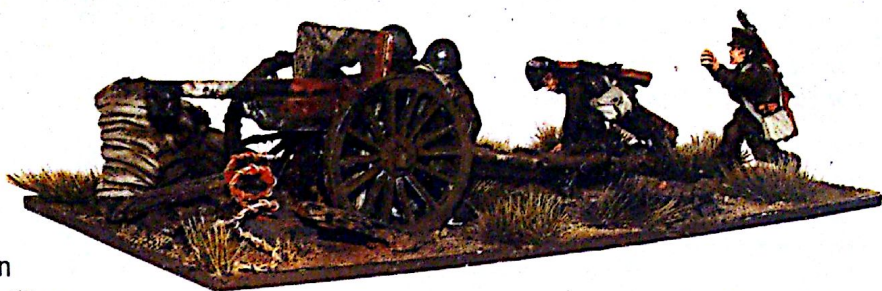
Weapons: 1 medium howitzer

Options:

- May add Spotter for +10pts

Special Rules:

- Gun Shield
- Team weapon
- Fixed
- Howitzer
- HE 2D6



Polish 75mm field gun

HEAVY ARTILLERY

After World War I, the Poles bought the rights to produce the French Canon de 155 model, calling it the Haubica 155mm wz. Each active Polish infantry division had a battery of 155s attached to it to provide heavy artillery support. There were also some very heavy Skoda howitzers of 220mm caliber.

Cost: 92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)

Team: 5 men

Weapons: 1 heavy howitzer

Options:

- May add Spotter for +10pts

Special Rules:

- Gun Shield
- Team weapon
- Fixed
- Howitzer
- HE 3D6

ANTI-TANK GUNS

BOFORS 37MM ANTI-TANK GUN

The Bofors 37mm was one of the more numerous anti-tank guns at the outbreak of war. Originally designed in Sweden, the Bofors went on to see combat with most of the European belligerents, and was quite a dependable gun in the early stages in the war.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)

Team: 3 men

Weapon: 1 light anti-tank gun

Special Rules:

- Gun shield
- Team weapon
- Fixed

Polish Bofors 37mm anti-tank gun



ARMIES OF FRANCE AND THE ALLIES

FK-A WZ 38 AUTOCANNON

The Polish Army developed a very heavy (20mm) machine gun, originally intended to serve as a general-purpose heavy machine gun that could also be used in an anti-aircraft role. Although several foreign machine guns were considered and rejected, the home-grown replacement proved too slow firing for widespread anti-aircraft use, and too heavy for general use as a machine gun in infantry formations. It was therefore primarily deployed as an anti-tank weapon although it could also be mounted as an anti-aircraft gun.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)

Team: 3 men

Weapon: 1 light autocannon

Special Rules:

- Team weapon
- Fixed
- Flak

ANTI-AIRCRAFT GUNS

BOFORS 40MM

The Bofors 40mm was the most common anti-aircraft gun of the war. The Bofors saw action in every theatre, and provided a reliable anti-aircraft mount that is still in use today!

Cost: 48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)

Team: 3 men

Weapon: 1 heavy automatic cannon

Special Rules:

- Team Weapon
- Fixed
- Flak



VEHICLES

TANKS

7TP

The Polish 7TP (*siedm التونowy polski*, or "seven tons" in Polish) was a direct descendant of the British-designed Vickers E series. Sporting many improvements over its progenitor, the 7TP was a fairly modern design, but was only available in small numbers. The 7TPs fared well against their German opponents but there were too few to make a difference. Some, like the Vickers upon which they were based, replaced their single Bofors 37mm turret with twin 30mm machine gun turrets, trading anti-tank capabilities for an anti-infantry role.

Cost: 92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)

Weapons: 1 turret-mounted light anti-tank gun with coaxial MMG

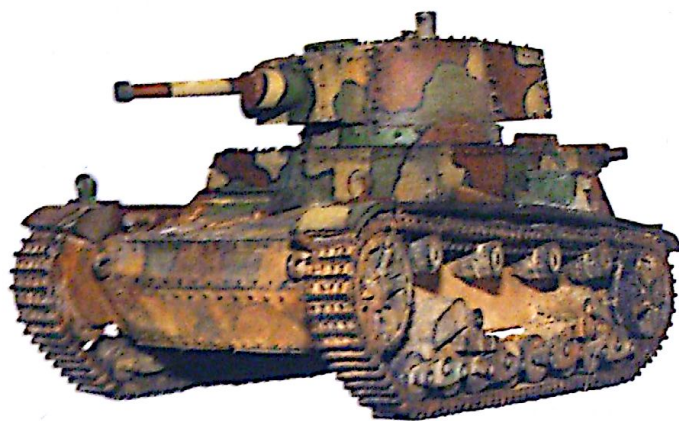
Damage Value: 8+ (light tank)

Options:

- Twin MG turret variant - May replace the single turret with 2 MMG turrets for -35pts

Special Rules:

- **Vulnerable:** Because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier (i.e. in total, +2 for side hits and +3 for rear hits)



7TP with 37mm turret



THE MYTH OF POLISH CAVALRY CHARGING TANKS

On 1 September 1939, Colonel Mastalerz's 18th Uhlán Regiment identified a German infantry unit caught unaware in a wood near the town of Krojanty. In a rarely seen tactic, Colonel Mastalerz ordered a mounted charge that successfully dispersed the enemy. Later that same day, German units returned to the area with several war correspondents. Here, the corpses of several Polish cavalymen and their mounts were photographed alongside German tanks (which had only recently arrived), and the journalists erroneously concluded that the Polish cavalry had charged the tanks out of brave desperation. The truth, of course, became muddled in the chaos of war and so the myth was born, earning the Polish Cavalry both admiration and derision.

The Polish Cavalry did launch a number of successful charges, though many were relatively small-scale actions with negligible effect on the outcome of the battle. More often than not, however, the cavalry was simply a mobile infantry unit that could cover larger stretches of ground before dismounting and fighting on foot.

Polish lancers thunder towards their foe

ARMIES OF FRANCE AND THE ALLIES

VICKERS E TYPE LIGHT TANK

Poland had a few dozen Vickers E types when the war broke out. Though already an outdated design (and intended to be replaced by their own licensed version- the 7TP), the Vickers nevertheless provided some semblance of armoured support in the face of Poland's attackers.

Cost: 72pts (Inexperienced), 90pts (Regular), 108pts (Veteran)

Weapons: 1 turret-mounted light anti-tank gun with coaxial MMG

Damage Value: 7+ (armoured carrier)

Options:

- Twin MG turret variant - May replace the single turret with 2 MMG turrets for -35pts

Special Rules:

- Vulnerable: Because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier (i.e. in total, +2 for side hits and +3 for rear hits)

RENAULT FT

Identical to the French Renault FT on pg 21

RENAULT R35

Identical to the French R35 on pg 22

HOTCHKISS H35

Identical to the French H-35 on pg 23

ARMoured CARS AND RECCE VEHICLES

WZ.34 ARMoured CAR

Like most of Poland's armoured vehicles, the wz.28 and wz.34 were outdated by 1939. Sporting an almost comical, World War I appearance, the wz.28 had mostly been replaced by the wheeled and updated version – the wz.34. Very few wz.28s remained at the outbreak of war, but at least one patrol was cobbled together in a desperate attempt to fight the invading Germans.

Cost: 56pts (Inexperienced), 70pts (Regular), 84pts (Veteran)

Weapons: 1 turret-mounted MMG

Damage Value: 7+ (armoured car)

Options:

- Replace the wheeled wz.34 with a half-tracked wz.28 for +5pts
- Replace the turret-mounted MMG on either a wz.34 or wz.28 with a 37mm low-velocity light anti-tank gun for +30pts

Special Rules:

- Recce

- Low velocity light anti-tank gun: If the option is taken, the wz.28 and wz.34 mount a puny 37mm weapon that counts as a light anti-tank gun but with an armour penetration rating of +3 instead of the usual +4

TKS TANKETTE

Tankettes formed the bulk of Poland's armoured fighting vehicles at the outbreak of the war. Though outclassed by most of the German armoured forces, the tankettes fought bravely to defend their homeland. The tankettes were tiny, smaller than most modern cars, and thus served very well in a reconnaissance role. Though initially armed with a 7.62mm machine gun, many were upgraded to mount a 20mm cannon which in some instances allowed them to destroy German tanks that far outclassed them.

Cost: 56pts (Inexperienced), 70pts (Regular), 84pts (Veteran)

Weapons: 1 hull-mounted MMG

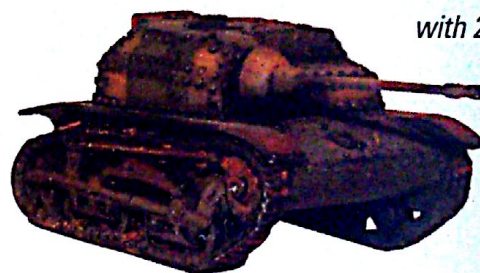
Damage Value: 7+ (tankette)

Options:

- Replace the hull-mounted MMG with a hull-mounted Light Anti-Tank Cannon for +20pts

Special Rules:

- Recce



TKS tankette with 20mm cannon

TACSANKA WZ.36

The Tacsanka was a 3-man, 4-wheeled horse drawn cart with a Maxim MMG on the back.

Cost: 16pts (Inexperienced), 20pts (Regular)

Weapons: 1 rear-facing MMG covering the rear arc

Damage Value: 3+ (soft-skin)

Special Rules:

- Just a cart: The tacsanka moves as a wheeled vehicle. In addition, to represent the vulnerability of the horses, it has been given an unusually low Damage Value, and every time it suffers one or more pin markers as a result of an enemy attack, it automatically suffers one further pin marker in addition

TRANSPORTS AND TOWS

TRUCKS

The Polski Fiat 621L was the most common truck in use by the Polish military, and was a licensed (and improved) copy of the Italian FIAT 621. There were not enough trucks to motorise the entire Polish Army, but several infantry divisions (most notably the motorised cavalry) made extensive use of the vehicle. A few of the Polski FIATs mounted MMGs in the truck bed to provide some mobile firepower.

Cost: 31pts (Inexperienced), 39pts (Regular), 47pts (Veteran)

Weapons: None

Damage Value: 6+ (soft-skin)

Transport: 12 men

Tow: Light howitzer, light or medium anti-tank gun

Options:

- May add a rear-facing pintle-mounted MMG for +15pts, losing all transport capability

CARS AND LIGHT UTILITY TRUCKS

The Polish Army included a number of light trucks and civilian style cars, which were used as general transports.

Cost: 17pts (Inexperienced), 21pts (Regular), 25pts (Veteran)

Weapons: None

Damage Value: 6+ (soft-skin)

Transport: 3 men

HALF-TRACK TRUCK

The Citroen Kегresse half-track truck was designed primarily as an artillery tractor whilst the wz.34 was the very similar Polish half-track truck built to replace it – both are represented by this entry. The wz.34 was developed into a series of specialist tows including the C4P and also served in other specialist roles including mobile workshop vehicle, ambulance, and engineering vehicle.

Cost: 52pts (Inexperienced), 65pts (Regular), 78pts (Veteran)

Weapons: None

Damage Value: 7+ (armoured carrier)

Transport: 5 men

Tow: Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun.

Options:

- Add a pintle-mounted MMG with a 360-degree arc of fire for +15pts
- Convert to extended troop carrier transport 12 men for + 14pts

C4P HALF-TRACK TRACTOR

Built on the wz.34 half-track chassis (which is not to be confused with the armoured car of the same name, as the C4P had no armour), the C4P had excellent handling due to its half-tracked design, but a sub-par engine.

Cost: 35pts (Inexperienced), 44pts (Regular), 53pts (Veteran)

Weapons: None

Damage Value: 6+ (soft-skin)

Tow: Any howitzer, any anti-tank gun, any anti-aircraft gun

C2P ARTILLERY TRACTOR

The C2P was a highly successful fully-tracked tractor built on the ubiquitous TKS tankette hull. Primarily used to tow 75mm guns, the tractor was both reliable and speedy.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)

Weapons: None

Damage Value: 7+ (armoured carrier)

Tow: Light or medium howitzer, any anti-tank gun, any anti-aircraft gun

C7P ARTILLERY TRACTOR

Built on the 7TP tank chassis, the C7P was reserved for towing the heaviest guns in the Polish armoury. Featuring a fully tracked, lightly armoured design, the C7P could be counted on to move artillery pieces reliably. Though built on the light tank 7TP chassis, we've rated its damage value as armoured carrier due to the large, exposed crew compartment.

Cost: 36pts (Inexperienced), 45pts (Regular), 54pts (Veteran)

Weapons: None

Damage Value: 7+ (armoured carrier)

Tow: Any howitzer, any anti-tank gun, any anti-aircraft gun

Special Rules:

- Open-topped

PZINZ 302 FIELD CAR

This light truck was a variant of the FIAT 508/518 military car and it was produced in several versions, including as a tow for the 37mm AT gun. They were also used as light engineering vehicles and a few, belonging to Poland's two motorized brigades, were fitted with machine guns.

Cost: 20pts (Inexperienced), 25pts (Regular), 30pts (Veteran)

Weapons: None

Damage Value: 6+ (soft-skin)

Transport: 5 men

Tow: Light howitzer, light or medium anti-tank gun

Options:

- May add a pintle-mounted MMG with 360 arc of fire for +15pts, losing all transport capability

THEATRE SELECTOR

THE BATTLE OF POLAND 1939

A Polish force for the Battle of Poland must comprise one or more **Reinforced Platoons** picked from the following Theatre Selector. Each Reinforced Platoon is made up as follows:

BATTLE OF POLAND REINFORCED PLATOON

1 Lieutenant – First or Second

2 Infantry sections – Regular Infantry sections or Inexperienced Infantry sections

plus:

Headquarters

0–1 Captain or Major

0–1 Medic team

0–1 Forward Observer (Artillery)

Infantry

0–4 Infantry sections: Regular Infantry sections, Inexperienced Infantry sections, 10th Motorized Cavalry Brigade, Cavalry Section

0–1 Machine gun team

0–1 Anti-tank team

Mortar team: light or medium

0–1 Sniper team: Marksman

Artillery

0–1 gun from:

