

CANADIANS

Second World War 1939 – 1945



IN BOLT ACTION

ARMY SPECIAL RULES

Canadians do not get the free forward artillery observer from the normal british rules, nor do they receive the bonus to any preparatory bombardment. Also, they do not get to choose a National Characteristic, but instead get both following special rules plus a choice of one Campaign Characteristic.

Voluntary Units

All inexperienced and regular Canadian Units who suffer one or more pin markers as a result of an enemy attack, automatically suffer one further pin marker in addition.

If Day

When fighting against Germans, Regular and Veteran Canadian Units may be Fanatic for +1 point per model. When fighting against any other nation, Regular and Veteran Canadian Units may be Stubborn for +1 point per model.

In addition to the previous special rules, choose one of the following three Campaign Characteristics special rules. This will help you capture the feel for the specific Canadian tactic you are representing.

Mobile Assault

All Canadian Infantry Units do not suffer the -1 to hit for advancing and firing when they dismount from an advancing transport vehicle. In addition they are also able to leave a transport vehicle which had been ordered to run, but then have to pass an order test with an additional modifier of -2 on their morale even when they are not pinned. Do not apply to inexperienced units.

Outflanking Assault

Canadian units attempting to carry out an Outflanking maneuver can already enter the board in the second turn of the game. Furthermore they can also enter the left or right table edge 30" away from the table edge of the controlling player. Do not apply to inexperienced units.

Land Assault

Canadian Infantry units moving in Shallow Water are able to Fire unlike other Infantry units, but suffer a -1 to hit modifier. Do not apply to inexperienced units.

ARMY LIST

INFANTRY

HEADQUARTERS UNITS

OFFICER

As per page 20 of the “Armies of Great Britain” book.

FORWARD OBSERVER

As per page 20 of the “Armies of Great Britain” book.

MEDIC

As per page 20 of the “Armies of Great Britain” book.

INFANTRY SQUADS AND TEAMS

INEXPERIENCED VOLUNTARY SECTION

Cost: Inexperienced Infantry 35 points

Composition: 1 NCO and 4 men

Weapons: Rifles

Options:

- Add up to 5 additional men with rifles at +7 points each.
- The NCO can have submachine gun instead of rifle for +3 points.
- Up to 1 man can have a submachine gun instead of rifle for +3 points.
- Up to 1 man can have a light machine gun for +20 points. Another soldier acts as loader.
- The entire squad may be equipped with anti-tank grenades for +2 points per man.

Special Rules:

- *Tank Hunters, if the anti-tank grenades option is taken.*

REGULAR VOLUNTARY SECTION

Cost: Regular Infantry 50 points

Composition: 1 NCO and 4 men

Weapons: Rifles

Options:

- Add up to 5 additional men with rifles at +10 points each.
- The NCO can have submachine gun instead of rifle for +3 points.
- Up to 1 man can have a submachine gun instead of rifle for +3 points.
- Up to 1 man can have a light machine gun for +20 points. Another soldier acts as loader.
- The entire squad may be equipped with anti-tank grenades for +2 points per man.

Special Rules:

- *Tank Hunters, if the anti-tank grenades option is taken.*

VETERAN VOLUNTARY SECTION**Cost:** Veteran Infantry 65 points**Composition:** 1 NCO and 4 men**Weapons:** Rifles**Options:**

- Add up to 5 additional men with rifles at +13 points each.
- The NCO can have submachine gun instead of rifle for +3 points.
- Up to 1 man can have a submachine gun instead of rifle for +3 points.
- Up to 1 man can have a light machine gun for +20 points. Another soldier acts as loader.
- The entire squad may be equipped with anti-tank grenades for +2 points per man.

Special Rules:

- *Tank Hunters, if the anti-tank grenades option is taken.*

CANADIAN PARATROOP SECTION**Cost:** Veteran Infantry 70 points**Composition:** 1 NCO and 4 men**Weapons:** Rifles**Options:**

- Add up to 5 additional men with rifles at +14 points each.
- The NCO can have submachine gun instead of rifle for +3 points.
- Up to 4 men can have a submachine gun instead of rifle for +3 points.
- Up to 1 man can have a light machine gun for +20 points. Another soldier acts as loader.
- The entire squad may be equipped with anti-tank grenades for +2 points per man.
- The entire squad may be mounted upon bicycles or welbikes for +1pt per man

Special Rules:

- *Tank Hunters, if the anti-tank grenades option is taken.*
- *Stubborn*
- *Bicycles/Welbikes (see the Paratroop section's entry in the Armies of Great Britain book)*

CANADIAN LAND ASSAULT FORCES SECTION**Cost:** Veteran Infantry 75 points**Composition:** 1 NCO and 4 men**Weapons:** Rifles**Options:**

- Add up to 5 additional men with rifles at +15 points each.
- The NCO can have submachine gun instead of rifle for +2 points.
- Any man can have a submachine gun instead of rifle for +2 points.
- Up to 2 men can have a light machine gun for +20 points. Another soldier acts as loader.
- The entire squad may be equipped with anti-tank grenades for +2 points per man.

Special Rules:

- *Tank Hunters, if the anti-tank grenades option is taken.*
- *Behind Enemy Lines (see the Commando section's entry in the Armies of Great Britain book)*
- *Tough Fighters*
- *Stubborn*
- *Land Assault.* Canadian Land Assault Forces always gain the optional *Land Assault Campaign Characteristic* even if another *Characteristic* is chosen.

SNIPER TEAM

As per page 28 of the "Armies of Great Britain" book.

LIGHT MORTAR TEAM

As per page 29 of the "Armies of Great Britain" book.

MEDIUM MORTAR TEAM

As per page 29 of the “Armies of Great Britain” book.

HEAVY MORTAR TEAM

As per page 29 of the “Armies of Great Britain” book.

MEDIUM MACHINE GUN TEAM

As per page 27 of the “Armies of Great Britain” book.

PIAT TEAM

As per page 28 of the “Armies of Great Britain” book.

BOYS ANTI-TANK RIFLE TEAM

As per page 28 of the “Armies of Great Britain” book.

FLAMETHROWER TEAM

As per page 29 of the “Armies of Great Britain” book.

ARTILLERY

FIELD ARTILLERY

LIGHT HOWITZER

Cost: 50pts (regular), 60pts (veteran)

Team: 3 men

Weapons: 1 Light Howitzer

Options:

- May add spotter for +10 points.
- May remove Gun Shield to become a Mobile Land Assault Gun.

Special Rules:

- *Gun Shield*
- *Team*
- *Fixed*
- *Howitzer*
- *HE (2")*
- *Mobile Land Assault Gun.* When the Gun Shield has been removed this special rule applies. When ordered to Advance the unit may move 3" instead of just turn on spot. Also it does not suffer the -1 to hit for advancing and firing.

ANTI-TANK GUNS

LIGHT ANTI-TANK GUN

As per QF 2-pdr on page 32 of the "Armies of Great Britain" book.

MEDIUM ANTI-TANK GUN

As per QF 6-pdr on page 32 of the "Armies of Great Britain" book.

ANTI-AIRCRAFT GUNS

20MM POLSTEN GUN

As per page 35 of the "Armies of Great Britain" book.

40MM BOFORS GUN

As per page 35 of the "Armies of Great Britain" book.

VEHICLES

TANKS

CRUISER TANK RAM MK I

Cost: 150pts (inexperienced), 190pts (regular)

Weapons: 1 turret-mounted medium 6-pdr anti-tank gun with co-axial MMG, 1 MMG turret covering the front arc

Damage Value: 9+ (medium tank)

Options:

- May be equipped with a pintle-mounted MMG for +15 points (Ram Mk II).

Special Rules:

- *Never faced the enemy.* If any enemy unit is within of 12" of the Ram Tank you have to pass an order test for each action even if the tank hasn't suffered any pin markers.

