



World War II Wargames Rules

# **BOLT** ACTION™

## **ADDITIONAL UNITS**

**A**s our range grows, we might be adding to the Bolt Action game system a few units that are not covered by the already vast list of units in our 'Armies of ...' supplements. To allow you to field such units in your reinforced platoons, we have collected their rules in this free-to-download document, which we will continuously update as new units are released.

The following rules are as official and tournament-worthy as any included in the "Armies of..." series of Bolt Action supplements.

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# ARMIES OF GERMANY ADDITIONAL UNITS

## INFANTRY SQUADS & TEAMS

### GOLIATH DEMOLITION TEAM (ANTI-TANK TEAM)

The Goliath was used by the German engineer units in a variety of roles. It was essentially a radio-controlled tracked bomb, carrying a big charge of high explosives direct to where it was needed – commonly a pillbox, minefield or disabled enemy tank. The controller steered the robot tank by using a wire connected to a simple control box.

The Goliath was fairly successful and used on many fronts, and though slow and vulnerable to small arms fire would be a frightening sight as it rumbled towards you with its deadly payload!

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

**Composition:** 1 NCO and 2 men.

**Weapons:** Rifles and anti-tank grenades

**Options:**

- The NCO can have a submachine gun instead of a rifle for +3pts.

**Special Rules:**

- Tank hunters.
- Remote-operated mine: The Goliath model itself is just a marker, and it is treated as a one-shot weapon with a range of 18". Goliaths can only target stationary targets, either a stationary vehicle (i.e. any vehicle that is not sporting an order dice showing a Run or Advance order) or a unit inside a building. Goliaths are

fired as normal, except that instead of rolling to hit, roll on the following chart. Note that if a Recce vehicle reacts to the Goliath attack by moving, the mine automatically scores a result of 1-4.

Dice	Effect
1-4	The Goliath breaks down, or is damaged or prematurely detonated by enemy fire. The Goliath model is removed and has no effect.
5-6	The Goliath reaches the target and is detonated. If the target is a vehicle, it suffers a hit with a Pen of +7 (no Pen modifiers apply). If the target is a unit inside a building, the unit is hit by the equivalent of a heavy howitzer – remember that if this explosion scores twelve or more hits, it brings down the entire building, killing everyone inside!

**Selectors:**

- The Goliath counts as an anti-tank team for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook. Alternatively, 0-1 Goliath teams can be added to forces from the following theatre selectors of the Armies of Germany book: Operation Blue; Stalingrad, Death on the Volga; Rommel's Defeat; Operation Citadel; Anti-Partisan Security Patrol; Defence of the East; Defence of Italy; Atlantic Wall Resistance Nest; Normandy; Operation Watch on the Rhine; Holding the West Wall; Operation Spring Awakening; Last Levy.



## STURMPIONIERS – ASSAULT ENGINEERS SQUAD

Germany's assault engineers were skilled at building all manner of fortifications, communications lines, tank traps and minefields. In addition to building useful structures, they were adept at the destruction of similar enemy positions, blowing railway lines and making roads unsafe for the enemy to travel along.

As the German quest for global superiority stalled and finally crashed down around them, the pioniers were tasked with the vital job of slowing the Allied advance, be it by booby trap, minefield, blown bridges, or taking the fight directly to the enemy.

Often overlooked in favour of the dashing panzers or elite Waffen-SS troops, the pioniers were the unsung heroes of the German military machine and you can now field them on the battlefield with these superbly equipped miniatures! Within this boxed set you'll find flamethrowers, demolition charges, anti-tank rifle, mine detector, assault pistols, engineers packs and much more besides!

**Cost:** Veteran Infantry 65 pts.

**Composition:** 1 NCO and 4 men.

**Weapons:** Rifles

**Options:**

- Add up to 5 additional men with rifles at +13 pts each.
- The NCO and up to 6 men can have submachine guns instead of rifles for +3 pts each.
- Up to 1 man can have a light machine gun for +20 pts – another man becomes the loader.
- Up to 1 man can have a flamethrower instead of a rifle for +20 pts – another man becomes the assistant.

- Up to 1 man can have a sturmpistole instead of a rifle for +5 pts.
- Up to 1 man can have a GrB-39 grenade launcher instead of a rifle for +30 pts – another man becomes the loader.
- Up to 4 men can have a panzerfaust in addition to other weapons for +5 pts each.
- The squad can be given anti-tank grenades for +2 pts per man.

### Special Rules:

- Tank hunters (if anti-tank grenades taken).
- Sturmpistole: This weapon is treated like a panzerfaust, except that it only has a range of 6" and a Pen value of +3. It can however, be fired normally once a turn and not just once per game.
- GrB-39 grenade launcher: Every time the model fires this weapon, you can choose either of the two profiles below:

Type	Range	Shots	Pen	Special Rules
Anti-personnel	6-24"	1	HE	Team, Indirect Fire, HE (D2)
Anti-tank	24"	1	+3	Team, Shaped Charge

### SELECTORS:

- The Sturmponiere count as an infantry squad for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook. Alternatively, 0-1 Sturmponiere squad can be added to platoons from the following selectors in the Armies of Germany book: Defence of the East; Defence of Italy; Normandy; Operation Watch on the Rhine; Holding the West Wall; Operation Spring Awakening; Last Levy.

*Assault Engineers  
and Goliath demolition team*



## BOLT ACTION ADDITIONAL UNITS

### Sd.Kfz 251/8 AMBULANCE

The Sd.Kfz 251/8 half-track was a Hanomag converted to the role of Krankenpanzerwagen (field ambulance). It could carry up to eight sitting wounded or four stretcher cases, or a mix of wounded and medical personnel. Principal service and Numbers manufactured: see 251/1 entry in the Armies of Germany book.

**Cost:** 75pts (Regular), 90pts (Veteran).

**Weapons:** none (Much like empty transports, ambulances are destroyed if they end their turn closer to enemy units than to friendly units, as described on page 92-93 of the Bolt Action rulebook).

**Damage Value:** 7+ (armoured carrier)

**Transport:** none.

**Special Rules:**

- Open topped
- Medical vehicle: Being in proximity of an ambulance means that any wounded soldiers nearby have a chance of being treated by a medic or stretcher bearer from amongst the crew of the ambulance. All infantry and artillery units within 6" of the vehicle count as within 6" of a medic.

**Selectors:**

- Sd.Kfz 251/8 halftracks count as a Medic for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook. They also count as Medic teams for all of the theatre selectors of the Armies of Germany book (except for Operation Mercury, where they cannot be used).

## TANKS

### FLAMMPANZER B2(F)

The German Wehrmacht captured many French tanks with the capitulation of the French army in 1940. Early in 1941 an order was made to convert the Char B1 bis into a flamethrowing tank – the aim to have them ready to take part in Operation Barbarossa on the Russian Front.

Replacing the original hull-mounted 75mm gun with a flamethrower on a ball mount and the addition of a large fuel tank at the rear of the hull gave the Wehrmacht the vehicle they needed. Overall around 60 Char B1 bis tanks were converted into the flammpanzer – these flame-throwing tanks saw action in Russia, the Balkans, Normandy and during Operation Market Garden.

**Cost:** 204pts (Inexperienced), 255pts (Regular), 306pts (Veteran)

**Weapons:** one turret-mounted medium anti-tank gun with coaxial MMG, and one forward-facing hull mounted flamethrower.

**Damage Value:** 9+ (medium tank)

**Special Rules:**

- One-man turret. Combining the roles of commander, gunner and loader together and squeezing the man responsible into a one-man turret means it's hard to do different things at once! To represent this it is always necessary to take an order test when issuing an Advance order, even if the tank is not pinned. In addition, you can fire either the main gun or the rear-mounted machine gun, but not both in the same turn.
- 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.
- Flammpanzer: Flame-throwing vehicles are more likely to be destroyed by damage, as explained on page 51 of the rulebook.
- Slow.

**Selectors:**

- The Flammpanzer B2(f) is a Tank for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook. It is also a Tank for the following theatre selectors of the Armies of Germany book: Operation Barbarossa; Operation Blue; Stalingrad, Death on the Volga; Operation Citadel; Anti-partisan Security Patrol; Defence of the East; Defence of Italy; Atlantic Wall Resistance Nest; Normandy; Watch on the Rhine; Holding the West Wall; Operation Spring Awakening; Last Levy.



*Sd.Kfz 251/8  
Ambulance*

## FERDINAND

The Ferdinand was the earlier, original version of the Elefant heavy tank destroyer. It was produced in 1943 by mounting an 88mm PaK 43/2 anti-tank gun onto the chassis of all available Porsche Tiger prototypes (as Porsche lost the bid to produce the Tiger I tank) and protecting it with 200 mm of armour plating. The resulting vehicle was slow and difficult to operate, but it did pack a tremendous punch and was able to knock out enemy tanks at over three miles range. After the battle of Kursk, all surviving Ferdinands were converted into the final version – the Elefant – with a series of modifications, such as the addition of a machine gun in the hull for close defence.



*Ferdinand*

Principal service: 1943

Numbers manufactured: 90

**Cost:** 400 pts (Inexperienced), 500 pts (Regular), 600 pts (Veteran).

**Weapons:** one casement mounted forward facing super-heavy anti-tank gun.

**Damage Value:** 11+ (super heavy tank)

**Special Rules:**

- Slow
- Unreliable: If the Ferdinand suffers one or more pin markers as a result of an enemy attack it automatically suffers one further pin marker in addition – such is its extreme operational unreliability.

**Selectors:**

- The Ferdinand is a Tank Destroyer for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook. It is also a Tank Destroyer for the Operation Citadel of the Armies of Germany book, where it replaces the Elefant.

## FLAMMPANZER 38(T) HETZER

The Flammpanzer 38(t) Hetzer replaced its main gun with a Keobe flamethrower. It was deployed on the Western Front, and first saw action in late 1944 during the Battle of the Bulge in the Ardennes. Numbers manufactured: less than 50.

**Cost:** 120pts (Inexperienced), 150pts (Regular), 180pts (Veteran).

**Weapons:** one hull-mounted forward-facing flamethrower and one MMG with 360° arc of fire.

**Damage Value:** 9+ (medium tank)

**Special Rules:**

- Weak Sides: The Hetzer's weak side armour means that all shots to the side of the vehicle count as to the rear (i.e. they have a +2 penetration modifier rather than +1).
- Flammpanzer: Internal, volatile fuel tanks makes each tank a potential fireball. Flame-throwing vehicles are more likely to be destroyed by damage, as explained on page 51 of the rulebook

**Selectors:**

- The Flammpanzer 38(t) Hetzer is a Tank for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook. It is also a Tank for the following theatre selectors of the Armies of Germany book: Operation Watch on the Rhine; Holding the West Wall; Operation Spring Awakening; Last Levy.

## BOLT ACTION ADDITIONAL UNITS

### TANK DESTROYERS AND ASSAULT GUNS

#### U304(F) ARMoured HALF-TRACK WITH PAK 36

The majority of captured French Unic P107 artillery tractors were converted by the Germans into armoured troop transports. Some, however, were converted to carry support weapons, like the variant depicted in this entry which sports a PaK 36 and was normally used as a platoon command vehicle.

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

**Weapons:** one hull-mounted forward facing light anti-tank gun.

**Damage Value:** 7+ (armoured carrier)

**Special Rules:**

- Command Vehicle
- Open Topped



**Selectors:**

- The U304(f) is a Tank Destroyer for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook. It is also a Tank Destroyer for the following theatre selector of the Armies of Germany book: Normandy.

### ANTI-AIRCRAFT VEHICLES

#### OPEL BLITZ WITH FLAK 38

Opel Blitz trucks could be fitted with a single 20mm Flak 38 gun on the back, forming a relatively inexpensive mobile anti-aircraft platform.

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

**Weapons:** one platform-mounted light automatic cannon with 360° arc of fire.

**Damage Value:** 6+ (soft-skin)

**Special Rules:**

- Flak.

**Selectors:**

- The Opel Blitz with Flak 38 is an Anti-aircraft vehicle for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook. It is also an Anti-aircraft vehicle for all of the theatre selectors of the Armies of Germany book (except for Operation Mercury, where they cannot be used).

