

CANADIANS

Second World War 1939 – 1945



IN BOLT ACTION

ARMY SPECIAL RULES

The following special rule can be seen as an additional National Characteristic for the ones already mentioned in the Armies of Great Britain book.

Volunteer Army

The Canadian Army fielded the greatest Army ever in their history in the Second World War. However, it was completely made of voluntary men. They were mostly inexperienced, but keen.

All inexperienced units used by the Canadian Army automatically follow the rules for Green Units.

ARMY LIST

In addition to all units mentioned below, it is possible to take the British Infantry Sections of the “Armies of Great Britain” book and field them together with the Canadian Army.

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.*
- *Green*

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

As per British Paratroop Section on page 24 of the "Armies of Great Britain" book.

ROYAL CANADIAN ENGINEERS SECTION

Cost: Veteran Infantry 65 points

Composition: 1 NCO and 4 men

Weapons: Rifles

Options:

- Add up to 5 additional men with rifles at +14 points each.
- Up to 1 man can have a light machine gun for +20 points. Another soldier acts as loader.
- Up to 1 man can have a flamethrower for +20 points. Another soldier acts as assistant.
- 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.*
- *Mine clearance experts.* The Unit is equipped with mine clearance equipment.
- *Engineers.* The unit gains a +1 mine clearing modifier. Engineers can choose to remove a section of barbed wire 6" wide when they cross it.
- *Demolition charges.* Once per game, an engineer unit issued a Down order can place a demolition charge at any point adjacent to one of its members. Note an order test must be made to issue the Down order. The engineer unit may detonate the charge after being issued an Advance, Fire, or Ambush order. The charge may not be detonated if the placing unit is currently Down. The charge is treated as HE(3"). A demolition charge may be defused if at least one of its members is adjacent to the charge and a Down order has been issued. Note an order test must be made to issue the Down order.

PACIFIC COAST MILITIA RANGERS

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 4 men can have a shotgun instead of rifle for +5 points each.
- Up to 1 man can have a light machine gun for +20 points. Another soldier acts as loader.

Special Rules:

- *Green*
- *Vigilans.* Units with the Vigilans special rule using Hidden Set-Up may start the

game already in Ambush (remove an order die as per normal).

1ST SPECIAL SERVICE FORCE 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 each.
- 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*
- *Land Assault Specialists.* These men were trained especially for Landing Assaults and fought e.g. during Operations like Operation Jubilee for the Allies. These Units are able to fire their weapons in Shallow Water however, suffer a -1 to hit modifier.

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.

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.* The Ram Tank has 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.* The Grizzly Tank has 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)

Special Rules:

- *Anti-aircraft*
- *Never faced the enemy*. The Skink AA Tank has 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)

THEATRE SELECTORS

OPERATION JUBILEE 1942

Selector Special Rules

The Canadian, American, Free French, Exile Polish and British Forces fighting during this Operation in the occupied France town Dieppe were directly running into a good nearly undefeatable German Defense Position however, resist to give up.

All Units gain the Stubborn Special Rule.

1 Lieutenant (1st or 2nd)

2 Inexperienced Infantry Sections

plus:

Headquarters

0-1 Captain

0-1 Medic

0-1 Forward Observer

Infantry

0-4 Inexperienced or Regular Infantry Units

0-1 Medium Machine Gun Team

0-1 Light or Medium Mortar Team

0-1 PIAT Team

Artillery

0-1 Light Howitzer

Armoured Cars

0-1 Armoured Cars

Tanks

0-1 Infantry Tank Churchill III - VI

Transports and Tows

0-1 Transport vehicle (in total) from:

Jeep

Canadian Military Pattern Truck

Windsor Carrier

Landing Crafts

0-1 Landing Crafts

BATTLE FOR ORTONA

Selector Special Rules

Mouse-holing. The Canadian Forces which fought in that historic battle in Ortona used a new tactic to defeat the Germans in the urban warfare. They breached the walls of a building with PIAT or anti-tank guns, as houses within Ortona shared adjoining walls.

Whenever a Canadian Infantry unit assaults an enemy unit inside an enclosed building and a PIAT Team or anti-tank gun is in 6" of the Canadian Infantry Unit, the enemy is not allowed to shoot at the attacking unit and the special rule Defensive Position does not apply.

1 Lieutenant (1st or 2nd)

2 Infantry Units (No Canadian Land Assault Forces Sections)

plus:

Headquarters

0-1 Captain or Major

0-1 Medic

0-1 Forward Observer

Infantry

0-3 Infantry Units (No Canadian Land Assault Forces Sections)

0-1 Medium Machine Gun Team

0-1 Sniper Team

0-1 PIAT Team

Artillery

0-1 light or medium anti-tank gun

Armoured Cars

0-1 Armoured Car

Tanks

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

Transports and Tows

0-2 Transport vehicles (in total)