



World War II Wargames Rules

**BOLT ACTION**<sup>™</sup>

[www.boltaction.com](http://www.boltaction.com)

**JUGGERNAUT**

**BOLT ACTION**



**FORMAT V4**

[www.facebook.com/juggernautwargaming](http://www.facebook.com/juggernautwargaming)  
[juggernautwargaming@gmail.com](mailto:juggernautwargaming@gmail.com)





## Hello Bolt Action Gamers!

Presented below is a set of guidelines that adjust and modify a “relatively” small number of rules for your games of Bolt Action.

This pack was primarily written & play tested by the Hosts of the Juggernaut Bolt Action Podcast with lots of help from the wider community.

As fans of competitive games, this pack was primarily written with that style of play in mind. This is not attempting to completely rewrite or fully “balance” the game; instead this pack aims to:

- Encourage players to bring units which are otherwise rarely seen at events.
- Tone down or penalize the spam of units which are seen all too often.
- Encourage list variety by giving all armies the same level of platoon flexibility as well as access to additional units
- Provide missions where both players have an equal opportunity to succeed.
- Make games fun!

The rules are split into four separate sections for your own convenience:

- The House Rules
- The Selector
- The Missions
- Additional Units

The rules in this pack are entirely optional, and can be changed/modified to suit your own tastes and requirements. If you think our idea of giving some discounts to German heavy panzers is ridiculous, simply omit or change that rule for your own games/events.

Please feel free to only use specific parts of this pack; if you like the selector but hate the missions, go right ahead!

All we ask is that you give us any constructive feedback good or bad, give credit where it’s due if you are using our format (or parts thereof) in your events, and make sure you go and give our Podcast a listen.

Make sure you get in touch if you have any further questions, queries or suggestions.

***Stay Petty!***



Photos from ‘Not One Step Back’ 2019 and ‘Not Two Steps Back’ 2021



## PART 1 – THE HOUSE RULES

### NATIONAL CHARACTERISTIC CHANGES

#### Multiple Sources (All Armies)

An army that has national rules in both an Army Book & Theatre book may only receive the national rules from one source. Specifically for the British if you choose to take “Manpower of the Empire” national characteristic for an Indian platoon – you gain the free squad but do not get the free observer from the “Artillery Support” national rule. These must be noted in the army list. *(For example, a British or Italian army may choose their national characteristics from their army books or the Western Desert book, but not both.)*

#### Tiger Fear (Germany, Bulgaria, Romania, Hungary)

This rule will not be in use, instead the following rule will be in effect:

**Panzer Superiority** – You may select one of the following discounts for **one** eligible unit:

- Panther Tank: -75pts
- Heavy Tank w/ Super Heavy AT Gun: -100pts
- Super Heavy Tank: - 150pts

*(Example: A player with a single regular Panther would only pay 280pts. A Player with a 2x Regular Tigers would pay a combined 690pts for both.)*

#### Defensive Strategy (Italians)

When playing the missions presented in this pack, Italian armies always gain D3 emplacements as outlined in the National rule ‘Defensive Strategy’.

*(note: The Western Desert national rules do not include this)*

### LIST BUILDING CHANGES

#### Banned Units

The following units are banned and may not be used:

- Special Characters/Units
- War-Planes
- War-Correspondents
- Horse/Mule Tows

#### Maxed-out squads – Free LMGs

Any squad that is taken at full strength & is 10 men or over may take their first LMG option for free. For example a 10 man regular squad with LMG would cost 100 points, not 120. A 10 man regular squad with 2x LMGs would cost 120 points.

*(Author note: BARs are not LMGs and are not subject to this rule.)*

#### Additional Units

Units should be taken from your nation’s army book. Specific armies, units & upgrades from theatre & campaign books may also be taken if they are listed in the Additional Units section of this document.

### UNIT RULE CHANGES

#### Multiple Launchers

Multi Launchers hit with a 2” template rather than a 3”. Please note this does not affect the weapon range. This will affect how many units you get to see if you hit.

#### Turret Jam

This rule will not be in effect.

#### Fuel Shortage

This will not be an option for German vehicles.

#### Suppressive Fire! (All Infantry MMG & HMG Teams)

When an infantry unit enacts a fire order with an MMG or HMG and the declared target is an Infantry or Artillery Unit; the target unit suffers a single pin for being targeted by the Infantry MMG/HMG. The pin for being targeted can only be given once the shot is determined to be possible (I.E. target is in LOS, in range, didn’t recce away etc).

The pin for being targeted in this way can only be given to a unit once per turn.

If the Infantry MMG/HMG then gets at least one hit on the target Infantry or Artillery unit; the target unit suffers a further pin.

- Infantry unit with MMG/HMG given an order that allows them to shoot (Fire, Ambush)
- Infantry unit with MMG/HMG declares a target Infantry/Artillery unit.
- Target Infantry/Artillery unit reacts
- Measure range and open fire; if target Infantry/Artillery unit is in range, line of sight etc then give them a pin.
- Roll to hit; If you manage to hit the target Infantry/Artillery unit then give it another pin as per the normal shooting rules.
- Follow the remaining shooting procedure on pg49 Bolt Action V2 rulebook.





## PART 2– THE SELECTOR

### IMPORTANT:

For this format, the main generic reinforced selector, reinforced armoured selector & ALL theatre selectors will **not be in use**. This includes the following;

- ALL theatre selectors from ALL source books/PDFs
- ALL armoured selectors from ALL source books/PDFs
- ALL generic selectors from ALL source books/PDFs (main rulebook, armies of books etc)

*All players must build a list using the selector below.*

### JUGGERNAUT SELECTOR

- 1 Officer (1st/2nd Lieutenant/Major/Captain)
- 0-1 Forward Artillery Observer/ Forward Air Observer
- 0-1 Other HQ (e.g. Medic/Intelligence Officer/Commissar etc)
- 2-5 Infantry squads
- 0-1 Sniper Team
- 0-1 Machine Gun Team
- 0-1 Mortar team
- 0-1 Anti Tank Team
- 0-1 Flamethrower Team
- 0-1 Artillery Piece (Artillery, Anti-Tank Gun, Anti-Air Gun)
- 0-1 Armoured Car
- 0-1 Tank (Tank, Self Propelled Artillery, Anti-Air Vehicle)
- 0-1 Transport per Infantry unit
- 0-1 Tow per unit per Artillery unit

### Multiple units per slot

Some armies (Japanese, Soviets, USA etc) are allowed to take multiple units per slot. Using this selector, only the first slot may be used to purchase multiples. Any extra slots can only take a single unit. For example a Japanese army which has purchased an additional Anti Tank Team slot would only be able to take 4 Suicide AT Teams, not 6.

### Free Units

Free units do not use Additional Selector Slots but do still use Specific Units slot points where they qualify. For Example;

- French; Free Medium Howitzer = 1 slot point
- British; Free FAO = 0 slot points
- Soviet; Free Infantry Unit = 0 slot points

### Axis Support (Romania, Hungary, Bulgaria)

These units do not use Additional Selector Slots but do still use Specific Units slot points where they qualify. For Example;

- Hungarian Army Axis Support German Sniper = 0 slot points.
- Bulgarian Army Axis Support StuH42 = 1 slot point.
- Romanian Army Axis Support Panzer III Ausf E,F = 0 slot points.

### Slot Points

Players get 1 slot point per full 200pts for the agreed point's value of the game(s). A 600pts game would be 3 slot points, whilst a 1250pts game would be 6 slot points (1000pts = 5 slot points etc).

A slot point can be spent on purchasing Additional Selector Slots or on Specific Units as below;

### Additional Selector Slots:

- 1 point - Infantry squad
- 1 point - LT/Major/Captain/Other HQ
- 2 point - Machine gun team
- 1 point - Flamethrower team
- 2 point - Armoured car
- 2 point - Sniper Team
- 2 point - Mortar team
- 2 point - Anti-Tank team
- 2 point - Artillery Piece (Artillery, Anti-Tank Gun, Anti-Air Gun)
- 3 point - Tank (Tank, Self Propelled Artillery, Anti-Air Vehicle)
- 3 point - Forward Artillery Observer/ Forward Air Observer

### Specific Units:

These slot points need to be paid from your slot points in addition to the Additional Selector Slots. E.g. taking 2 multiple rocket launchers would be 4 slot points; 2 for the additional artillery slot and 1 for each multiple rocket launcher (1+1=2)

- 1point - Infantry unit with Flamethrower, after the first
- 1point - Bamboo Spearfighter unit, after the first
- 1point – Gurkha Paratrooper unit, after the first
- 1point - Forward deploying infantry unit with 3 models or more
- 1point - Captain/Major taken instead of 1st Lt/2nd Lt
- 1point - Any unit with a Multiple Rocket Launcher
- 1point - Any unit with a Medium/Heavy Howitzer.

*please note this does not apply to a Anti-Tank gun or Anti-Air gun that can fire as a howitzer (e.g. German Flak 88)*

Regular 1st LT	
11 Rangers, Veteran, Free LMG & 1 BAR	75
6 Regular Infantry, SMG	159
6 Regular Engineers, Flamethrower, SMG	63
6 Regular Engineers, Flamethrower, SMG	83
Regular Sniper	83
Regular Flamethrower	52
Regular Medium Mortar w/ Spotter	50
Reg Light Howitzer w/ Gun shield & Spotter	60
Regular M18 Hellcat	65
Regular M18 Hellcat	155
Total: 1000	155

### This US Army has:

- 1 Free LMG as the ranger squad is full strength and above 10 men.
- 5 Available slot points as the points limit is 1000pts which have been spent;
  - 2SP (2 Infantry squads with Flamethrower. Flamethrower team is also an infantry unit with a flamethrower)
  - 3SP (Additional Tank Slot for the 2<sup>nd</sup> M18 Hellcat)



## PART 3– THE MISSIONS

The below missions have been written and play tested to replace those out of the main rulebook. Please be aware that outflanking & forward deploying are allowed in these missions unless otherwise stated. Forward deployment is allowed when they are in the first wave or if they are being deployed as per the Bolt Action rules (pg131 – Setting up observers and Snipers).

### Objectives

Objectives must be between 30mm and 50mm in size and all of the objectives must be the same size.

At the end of each turn;

If an Infantry unit or Artillery unit is within 3” of an objective marker and there are no enemy units within 3” of an objective marker then it is controlled. It remains controlled even if no units are within 3” of it.

If units from both sides are within 3” they are contesting an objective marker and it becomes neutral again. Vehicles cannot gain control of an objective marker they can only contest to make it neutral again.

	MISSION		MISSION
1	Maximum Attrition	6	Cleanse
2	Capture & Control	7	Hard Points
3	Alpha Target	8	Bite and Hold
4	Breaking the Line	9	Operation Iceberg
5	Penetrating Attack	10	Priority Targets

Please note; Spotters, medics, chaplains and other non combatants cannot be used to control or contest an objective.



### MISSION 1: MAXIMUM ATTRITION

<b>SETUP</b>	Both players roll a die. The highest scorer picks a table side. No units are set up on the table at the start of the game. Both sides must nominate at least half of their force to form their first wave. This can be the entire army if desired. Any units not included in the first wave are left in reserve. Reserves may outflank in the usual manner.
<b>OBJECTIVE</b>	The objective is simple – both sides must attempt to destroy the other whilst preserving their own forces.
<b>FIRST TURN</b>	The battle begins. During turn 1 both players must bring their first wave onto the table. These units can enter the table from any point on their table edge, and must be given either a run of advance order. Note that no order test is required to move units onto the table as part of the first wave.
<b>GAME DURATION</b>	The game lasts for 6 turns. At the end of turn 6 a player rolls a die. If the result is 4, 5 or 6 then the game continues for 1 more turn. If not then the game ends.
<b>VICTORY!</b>	Each player receives 2 Victory Points for each enemy unit killed. If one player scores 4 or more points than the other they win, otherwise the result is a draw.



## MISSION 2: CAPTURE AND CONTROL

<b>SETUP</b>	Players determine D3+2 objectives to be placed on the battlefield. Players roll a die and the winner places an objective. The players then alternate in placing objectives until all objectives are placed. Objectives must always be more than 12" away from each other and 6" from the board edge. Next, both players roll a second die, the highest chooses a table side. No units are set up on the table at the start of the game. Both sides must nominate at least half of their force to form their first wave. This can be the entire army if desired. Any units not included in the first wave are left in reserve. Reserves may outflank in the usual manner.
<b>OBJECTIVE</b>	The players need to control as many objectives as possible at the end of the game.
<b>FIRST TURN</b>	The battle begins. During turn 1 both players must bring their first wave onto the table. These units can enter the table from any point on their side's table edge, and must be given either a run of advance order. Note that no order test is required to move units onto the table as part of the first wave.
<b>GAME DURATION</b>	The game lasts for 6 turns. At the end of turn 6 a player rolls a die. If the result is 4, 5 or 6 then the game continues for 1 more turn. If not then the game ends.
<b>VICTORY!</b>	Players get 5 Victory Points for controlling each objective. They also get 1 point for each order die the opponent lost. If one player scored 2 points more than the other then they win. Otherwise the game is a draw.

## MISSION 3: ALPHA TARGET

<b>SETUP</b>	Both players roll a die and the highest scorer chooses a table side. The other player then places an objective on the central line of the board that is within 12 inches of the centre. No units are set up on the table at the start of the game. Both sides must nominate at least half of their force to form their first wave. This can be the entire army if desired. Any units not included in the first wave are left in reserve. Reserves may outflank in the usual manner.
<b>OBJECTIVE</b>	The players need to control the central objective and score points for every turn it is held. In this mission, the objective can only be held by infantry and artillery units that have at least 3 models. In addition, the objective can only be contested by infantry and/or artillery units that have at least 3 models. <i>(Author note: the gun model cannot be part of the "3 models" for artillery. Similarly modelled dogs for soviet dog mine teams aren't counted – the dogs are listed as a "weapon" in the unit entry.)</i>
<b>FIRST TURN</b>	The battle begins. During turn 1 both players must bring their first wave onto the table. These units can enter the table from any point on their table edge, and must be given either a run of advance order. Note that no order test is required to move units onto the table as part of the first wave.
<b>GAME DURATION</b>	The game ends on turn 6.
<b>VICTORY!</b>	Players do not score victory points for controlling the objective on turn 1 or 2. On subsequent turns, they gain a number of victory points equal to the turn number (i.e. players will score 5 VP for holding the objective on turn 5). They also get 1 point for each order die the opponent lost. If one player scored 2 points more than the other then they win. Otherwise the game is a draw.



## MISSION 4: BREAKING THE LINE

<b>SETUP</b>	Both players roll a die. The highest scorer chooses his/her table side. The other player then sets up 3 objectives along the central line of the table. Each objective must be at least 18 inches apart and 6 inches away from either board edge. No units are set up at the start of the game. Both sides must nominate at least half of their force to form their first wave. This can be the entire army if desired. Any units not included in the first wave are left in reserve. Reserves may outflank in the usual manner.
<b>OBJECTIVE</b>	The players need to capture the central objectives.
<b>FIRST TURN</b>	The battle begins. During turn 1 both players must bring their first wave onto the table. These units can enter the table from any point on their table edge and must be given either a run or an advance order. Note that no order test is required to move units onto the table as part of the first wave.
<b>GAME DURATION</b>	The game lasts for 6 turns. At the end of turn 6 a player rolls a die. If the result is 4, 5 or 6 then the game continues for 1 more turn. If not then the game ends.
<b>VICTORY!</b>	At the end of the game, each player gets 5 points for each objective controlled. They also get 1 point for each order die the opponent lost. If one player scored 2 points more than the other then they win. Otherwise the game is a draw.

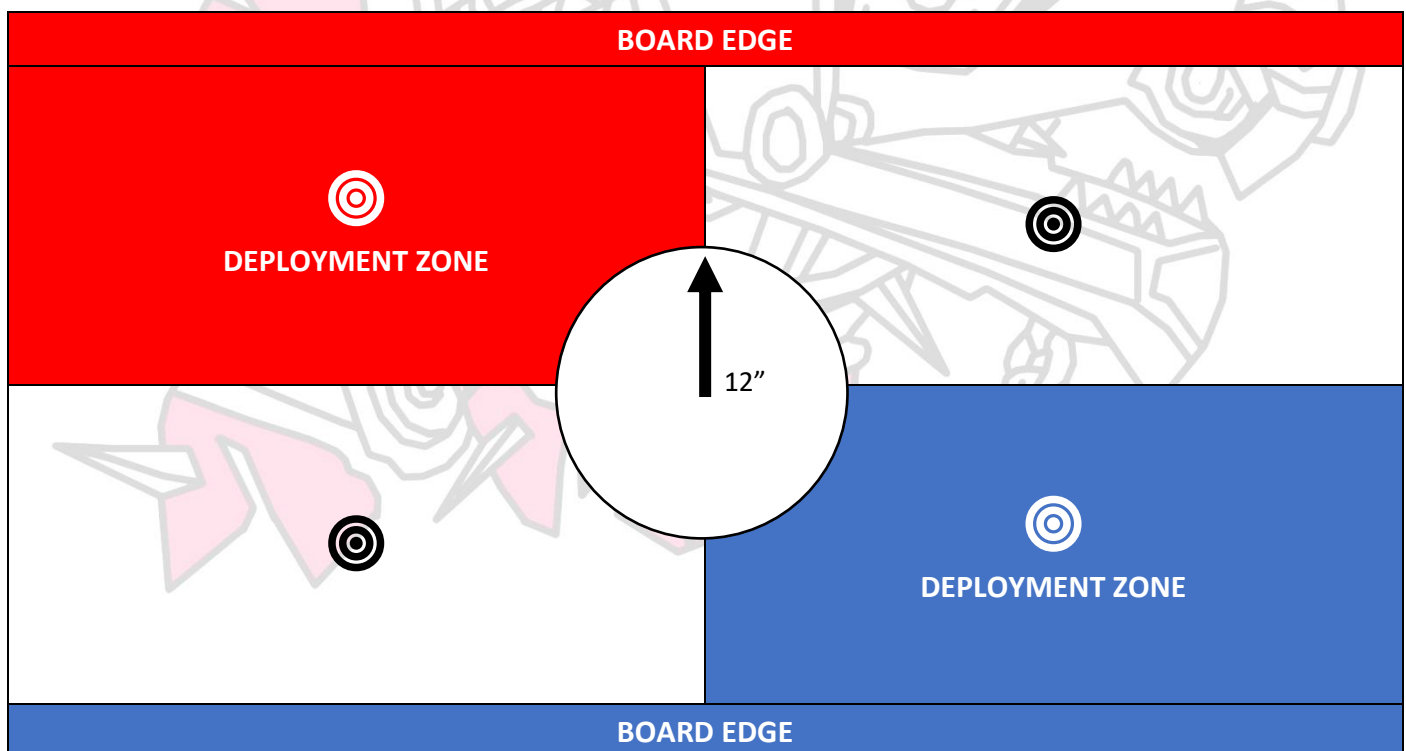
## MISSION 5: PENETRATING ATTACK

<b>SETUP</b>	This battle is fought lengthways across the table, short end to short end. Both players roll a die. The highest scorer chooses a table edge. Players must deploy at least 50% of their army and any units not deployed are left in reserve. Units to be deployed have their dice placed inside the bag. Pull dice and deploy corresponding units until all armies are deployed. Units may be deployed within 24" of their short table edge. Reserves may outflank and will come on from the long table edges in the usual manner.
<b>OBJECTIVE</b>	Both sides must attempt to destroy the other and move their army into the other half of the table.
<b>FIRST TURN</b>	The game begins as normal. Any units that have been left in reserve will come on from their short board edge. Any outflanking units will come on from the long table edges in the usual manner.
<b>GAME DURATION</b>	The game lasts for 6 turns. At the end of turn 6 a player rolls a die. If the result is 4, 5 or 6 then the game continues for 1 more turn. If not then the game ends.
<b>VICTORY!</b>	At the end of the game, players score 1 victory points for each unit outside of any deployment zone. Players also score 3 victory points for each unit in enemy deployment zones. They also get 1 point for each order die the opponent lost. If one player scored 2 points more than the other then they win. Otherwise the game is a draw.