### ARMoured CARS

#### MOTORCYCLE WITH MACHINE-GUN SIDECAR (BMW R75, ZÜNDAPP KS 750, ETC.)

This type of very mobile and handy infantry support vehicle was in use throughout the conflict and in all theatres, including Russia and North Africa, where the protruding cylinders of the flat-twin engine and shaft drives performed very well. The BMW was used by various forces including the Wehrmacht,

*German Heer  
BMW R75 and  
sidecar*



Luftwaffe (and Fallschirmjäger) and Waffen-SS. Numbers manufactured: around 40,000, all types included.

**Cost:** 32pts (Inexperienced), 40pts (Regular), 48pts (Veteran).

**Weapons:** one forward-facing MMG covering the front arc.

**Damage Value:** 6+ (soft-skin)

**Special Rules:**

- Recce
- Turn on the spot: These motorbikes are so small and agile that they can turn on the spot enabling them to execute a full speed run rate 'reverse', finishing the move facing in the direction of travel.

**Selectors:**

- These motorcycles count as an Armoured Car for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook. They also count as Armoured Cars/Recce Vehicles for all of the theatre selectors of the Armies of Germany book (including Operation Mercury)

## TRANSPORTS AND TOWS

### ARTILLERIE SCHLEPPER VA 601 (B)

As the German war machine stormed across Europe, the forces of the Third Reich made good use of captured equipment and vehicles. One such acquisition from the fall of Belgium is the Vickers Utility tractor, which was pressed into German service as the Artillerie Schlepper VA 601 (b). Principal Service: 1940-1945. Around 50 tractors were converted from captured Belgian vehicles.

**Cost:** 46pts (Inexperienced), 57pts (Regular), 68pts (Veteran).

**Weapons:** none.

**Damage Value:** 7+ (armoured carrier)

**Transport:** Up to 6 men.

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

**Special Rules:**

- Open topped.

**Selectors:**

- The Artillerie Schlepper VA 601 (b) is a Tow for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook. It also is a Tow for all of the theatre selectors of the Armies of Germany book (except for The September Campaign and Operation Mercury, where they cannot be used)

# ARMIES OF POLAND ADDITIONAL UNITS

## ARMOURED CARS

### WZ.29 'URSUS' HEAVY ARMOURED CAR

Designed in 1929, the Samochd Pancerny wzr 29 ('armoured car 1929 pattern'), was more commonly known as Ursus or CWS. Based on the chassis of a 2-ton truck, the Ursus mounted a 37mm anti-tank gun and multiple machine guns. Although adequately armoured for the inter-war period, the Ursus was the poor relation when facing more modern opposition in 1939.

From the beginning of the German invasion of Poland in September 1939, the Polish 11th Armoured Battalion, containing the Ursus, was in action performing valuable reconnaissance and patrolling duties. The Ursus performed well in action, largely due to its 37mm gun, but its relatively slow speed and lack of all-wheel drive compromised its effectiveness. No wz.29 armoured cars survived the war.

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

**Weapons:** one turret-mounted low-velocity light anti-tank gun, one turret-mounted rear facing MMG, and one hull-mounted rear facing 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

- Too many jobs! Combining the roles of commander, gunner for two different weapons and loader together 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. In addition, the vehicle may fire either the main gun or the turret-mounted MMG in the same turn, not both.

**Selectors:**

- The Ursus is an Armoured Car for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook and for the Battle of Poland selector.



*Wz.29 'Ursus'  
heavy armoured car*

# ARMIES OF THE UNITED STATES ADDITIONAL UNITS

## INFANTRY SQUADS & TEAMS

### VETERAN INFANTRY SQUAD

Due to the relatively short amount of time at the front, and particularly because of the constant influx of replacements, regular US infantry units never got quite as 'seasoned' as those of some other countries that lacked the American manpower, training and organisation. Nevertheless, some regular Army units did fight on enough fronts to become true veterans, like the famous Big Red One (1st Infantry Division), or the ultra-decorated Nisei units, renowned for their courage and stubbornness under fire.

**Cost:** 78pts (Veteran).

**Composition:** 1 NCO and 5 men.

**Weapons:** M1 Garand rifles

#### Options:

- Add up to 6 additional men with rifles for +13pts each.
- The NCO and up to three additional men can have submachine guns instead of their rifles at a cost of +3pts each.
- Up to 2 men can have a BAR M1918A2 automatic rifle instead of a rifle for +5pts each.
- The squad can be given anti-tank grenades for +2pts per man.
- Any veteran infantry squad can be Tough Fighters for +1 pt per man.

