

# The Winter War, November 1939 - March 1940

Finland

winter war 500 no hmg

Order Dice: 8

Platoon #1				
Second Lieutenant (page: 42)			Regular	70

Qty Weapons	Range	Shots	Penetration	Special Rules
1 Second Lieutenant				
with Pistol	6"	1	n/a	Assault
with Submachine gun	12"	2	n/a	Assault
with Rifle	24"	1	n/a	
2 Infantry (equipped as modeled)		-	-	

Infantry Squads				
Winter War Rifle Squad (page: 42)			Regular	84

Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Rifle	24"	1	n/a	
6 Infantry with Rifle	24"	1	n/a	
Entire squad equipped with anti-tank grenades				Tank hunters

Infantry				
Light Mortar team (page: 47)			Regular	35

Qty Weapons	Range	Shots	Penetration	Special Rules
1 Light Mortar team	12"-24"	1	HE	Team (2 men), Indirect fire, HE (1")

Platoon #2				
Winter War Rifle Squad (page: 42)			Regular	80

Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Submachine gun	12"	2	n/a	Assault
6 Infantry with Rifle	24"	1	n/a	
Tough Fighters				Tough Fighters

Platoon #3				
Winter War Rifle Squad (page: 42)			Regular	70

Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Rifle	24"	1	n/a	
6 Infantry with Rifle	24"	1	n/a	

Anti-tank Rifle team (page: 45)				
Anti-tank Rifle team			Regular	30

Platoon #4				
Sniper team (page: 47)			Regular	55

Qty Weapons	Range	Shots	Penetration	Special Rules
1 Sniper team	36"	1	n/a	Team (2 men), Sniper
Master of the Hunt				Master of the Hunt

Platoon #5				
Medium Artillery (page: 49)			Regular	75

Qty Weapons	Range	Shots	Penetration	Special Rules
1 Medium howitzer	60"(30-72)	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (3")

			Platoon Points:	499
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Special Rules				
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Sniper

(p91) When a sniper shoots using a Fire or Ambush order, the player can decide to use his scope. Rifle range changes to 36". If target is within 12" the shot misses automatically. Shot ignores negative to-hit modifiers except pinning markers and for missing assistant. Shot ignores gun shield and extra protection rules. If successful, always counts as exceptional damage and can pick any model in the unit. When not using scope, all members of team can fire any weapon they have and in assault can use the assault rule if pistol/submachine gun.

### Tank hunters

(p91) If a tank hunter unit wins an assault and scores damage against an armoured vehicle, the effect is resolved on the Damage Result table as for a normal anti-tank penetration rather than as for superficial damage.

### Team (2 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### Team (4 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### Tough Fighters

(p91) When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

### HE (1")

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go down to halve the hits taken

### HE (3")

(p68) PEN: +3, PIN: D3 (2D6 if in building) - Infantry and artillery can go down to halve the hits taken

### Assault

(p66) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as tough fighters (page 91). When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

### Master of the Hunt

If not shooting during an Advance move, turn the order die to Ambush.

### Indirect fire

(p71)

### Howitzer

(p71) Can either shoot directly at a target drawing its line of fire 'over open sights' in the normal way, or it can shoot indirect fire. When using indirect fire, a howitzer has a minimum range; when firing over open sights it has no minimum range.

### Gun shield

(p95) The die roll an enemy requires to score damage from the front arc of the gun is increased by +1. The die roll is modified by the penetration value of the weapon in the usual way. Hits from HE (both direct and indirect), flame throwers, and close quarters attacks ignore the gun shield rule.

### Fixed

(p66) When given Advance order, fixed weapons can rotate on the spot suffering a -1 to-hit penalty. Non-artillery Fixed can move normal 12" when given Run order.

## Pick List

### Finland

Anti-tank rifle team	1
Infantry (equipped as modeled)	2
Infantry with Rifle	18
Light Mortar team	1
Medium howitzer	1
NCO with Rifle	2
NCO with Submachine gun	1
Second Lieutenant	1
Sniper team	1