## MISSION 6: CLEANSE

<b>SETUP</b>	The table is split up into 4 equally sized quarters as per the below diagram, an objective is placed in the centre of each quarter. Both players roll a die. The highest scorer chooses a table quarter to deploy in and the lowest scorer deploys in the opposite corner. Players must deploy at least 50% of their army and any units not deployed are left in reserve. Units to be deployed have their dice placed inside the bag. Pull dice and deploy corresponding units until all armies are deployed. Units may be deployed anywhere within their table quarter except within 12" of the central point on the table. See the deployment setup diagram below for details. Units may not outflank in this mission.
<b>OBJECTIVE</b>	The players need to capture the quarter objectives.
<b>FIRST TURN</b>	The game begins as normal. Any units that have been left in reserve will come on from their board edge.
<b>GAME DURATION</b>	The game lasts for 6 turns. At the end of turn 6 a player rolls a die. If the result is 4, 5 or 6 then the game continues for 1 more turn. If not then the game ends.
<b>VICTORY!</b>	At the end of the game, players gain 1 point if they control their home quarter objective, 10 points if they control their opponent's quarter objective and 5 points for the other two quarter objectives. They also get 1 point for each order die the opponent lost. If one player scored 2 points more than the other then they win. Otherwise the game is a draw.







## MISSION 7: Hard Points

<b>SETUP</b>	Both players roll a die. The highest scorer picks a side of the table and places two objectives in his/her deployment zone at least 6" away from the board edge and at least 12" away from the other objective. The other player then does the same. A player's deployment zone is 12" from his/her board edge. Both players <u>secretly</u> mark down a primary and secondary objective from the objectives they have placed. Both players must deploy at least 50% of their army (rounding up!) and units not deployed are left in reserve. Units to be deployed have their dice placed inside the bag. Pull dice and deploy corresponding units until all armies are deployed. Units can be deployed inside the players deployment zone. Reserves may outflank in the usual manner.
<b>OBJECTIVE</b>	Both sides must destroy the enemy objectives, an objective is destroyed if at the end of any turn any enemy unit is base to base (or on top of it).
<b>FIRST TURN</b>	The game begins as normal. Any units that have been left in reserve will come on in the usual manner.
<b>GAME DURATION</b>	The game lasts for 6 turns. At the end of turn 6 a player rolls a die. If the result is 4, 5 or 6 then the game continues for 1 more turn. If not then the game ends.
<b>VICTORY!</b>	At the end of the game, both players reveal which objective they marked as primary and which objective they marked as secondary. Players gain 10pts for destroying the opponent's primary objective and 5pts for destroying the opponent's secondary objective. Players also get 1 point for each order die the opponent lost. If one player scored 2 points more than the other then they win, otherwise the game is a draw.

## MISSION 8: BITE AND HOLD

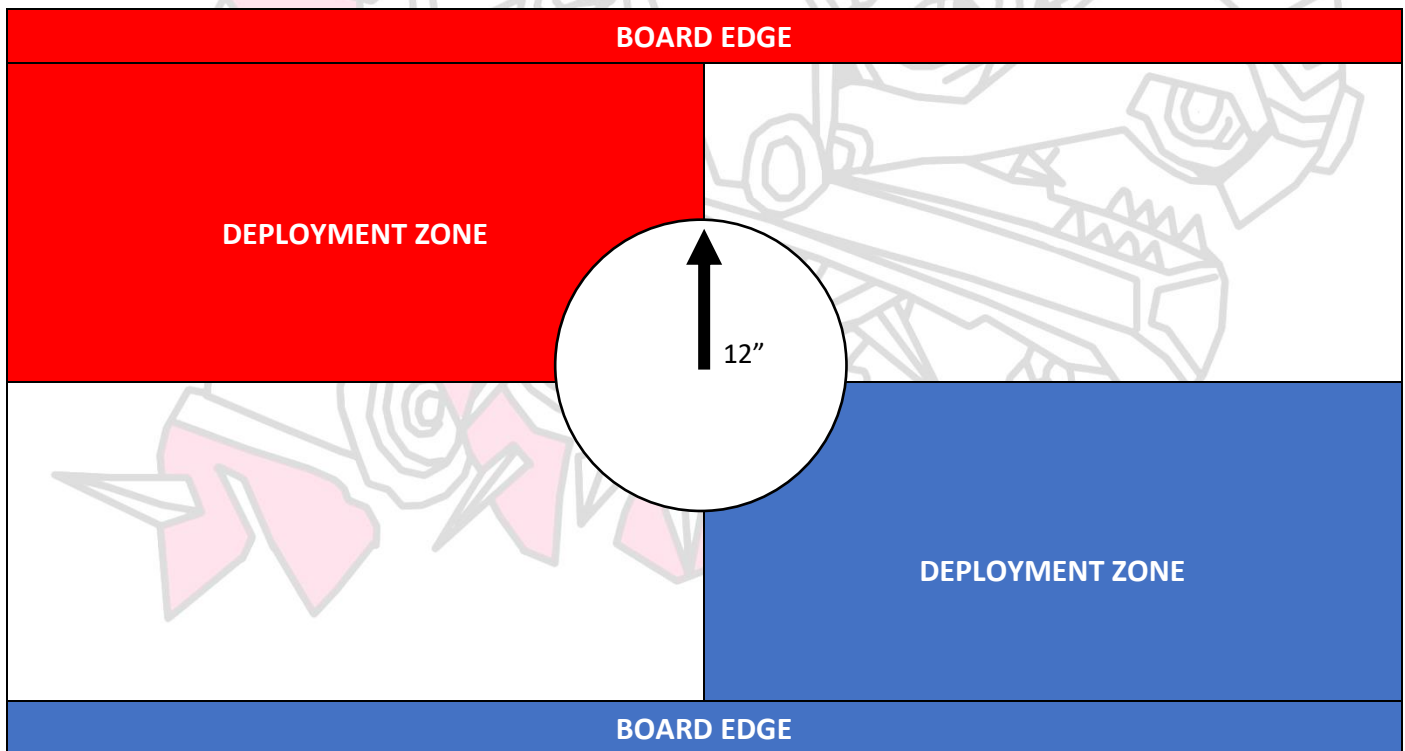
( Original Mission – Timely Objectives Bolt Action Alliance 2020)

<b>SETUP</b>	There are 3 objectives, both players roll a die – starting with the highest scorer both players alternate placing objectives along the centre line of the board. Objectives must be at least 12" away from each other. Both players roll a die. The highest scorer chooses a long table edge. Players must deploy at least 50% of their army and any units not deployed are left in reserve. Units to be deployed have their dice placed inside the bag. Pull dice and deploy corresponding units until all armies are deployed. Units may be deployed within 12" of their long table edge. Reserves may outflank in the usual manner. Units that have been deployed may be Hidden (Bolt Action Rulebook pg131).
<b>OBJECTIVE</b>	Both sides must attempt to take and hold the centreline objectives.
<b>FIRST TURN</b>	The game begins as normal. Any units that have been left in reserve will come on from their board edge.
<b>GAME DURATION</b>	The game lasts for 6 turns. At the end of turn 6 a player rolls a die. If the result is 4, 5 or 6 then the game continues for 1 more turn. If not then the game ends.
<b>VICTORY!</b>	At the end of each turn players will score 3 points for each objective that they control, keep track of victory points scored at the end of each turn. At the end of the game players also get 1 point for each order die the opponent lost. If one player scored more points than the other then they win, otherwise the game is a draw.



## MISSION 9: Operation Iceberg (Original Mission – Heartbreak Ridge Bolt Action Alliance 2020)

<b>SETUP</b>	The table is split up into 4 equally sized quarters as per the example diagram below, one objective is placed on the centre of the table. Both players roll a die – the highest scorer picks a table quarter to be their deployment zone and places an objective more than 6” away from the board edge and more than 12” from other objectives. The other player then does the same in the diagonally opposite table quarter which is their deployment zone. The highest scorer sets up two infantry units or one infantry unit and one artillery unit in his/her deployment zone more than 12” away from the centre point. Then nominates half of the remaining units to be in the first wave – the rest are in reserve. The other player then does the same. Outflanking is not allowed.
<b>OBJECTIVE</b>	The players need to capture the objectives!
<b>FIRST TURN</b>	The battle begins. During turn 1 both players must bring their first wave onto the table. These units can enter the table from any point on their long table edge and must be given either a run or an advance order. Note that no order test is required to move units onto the table as part of the first wave. Any units in reserve will come on from their long table edge.
<b>GAME DURATION</b>	The game lasts for 6 turns. At the end of turn 6 a player rolls a die. If the result is 4, 5 or 6 then the game continues for 1 more turn. If not then the game ends.
<b>VICTORY!</b>	At the end of the game, players will score 1 point for the objective in their deployment zone, 5 points for the centre objective and 10 points for the objective in their opponent’s deployment zone. At the end of the game players also get 1 point for each order die the opponent lost. If one player scored 2 points more than the other then they win, otherwise the game is a draw.