Anti-tank gun: Bofors 37mm anti-tank gun, FK-A wz 38 Autocannon

Field artillery: light artillery, medium artillery, heavy artillery

Anti-aircraft gun: Bofors 40mm anti-aircraft gun

Armoured Cars/Recce

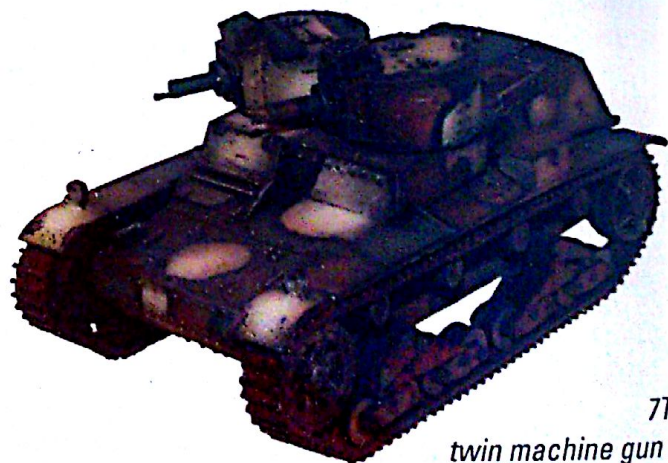
0–1 Armoured Car or Recce vehicle from: Wz.34 Armoured car, TKs tankette, Tacsanka Wz.36

Tanks

0–1 Tank from: 7TP, Vickers E type light tank, Renault R35, Renault FT 17, Hotchkiss H-35

Transports and Tows

0–1 Transport vehicles per infantry unit in the Reinforced Platoon from: Truck, C4P Half-track, Cars and Light Utility Truck, Half-track Truck, PZinz 302 Field Car



7TP with twin machine gun turret



Polish medium machine gun team

THE PROLIFERATION OF THE VICKERS E

The Vickers E Tank (also known as the Vickers 6 Ton) was a British designed light tank. Although never used by the British Army, many foreign nations purchased them or licensed and built their own versions. The Vickers influenced many tank designs, perhaps the most advanced of which was the better-armoured and more powerful Polish 7TP.

GREECE



Fallschirmjäger landing on Crete, by Howard Gerrard © Osprey Publishing Ltd. Taken from Campaign 147: Crete 1941

ARMY LIST

Before the end of the spring 1939, Italy had annexed Albania, a northern neighbor of Greece. By October 1940 Mussolini, envious of Hitler's successes throughout Europe, ordered his military to prepare for an attack on Greece. Within two weeks of this order, Mussolini had an ultimatum delivered to Metaxas, the Greek prime minister: permit Italian occupation of Greek territories, or face war. Metaxas boldly refused. Within hours of his refusal, the Italian attack on Greece had begun.

The Greeks were not particularly well-equipped, as most of their small arms were of World War I vintage. Compounding their difficulties, the Greek Army fielded no tanks to speak of. What they could muster or capture, however, they used against their foes, and their relatively modern artillery was employed to great effect against the Italians. Fortunately for the under-equipped Greeks, their battles against Mussolini's forces were fought in the extremely mountainous regions of northwest Greece, where they could use the terrain to their advantage.

In the first two weeks of fighting, the Italians made some headway into Greek territory, but the defenders were prepared. The mountainous terrain nullified Italy's armoured superiority, and the passes through which the Italians had to travel were staunchly defended. The initial advances of Mussolini's Alpini troops were soon brought to a halt. Greek reserves, seemingly able to react to every Italian breakthrough, began to push the attackers back. By mid-November the attackers had become the defenders.

On 14 November 1940, the Hellenic Army launched their counterattack. These Greek soldiers, many of them

mountaineers, soon seized the initiative from their Italian counterparts, advancing into southern Albania and pushing the Italians northwards. However, the momentum could not be sustained for long. Insufficient supply chains, and the same poor conditions that had prevented Italian tanks from making breakthroughs in early November, brought the counterattack to a halt. Both sides settled into a stalemate, but by concentrating on the Albanian front the Greeks had left other borders dangerously under-manned.

Italy's allies were, by spring of 1941, forced to help with the attack on Greece. In order to capture territory from the Italians in Albania, the Greek military had dedicated a vast majority – around three quarters – of its forces to the task. While Hellenic units were able to make some gains into enemy territory, those relatively poorly equipped forces were no match for German military might. In much the same way as the battles before, German forces were able to outmanoeuvre and surround the beleaguered and outnumbered Greek soldiers. Mussolini ordered another Italian attack from Albania to coincide with the German assault. Before the end of April, three weeks after the beginning of the German attack, mainland Greece was overwhelmed, and by June Crete had fallen as well. Never willing to give up without a fight, though, the Allied defenders of Crete inflicted such severe casualties on their German airborne attackers that Hitler would never again order an airborne assault.

Many Greek soldiers and units fought as partisans under various flags throughout the rest of the war.

ELAIA-KALAMAS

Epirus is a region in northwestern Greece characterized by its rugged, unforgiving mountainous terrain. There, in early November 1940, the Greeks made their first stand in what would ultimately turn into a counterattack against their Italian attackers. Under-equipped, the defenders needed reinforcements, and Greek command held little hope of any effective defense. Local commanders, however, had other ideas...

Shrugging off the effects of aerial and artillery bombardments, the Greeks stood bravely before the charging Italian soldiers. The tanks the

Italians had expected in support of their attack were nowhere to be found, stopped by the impassable terrain before them. After several unsuccessful attempts at dislodging the defenders, the Italians were forced to call off their attack, heralding the turning point in the conflict between the two nations. Thanks to the brave defenders at Elaia-Kalamas, the Greek Army was later able to launch successful attacks against their enemies in northwestern Greece and Albania, prompting Hitler to divert forces to the Balkans in support of his floundering Italian allies.

OPERATION MERCURY

So stout was the Allied defense of Greece that a major German airborne operation was never again undertaken. Over 16,000 Axis troops landed by glider or parachute, and still others arrived by sea. Of them, roughly 4,000 were killed or missing by the battle's end.

Some say that the defence of Greece was World War II's first example of a true civilian mobilization against an attacker. Stories of mobs armed with whatever they could find fighting against German fallschirmjager are as common as the stories of bravery found amongst the military units that attempted to defend the island.

This is the official Bolt Action Army List for the forces of Greece. Players can pick an army in either of two ways:

- Use the Reinforced Platoon selector from the Bolt Action rulebook in conjunction with the Army List in this book. To save referencing back to the rulebook, the generic Reinforced Platoon selector is repeated below with those entries not included in the French list removed (e.g. anti-aircraft vehicles).
- Instead of using the generic Reinforced Platoon selector, use any one of the Theatre Selectors on page 94 in conjunction with the Army List given in this book.
- Either method is perfectly acceptable depending on what kind of game you wish to play. The first method uses the generic selector and is more flexible and therefore ideal for pick-up games against any opponent, as it allows for a wider variety of different kinds of troops and equipment. The second method using the Theatre Selectors is more historically representative and therefore better suited for games where a historical portrayal is envisaged. We imagine that players will, on the whole, prefer to fight battles within a specific historical context, in which case simply use the appropriate Theatre Selector to choose your army.

REINFORCED PLATOON

1 Lieutenant – First or Second

2 Infantry squads

plus:

0-3 Infantry squads

0-1 Captain or Major

0-1 Medic

0-1 Forward Observer (either Artillery or Air)

0-1 Machine gun team

0-1 Mortar team

0-1 Sniper team

0-1 Anti-tank team

0-1 Field Artillery, Anti-aircraft or Anti-tank gun

0-1 Armoured Car

0-1 Tank or Tank Destroyer

0-1 Transport vehicles or tow (soft-skis or armoured) **per** infantry and artillery unit in the Reinforced Platoon

ARMY SPECIAL RULES

COMMUNICATION BREAKDOWN!

Caught unprepared by the blitzkrieg, the old-fashioned defensive doctrines and organizational build-up of this army means that the enemy has often the initiative.

In the first turn of the game, if the first Order Die drawn from the cup is one of yours, the enemy can decide that the dice is put back into the cup and a new Order Die is drawn instead.