#### Special Rules:

- Tank hunters (if anti-tank grenades taken).
- Tough fighters (if option is taken).

#### Selectors:

- The Veteran Infantry Squad is an Infantry Squad for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook. It is also an Infantry Squad for the following theatre selectors of the Armies of the United States book: Operation Husky; Operation Avalanche; Cassino; Anzio, the road to Rome; Normandy; Operation Cobra; Operation Market Garden; Battle of the Bulge; Bastogne; Operation Grenade; Rhineland.

*Nisei Veteran  
Infantry squad*



# ARMIES OF GREAT BRITAIN ADDITIONAL UNITS

## INFANTRY SQUADS & TEAMS

### SAS INFANTRY SECTION

Captain David Stirling's SAS (Special Air Service) had carved their regiment's name in the annals of history through their daring raids in the Western Desert. With the North African campaign won by the Allies, the SAS were split up to prey on German and Italian forces in other theatres. Whilst some units fought in Sicily, Italy and other areas of the Mediterranean, it is the squadrons that relocated to fight in north west Europe that interests us here. Those units that joined the war against Hitler and his armies became a brigade under Lt-General Boy Browning's Allied Airborne Corps. It consisted of two British, two French and one Belgian SAS Regiments.

In the open deserts of the North African campaign the highly mobile SAS patrols reigned supreme but on entering the war in Europe they would face an entirely different type of terrain – one for which they had no experience in fighting over. Supremely flexible, as ever, the SAS men quickly adapted and they would retain the regimental philosophy of setting up bases behind enemy lines, gathering vital intelligence and, if the opportunity presented itself, wreak havoc before slipping away. During the actions in France the SAS often had four-man units working with local French Resistance cells, with bridges, railway lines, supply dumps, etc all becoming favoured targets as they continued to harass and disrupt the enemy. The SAS Brigade would continue in this role through Belgium, the Netherlands and into Germany itself. It can certainly be said that the remarkable men of the Special Air Service live by their regimental motto, 'Who Dares Wins'!

**Cost:** 72pts (Veteran).

**Composition:** 1 NCO and 3 men.

**Weapons:** pistol and rifle

**Options:**

- Add up to 4 additional men with pistol and rifle for +18pts each.
- Any man can replace his rifle with a submachine gun for +2pts.
- Up to two men may have a light machine gun for +20pts. For each LMG, another man becomes the loader.
- Light machine guns can be upgraded to Vickers K LMGs for a further +5 points each.
- The squad can be given anti-tank grenades for +2pts per man

**Special Rules:**

- Who Dares Wins! To represent their special training and motivation, units of SAS have the Fanatics special rule.
- Behind enemy lines. When Outflanking as described on p.119 of the Bolt Action rulebook, units of SAS ignore the -1 modifier to the Order test for coming onto the table.
- Tank hunters (if anti-tank grenades taken).
- Vickers K gun. The Vickers K gun (also known as the VGO) was a rapid firing machine gun developed for airplanes but also favoured by special forces. A Vickers K gun shoots with +1 dice compared to a regular LMG – 4 dice instead of 3).

**Selectors:**

- The SAS Infantry Squad is an Infantry Squad for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook. It is also an Infantry Squad for the following theatre selectors of the Armies of Great Britain book: Raiders!, Behind enemy lines, Operation Lightfoot, Tunisia, Normandy, Into the Reich.



*SAS Section in  
North West Europe*

### SELF-PROPELLED ARTILLERY

#### WASP FLAMETHROWER CARRIER

The Universal Carrier was converted to carry many weapons, and amongst the most dangerous (not only for the enemy!) was a heavy flamethrower. The original Mk I and Mk. II designs were improved by the Canadian army, leading to the Mk IIC version, that had a single fuel tank at the back and an extra crewman that could operate either a Bren gun or a 2" mortar. Although the Wasp is not strictly speaking 'artillery' we've included it in this category as its role most closely approximates to that of a support weapon rather than, say, an armoured car or tank.