## MISSION 10: Priority Targets

<b>SETUP</b>	Both players roll a die. The highest scorer chooses a long table edge. Players must deploy at least 50% of their army and any units not deployed are left in reserve. Units to be deployed have their dice placed inside the bag. Pull dice and deploy corresponding units until all armies are deployed. Units may be deployed within 12" of their long table edge. Reserves may outflank in the usual manner.																
<b>OBJECTIVE</b>	<p>The objective is simple – both sides must attempt to destroy the other whilst preserving their own forces. At the start of each turn (before Artillery Observers or Air Observers) one player rolls a dice – this will highlight the Priority Targets for the turn for both players.</p> <p>Each unit you kill that is also a priority target in that turn is worth an additional 2 points at the end of the game.</p> <table border="1" data-bbox="341 719 1275 857"> <thead> <tr> <th>D6</th> <th>Priority Target</th> <th>D6</th> <th>Priority Target</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Infantry Squad</td> <td>4</td> <td>Soft Skin Vehicle (6+)</td> </tr> <tr> <td>2</td> <td>Infantry Team Weapon</td> <td>5</td> <td>Armoured Vehicle (7+)</td> </tr> <tr> <td>3</td> <td>Artillery Unit</td> <td>6</td> <td>Headquarters Unit (Lt, Medic, Commissar etc)</td> </tr> </tbody> </table> <p>If the priority target rolled is not possible for either player (e.g. neither player has any Armoured vehicles on the table) then reroll the priority target until a valid target for either player is rolled.</p>	D6	Priority Target	D6	Priority Target	1	Infantry Squad	4	Soft Skin Vehicle (6+)	2	Infantry Team Weapon	5	Armoured Vehicle (7+)	3	Artillery Unit	6	Headquarters Unit (Lt, Medic, Commissar etc)
D6	Priority Target	D6	Priority Target														
1	Infantry Squad	4	Soft Skin Vehicle (6+)														
2	Infantry Team Weapon	5	Armoured Vehicle (7+)														
3	Artillery Unit	6	Headquarters Unit (Lt, Medic, Commissar etc)														
<b>FIRST TURN</b>	The game begins as normal. Any units that have been left in reserve will come on from their board edge.																
<b>GAME DURATION</b>	The game lasts for 6 turns. At the end of turn 6 a player rolls a die. If the result is 4, 5 or 6 then the game continues for 1 more turn. If not then the game ends.																
<b>VICTORY!</b>	At the end of the game players get 1 point for each order die the opponent lost, players also get 2 points for each priority target killed. If one player scored 2 more points than the other then they win, otherwise the game is a draw.																



## PART 4 – Additional Units

If a Nation does not have any additional units listed, it is because they don't have any specific units added in Bolt Action Campaign/Theatre books or the Bolt Action FAQ. All nations can use the additional units listed in the "All Nations" part.

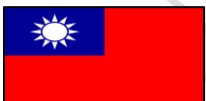
### All Nations

Unit	Unit Type	Slot	Book	Notes
Armoured Field Ambulance	Vehicle	Other HQ	Battleground Europe	
Messengers	Infantry	Other HQ	Campaign: Stalingrad	
Forward Observer Limited	Infantry	Other HQ	D-Day US Sector	
Support Officer	Infantry	Officer	D-Day US Sectors	
Forward Observer (Limited Support)	Infantry	Artillery Observer	D-Day US Sectors	
Field Ambulance	Vehicle	Other HQ	FAQ	Medic
Chaplain	Infantry	Other HQ	Italy, Soft Underbelly	
Forward Naval Observer	Infantry	Artillery Observer	Italy, Soft Underbelly	
Intelligence Officer	Infantry	Other HQ	Italy, Soft Underbelly	
Mule Team	Vehicle	Transport	Italy, Soft Underbelly	
Horse Drawn Limber	Vehicle	Transport	Italy, Soft Underbelly	
Forward Observer (Super-Heavy)	Infantry	Artillery Observer	Italy: Tough Gut	Cannot be used as upgrade to the British Free Observer



### Australia

Unit	Unit Type	Slot	Book	Notes
Armies of Australia	#####	#####	Campaign: New Guinea	Entire Army List
Land Mattress	Artillery	Artillery Piece	Battleground Europe	



### China

Unit	Unit Type	Slot	Book	Notes
Armies of China	#####	#####	Empires In Flames	Entire Army List
Native Irregulars	Infantry	Infantry Squad	Empires In Flames	
Merrill's Marauders	Infantry	Infantry Squad	Empires In Flames	



### Denmark

Unit	Unit Type	Slot	Book	Notes
The Danish Army List	#####	#####	Germany Strikes	Entire Army List

# Juggernaut Bolt Action Format V4.5



## France

Unit	Unit Type	Slot	Book	Notes
Early War Motorcycle and Sidecar	Vehicle	Armoured Car	Battle of France	0-3 per slot
Dragons Portes VB Group	Infantry	Infantry Squad	Battle of France	Squad size 4
French Engineer Section	Infantry	Infantry Squad	Battle of France	0-1 per platoon
Early War French Intelligence Squad	Infantry	Infantry Squad	Battle of France	0-1 per platoon
AMR 35 ZT 2	Vehicle	Tank	Battle of France	
AMR 35 ZT 3	Vehicle	Tank	Battle of France	
Navy Matelot	Infantry	Infantry Squad	Battle of France	
Officer Cadet Section	Infantry	Infantry Squad	Battle of France	
Officer Cadet Machine Gun Team	Infantry	Infantry Squad	Battle of France	



## Free France

Unit	Unit Type	Slot	Book	Notes
Armies of Free France	#####	#####	Battle of The Bulge	Entire Army List



## Free French Forces

Unit	Unit Type	Slot	Book	Notes
Free French Forces	#####	#####	Western Desert	Entire Army List



## Germany

Unit	Unit Type	Slot	Book	Notes
Krafttradschutzen Squad	Vehicle	Armoured Car	Battle of France	
Spahruppen	Infantry	Infantry Squad	Battle of France	
German LMG Team	Infantry	Machine Gun Team	Battle of France	
Feldgendarmarie Squad	Infantry	Infantry Squad	Battle of The Bulge	
Feldjagerkorps Squad	Infantry	Infantry Squad	Battle of The Bulge	
Feldstrafgefangenenabteilung Convict Squad	Infantry	Infantry Squad	Battle of The Bulge	
Feldstrafgefangenenabteilung Guard Force	Infantry	Infantry Squad	Battle of The Bulge	
Green Fallschirmjager Squad (Late War)	Infantry	Infantry Squad	Battle of The Bulge	
Grenadier Radfahrzug Squad	Infantry	Infantry Squad	Battle of The Bulge	
Intelligence Officer	Infantry	Other HQ	Battle of The Bulge	
French Milice Squad	Infantry	Infantry Squad	Battleground Europe	
Flammpanzer 38(T) Hetzer	Vehicle	Tank	Battleground Europe	
Flammpanzer B2(F)	Vehicle	Tank	Battleground Europe	
Somua MCG	Vehicle	Tank	Battleground Europe	
Siege Gun Forward Observer	Infantry	Other HQ	Campaign: Case Blue	
Waffen-SS Wiking Panzergrenadier Squad	Infantry	Infantry Squad	Campaign: Case Blue	
Ostlegionen Squad	Infantry	Infantry Squad	Campaign: Case Blue	
Gebirgspionere Squad	Infantry	Infantry Squad	Campaign: Case Blue	
Cossack Squad	Infantry	Infantry Squad	Campaign: Case Blue	
Alarm Unit	Infantry	Infantry Squad	Campaign: Stalingrad	
Croatian Legion Squad	Infantry	Infantry Squad	Campaign: Stalingrad	
Jager Squad	Infantry	Infantry Squad	Campaign: Stalingrad	
Panzergrenadier Squad (Stalingrad)	Infantry	Infantry Squad	Campaign: Stalingrad	
12th HitlerJugend	#####	#####	D-Day British & Canadian	Entire Army List & All Units
Luftwaffe Field Division	#####	#####	D-Day British & Canadian	Entire Army List & All Units
Heldenklau squad	Infantry	Infantry Squad	D-Day British & Canadian	
Fusilier Squad	Infantry	Infantry Squad	D-Day Overlord	