CRUISER TANK GRIZZLY I

Cost: 156pts (inexperienced), 195pts (regular), 234 (veteran)

Weapons: 1 turret-mounted medium 75-mm anti-tank gun with co-axial MMG, 1 hull-mounted front arc MMG

Damage Value: 9+ (medium tank)

Special Rules:

- *Easily catches fire (see the Sherman II, III & V's entry in the Armies of Great Britain book)*
- HE shells cause D6 hits instead of D2 hits.

CRUISER TANK 17-PDR GRIZZLY

Cost: 250 points (inexperienced), 311 (regular)

Weapons: 1 turret-mounted super-heavy 17-pdr anti-tank gun with co-axial MMG, 1 hull-mounted front arc MMG

Damage Value: 9+ (medium tank)

Special Rules:

- *Easily catches fire (see the Sherman II, III & V's entry in the Armies of Great Britain book)*
- *Never faced the enemy.* If any enemy unit is within of 12" of the Grizzly Tank you have to pass an order test for each action even if the tank hasn't suffered any pin markers.

INFANTRY TANK CHURCHILL III – VI

As per Infantry Tank Mk IV Churchill I-VI & II CS on page 44 of the "Armies of Great Britain" book, except as noted below. Inexperienced or Regular only.

Only options for the Churchill variants III, IV, V and VI may be chosen.

CRUSADER I

As per Cruiser Tank Crusader I & I CS on page 40 of the "Armies of Great Britain" book, except as noted below. Inexperienced or Regular only.

Crusader I CS option cannot be chosen.

SELF-PROPELLED GUNS

SEXTON

As per page 51 of the "Armies of Great Britain" book.

M7 PRIEST

As per page 51 of the "Armies of Great Britain" book.

ARMoured CARS

FOX ARMoured CAR

Cost: 66pts (inexperienced), 85pts (regular), 104 (veteran)

Weapons: 1 turret-mounted HMG with co-axial MMG

Damage Value: 7+ (armoured car)

Special Rules:

- Recce

CANADIAN MILITARY PATTERN JEEP

Cost: 28pts (inexperienced), 35pts (regular), 42pts (veteran)

Weapons: 1 Vickers-MMG covering the front arc

Damage Value: 6+ (soft-skinned)

Options:

- May upgrade the MMG to HMG for +10 points.

Special Rules:

- Recce

TRANSPORTER**RAM KANGAROO**

As per page 61 of the “Armies of Great Britain” book.

M7 PRIEST KANGAROO

As per page 61 of the “Armies of Great Britain” book.

WINDSOR CARRIER

Cost: 58pts (inexperienced), 70pts (regular), 82pts (veteran)

Weapons: 1 hull-mounted front arc LMG, 1 pivoted LMG

Damage Value: 7+ (armoured car)

Transport: 5 men

Tow: light or medium anti-tank gun

Special Rules:

- *Open-topped*
- *Turn on the spot (see the Bren Carrier’s entry in the Armies of Great Britain book)*

CANADIAN MILITARY PATTERN TRUCK

As per 3-ton truck on page 58 of the “Armies of Great Britain” book.

LVT-4 “BUFFALO” ARMTRAC

As per page 62 of the “Armies of Great Britain” book.

LANDING CRAFT, ASSAULT

Cost: 25pts (inexperienced), 36pts (regular), 43pts (veteran)

Weapons: None

Damage Value: 6+ (soft-skinned)

Transport: 36 men

Special Rules:

- *Waterborne.* May only move in areas of deep or shallow water, being treated as a tracked vehicle for speed and turning ability.
- *Slow*
- *Open-topped*

LANDING CRAFT, PERSONNEL

Cost: 40pts (inexperienced), 50pts (regular), 60pts (veteran)

Weapons: 1 MMG covering the front and left arc, 1 MMG covering the front and right arc

Damage Value: 6+ (soft-skinned)

Transport: 36 men, or one jeep and 16 men

Special Rules:

- *Waterborne.* May only move in areas of deep or shallow water, being treated as a tracked vehicle for speed and turning ability.
- *Slow*
- *Open-topped*

LANDING CRAFT, MECHANIZED

Cost: 100pts (inexperienced), 125pts (regular), 150pts (veteran)

Weapons: 1 MMG covering the front and left arc, 1 MMG covering the front and right arc

Damage Value: 7+ (armoured car)

Transport: 100 men, or two soft-skin vehicles, or one armoured vehicle with a damage value of 9+ or less.

Options:

- May upgrade both MMG to HMG for +20 points.

Special Rules:

- *Waterborne.* May only move in areas of deep or shallow water, being treated as a tracked vehicle for speed and turning ability.
- *Slow*
- *Open-topped*

JEEP

As per page 60 of the “Armies of Great Britain” book.

ANTI-AIRCRAFT TANKS

20MM POLSTEN GUN ON TRUCK

As per page 52 of the “Armies of Great Britain” book.

40MM BOFORS GUN ON TRUCK

As per page 52 of the “Armies of Great Britain” book.

TANK AA, 20MM QUAD, SKINK

Cost: 113pts (inexperienced), 138pts (regular)

Weapons: 4 turret-mounted 20mm Polsten Guns

Damage Value: 9+ (medium tank)

Options:

- May replace the 4 20mm Polsten Guns with 4 20mm Hispano-Suiza cannons for +120 points (Skink Prototype Version).

Special Rules:

- *Anti-aircraft*
- *Never faced the enemy.* If any enemy unit is within of 12” of the Skink AA Tank you have to pass an order test

for each action even if the tank hasn’t suffered any pin markers.

- *Easily catches fire* (see the *Sherman II, III & V’s entry in the Armies of Great Britain book*)
- *Improvisation.* For each shot fired at ground targets with the Hispano-Suiza cannons the Skink AA suffers one additional pin marker.
- *Prototype Guns.* The 20mm Hispano-Suiza cannons got the following stats:

Type

Hispano-Suiza cannon

Range

72”

Shots

2

Pen

+4

Special Rules

Team, Fixed, HE (1”)

THEATRE SELECTORS

CANADIAN LANDING PLATOON

Selector Special Rules

All Landing Crafts gain the *Outflanking Assault* Campaign Characteristic even if another Characteristic is chosen.

1 Lieutenant (1st or 2nd)

2 Canadian Land Assault Forces Sections or Veteran Voluntary Sections

plus:

Headquarters

0-1 Captain

0-1 Medic

0-1 Forward Observer

Infantry

0-4 Infantry Units

0-1 Medium Machine Gun Team

0-1 Flamethrower Team

0-1 Light or Medium Mortar Team

0-1 PIAT Team

Artillery

0-1 Light Howitzer

Armoured Cars

0-2 Armoured Cars

Transports and Tows

0-1 Transport vehicle (in total) from:

Jeep

Canadian Military Pattern Truck

Landing Crafts

0-1 Landing Crafts, Assault or Personnel or 0-1 Landing Crafts, Mechanized

CANADIAN REINFORCED PLATOON

1 Lieutenant (1st or 2nd)

2 Infantry Units up to 1 Canadian Land Assault Forces Section

plus:

Headquarters

0-1 Captain or Major

0-1 Medic

0-1 Forward Observer

Infantry

0-4 Infantry Units up to 1 Canadian Land Assault Forces Section

0-1 Medium Machine Gun Team

0-1 Flamethrower Team

0-1 Mortar Team

0-1 PIAT or Boys Anti-tank rifle Team

Armoured Cars

0-1 Armoured Car

Tanks

0-1 Tank, Self-propelled Gun, Anti-Aircraft Tank or Tank Hunter

Transports and Tows

0-1 Transport vehicle per Infantry and Artillery Unit

Landing Crafts

0-1 Landing Crafts