*Wasp  
Flamethrower  
Carrier*

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

**Weapons:** forward-facing flamethrower firing to the front arc.

**Damage Value:** 7+ (armoured carrier).

**Options:**

- Upgrade to a Mk. IIC, adding a forward facing pintle-mounted LMG 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 run rate 'reverse' finishing the move facing in direction of travel.
- Small vehicle flamethrower: The Wasp's flamethrower is somewhat less powerful than those mounted on larger vehicles, so the range of the weapon is limited to 12" and the number of shots is always reduced by one (i.e. it's 2D6-1).
- Flammable: Flame-throwing vehicles are more likely to be destroyed by damage, as explained on page 51 of the rulebook).

**Selectors:**

- The Wasp is Self-propelled Artillery for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook. It is also Self-propelled Artillery for the following theatre selectors of the Armies of Great Britain book: Burma, Monte Cassino, Normandy, Into the Reich.

### ARMoured CARS

#### ARMADILLO

The Armadillo was produced in early war times by the RAF for defence of British airfields from the expected German paratroopers attacks. It was a commercial truck with bolted-on armour plates carrying on the back an armoured fighting compartment from which the crew could fire two Lewis guns a few rifles. Later, a Mark III version was created, adding a rear-facing 37mm COW automatic cannon – the intent of which was to engage transport aircraft and gliders delivering attackers onto an airfield. In total, almost nine hundred of these vehicles were built, and mostly given over to the Home Guard.

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

**Weapons:** one Lewis LMG with a 360° arc of fire.

**Damage Value:** 7+ (armoured carrier).

**Options:**

- Add a second LMG with a 360 degree arc of fire for +5pts.
- Add a rear-facing platform mounted heavy automatic cannon covering the rear arc for +40pts.

**Special Rules:**

- Open-topped

**Selectors:**

- The Armadillo is an Armoured Car for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook and for the Dad's Army selector.

# ARMIES OF THE SOVIET UNION ADDITIONAL UNITS

## ARMoured CARS

### FAI LIGHT ARMoured CAR

Built on the chassis of the GAZ A car (itself a licensed copy of the US Ford A), the FAI's initials stand for Ford-A-Izhorskiy (after the factory of manufacture). The civilian chassis could not carry too much weight so the vehicle's armour was only strong enough to resist light arms fire and shrapnel.

Armed with a 7.62 mm DT machine-gun in a revolving turret, the FAI was primarily fielded by the Soviet Union where it was the most numerous armoured car in service until the start of the Great Patriotic War. This light armoured car also saw service during the Spanish Civil War on both sides as well as during World War II with Finnish and German forces (at least one German operated FAI was taken under control of the Polish Home Army during the Warsaw Uprising too!).

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

**Weapons:** 1 turret-mounted LMG with 360° arc

**Damage Value:** 7+ (armoured car).

**Options:**

**Special Rules:**

- Recce.

**Selectors:**

- The FAI is an Armoured Car for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook and for all of the selectors of the Armies of the Soviet Union book that allow the use of a BA-10 or BA-20 armoured car.

# ARMIES OF ITALY ADDITIONAL UNITS

## ARMoured CARS

### LANCIA ANSALDO IZ AND IZM

The most numerous Italian armoured car to be produced during World War I, the Lancia Ansaldo IZ and IZM saw action in both World Wars as well as during the inter-war period.

Ten Lancia IZ were produced in 1916. Characterised by its two-tier machine-gun turrets, the Lancia IZ's other most recognisable feature were the cutting rails designed to deal with barbed wire and similar obstacles prevalent on the battlefield of the Great War.

Seeing the success of the IZ, the Italian army ordered 110 more, but after concerns about stability the top machine-gun turret was removed. The rear fighting compartment was equipped with an extra port for a third machine-gun, and a rack for a liaison bicycle. The resultant IZM became available in 1917.

The two versions of the Lancia armoured car were used well guarding against Austrian incursions, playing an important part in the rearguard action covering the retreating Italian forces at Caporetto in 1917. Following the action at Caporetto, it wasn't uncommon to see Lancias in service with German and Austrian armies as spoils of war.

During the twenties and thirties, the majority of IZMs were sent to East Africa and Libya as the Italians looked to protect their eastern colonies. The IZMs saw action during the Ethiopian Campaign in 1935, acting as reconnaissance units. The small *Corpo Truppe Volontarie Italia* also fought in the Spanish Civil War of 1936-38, supporting the Nationalists, although these all but obsolete armoured cars fell prey to the Russian BA-3 and BA-6 armoured cars.