FIELD CRAFT

The Greek Army made good use of the broken terrain of their homeland to spring surprise attacks on the advancing enemy columns.

During set-up, any Greek unit starting the game Hidden (as described on page 117 of the Bolt Action rulebook) 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. In addition, in the first turn of the game, all Greek infantry units treat all Rough Ground and Obstacles as Open Ground for the purposes of movement.

INFILTRATION

The perfect knowledge of the trails and paths criss-crossing the harsh terrain allowed the Greeks to mount effective local counterattacks.

When Outflanking, as described on page 119 of the Bolt Action rulebook, Greek units ignore the -1 modifier to the Order test for coming onto the table.

TYPES OF UNIT

The list is divided into categories as follows:

1 Infantry	Headquarters units Infantry squads and teams
2 Artillery	Field artillery Anti-tank guns Anti-aircraft guns
3 Vehicles	Tanks Armoured cars and recce Transports and tows

INFANTRY

HEADQUARTERS UNITS

OFFICER

The officers of the Hellenic Army have a long history of many successful campaigns. From the very fibre of mythology to modern warfare, the Greek military tradition has long been a proud one. Officers of the Greek Army tended to come from the aristocracy and, having been involved in many major conflicts in the region (including an intervention in the Russian Civil War), had the necessary training and experience to lead their men to victory.

Cost: 2nd Lt 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran) 1st Lt 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran) Captain 95pts (Inexperienced), 110pts (Regular), 125pts (Veteran) Major 135pts (Inexperienced), 150pts (Regular), 165pts (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

The medical professionals of the Hellenic Army were kept as busy as their counterparts in other forces of the era, if not more so. Combat medics of Greece, although highly skilled and trained, were required to operate under the same adverse conditions as the mountaineers to whom they tended.

Cost: 30pts (Veteran)

Team: 1 medic and up to 2 further men

Weapons: Pistol or none as depicted on the model

Options:

- The medic may be accompanied by up to 2 men at a cost of +13pts per man (Veteran)

"Until now we used to say that the Greeks fight like heroes. Now we shall say: The heroes fight like Greeks."

— Winston Churchill, BBC broadcast

"For the sake of historical truth I must verify that only the Greeks, of all the adversaries who confronted us, fought with bold courage and highest disregard of death."

— Adolf Hitler, speech before the Reichstag, 4 May 1941

FORWARD OBSERVER

Throughout the Greco-Italian War, the forward artillery observers of Greece were never silenced. Set up in firing positions before open hostilities began, the 105mm and 155mm artillery batteries supporting the Greeks were used to devastating effect against Italian targets.

Cost: Artillery Forward Observer 100pts (Regular), 115pts (Veteran)

Team: 1 Forward Observer and up to 2 further men.

Weapons: Pistol, submachine gun, or rifle as depicted on the models

Options:

- The observer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

INFANTRY SQUADS AND TEAMS

INFANTRY SECTION

Greek infantry went to war with a mixture of weapons, but predominantly the Mannlicher-Schonauner 6.5mm mountain carbine and Austrian Steyr-Mannlicher M1895 rifles. During the defence of Crete some Greek troops carried the ancient Gras rifle. There were also French-style VB grenade launchers. This mix of weaponry made resupply and refit a daunting task and compromised the ability of the British to operate alongside Greek troops during the Battle of Crete. The best of the Greek troops those of the Mountain Brigades.

Cost: 50pts (Regular)

Composition: 1 NCO and 4 Men

Weapons: Rifles

Options:

- Add up to 6 additional men with rifles at +10pts each
- One soldier may have a light machine gun for +20pts. Another soldier becomes the loader
- One soldier may have a VB launcher at +20pts (see page 11)
- Entire unit can be Tough Fighters representing Mountain Brigade troops at +1pt per man

Special Rules:

- Tough Fighters (if option taken)

INEXPERIENCED INFANTRY SECTION

Throughout World War II, the citizens of Greece answered the call to arms. Often, units of unproven volunteers would find themselves fighting alongside the trained soldiers of the Hellenic Army against numerically superior foes. While not as thoroughly drilled as their professional counterparts, these

citizen soldiers were called upon to defend their homeland, and on several occasions, distinguished themselves on the battlefield. This tradition would continue, long into Axis occupation of Greece.

Cost: 35pts (Inexperienced)

Composition: 1 NCO and 4 Men

Weapons: Rifles

Options:

- Add up to 6 additional men with rifles at +7pts each
- One soldier may have a light machine gun for +20pts. Another soldier becomes the loader
- One soldier may have a VB launcher at +20pts (see page 11)

CAVALRY TROOP

Mounted troops were attached to infantry for reconnaissance. They were armed with the Mannlicher rifle and carried sabres.

Cost: 75pts (Veteran)

Composition: 1 NCO and 4 men mounted on horses

Weapons: Rifle

Options:

- Add up to 5 additional soldiers at +15pts each

MACHINE GUN TEAM

Able to be concealed amongst the rocks, Greek machine gun positions inflicted a heavy toll on both Italian and German attackers. The crews manned an assortment of machine guns, including weapons of French design, like the Mle 1907, as well as captured Italian Breda models.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)

Team: 3 men

Weapon: 1 MMG

Options:

- Pintle-mount: the machine gun can have a pintle-mount tripod for +5pts

Special Rules:

- Team weapon
- Fixed
- Flak (if pintle-mounted)

SNIPER TEAM

The ravines of Greece make perfect sniper territory.

Cost: 50pts (Regular), 65pts (Veteran)

Team: 2 – sniper and assistant

Weapons: Sniper has a rifle and assistant has a pistol

Special Rules:

- Team weapon
- Sniper

ANTI-TANK RIFLE TEAM

The Hellenic Army was sorely lacking in ranged anti-tank capabilities, relying instead on their difficult terrain to discourage tank assaults. When anti-tank rifles were available, and had ammunition supply, they were utilized to good effect against the light Italian armour, but were no match for the later German tanks that appeared.

Cost: 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)

Team: 2 men

Weapon: 1 anti-tank rifle

Special Rules:

- Team Weapon

LIGHT MORTAR TEAM

It is unsurprising that in the mountainous terrain of northern Greece a weapon like the light mortar would serve such an important role. Light mortars, especially the advanced Brixia mortars Greeks often captured from their Italian foes, served a vital role in areas where it was simply impossible to bring larger weapons to bear.

Cost: 24pts (Inexperienced), 35pts (Regular), 46pts (Veteran)

Team: 2 men

Weapon: 1 light mortar

Special Rules:

- Team weapon
- Indirect fire
- HE (D3)

MEDIUM MORTAR TEAM

At the outbreak of hostilities, the Greek Army utilized many 81mm mortars, similar to those employed by most other nations. While not as portable as a light mortar, Hellenic Army crews firing in familiar territory were capable of remarkable accuracy, to devastating effect.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)

Team: 3 men

Weapon: 1 medium mortar

Options:

- May add Spotter for +10pts

Special Rules:

- Team weapon
- Fixed
- Indirect fire
- HE (D6)

ARTILLERY

FIELD ARTILLERY

LIGHT ARTILLERY

The Greeks used a number of light artillery pieces, including a large quantity of 75mm field guns. The mountainous terrain was often unsuitable for larger weapons, and so these smaller guns were very useful, especially for the Mountain Divisions. Guns ranged from Skodas, to captured Italian guns and French 85mm Schneiders and 65mm guns.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)

Team: 3 men

Weapon: 1 light howitzer

Special Rules:

- Gun Shield Team weapon Fixed Howitzer HE D6

MEDIUM ARTILLERY

Like many nations in World War II, the Greeks utilized French-made guns to provide artillery support for their infantry divisions. Each Mountain Division was to be allocated eight 105mm guns, which were used effectively to break up Italian forces on the attack in the Greco-Italian war. With the ability to get their guns into hard-to-reach terrain, the Greek 105s could effectively fire until finally overrun!