# Juggernaut Bolt Action Format V4.5



Green Grenadier Squad	Infantry	Infantry Squad	D-Day Overlord	
ROA (Russian Liberation Army) Fanatics	Infantry	Infantry Squad	D-Day Overlord	
Hotchkiss H35 and H39 (Panzer 35H/38H)	Vehicle	Tank	D-Day Overlord	
Panzer 35R (Renault R35)	Vehicle	Tank	D-Day Overlord	
Panzerjager 35R	Vehicle	Tank	D-Day Overlord	
Renault FT	Vehicle	Tank	D-Day Overlord	
SF39H Assault Gun	Vehicle	Tank	D-Day Overlord	
Somua MCG Halftrack	Vehicle	Tank	D-Day Overlord	
Somua S35	Vehicle	Tank	D-Day Overlord	
UNIC U304(F) AA or Mortar Carrier	Vehicle	Tank	D-Day Overlord	
UNIC U304(F) AK 36	Vehicle	Tank	D-Day Overlord	
Laffly Heavy Tractors	Vehicle	Transport	D-Day Overlord	
Fallschirmjager Support Officer	Infantry	Officer	D-Day US Sector	
Fallschirmjager Scout Squad	Infantry	Infantry Squad	D-Day US Sector	
Fallschirmjager Support Section	Infantry	Infantry Squad	D-Day US Sector	
42mm Pak 41 Anti-Tank Gun	Artillery	Artillery Piece	D-Day US Sector	
Kriegsmarine Officer	Infantry	Officer	D-Day US Sector	
LMG Team	Infantry	Machine Gun Team	D-Day US Sector	
Alert Battalion Paris Squad	Infantry	Infantry Squad	D-Day US Sector	
Paris Alert Security Squad	Infantry	Infantry Squad	D-Day US Sector	
Panzer 1 Ausf C	Vehicle	Tank	D-Day US Sector	
Horse Wagon	Vehicle	Transport	D-Day US Sector	
Waffen-SS Officer (Late-War)	Infantry	Officer	D-Day US Sector	Requires 1 Waffen-SS squad taken.
Waffen-SS Pioneers (Late-War)	Infantry	Infantry Squad	D-Day US Sector	
Waffen-SS Aufklarungs Squad	Infantry	Infantry Squad	D-Day US Sector	
Waffen-SS Aufklarungs Schimmwagen	Vehicle	Transport	D-Day US Sector	
Sd.kfz 263 Armoured Car	Vehicle	Armoured Car	Duel In The Sun	
Sd.kfz 6/3 Diana Halftrack	Vehicle	Armoured Car	Duel In The Sun	
999th Light Afrika Division (Strafbattalion)	Infantry	Infantry Squad	Duel In The Sun	
UNIC P107 Command Truck	Vehicle	Transport	FAQ	
Gep.M.Trsp.WG.Bedford (e) armoured-carrier	Vehicle	Armoured Car	FAQ	
Panzerkampfwagen 35R 731(f) mit T-26 Turm	Vehicle	Tank	FAQ	
Flakpanzer V 'Coelian'	Vehicle	Tank	FAQ	
Krupp Protze with Pak 36	Vehicle	Tank	FAQ	
Sd.Kfz 10 'Gepanzerte'	Vehicle	Tank	FAQ	
22nd SS Cavalry Division Squad	Infantry	Infantry Squad	Fortress Budapest	
8th SS Cavalry Division Squad	Infantry	Infantry Squad	Fortress Budapest	
Late War SS Replacement Squad	Infantry	Infantry Squad	Fortress Budapest	
SS Panzer Pioneer Squad	Infantry	Infantry Squad	Fortress Budapest	
Polizei M15/42 Tank (PZ KPFW M15/42 738(I))	Vehicle	Tank	Fortress Budapest	
Steyr ADGZ M35 Heavy Armoured Car	Vehicle	Armoured Car	Germany Strikes	
Panzergrenadier Squad (Italy,1943)	Infantry	Infantry Squad	Italy, Soft Underbelly	
Festung Squad	Infantry	Infantry Squad	Italy, Soft Underbelly	
Feldersatz Squad (Training Squad)	Infantry	Infantry Squad	Italy, Soft Underbelly	
88MM Racktenwerfer 43 Puppchen	Artillery	Artillery Piece	Italy, Soft Underbelly	
Stug M41 MIT 75/18 850(I)	Vehicle	Tank	Italy, Soft Underbelly	
Stug M43(I) (105/25)	Vehicle	Tank	Italy, Soft Underbelly	
Fallschirmjager Officer	Infantry	Officer	Italy, Soft Underbelly	Compulsory squads must be Fallschirmjager squads
Fallschirmjager Squad (Italy, 1943)	Infantry	Infantry Squad	Italy, Soft Underbelly	
Fallschirmjager Squad (Ortona)	Infantry	Infantry Squad	Italy, Soft Underbelly	
Fallschirmjager Rear Echelon Squad	Infantry	Infantry Squad	Italy, Soft Underbelly	
Fallschirmpioneer Squad (Ortona)	Infantry	Infantry Squad	Italy, Soft Underbelly	
Fallschirmjager Officer (Italy 1944)	Infantry	Officer	Italy: Tough Gut	
Italian Waffen-SS Squad	Infantry	Infantry Squad	Italy: Tough Gut	
Heer Grenadier Squad (Italy, Early-Mid 1944)	Infantry	Infantry Squad	Italy: Tough Gut	
Berlin-Spandau Lehr Pioneer Assault Squad	Infantry	Infantry Squad	Italy: Tough Gut	
Gebirgsjager Squad (Early-Mid 1944)	Infantry	Infantry Squad	Italy: Tough Gut	
Jager Squad (Italy, Early-Mid 1944)	Infantry	Infantry Squad	Italy: Tough Gut	
Panzergrenadier Squad (Italy, Early-Mid 1944)	Infantry	Infantry Squad	Italy: Tough Gut	

# Juggernaut Bolt Action Format V4.5



1944)				
Spahtrupp	Infantry	Infantry Squad	Italy: Tough Gut	
Fallschirmjäger Squad (Cassino & Anzio)	Infantry	Infantry Squad	Italy: Tough Gut	
Fallschirmpioneer Squad (Cassino & Anzio)	Infantry	Infantry Squad	Italy: Tough Gut	
Gewehr 43 Sniper Team	Infantry	Sniperr Team	Italy: Tough Gut	
Tiger I (Mechanically Unreliable)	Vehicle	Tank	Italy: Tough Gut	
Elefant (Mechanically Unreliable)	Vehicle	Tank	Italy: Tough Gut	
Borgward B-IV Remote Controlled Demolition Vehicle	Vehicle	Tank	Italy: Tough Gut	
Armoured Sd.kfz 9 with 88mm Flak 37	Vehicle	Tank	Italy: Tough Gut	
Flakpanzer T34R	Vehicle	Tank	Italy: Tough Gut	
Alarm Patrols	Infantry	Infantry Squad	Market Garden	
Aufklarungs Infantry Squad	Infantry	Infantry Squad	Market Garden	
German Line of Communications Section	Infantry	Infantry Squad	Market Garden	
SS Training and Replacement Battalion Squad	Infantry	Infantry Squad	Market Garden	
Wacht Battalion Infantry Squads	Infantry	Infantry Squad	Market Garden	
Opel Blitz with Flak 38	Vehicle	Artillery Piece	Ostfront	
33rd Waffen-SS Charlemagne Squad	Infantry	Infantry Squad	Ostfront	
Begleit Stug Escort Infantry Squad	Infantry	Infantry Squad	Ostfront	
Brandenburgers - German Special Forces Squad	Infantry	Infantry Squad	Ostfront	
Sturmpioneere Assault Engineer Squad	Infantry	Infantry Squad	Ostfront	
3.7cm PAK 35/36 Fahrgestellbren (E)	Vehicle	Tank	Ostfront	
Ferdinand Tank Destroyer	Vehicle	Tank	Ostfront	
Panzerjagdfahrzeugen Auf Fahrgestellbren (E)	Vehicle	Tank	Ostfront	
RSO/PAK 40	Vehicle	Tank	Ostfront	
Artillerie Schlepper VA 601 (B)	Vehicle	Transport	Ostfront	
Polizei BA-10 Armoured Car	Vehicle	Armoured Car	The Road to Berlin	
Sdkfz 234 MIT 'Luchs' Turm	Vehicle	Armoured Car	The Road to Berlin	
Czech Patriot Squad	Infantry	Infantry Squad	The Road to Berlin	
Panzer Zestorer Truppen	Infantry	Infantry Squad	The Road to Berlin	
Replacement Army Squad	Infantry	Infantry Squad	The Road to Berlin	
Sicherungs (Security) Battalion Squad	Infantry	Infantry Squad	The Road to Berlin	
Strafbattalion Penal Infantry Squad	Infantry	Infantry Squad	The Road to Berlin	
Pantherturnm	Vehicle	Tank	The Road to Berlin	
Panzer VIII Maus	Vehicle	Tank	The Road to Berlin	
Polizei M14/41 Medium Tank (Pzkwfw 41)	Vehicle	Tank	The Road to Berlin	
Aufklarungs Gruppe	Vehicle	Armoured Car	Western Desert	
Sdkfz 251/4	Vehicle	Armoured Car	Western Desert	
Sdkfz 251/6	Vehicle	Armoured Car	Western Desert	
Sdkfz 254	Vehicle	Armoured Car	Western Desert	
Sdkfz 265 Kleine Panzerbefehlswagen	Vehicle	Armoured Car	Western Desert	
7.62cm FK36(R) and PAK 36(R) Anti Tank Gun	Artillery	Artillery Piece	Western Desert	
Arika Korps Kradschutzen Squad	Infantry	Infantry Squad	Western Desert	
Schutzen Squad	Infantry	Infantry Squad	Western Desert	
MG34 LMG Team	Infantry	Machine Gun Team	Western Desert	
Panzer III Ausf G,H,J	Vehicle	Tank	Western Desert	
Sig 33 Panzerkampfwagen II	Vehicle	Tank	Western Desert	