These completely outdated machines were still in service in Libya and other East African colonies when the Second World War broke out. Most fought in Eastern Africa where they met

equally vintage British and Australian armoured cars, and were all but wiped out during the course of those actions. Some were deployed with Italian troops in police and anti-partisan operations in the Balkans, primarily in Yugoslavia. By November 1943, those that survived were captured and pressed into German service. Some were sent to the army of Hungary. Most were destroyed or captured in 1944 during the Yugoslavian uprising and Allied conquest of Italy.

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

**Weapons:** two turret-mounted MMGs

**Damage Value:** 7+ (armoured car).

**Options:**

- Add one hull-mounted rear facing MMG for +10pts.
- Add one MMG mounted in a second, independent turret for +5pts. This is the original IZ version, which also suffers the 'Too many turrets!' rule (see below) and cannot have the optional rear-mounted MMG..

**Special Rules:**

- Recce.
- Too many turrets! (IZ version only). Three MMGs mounted on two separate-targeting concentric turrets in such a cramped space led to space and stability problems. To represent this, it is always necessary to make an order test when issuing an *Advance* order, even if the vehicle is not pinned..

**Selectors:**

- The IZ and IZM are Armoured Cars for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook and for all of the selectors of the Armies of Italy book, except for the 'Eastern front'.

## INFANTRY SQUADS & TEAMS

### LATE WAR PARACADUTISTI (PARATROOPERS) INFANTRY SECTION

This entry covers late-war units of Italian paratroopers, like the newly formed Nembo division that took part in the defence of Anzio and Rome, and the units that kept fighting on the Axis side until the end of the war.

**Cost:** 70pts (Veteran).

**Composition:** 1 NCO and 4 men.

**Weapons:** Rifles

**Options:**

- Add up to 5 additional soldiers at +14pts each
- The NCO can replace his rifle with a pistol for -3pts, or a submachine gun for +3pts, or an assault rifle for +5pts
- Any man can replace his rifle with a submachine gun for +3 points each
- One man can have a light machine gun for +20pts – another man becomes the loader.
- Up to 3 men can have a Panzerfaust in addition to other weapons for +5pts each.

- The entire section can be given anti-tank grenades for +2 points per man
- The entire section can be Fanatics for +2 points per man.

**Special Rules:**

- **Stubborn.** Paratroops don't give in easily! If forced to check their morale when reduced to half strength then they always test on their full morale value ignoring any pin markers.
- Tank hunters (if anti-tank grenades taken)
- Fanatics (if option is taken) – this replaces the Stubborn rule above.

**Selectors:**

- The Late War Paracadutisti count as an infantry squad for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook. Alternatively, they can be added to selectors for scenarios set in Italy between the defense of Anzio and the end of the war.

# BOLT ACTION ADDITIONAL UNITS

## INFANTRY SQUADS & TEAMS

### FIELD AMBULANCE (ANY ARMY)

Most armies would field some form of trucks or other soft-skinned vehicles converted into field ambulances for transporting medical supplies and medical staff around the battlefield and for the rapid evacuation of the seriously injured. Even though normally these vehicles would try to keep out of trouble, and even though the very obvious red crosses painted on them should protect them from being targeted by the combatants, in the heat of battle many did come unfortunately

under fire. In game terms, they are unusual vehicles that share with empty transports the vulnerability to being in proximity of enemy units, but count as medics both in terms of special rules and platoon selectors.

**Cost:** 50pts (Regular), 60pts (Veteran).

**Weapons:** none.

**Damage Value:** 6+ (soft-skin)

**Transport:** none (much like empty transports, ambulances are destroyed if they end their turn closer to enemy units than to friendly units, as described on page 92-93 of the Bolt Action rulebook)

**Special Rules:**

**Medical vehicle:** Being in proximity of an ambulance means that any wounded soldiers nearby have a chance of being treated by a medic or stretcher bearer from amongst the crew of the ambulance. All infantry and artillery units within 6" of the vehicle count as within 6" of a Medic.

**Selectors:**

- An ambulance counts as a Medic for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook and for all theatre selectors



*Austin 'K2'  
Katie Ambulance*