Cost: 60 (Inexperienced), 75pts (Regular), 90pts (Veteran)

Team: 4 men

Weapons: 1 medium howitzer

Options:

- May add Spotter for +10pts

Special Rules:

- Gun Shield
- Team weapon
- Fixed
- Howitzer
- HE 2D6

HEAVY ARTILLERY

Though far fewer in number than the 105mm, the Greeks utilized French-designed 155mm guns to provide their heavy artillery support. With the ability to level buildings, turn tanks into craters, and decimate clumped-up infantry formations, the 155mm gun was a terror on the battlefield.

Cost: 92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)

Team: 5 men

Weapons: 1 heavy howitzer

Options:

- May add Spotter for +10pts

Special Rules:

- Gun Shield
- Team weapon
- Fixed
- Howitzer
- HE 3D6

ANTI-TANK GUNS

LIGHT ANTI-TANK GUN

The Greeks possessed few anti-tank assets of their own, but were fortunate to capture a number of Italian 47mm anti-tank guns. The 47mm, known as an *elefantino* in Italian, was an effective tank killer with a high rate of fire and a low silhouette. The Greeks also used the 37mm L/45 gun.

Cost: 36pts (Inexperienced), 45pts (Regular), 54pts (Veteran)

Team: 3 men

Weapon: 1 light anti-tank gun

Special Rules:

- Team weapon
- Fixed

ANTI-AIRCRAFT GUNS

20MM BREDA ANTI-AIRCRAFT GUN

The 20mm anti-aircraft gun provided the Greek Army with its mobile air defence.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)

Team: 3 men

Weapon: 1 light automatic cannon

Options:

- Add a second light autocannon to the mount at a cost of +30pts

Special Rules:

- Team weapon
- Fixed
- Flak

VEHICLES

TANKS

RENAULT FT

Identical to the French Renault FT on pg 21

VICKERS LIGHT TANK

Greeks had a few Vickers light tanks, hardly the most potent weapons on the battlefield but useful additions to the Army.

Cost: 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)

Weapons: 1 turret-mounted HMG and coaxial MMG

Damage Value: 7+ (armoured car)

Special Rules:

Recce

ARMoured CARS

AND RECCE VEHICLES

L3/35 TANKETTE

The Greeks captured more than 32 of the Italian tankettes, and immediately turned them on their former owners! Though ill-suited to the difficult terrain of Greece, the L3/35 brought real armoured support to the Greek Army, something that was sorely lacking before!

Cost: 52pts (Inexperienced), 65pts (Regular), 78pts (Veteran)

Weapons: 2 forward-facing hull-mounted MMGs

Damage Value: 7+ (armoured carrier)

Special Rules:

Open-topped

PEERLESS ARMoured CAR

The World War I-vintage Peerless armoured car was an anachronistic-looking machine, built by the British and based upon an American truck. It mounted twin machine guns.

Cost: 64pts (Inexperienced), 80pts (Regular), 96pts (Veteran)

Weapons: 2 paired turret-mounted MMGs

Damage Value: 7+ (armoured car)

Special Rules:

Recce

TRANSPORTS AND TOWS

TRUCKS

The Hellenic Army possessed very few trucks. With Just a single Motorized Division (out of around 100) they were very scarce indeed! Nevertheless, many Italian trucks were captured during the failed invasion in March 1941. The Greeks put the trucks to good use, and worked diligently to keep them running, but their armed forces just were not equipped to maintain a motor pool like other modern armies. Feel free to model any variety of large, 3-ton trucks that the Greeks could have conceivably scrounged, most notably Italian Lancias and Fiats.

Cost: 31pts (Inexperienced), 39pts (Regular), 47pts (Veteran)

Weapons: None

Damage Value: 6+ (soft-skin)

Transport: 12 men

Tow: Light howitzer, light or medium anti-tank gun

BREN CARRIER

The Greeks had a number of British Bren carriers.

Cost: 48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)

Weapons: 1 forward-facing hull-mounted LMG

Damage Value: 7+ (armoured carrier)

Transport: 5 men

Tow: Light or medium anti-tank gun

Options:

- Add a pintle-mounted LMG for +10pts
- Replace forward-facing LMG with Boys Anti-tank Rifle for +10pts

Special Rules:

- Open-topped
- Turn on the spot: The universal carrier can turn on the spot enabling it to execute a full-speed reverse, finishing the move facing in the direction of travel. May not use if towing.

THEATRE SELECTOR

BATTLE OF GREECE 1940-41

A Greek force for the Battle of Greece must comprise one or more **Reinforced Platoons** picked from the following Theatre Selector. Each Reinforced Platoon is made up as follows:

BATTLE OF GREECE REINFORCED PLATOON

1 Lieutenant – First or Second

2 Infantry sections – Regular Infantry sections or Inexperienced Infantry sections.

plus:

Headquarters

0-1 Captain or Major

0-1 Medic team

0-1 Forward Observer (Artillery)

Infantry

0-4 Infantry sections: Regular Infantry sections, Inexperienced Infantry sections

0-1 Machine gun team

0-1 Mortar team: light or medium 0-1 Sniper team

0-1 Anti-tank team

Artillery

0-1 gun from:

Anti-tank gun: light anti-tank gun

Field artillery: light artillery, medium artillery, heavy artillery

Armoured Cars/Recce

0-1 Armoured Car from: Peerless Armoured Car, L3/35 Tankette

Tanks

0-1 Tanks from: Renault FT, Vickers Light Tank

Transports and Tows

0-1 Transport vehicles **per** infantry unit in the Reinforced Platoon
from: Truck

0-1 Tow from: Truck, Bren carrier

PARTISANS



The defence of the Piwna Street barricade, 24 August 1944, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 205: Warsaw 1944

ARMIES OF FRANCE AND THE ALLIES

Every European nation occupied or invaded by Axis forces developed its own resistance movements. This list can be used to represent any armed resistance force from these countries. However, the list is primarily designed to reflect the substantially larger partisan armies of Yugoslavia, Russia and the Polish Home Army. Although operating behind enemy lines, and lacking supplies and secure bases, these forces greatly contributed to the Allied war effort. That is not to belittle the efforts of the French Forces of the Interior – the Maquis – or the Norwegian, Greek, Dutch, Italian resistance movements and others, all of which fought bravely against the occupying forces. Many guerrilla fighters paid the ultimate price for their courage.

The National Liberation Army and Partisan Detachments of Yugoslavia was a communist revolutionary movement led by Marshal Tito. Initially Tito's force was one amongst several rival partisan formations, including the Serbian nationalist Chetniks, but Tito was determined to unite all of the region's various peoples into a new multi-ethnic communist state. From one amongst many partisan groups, some deeply antagonistic, Tito rose to command the largest of all the partisan forces of the whole war – the only one to include not only a sizeable naval contingent but also its own air force. His force grew from 200,000 men under arms to 800,000 by the war's end, by which time it was organized into four armies. From March 1945 the National Liberation Army had effectively turned into the state army of the future Yugoslavia. Until 1944 the only equipment available was that liberated from the enemy, but soon the Allies began to supply arms, notably the British and later, as Soviet forces advanced southwards, the Russians.

Soviet partisans were organized and controlled directly by the Soviet military staff, operating behind enemy lines, disrupting communications, attacking troop trains, and destroying valuable assets to deny them to the invaders. The first partisan detachments appeared

shortly after the German invasion and were formed from military units overrun by the German Blitzkrieg. Local volunteers, including many loyal communist activists, joined these soldiers, and later more men were parachuted behind enemy lines to recruit and organize new partisan detachments. By the end of 1941 there was an estimated 90,000 partisans operating in German-held territory. In 1942 the Central Headquarters of the Partisan Movement was formed to coordinate and supply partisan formations. Between 1943 and 1944, the partisan movement grew to encompass more than 500,000 men and women, and controlled large areas within German-occupied Belarus, Russia and the Ukraine. Although Soviet partisans used much captured equipment, they were relatively well supplied by the Soviets.

The Polish Home Army – Armia Krajowa or AK – was loyal to the Polish government in exile, whose commander-in-chief was its overall commander. The *modus operandi* of the AK was to disrupt German lines of supply, especially to the Eastern Front, but its ultimate aim was to aid the liberation of Poland and the restoration of the Polish government. For this reason the Soviets, while content to encourage the Poles and supply them with arms so long as it suited their purposes, saw the AK as an obstacle to their own ambitions to turn Poland into a satellite state. In 1943 Soviet partisans were ordered to attack Polish partisans, leading to a situation where the Germans supplied the AK with weapons to use against their common enemy. As the Soviets advanced, AK troops were often disarmed and interned, and resistance was met with ruthless force. The AK's weapons came from Polish Army equipment stashed at the start of the war, captured German equipment, weapons air-dropped by the Allies (mostly British but, and despite their generally antagonistic attitude towards the Polish resistance, also the Soviets) and arms manufactured by the AK – often in German munitions factories by Polish workers.



ARMY LIST

This is the official Bolt Action Army List for partisan forces. Players can pick an army in either of two ways:

- Use the Reinforced Platoon selector from the Bolt Action rulebook in conjunction with the Army List in this book. To save referencing back to the rulebook, the generic Reinforced Platoon selector is repeated below with those entries not included in the French list removed (e.g. anti-aircraft vehicles).
- Instead of using the generic Reinforced Platoon selector, use any one of the Theatre Selectors on page 106-107 in conjunction with the Army List given in this book.
- Either method is perfectly acceptable depending on what kind of game you wish to play. The first method uses the generic selector and is more flexible and therefore ideal for pick-up games against any opponent, as it allows for a wider variety of different kinds of troops and equipment. The second method using the Theatre Selectors is more historically representative and therefore better suited for games where a historical portrayal is envisaged. We imagine that players will, on the whole, prefer to fight battles within a specific historical context, in which case simply use the appropriate Theatre Selector to choose your army.

REINFORCED PLATOON

- 1 Lieutenant – First or Second
- 2 Infantry squads

plus:

- 0-3 Infantry squads
- 0-1 Captain or Major
- 0-1 Medic
- 0-1 Forward Observer (either Artillery or Air)
- 0-1 Machine gun team
- 0-1 Mortar team
- 0-1 Sniper team
- 0-1 Anti-tank team
- 0-1 Field Artillery, Anti-aircraft or Anti-tank gun
- 0-1 Armoured Car
- 0-1 Tank or Tank Destroyer
- 0-1 Transport vehicles or tow (soft-skins or armoured) **per** infantry and artillery unit in the Reinforced Platoon



For the Motherland! Soviet partisans open up on a German column

ARMIES OF FRANCE AND THE ALLIES

ARMY SPECIAL RULES

FIELD CRAFT

Partisans made good use of the broken terrain of their homelands to spring surprise attacks on the advancing enemy columns.

During set-up, any partisan unit starting the game Hidden (as described on page 117 of the Bolt Action rulebook) 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. In addition, in the first turn of the game, all partisan infantry units treat all Rough Ground and Obstacles as Open Ground for the purposes of movement.

INFILTRATION

The perfect knowledge of the trails and paths criss-crossing the harsh terrain allowed partisans to mount effective local counterattacks.

When Outflanking, as described on page 119 of the Bolt Action rulebook, partisan units ignore the -1 modifier to the Order test for coming onto the table.

HIDDEN BOMB

Partisans worked with the locals to prepare traps and ambushes for the enemy. Blowing up railyards, trains and other important transport infrastructure was one of the key accomplishments of resistance forces. Partisans were often equipped with explosives supplied by the Allies – The British SOE, for example, airdropped weapons and equipment, including plastic explosives and detonators, to the French Maquis.

At the start of the game the partisan player takes three round card counters or similar markers up to 20mm diameter and places them anywhere on the table outside of the other player's deployment zone. These represent bombs, booby traps, or mines that the partisans, their sympathizers or agents



The SAS and French Maquis hit the local German headquarters

may possibly have planted before the game. The actual explosive device – if present at all – is not necessarily exactly where the marker is placed, but it is somewhere nearby. The first enemy unit that moves to within 6" of any counter must immediately roll a dice. On a score of 1, 2 or 3 the counter is revealed to be a phoney and is removed without further effect. On a score of 4 or 5 nothing happens, but the next enemy unit to move within 6" must test again. On a score of a 6 the bomb explodes and hits the unit – this has the same stats as an explosive shell from a heavy howitzer – with an HE value of 30, D6 pin, and +4 penetration. Once it has gone off, the bomb marker is removed. Bombs only affect the unit that triggers them and not other units nearby. Bombs never affect partisan units no matter how close.

TYPES OF UNIT

The list is divided into categories as follows:

- | | |
|--------------------|---|
| 1 Infantry | Headquarters units
Infantry squads and teams |
| 2 Artillery | Field artillery
Anti-tank guns
Anti-aircraft guns |
| 3 Vehicles | Captured vehicles
Transports and tows |

INFANTRY

HEADQUARTERS UNITS

PARTISAN OFFICER

Often after the surrender of an army, some officers decided to continue the fight on their own. Partisan military structure was often at least loosely based on the military organization with which these officers were familiar. In other cases, capable leaders emerged from the civilian populace, eager to continue the struggle against the occupying force. Regardless of his roots, a Partisan Officer represents one of those rare individuals able to lead and maintain a group of irregular opposition troops, resisting the tyranny of the occupying enemy.



Cost: 2nd Lieutenant 35pts (Inexperienced), 50pts (Regular)

1st Lieutenant 60pts (Inexperienced), 75pts (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)

LIAISON OFFICERS

Liaison Officers were agents willing to risk their lives to aid local fighters in their battle against the occupying forces. One example were the Jedburgh teams of officers and radio operators who were parachuted into occupied France to aid the Maquis. These officers helped to coordinate guerrilla activities with the regular Allied forces, and included amongst their number British, Americans and French. The Yugoslavs had their



ARMIES OF FRANCE AND THE ALLIES

own air force to call upon, and their own liaison officers in the field acting as a bridge between ground and air forces.

Cost: Liaison Officer 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 officer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

Special Rules:

- Liaison Officers count as a Forward Air Observer

INFANTRY SQUADS AND TEAMS

PARTISAN SQUAD (EARLY WAR)

Partisan formations were most often built around a core of soldiers from the national forces of their country and, as the war progressed, volunteers were welded into a cohesive fighting force. All partisan armies used what weapons they could get hold of, frequently using captured German weapons as well as arms supplied by the Allies.

Cost: 50pts (Regular)

Composition: 1 leader (NCO) and 4 men

Weapons: Rifles

Options:

- Add up to 15 additional riflemen for +10pts each
- Any man can replace his rifle with a pistol for -3pts
- Any man can replace his rifle with a shotgun (treat as rifle with 18" range) for -1 pt
- Up to three men can replace their rifle with a submachine gun for +3pts per model
- One man may have a light machine gun for +20pts. Another man becomes the loader
- Equip all men with Anti-Tank Grenades (satchel charges) for +2pts per model

Special Rules:

- Tank Hunters (if anti-tank grenades option is taken)

PARTISAN SQUAD (LATE-WAR)

Although partisan forces continued to rely upon old and captured equipment, as the war progressed they were supplied with increasing amounts of weapons by the Allies. The British Sten submachine gun is a good example, made to use standard ammunition, simple to build and light to carry and use. Some partisan forces even made their own weapons, or were able to divert German manufactured weapons directly from the factories where they were made.

Cost: 50pts (Regular)

Composition: 1 leader (NCO) and 4 Men

Weapons: Rifles

Options:

- Add up to 15 additional riflemen for +10pts each
- Any men can replace their rifle with a submachine gun for +3pts per model
- One man may have a light machine gun for +20pts. Another man becomes the loader
- One man can have a Panzerfaust for +5pts
- Equip all men with Anti-Tank Grenades for +2pts per model

Special Rules:

- Tank Hunters (if anti-tank grenades option is taken)

INEXPERIENCED PARTISAN SQUAD

Partisans were often loyal and patriotic, but many were young, and most had no military background or training at all. This did not prevent them fighting, often very fiercely, but it placed them at a distinct disadvantage against regular troops.

Cost: 35pts (Inexperienced)

Composition: 1 NCO and 4 Men

Weapons: Rifles

Options:

- Add up to 15 additional riflemen for +7pts each
- Any man can replace his rifle with a pistol for -3pts
- Any man can replace his rifle with a shotgun (treat as rifle with 18" range) for -1 pt
- Up to three men can replace their rifle with a submachine gun for +3pts per model
- One man may have a light machine gun for +20pts. Another man becomes the loader
- The entire squad can be Shirkers at -3pts per model

Special Rules:

- Shirkers (if option taken)

GUERRILLA FIGHTERS

The desperados who took to the hills and forests of occupied Europe were determined and often desperate men and women. If caught, the lucky ones would be summarily executed, more likely they would be interrogated and tortured before being murdered. Small wonder that the fighters of groups like the Maquis earned a reputation for brutality and ruthlessness. In Yugoslavia a core of Spanish Civil War veterans provided experienced fighters for the early partisan groups. This entry represents the most battle-hardened of partisans, living rough and taking no prisoners. Such fighters formed the core of many smaller and independent resistance groups throughout Europe.

Cost: 65pts (Veteran)

Composition: 1 leader (NCO) and 4 Men

Weapons: Rifles



Partisans (L-R): Polish People's Army, 1944; Russia, 1942; Ukrainian Insurgent Army, 1943, by Richard Hook © Osprey Publishing Ltd. Taken from Men-at-Arms 142: The Partisan Warfare 1941-45



Polish Home Army troops, August 1944, by Richard Hook © Osprey Publishing Ltd. Taken from Men-at-Arms 117: The Polish Army 1939–45

Options:

- Add up to 15 additional riflemen for +13pts each
- Any men can replace their rifle with a submachine gun for +3pts per model
- One man may have a light machine gun for +20pts. Another man becomes the loader
- Equip all men with Anti-Tank Grenades (satchel charges and improvised explosives) for +2pts per model

Special Rules:

- Tank Hunters (if anti-tank grenades option is taken)

PARTISAN CAVALRY SQUAD

On the Eastern Front especially troops often relied upon the mobility of horses – mounted troops could move quickly and through terrain impassable to motorized ones. Cavalry normally used their horses only for transport and fought on foot.

Cost: 60pts (Regular)

Composition: 1 NCO and 4 men mounted on horses

Weapons: Cavalry Carbines (see below)

Options:

- Add up to 5 additional men with carbines mounted on horses at +12pts each
- Any soldiers may have a submachine gun instead of a carbine for +3pts each
- One soldier may have a light machine gun for +20pts. Another soldier becomes the loader

Special Rules:

- A mounted squad uses the *Cavalry* rules (Bolt Action rulebook page 71)
- Cavalry Carbines: Carbines count as pistols when used from horseback, and rifles when used on foot

ANTI-TANK RIFLE TEAM

Partisans had little in the way of anti-tank weaponry. Fortunately, most of the heavier armour of the occupying forces was at the front line, and thus it was mostly outdated and lightly armed vehicles were used for security duty in occupied territory. Some partisan groups were able to get hold of anti-tank rifles such as the British Boys or local ex-army weapons. The AK were able to recover Polish anti-tank rifles buried at the time of the German invasion, and used them during the uprisings of 1944 (known as Operation *Tempest* and chiefly remembered for the Warsaw Uprising). Soviet anti-tank rifles were also airdropped into Warsaw and put to use against the Germans.

Cost: 21pts (Inexperienced), 30pts (Regular)

Team: 2 men

Weapon: 1 anti-tank rifle

Special Rules:

- Team Weapon

ANTI-TANK TEAM WITH PIAT

Partisans were supplied with a great deal of Allied equipment including the usual rifles, submachine guns and machine guns. Amongst the heavier gear that could be airdropped or smuggled through enemy lines a number of PIAT anti-tank launchers found their way into the hands of partisans in Yugoslavia and Italy.

Cost: 28pts (Inexperienced), 40pts (Regular)

Team: 2 men

Weapon: 1 PIAT

Special Rules:

- Team Weapon
- Shaped Charge

ANTI-TANK TEAM WITH BAZOOKA

American bazooka anti-tank launchers were also supplied to Tito's partisans and put to good use against enemy armour.

Cost: 42pts (Inexperienced), 60pts (Regular)

Team: 2 men

Weapon: 1 bazooka

Special Rules:

- Team Weapon
- Shaped Charge

MACHINE GUN TEAM

Machine guns were relatively heavy weapons for partisans and therefore highly valued weapons. German machine guns, such as the MG34 and MG42, were used in great numbers – and being air-cooled weapons were relatively easy to move and operate. Older designs, such as Maxims, were used as well. The Allies also airdropped machine guns to partisans.

Cost: 35pts (Inexperienced), 50pts (Regular)

Team: 3 men

Weapon: 1 MMG

Special Rules:

- Team weapon
- Fixed

FLAMETHROWER TEAM

Untrained partisan forces may not have been as safe in handling flamethrowers as their professional counterparts, but the weapons caused dread in their targets, regardless. The Polish Home Army famously used flamethrowers against German occupiers in the summer of 1944 at Warsaw.

Cost: 36pts (Inexperienced), 45pts (Regular)

Team: 2 men

Weapon: 1 flamethrower

ARMIES OF FRANCE AND THE ALLIES

Special Rules:

- Team weapon
- Flamethrower
- 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

LIGHT MORTAR TEAM

Like most weapons used by the partisans, light mortars were often captured examples and short of ammunition. Some partisan forces, most notably the Polish Home Army, actually manufactured limited numbers of mortars in secret. The Yugoslavs also made their own mortars as well as their own rifles. Light mortars were also relatively easy to supply by airdrops, such as the 156 60mm mortars the Soviets dropped into Warsaw during the Warsaw Uprising. For most partisans, mortars were too precious a resource to waste, and they were usually saved for just the right moment to surprise the enemy and pin them down as fighters advanced towards their targets.

Cost: 24pts (Inexperienced), 35pts (Regular)

Team: 2 men

Weapon: 1 light mortar

Special Rules:

- Team weapon
- Indirect fire
- HE (D3)

MEDIUM MORTAR TEAM

Rarely, but more often later in the war, heavier weapons like 81mm mortars would fall into the hands of partisan units. These weapons were almost always only used effectively by experienced crews and, when appropriately employed, proved devastating against occupying forces. Given the static, entrenched posture of these German security troops, well placed mortar rounds proved very effective.

Cost: 35pts (Inexperienced), 50pts (Regular)

Team: 3 men

Weapon: 1 medium mortar

Options:

- May add Spotter for +10pts

Special Rules:

- Team weapon
- Fixed
- Indirect fire
- HE (D6)

ARTILLERY

Partisans made use of whatever equipment they could get hold of but the need to retain maximum mobility and flexibility meant that it was only practical to use the lightest kinds of artillery.

FIELD ARTILLERY

LIGHT ARTILLERY

The most useful kinds of light artillery were often mountain guns, as these were more easily moved about and could be disassembled and carried by mules if necessary. All kinds of artillery would be used, and this entry represents all such weapons. The old World War I French 75mm field gun was one of the most common artillery pieces used by many nations at the start of the war, and no doubt a number fell into the hands of partisan forces.

Cost: 40pts (Inexperienced), 50pts (Regular)

Team: 3 men.

Weapon: 1 light howitzer

Special Rules:

- Gun Shield
- Team weapon
- Fixed
- Howitzer
- HE D6

ANTI-TANK GUNS

LIGHT ANTI-TANK GUN

Captured anti-tank guns were put to use again their former owners – these would very likely include German 37mm guns and, depending upon the theatre, former Russian, Italian or Romanian weapons.

Cost: 40pts (Inexperienced), 50pts (Regular)

Team: 2 men

Weapon: 1 light anti-tank gun

Special Rules:

- Gun Shield
- Team weapon
- Fixed

ANTI-AIRCRAFT GUNS

LIGHT ANTI-AIRCRAFT GUNS

The German 20mm light anti-aircraft gun would be the most likely to be captured and used against its former owners and, depending upon the theatre, Russian and Italian weapons – such as the Scotti – might have been available.

Cost: 40pts (Inexperienced), 50pts (Regular)

Team: 3 men

Weapon: 1 light automatic cannon

Special Rules:

- Team weapon
- Fixed
- Flak

VEHICLES

On the whole, partisan forces were very lightly equipped and lacked the resources to maintain transport vehicles, let alone armour. The hit-and-run nature of partisan warfare had little use for tanks, and the need to hide vehicles from the Germans meant that most operations were limited to infantry. On the other hand, towards the end of the war an increasing number of German vehicles fell into the hands of partisans, especially in Yugoslavia where Tito's forces began to take on the shape of a national army.

CAPTURED VEHICLES

It would be impractical for us to give entries in this list for every German or Italian vehicle that could conceivably be used by the partisan forces described. If you wish to include vehicles other than the trucks and civilian cars below, then you will need to refer to the supplements covering the Armies of Germany and the Armies of Italy and the Axis.

A partisan force can include any vehicles 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 (damage value of 7+) have the *Unreliable* rule to represent lack of maintenance and crew training.

Special Rules:

- *Unreliable:* If the captured vehicle suffers one or more pin markers as a result of an enemy attack it automatically suffers one further pin marker in addition

TRANSPORTS AND TOWS

GENERAL-PURPOSE TRUCKS

Transport was always in short supply in occupied territories – aside from the lack of readily available fuel, many civilian trucks were requisitioned by the military. Partisans made use of what they find, including buses and utility vehicles.

Cost: 31pts (Inexperienced), 39pts (Regular)

Weapons: None

Damage Value: 6+ (soft-skin)

Transport: 12 men

Tow: Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun

Options:

- May have a pintle-mounted MMG with 360 degree arc of fire for +15pts

CIVILIAN CAR

As well as civilian cars and light trucks, this category also includes captured staff cars such as the Italian FIAT Topolino.

Cost: 18pts (Inexperienced), 23pts (Regular)

Weapons: None

Damage Value: 6+ (soft-skin)

Transport: Up to 4 men

THEATRE SELECTORS

RESISTANCE 1939-41

This list represents the earliest partisan forces that emerged behind the German lines in the occupied territories of Europe. It can also be used to represent less heavily equipped resistance forces of the later war such as the Maquis.

A Partisan Resistance force must comprise one or more **Reinforced Platoons** picked from the following Theatre Selector. Each Reinforced Platoon is made up as follows:

PARTISAN RESISTANCE REINFORCED PLATOON

- 1 Partisan Officer
- 2 Infantry sections – Partisan squad (early war) or Inexperienced Partisan squad

plus:

Headquarters

- 0-1 Partisan Officer
- 0-1 Liaison Officer

Infantry

- 0-4 Infantry sections: Partisan squad (early war), Inexperienced Partisan squad, Partisan Cavalry squad, a maximum of 1 Guerilla Fighter squad
- 0-1 Machine gun team
- 0-1 Anti-tank team: Anti-tank rifle
- 0-1 Mortar team: light
- 0-1 Sniper team

Transports

- 0-1 Transport vehicle per infantry unit in the Reinforced Platoon from: General Purpose Truck, Civilian Car



Soviet freedom fighters spring their trap...

LIBERATION 1942-45

From 1942 armed resistance to the German occupation of Europe became highly structured and organized, and was actively supported by the Allies both in the west and by the Soviets. Russian partisans operated as part of the Soviet Army, while Tito's National Liberation Army grew to become a genuine national army. The Polish Home Army found itself caught between two irresistible forces: the Germans and the Russians, and its efforts to restore a free and independent Poland were ultimately to prove futile. Elsewhere resistance groups joined with regular Allied forces as their countries were liberated from German rule, but by then the resistance war was effectively over – and victory assured.

A Partisan Liberation force must comprise one or more **Reinforced Platoons** picked from the following Theatre Selector. Each Reinforced Platoon is made up as follows:

PARTISAN LIBERATION REINFORCED PLATOON

- 1 Partisan Officer
- 2 Infantry sections – Partisan squad (late-war) or Inexperienced Partisan squad

plus:

Headquarters

- 0-1 Partisan Officer
- 0-1 Liaison Officer

Infantry

- 0-4 Infantry sections: Partisan squad (late-war), Inexperienced Partisan squad, Partisan Cavalry squad, a maximum of 1 Guerilla Fighter squad
- 0-1 Machine gun team
- 0-1 Anti-tank team: Anti-tank rifle, PIAT or Bazooka
- 0-1 Flamethrower team
- 0-1 Mortar team: light or medium
- 0-1 Sniper team

Artillery

- 0-1 gun from:
Light anti-tank gun, Light artillery, Light Anti-aircraft gun

Captured Vehicles

- 0-1 vehicle from: any vehicles chosen from the German or Italian lists up to a maximum armour value of 9+ (medium tank)

Transports and Tows

- 0-1 Transport vehicle **per** infantry unit in the Reinforced Platoon
from: General Purpose Truck, Civilian Car
- 0-1 Tow from: General Purpose Truck



Resistance ambush, by Steve Noon © Osprey Publishing Ltd. Taken from Warrior 117: French Resistance Fighter

World War II Wargames Rules

World War II was truly a 'world' war, and many nations joined the fight against Germany and the Axis. This latest supplement for *Bolt Action* covers the armies of France, Belgium, Norway, Poland, Greece and the Netherlands that stood against the German Blitzkrieg, as well as the resistance and partisan forces that sprung up in the aftermath of occupation.



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