

# The Continuation War, June-September 1944

Finland

Order Dice: 10

Platoon #1				
Second Lieutenant (Armies of Italy and the Axis page: 42)			Veteran	78

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	
1 Infantry (equipped as modeled)		-	-	

Infantry Squads				
Continuation War Rifle Squad (Armies of Italy and the Axis page: 43)			Veteran	129

Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Rifle	24"	1	n/a	
1 Infantry with Light Machine gun (requires loader)	36"	4	n/a	
6 Infantry with Rifle	24"	1	n/a	
1 men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Sissi Recon Squad (Armies of Italy and the Axis page: 44)			Veteran	138
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Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Submachine gun	12"	2	n/a	Assault
8 Infantry with Rifle	24"	1	n/a	
Master of the Hunt				Master of the Hunt
Entire squad equipped with skis				Skis

Infantry				
Continuation War Rifle Squad (Armies of Italy and the Axis page: 43)			Veteran	129

Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Rifle	24"	1	n/a	
1 Infantry with Light Machine gun (requires loader)	36"	4	n/a	
6 Infantry with Rifle	24"	1	n/a	
1 men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Machine Gun				
Medium Machine Gun team (Armies of Italy and the Axis page: 45)			Veteran	65

Qty Weapons	Range	Shots	Penetration	Special Rules
1 Medium Machine gun team	36"	5	n/a	Team (3 men), Fixed

Sniper				
Sniper team (Armies of Italy and the Axis 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

Anti-tank				
Anti-tank Rifle team (Armies of Italy and the Axis page: 45)			Regular	30

Qty Weapons	Range	Shots	Penetration	Special Rules
1 Anti-tank rifle team	36"	1	+2	Team (2 men)

Mortar				
Medium Mortar team (Armies of Italy and the Axis page: 47)			Regular	60
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
Spotter				Spotter
Artillery				
Medium Artillery (Armies of Italy and the Axis page: 49)			Regular	85
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 Medium howitzer	60"(30-72)	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (3")
Spotter				Spotter
Tanks and SP Guns				
StuG III Sturm (Armies of Italy and the Axis page: 53)			Regular	230
<b>Qty Vehicle</b>	<b>Type</b>	<b>Transport</b>	<b>DamageValue</b>	
<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 StuG III Sturm	Tracked	-	9+	
Forward-facing heavy anti-tank gun	72"	1	+6	Front arc, HE (2")
Forward-facing MMG	36"	5	n/a	Front arc
<b>Platoon Points:</b>				<b>999</b>

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### Special Rules

#### One-shot

(p72) This is a disposable weapon that can be fired only once per game. Once fired replace the model with another model that does not carry the disposable weapon

#### Shaped Charge

(p73) Never suffer the -1 penetration modifier for firing at long range.

#### Skis

Ski troops ignore movement penalties for snow and other winter conditions

#### 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.

#### 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 (3 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.

#### HE (2")

(p68) PEN: +2, PIN: D3 (D6 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.

### **Spotter**

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon.