

Finland

18 Order Dice

1097 pts

HQ Units

Headquarters

Headquarters

Company Commander (Captain, Major)

Regular (60pts)

Composition: 1 Officer

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

Options: Submachine gun (SMG)

Special Rules: Assault

Platoon #2

Rifle Platoon

Required

Platoon Commander (1st or 2nd Lieutenant)

Regular (30pts)

Composition: 1 Officer

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

Options: Submachine gun (SMG)

Special Rules: Assault

Recon/Light Infantry Squad

Veteran (84pts)

Composition: 1 NCO + 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
4 x Rifle	24	1	-	-
1 x Submachine gun (SMG)	12	2	-	Assault
1 x Panzerfaust	12	1	6	One Shot, Shaped Charge

Options: NCO: Submachine gun (SMG), Panzerfaust

Special Rules: Assault, One Shot, Shaped Charge

Recon/Light Infantry Squad

Veteran (84pts)

Composition: 1 NCO + 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
4 x Rifle	24	1	-	-
1 x Submachine gun (SMG)	12	2	-	Assault
1 x Panzerfaust	12	1	6	One Shot, Shaped Charge

Options: NCO: Submachine gun (SMG), Panzerfaust

Special Rules: Assault, One Shot, Shaped Charge

Optional

Anti-Tank Team*Veteran (33pts)***Composition:** 2 Soldiers

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

Special Rules: Team Weapon**Captured T-20 Komsomolets***Veteran (19pts)***Damage Value:** Armoured car/carrier (7+)**Transport:** 6**Tow:** Heavy AT gun, Medium AT gun, Light AT gun, Light howitzer, Medium howitzer, Light anti-aircraft gun, Medium anti-aircraft gun, Heavy anti-aircraft gun

Weapon	Range (")	Shots	Pen	Special Rules
1 x Forward-facing light machine gun (LMG)	36	2	-	-

Special Rules: Open-Topped, Unreliable**Captured T-20 Komsomolets***Veteran (19pts)***Damage Value:** Armoured car/carrier (7+)**Transport:** 6**Tow:** Heavy AT gun, Medium AT gun, Light AT gun, Light howitzer, Medium howitzer, Light anti-aircraft gun, Medium anti-aircraft gun, Heavy anti-aircraft gun

Weapon	Range (")	Shots	Pen	Special Rules
1 x Forward-facing light machine gun (LMG)	36	2	-	-

Special Rules: Open-Topped, Unreliable**Captured T-20 Komsomolets***Veteran (19pts)***Damage Value:** Armoured car/carrier (7+)**Transport:** 6**Tow:** Heavy AT gun, Medium AT gun, Light AT gun, Light howitzer, Medium howitzer, Light anti-aircraft gun, Medium anti-aircraft gun, Heavy anti-aircraft gun

Weapon	Range (")	Shots	Pen	Special Rules
1 x Forward-facing light machine gun (LMG)	36	2	-	-

Special Rules: Open-Topped, Unreliable**Platoon #3**

Armoured Platoon

Required**BT-5 and BT-7***Veteran (149pts)***Damage Value:** Light tank (8+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Coaxial medium machine gun (MMG)	36	3	-	-
1 x Turret-mounted light howitzer	48 (or 30-60)	1	-	Howitzer, HE 2"
1 x Turret-mounted medium machine gun (MMG) covering the front and left arcs	36	3	-	-
1 x Turret-mounted medium machine gun (MMG) covering the front and right arcs	36	3	-	-
1 x Pintle-mounted medium machine gun (MMG)	36	3	-	Flak

Options: Command Vehicle, T-28 Postijuna**Special Rules:** Command Vehicle, Flak, HE 2" , Howitzer, Unreliable

BA-10*Regular (90pts)*

Weapon	Range (")	Shots	Pen	Special Rules
1 x Turret-mounted light AT gun	48	1	4	HE 1"
1 x Coaxial light machine gun (LMG)	36	2	-	-
1 x Forward-facing light machine gun (LMG)	36	2	-	-

Options: BA-10

Special Rules: HE 1", Recce, Unreliable

Optional**BA-10***Regular (90pts)*

Weapon	Range (")	Shots	Pen	Special Rules
1 x Turret-mounted light AT gun	48	1	4	HE 1"
1 x Coaxial light machine gun (LMG)	36	2	-	-
1 x Forward-facing light machine gun (LMG)	36	2	-	-

Options: BA-10

Special Rules: HE 1", Recce, Unreliable

BT-5 and BT-7*Veteran (139pts)*

Damage Value: Light tank (8+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Coaxial medium machine gun (MMG)	36	3	-	-
1 x Turret-mounted light howitzer	48 (or 30-60)	1	-	Howitzer, HE 2"
1 x Turret-mounted medium machine gun (MMG) covering the front and left arcs	36	3	-	-
1 x Turret-mounted medium machine gun (MMG) covering the front and right arcs	36	3	-	-
1 x Pintle-mounted medium machine gun (MMG)	36	3	-	Flak

Options: T-28 Postijuna

Special Rules: Flak, HE 2", Howitzer, Unreliable

Platoon #4

Rifle Platoon

Required

Platoon Commander (1st or 2nd Lieutenant)

Regular (30pts)

Composition: 1 Officer

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

Options: Submachine gun (SMG)

Special Rules: Assault

Recon/Light Infantry Squad

Veteran (84pts)

Composition: 1 NCO + 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
4 x Rifle	24	1	-	-
1 x Submachine gun (SMG)	12	2	-	Assault
1 x Panzerfaust	12	1	6	One Shot, Shaped Charge

Options: Panzerfaust, NCO: Submachine gun (SMG)

Special Rules: Assault, One Shot, Shaped Charge

Recon/Light Infantry Squad

Veteran (96pts)

Composition: 1 NCO + 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Rifle	24	1	-	-
4 x Submachine gun (SMG)	12	2	-	Assault
1 x Panzerfaust	12	1	6	One Shot, Shaped Charge

Options: NCO: Submachine gun (SMG), Squad: Submachine gun (SMG) x 3, Panzerfaust**Special Rules:** Assault, One Shot, Shaped Charge**Optional****Anti-Tank Team**

Veteran (33pts)

Composition: 2 Soldiers

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

Special Rules: Team Weapon**Captured T-20 Komsomolets**

Veteran (19pts)

Damage Value: Armoured car/carrier (7+)**Transport:** 6**Tow:** Heavy AT gun, Medium AT gun, Light AT gun, Light howitzer, Medium howitzer, Light anti-aircraft gun, Medium anti-aircraft gun, Heavy anti-aircraft gun

Weapon	Range (")	Shots	Pen	Special Rules
1 x Forward-facing light machine gun (LMG)	36	2	-	-

Special Rules: Open-Topped, Unreliable**Captured T-20 Komsomolets**

Veteran (19pts)

Damage Value: Armoured car/carrier (7+)**Transport:** 6**Tow:** Heavy AT gun, Medium AT gun, Light AT gun, Light howitzer, Medium howitzer, Light anti-aircraft gun, Medium anti-aircraft gun, Heavy anti-aircraft gun

Weapon	Range (")	Shots	Pen	Special Rules
1 x Forward-facing light machine gun (LMG)	36	2	-	-

Special Rules: Open-Topped, Unreliable

Name	Page	Description
Assault	p96	This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as Tough Fighters.
Command Vehicle	p149	Command Vehicles direct squadrons of vehicles into battle.
Flak	p117	Units with Flak automatically fire at attacking aircraft if it lies within their range and firing arc.
HE n"	p97	This weapon fires an explosive shot n" in diameter.
Howitzer	p100	When firing directly it has no minimum range. When indirect fire, has a minimum range (shown on the weapon chart). If switching from indirect to direct and then returning to indirect, always against the same target, the zeroing-in sequence is reset.
One Shot	p102	Weapons with the 'One Shot' special rule are disposable and can be fired only once per game.
Open-Topped	p149	Open-topped armoured vehicles are pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry, open-topped armoured vehicles are destroyed automatically if the vehicle is damaged. Hits against the top armour add an additional +1 to damage result rolls.
Recce	p150	Vehicles with the 'Recce' special rule are super-alert to the enemy presence and prepared to avoid trouble.
Shaped Charge	p103	Weaons with the 'Shaped Charges' special rule never suffer the -1 penetration modifier for firing at long range, nor the +1 Pen for point-blank range.
Team Weapon	p103	The 'Team Weapon' special rule indicates that this weapon requires two or more men to shoot at full effect.
Unreliable	p151	If a vehicle with the 'Unreliable' special rule suffers one or more pin markers from an enemy attack, it automatically suffers one further pin marker in addition.