## Great Britain

Unit	Unit Type	Slot	Book	Notes
Early War Motorcycle and Sidecar	Vehicle	Armoured Car	Battle of France	0-3 per slot
Auxiliary Military Pioneer Corps Section	Infantry	Infantry Squad	Battle of France	
Corps of Military Police Section	Infantry	Infantry Squad	Battle of The Bulge	0-1 per platoon
Intelligence Officer	Infantry	Other HQ	Battle of The Bulge	
Land Mattress	Artillery	Artillery Piece	Battleground Europe	
Wasp Flamethrower Carrier	Vehicle	Tank	Battleground Europe/FAQ	
SAS Armoured Jeep	Vehicle	Armoured Car	FAQ	

# Juggernaut Bolt Action Format V4.5



SAS Infantry Section	Infantry	Infantry Squad	FAQ	
Armadillo	Vehicle	Armoured Car	FAQ	
MKIV Heavy	Vehicle	Tank	Campaign Gigant	
British & Inter-Allied Commandos	#####	#####	D-Day British & Canadian	Entire Army List & All Units
The Canadian Army	#####	#####	D-Day British & Canadian	Entire Army List & All Units
Fox Armoured car	Vehicle	Armoured Car	D-Day British & Canadian	
Humber Light Reconnaissance car	Vehicle	Armoured Car	D-Day British & Canadian	
Lynx scout car	Vehicle	Armoured Car	D-Day British & Canadian	
Otter Light Reconnaissance Car	Vehicle	Armoured Car	D-Day British & Canadian	
Staghound Options	Vehicle	Armoured Car	D-Day British & Canadian	Additional Options
Bren AA Gun	Artillery	Artillery Piece	D-Day British & Canadian	
Anti-tank Platoon rifle detachment	Infantry	Infantry Squad	D-Day British & Canadian	
Armoured Car Support/assault section	Infantry	Infantry Squad	D-Day British & Canadian	
Support Officers	Infantry	Officer	D-Day British & Canadian	0-1 per platoon
Sexton Options	Vehicle	Tank	D-Day British & Canadian	Additional Options
WASP IIC	Vehicle	Tank	D-Day British & Canadian	
C1TA Armoured truck	vehicle	Transport	D-Day British & Canadian	
Ram Kangaroo Options	Vehicle	Transport	D-Day British & Canadian	Additional Options
British Intelligence Section	Infantry	Infantry Squad	D-Day British & Canadian	
591st Parachute Engineers	Infantry	Infantry Squad	D-Day Overlord	
Airborne Pathfinders Section	Infantry	Infantry Squad	D-Day Overlord	
Airborne Royal Engineer Section	Infantry	Infantry Squad	D-Day Overlord	
Commando/RMC Sub-Section (Normandy)	Infantry	Infantry Squad	D-Day Overlord	
Pioneer Section	Infantry	Infantry Squad	D-Day Overlord	
DD Sherman	Vehicle	Tank	D-Day Overlord	
Who Dares Wins: The SAS In France	#####	#####	D-Day US Sector	Entire Army List & All Units
Command Armoured Trucks	Vehicle	Armoured Car	Duel In The Sun	
Maori Infantry Section	Infantry	Infantry Squad	Duel In The Sun	
SAS Infantry Squad	Infantry	Infantry Squad	Duel In The Sun	
Australian Commandos	Infantry	Infantry Squad	Empires In Flames	
Gurkha Paratroops	Infantry	Infantry Squad	Empires In Flames	
Native Irregulars	Infantry	Infantry Squad	Empires In Flames	
Highland Officer	Infantry	Officer	Italy, Soft Underbelly	
Royal Engineers Section	Infantry	Infantry Squad	Italy, Soft Underbelly	
Recce Corps Assault Troop Section (Mid-War)	Infantry	Infantry Squad	Italy, Soft Underbelly	
Irish Infantry Section	Infantry	Infantry Squad	Italy, Soft Underbelly	
Guards Infantry Section (Mid/Late War)	Infantry	Infantry Squad	Italy, Soft Underbelly	
Indian Infantry Section (Italy, 1943)	Infantry	Infantry Squad	Italy, Soft Underbelly	
Canadian Infantry Section (MTO)	Infantry	Infantry Squad	Italy, Soft Underbelly	
Royal Canadian Engineer Section (MTO)	Infantry	Infantry Squad	Italy, Soft Underbelly	
Universal Carrier (Late War)	Vehicle	Transport	Italy, Soft Underbelly	
1 <sup>st</sup> Airborne Division Paratroop Section	Infantry	Infantry Squad	Italy, Soft Underbelly	
1 <sup>st</sup> Para Squadron, Royal Engineer Team	Infantry	Infantry Squad	Italy, Soft Underbelly	
Airborne Captured MG42	Infantry	Machine Gun Team	Italy, Soft Underbelly	
Special Raiding Squadron Sub-Section	Infantry	Infantry Squad	Italy, Soft Underbelly	
PPA Officer	Infantry	Officer	Italy, Soft Underbelly	
PPA Team	Infantry	Infantry Squad	Italy, Soft Underbelly	
PPA Jeep	Vehicle	Armoured Car	Italy, Soft Underbelly	
PPA Flamethrower Jeep	Vehicle	Armoured Car	Italy, Soft Underbelly	
Commando/RMC Subsection (MTO, 1943)	Infantry	Infantry Squad	Italy, Soft Underbelly	
Copp Commando Team	Infantry	Infantry Squad	Italy, Soft Underbelly	
New Zealand/Māori Officer	Infantry	Officer	Italy: Tough Gut	
New Zealand Infantry Section (Late-War)	Infantry	Infantry Squad	Italy: Tough Gut	
Māori Infantry Section (Late-War)	Infantry	Infantry Squad	Italy: Tough Gut	
Indian Infantry Squad (MTO, 1944-45)	Infantry	Infantry Squad	Italy: Tough Gut	
Gurkha Infantry Section (MTO 1944-45)	Infantry	Infantry Squad	Italy: Tough Gut	
Canadian Infantry Section (MTO 1944-45)	Infantry	Infantry Squad	Italy: Tough Gut	
Polish Infantry Section (Late-War)	Infantry	Infantry Squad	Italy: Tough Gut	
Polish Command Subsection (1944)	Infantry	Infantry Squad	Italy: Tough Gut	
Staghound Mk II (CS)	Vehicle	Armoured Car	Italy: Tough Gut	
21st Independent Company Section	Infantry	Infantry Squad	Market Garden	1 slot point per unit
British Airlanding Rifle Section	Infantry	Infantry Squad	Market Garden	
British Airlanding Scout Section	Infantry	Infantry Squad	Market Garden	



# Juggernaut Bolt Action Format V4.5



British Glider Pilot Regiment Section	Infantry	Infantry Squad	Market Garden	
British Line of Communications Section	Infantry	Infantry Squad	Market Garden	
Dorchester Command Armoured Truck	Vehicle	Transport	Western Desert	



## Hungary

Unit	Unit Type	Slot	Book	Notes
Second Army Rifle Section	Infantry	Infantry Squad	Campaign: Case Blue	
Air Force Alarm Unit	Infantry	Infantry Squad	Campaign: Case Blue	
Bicycle/Motorcycle Infantry Section	Infantry	Infantry Squad	Campaign: Case Blue	
Motorised Infantry Squad	Infantry	Infantry Squad	Campaign: Case Blue	
Flamethrower Team	Infantry	Flamethrower Team	Campaign: Case Blue	
Huszar Reconnaissance Section	Infantry	Infantry Squad	Campaign: Case Blue	
80MM 29/38M Heavy Anti Aircraft Gun	Artillery	Anti Air	Fortress Budapest	
44M Buzoganyveto Rocket Launcher	Artillery	Artillery Piece	Fortress Budapest	
Arrow Cross Militia Section	Infantry	Infantry Squad	Fortress Budapest	
Assault Pioneer Section	Infantry	Infantry Squad	Fortress Budapest	
Border Guards Section	Infantry	Infantry Squad	Fortress Budapest	
Danube Flotilla Infantry Section	Infantry	Infantry Squad	Fortress Budapest	
Experienced Honved Division Section	Infantry	Infantry Squad	Fortress Budapest	
Gendarmerie Battalion Section	Infantry	Infantry Squad	Fortress Budapest	
Parachute Assault Section	Infantry	Infantry Squad	Fortress Budapest	
Replacement Honved Division Section	Infantry	Infantry Squad	Fortress Budapest	
University Assault Battalion Section	Infantry	Infantry Squad	Fortress Budapest	
Vannay Battallion Flying Squad	Infantry	Infantry Squad	Fortress Budapest	
44M Pancelrem Rocket Launcher	Infantry	Anti Tank Team	Fortress Budapest	
43M Sorozatveto	Artillery	Artillery Piece	Fortress Budapest	
Jagdpanther 38(T) Hetzer	Vehicle	Tank	Fortress Budapest	
Panzer IV Ausf G and H	Vehicle	Tank	Fortress Budapest	
Panzer V Panther	Vehicle	Tank	Fortress Budapest	
Stug III Ausf G	Vehicle	Tank	Fortress Budapest	
Tiger I	Vehicle	Tank	Fortress Budapest	
43M Zrinyi II	Vehicle	Tank	Fortress Budapest	



## Italy

Unit	Unit Type	Slot	Book	Notes
Fucilieri Squad	Infantry	Infantry Squad	Campaign: Case Blue	
Alpini Squad (Case Blue)	Infantry	Infantry Squad	Campaign: Case Blue	
Monte Cervino Ski Squad	Infantry	Infantry Squad	Campaign: Case Blue	0-1 per platoon
Bersaglieri Squad (Case Blue)	Infantry	Infantry Squad	Campaign: Case Blue	
Blackshirt 'M' Battalion Squad	Infantry	Infantry Squad	Campaign: Case Blue	
Savoia Cavalleria Squad	Infantry	Infantry Squad	Campaign: Case Blue	
Croatian Legion Squad	Infantry	Infantry Squad	Campaign: Case Blue	
75/32 Modello 37	Artillery	Artillery Piece	Campaign: Case Blue	
Voloire Horse Artillery	Artillery	Artillery Piece	Campaign: Case Blue	
Cossack Squad	Infantry	Infantry Squad	Campaign: Case Blue	
Lancia Ansaldo IZ and IZM	Vehicle	Armoured Car	Duel In The Sun/FAQ	
Late War Paracadutisti Infantry Section	Infantry	Infantry Squad	Duel In The Sun/FAQ	
Semovente 75/34	Vehicle	Tank	Duel In The Sun	
Divisione Costiera Section	Infantry	Infantry Squad	Italy, Soft Underbelly	
Motociclisti Infantry Section	Infantry	Infantry Squad	Italy, Soft Underbelly	
Guastatori Destruction Group	Infantry	Infantry Squad	Italy, Soft Underbelly	
Guastatori Support Group	Infantry	Infantry Squad	Italy, Soft Underbelly	
X Arditi Officer	Infantry	Officer	Italy, Soft Underbelly	

# Juggernaut Bolt Action Format V4.5



X Arditi Section	Infantry	Infantry Squad	Italy, Soft Underbelly	
X Arditi Saboteur Section	Infantry	Infantry Squad	Italy, Soft Underbelly	
Sahariana Spa-Viberti AS42	Vehicle	Armoured Car	Italy, Soft Underbelly	
First Motorised Group/CIL Officer	Infantry	Officer	Italy: Tough Gut	
CIL 'Nembo' Paracadutisti Section	Infantry	Infantry Squad	Italy: Tough Gut	
First Motorised Group/CIL Infantry Section	Infantry	Infantry Squad	Italy: Tough Gut	
CIL/Aplini Section	Infantry	Infantry Squad	Italy: Tough Gut	
CIL Bersaglieri Section	Infantry	Infantry Squad	Italy: Tough Gut	
RSI Officer	Infantry	Officer	Italy: Tough Gut	
Nembo/Folgore Paracadutisti Section (Anzio)	Infantry	Infantry Squad	Italy: Tough Gut	
Paracadutisti MG42 Team	Infantry	Machine Gun Team	Italy: Tough Gut	
Decima MAS Naval Infantry Section (Anzio)	Infantry	Infantry Squad	Italy: Tough Gut	
75/50 Medium Anti-Aircraft/Anti-Tank Gun	Artillery	Artillery Piece	Western Desert	
FIAT 634N 102/35	Vehicle	Artillery Piece	Western Desert	
Lancia 3 RO Breda 20mm OR SPA 35 Dovunquu	Vehicle	Artillery Piece	Western Desert	
AS42 Infantry Squad	Infantry	Infantry Squad	Western Desert	
Bersaglieri MG Squad	Infantry	Infantry Squad	Western Desert	
Folgore Paracadutisti	Infantry	Infantry Squad	Western Desert	
Bersaglieri MG Command Team	Infantry	Officer	Western Desert	
Morris CS8 65/17, FIAT 634N 76/30	Vehicle	Tank	Western Desert	
Semovente Carro Comando	Vehicle	Tank	Western Desert	
Carabinieri Section	Infantry	Infantry Squad	Western Desert	
Sahariana MMG Team	Infantry	Machine Gun Team	Western Desert	
Sahariana Light Mortar Team	Infantry	Mortar Team	Western Desert	
Autocarro Sahariana AS37 Gun Truck	Vehicle	Armoured Car	Western Desert	
Spa AS37	Vehicle	Transport	Western Desert	
Camionettisti Section	Infantry	Infantry Squad	Western Desert	
Camionettisti Demolition Team	Infantry	Anti Tank Team	Western Desert	
Camionettisti Flamethrower Team	Infantry	Flamethrower Team	Western Desert	
Camionettisti Sniper Team	Infantry	Sniper Team	Western Desert	



## Imperial Japan

Unit	Unit Type	Slot	Book	Notes
Type 88 75mm Dual Purpose AA Gun	Artillery	Artillery Piece	Campaign: New Guinea	
Type 92 Hokoku-Go Armoured Car	Vehicle	Armoured Car	Empires In Flames	
IJN or SNLF Scout Teams	Infantry	Infantry Squad	Empires In Flames	
Japanese/Manchukuoan Cavalry Squad	Infantry	Infantry Squad	Empires In Flames	
Native Irregulars	Infantry	Infantry Squad	Empires In Flames	
The Indian National Army	Infantry	Infantry Squad	Empires In Flames	No national rules.
Type 93 13.2mm Anti-Aircraft MMG	Infantry	Machine Gun Team	Empires In Flames	HMG Team
IJA Cavalry Command	Infantry	Officer	Empires In Flames	
Soko Sagyo SS-KI Armoured Work Vehicle	Vehicle	Tank	Empires In Flames	
Improvised Anti Tank Team	Infantry	Anti Tank Team	Mariana & Palau Islands	
320MM Type 98 (1938) Spigot Mortar	Artillery	Artillery Piece	Mariana & Palau Islands	
80MM Coastal Gun	Artillery	Artillery Piece	Mariana & Palau Islands	
IJA Engineer Squad	Infantry	Infantry Squad	Mariana & Palau Islands	0-1 per platoon
IJA Naval Militia Squad	Infantry	Infantry Squad	Mariana & Palau Islands	
IJA Machine Gun Section	Infantry	Machine Gun Team	Mariana & Palau Islands	
Lone Sniper	Infantry	Sniper Team	Mariana & Palau Islands	Replaces Sniper Team
SU-KI 2-Ton Amphibious Truck	Vehicle	Transport	Mariana & Palau Islands	

# Juggernaut Bolt Action Format V4.5



## The Netherlands

Unit	Unit Type	Slot	Book	Notes
KNIL Guerilla Light Machine Gun Section	Infantry	Infantry Squad	Campaign: New Guinea	
KNIL Guerilla Rifle Section	Infantry	Infantry Squad	Campaign: New Guinea	



## Partisans

Unit	Unit Type	Slot	Book	Notes
Jedburgh Team	Infantry	Other HQ	D-Day US Sectors	
Maquis Squad	Infantry	Infantry Squad	D-Day US Sectors	
Molotov Anti-Tank Squad	Infantry	Anti Tank Team	D-Day US Sectors	
Paris Police Prefecture Squad	Infantry	Infantry Squad	D-Day US Sectors	
Anti Tank Team	Infantry	Anti Tank Team	The Road to Berlin	
Kubus Armoured Car/Personnel Carrier	Vehicle	Armoured Car	The Road to Berlin	
Flamethrower Team	Infantry	Flamethrower Team	The Road to Berlin	
AK Militia Squad	Infantry	Infantry Squad	The Road to Berlin	
Kedyw Squad	Infantry	Infantry Squad	The Road to Berlin	
Machine Gun Team	Infantry	Machine Gun Team	The Road to Berlin	
Officer	Infantry	Officer	The Road to Berlin	
Medic	Infantry	Other HQ	The Road to Berlin	
Sniper Team	Infantry	Sniper Team	The Road to Berlin	
Captured German Sdkfz 251/1 Szary Wilk	Vehicle	Transport	The Road to Berlin	



## Poland

Unit	Unit Type	Slot	Book	Notes
Wz.29 'Ursus' heavy armoured car	Vehicle	Armoured Car	FAQ	
Polish Motorbike Section	Infantry	Infantry Section	FAQ	
Samochod Pancerny WZ.29 Ursus Heavy	Vehicle	Armoured Car	Germany Strikes	
Polski FIAT 508IIW Lazik Jeep	Vehicle	Transport	Germany Strikes	
PZINZ 222 Half Track Truck	Vehicle	Transport	Germany Strikes	



## Romania

Unit	Unit Type	Slot	Book	Notes
Air Force Forward Observer	Infantry	Other HQ	Campaign: Case Blue	
Cavalry Section (Case Blue)	Infantry	Infantry Squad	Campaign: Case Blue	
Flamethrower Team	Infantry	Flamethrower Team	Campaign: Case Blue	
Tank Hunters	Infantry	Anti Tank Team	Campaign: Case Blue	
Mortar Section	Infantry	Infantry Squad	Campaign: Case Blue	
Motorcycle Reconnaissance Section	Infantry	Infantry Squad	Campaign: Case Blue	
R-1 Tankette	Vehicle	Tank	Campaign: Stalingrad	
Combat Pioneer Section	Infantry	Infantry Squad	Fortress Budapest	
Mountain Division Section	Infantry	Infantry Squad	Fortress Budapest	
Tacam R-2 Tank Destroyer	Vehicle	Tank	Fortress Budapest	

# Juggernaut Bolt Action Format V4.5



## Slovakia

Unit	Unit Type	Slot	Book	Notes
Armies of Slovakia	#####	#####	Campaign: Case Blue	Entire Army List; National rules from same book



## Soviet Union

Unit	Unit Type	Slot	Book	Notes
Naval Forward Observer	Infantry	Other HQ	Campaign: Case Blue	
Anti-Tank Rifle Squad	Infantry	Anti-Tank Team	Campaign: Case Blue	
Frontnik Anti-Tank Rifle Team	Infantry	Anti-Tank Team	Campaign: Case Blue	
Mountain Division Squad	Infantry	Infantry Squad	Campaign: Case Blue	
Cossack Squad	Infantry	Infantry Squad	Campaign: Case Blue	
Storm Group	Infantry	Infantry Squad	Campaign: Stalingrad	
Student Officer Squad	Infantry	Infantry Squad	Campaign: Stalingrad	
Politruk	Infantry	Officer	Campaign: Stalingrad	
Frontnik Commissar	Infantry	Other HQ	Campaign: Stalingrad	
Sniper Detachment	Infantry	Sniper Team	Campaign: Stalingrad	
Zaichata Squad	Infantry	Sniper Team	Campaign: Stalingrad	
Tractor Factory T-34	Vehicle	Tank	Campaign: Stalingrad	
Mongolian Cavalry Troop	Infantry	Infantry Squad	Empires In Flames	
FAI light armoured car	Vehicle	Armoured Car	FAQ	
Buda Volunteer Regiment Section	Infantry	Infantry Squad	Fortress Budapest	
Mounted Reconnaissance Squad	Infantry	Infantry Squad	Fortress Budapest	
Lend Lease M4A2 75MM Sherman	Vehicle	Tank	Fortress Budapest	
Lend Lease M4A2 76MM Sherman	Vehicle	Tank	Fortress Budapest	
Lend Lease M3 White Scout Car	Vehicle	Transport	Fortress Budapest	
Lend Lease Universal Carrier	Vehicle	Transport	Fortress Budapest	
BA-3/6 Heavy Armoured Car	Vehicle	Armoured Car	Ostfront	
D-8 Light Armoured Car	Vehicle	Armoured Car	Ostfront	
FAI Light Armoured Car	Vehicle	Armoured Car	Ostfront	
M-30	Artillery	Artillery Piece	Ostfront	
Bielski Partisan Squad (Late War)	Infantry	Infantry Squad	Ostfront	
BM-31-12 Heavy Katyusha	Vehicle	Tank	Ostfront	
IS-3 Heavy Tank	Vehicle	Tank	Ostfront	
OT-130 Light Flamethrower Tank	Vehicle	Tank	Ostfront	
SMK/T-100 Experimental Heavy Tanks	Vehicle	Tank	Ostfront	
SU-76(Early Production Model)	Vehicle	Tank	Ostfront	
Second Line NKVD Squads	Infantry	Infantry Squad	The Road to Berlin	
Smersh Squads	Infantry	Infantry Squad	The Road to Berlin	



## United States of America (USA)

Unit	Unit Type	Slot	Book	Notes
Armoured Jeep with Twin Bazookas	Vehicle	Armoured Car	Battle of The Bulge	
I&R Squad	Infantry	Infantry Squad	Battle of The Bulge	0-2 per platoon
US Army Military Police Corps Squad	Infantry	Infantry Squad	Battle of The Bulge	
I&R Platoon HQ	Infantry	Officer	Battle of The Bulge	0-1 per platoon
Intelligence Officer	Infantry	Other HQ	Battle of The Bulge	
US Paratrooper Squad (Late -War)	Infantry	Infantry Squad	Battle of The Bulge	
Land Mattress	Artillery	Artillery Piece	Battleground Europe	
Reconnaissance Jeep	Vehicle	Armoured Car	D-Day Overlord	
Airborne Engineers	Infantry	Infantry Squad	D-Day Overlord	

# Juggernaut Bolt Action Format V4.5



Airborne Pathfinders Squad	Infantry	Infantry Squad	D-Day Overlord	
DD Sherman (US)	Vehicle	Tank	D-Day Overlord	
Mortar Jeep	Vehicle	Tank	D-Day Overlord	
Heavy Weapon Rifle Detachment	Infantry	Infantry Squad	D-Day US Sector	
Armoured Infantry Rifle Squad	Infantry	Infantry Squad	D-Day US Sector	
Armoured Infantry Mortar Squad	Infantry	Infantry Squad	D-Day US Sector	
Armoured Infantry Machinegun Squad	Infantry	Infantry Squad	D-Day US Sector	
Artillery Battery 5 <sup>th</sup> Section Heavy MG Team	Infantry	Machine Gun Team	D-Day US Sector	0-1 per platoon, MMG Team
Ranger Officer	Infantry	Officer	D-Day US Sector	Rangers Lead the Way!
Ranger Medic	Infantry	Other HQ	D-Day US Sector	Rangers Lead the Way!
Ranger Intelligence Officer	Infantry	Officer	D-Day US Sector	Additional Option, Rangers Lead the Way!
Ranger Chaplain	Infantry	Other HQ	D-Day US Sector	Rangers Lead the Way!
Mid-War Ranger Assault Section	Infantry	Infantry Squad	D-Day US Sector	Rangers Lead the Way!
Mid-War Ranger Mortar Section	Infantry	Mortar Team	D-Day US Sector	Rangers Lead the Way!
Late-War Ranger Assault Section	Infantry	Infantry Squad	D-Day US Sector	Rangers Lead the Way!
Late-War Ranger Special Weapons Section	Infantry	Infantry Squad	D-Day US Sector	Rangers Lead the Way!
Ranger Intelligence and Operation Section	Infantry	Infantry Squad	D-Day US Sector	0-1 per platoon, Rangers Lead the Way!
Ranger Anti-Tank Rifle Team	Infantry	Anti Tank Team	D-Day US Sector	Rangers Lead the Way!
Ranger Bazooka Team	Infantry	Anti Tank Team	D-Day US Sector	Rangers Lead the Way!
Ranger Medium Mortar Team	Infantry	Mortar Team	D-Day US Sector	Rangers Lead the Way!
Airborne Officer	Infantry	Officer	D-Day US Sector	
Glider Weapon Platoon Officer	Infantry	Officer	D-Day US Sector	
Airborne Medic	Infantry	Other HQ	D-Day US Sector	
Airborne Intelligence Officer	Infantry	Officer	D-Day US Sector	Additional Option
Paratrooper Squad (Normandy)	Infantry	Infantry Squad	D-Day US Sector	
Glider Squad	Infantry	Infantry Squad	D-Day US Sector	
Pathfinders Squad	Infantry	Infantry Squad	D-Day US Sector	
Airborne Engineer Squad	Infantry	Infantry Squad	D-Day US Sector	
Glider Machine Gun Squad	Infantry	Infantry Squad	D-Day US Sector	
Airborne Light Mortar Team	Infantry	Infantry Squad	D-Day US Sector	
USMC War Dog Team	Infantry	War Dog Team	Empires In Flames	0-1 per platoon
Philippine Scouts	Infantry	Infantry Squad	Empires In Flames	
USMC Raiders	Infantry	Infantry Squad	Empires In Flames	
M29 Weasel	Vehicle	Transport	Empires In Flames	
Veteran Infantry Squad	Infantry	Infantry Squad	FAQ	
Sherman Zippo (earlier version)	Vehicle	Tank	FAQ	Replaces army book entry
Sherman Zippo (Later version)	Vehicle	Tank	FAQ	Replaces army book entry
Sherman Crocodile	Vehicle	Tank	FAQ	Replaces army book entry
E7-7 Mechanized Flamethrower	Vehicle	Tank	FAQ	
Quad 50 gun truck	Vehicle	Tank	FAQ	
M51 Multiple Machine Gun Carriage	Vehicle	Tank	FAQ	
Armoured Rifle Squad	Infantry	Infantry Squad	Italy, Soft Underbelly	
Armoured LMG Squad	Infantry	Infantry Squad	Italy, Soft Underbelly	
Rear Echelon Squad	Infantry	Infantry Squad	Italy, Soft Underbelly	
Reconnaissance Jeep	Vehicle	Armoured Car	Italy, Soft Underbelly	
FSSF Section	Infantry	Infantry Squad	Italy, Soft Underbelly	
FSSF Scout Team	Infantry	Infantry Squad	Italy, Soft Underbelly	
Ranger Force Squad	Infantry	Infantry Squad	Italy, Soft Underbelly	
Ranger Force M3 (T12) GMC	Vehicle	Tank	Italy, Soft Underbelly	
Parachute Rifle Squad (MTO)	Infantry	Infantry Squad	Italy, Soft Underbelly	
Parachute/Glider Engineer Squad (MTO)	Infantry	Infantry Squad	Italy, Soft Underbelly	
FEC Officer	Infantry	Officer	Italy: Tough Gut	
US LMG Section	Infantry	Infantry Squad	Italy: Tough Gut	
Reconnaissance Squad	Infantry	Infantry Squad	Italy: Tough Gut	
100 <sup>th</sup> Battalion Nisei Infantry Squad	Infantry	Infantry Squad	Italy: Tough Gut	
US 3 <sup>rd</sup> Division Squad	Infantry	Infantry Squad	Italy: Tough Gut	
FSSF Section (Anzio)	Infantry	Infantry Squad	Italy: Tough Gut	
US 45 <sup>th</sup> Division Squad	Infantry	Infantry Squad	Italy: Tough Gut	
Goum Irregulars	Infantry	Infantry Squad	Italy: Tough Gut	
North-West African Tirailleurs Squad	Infantry	Infantry Squad	Italy: Tough Gut	
1 <sup>st</sup> Motorised Division Infantry Squad (Italy 1944)	Infantry	Infantry Squad	Italy: Tough Gut	
French Foreign Legion Squad (Italy 1944)	Infantry	Infantry Squad	Italy: Tough Gut	

# Juggernaut Bolt Action Format V4.5



Spahi Squad	Infantry	Infantry Squad	Italy: Tough Gut	
Twin 20mm AA gun Mk4	Artillery	Artillery Piece	Mariana & Palau Islands	
US Army Infantry Assault Squad	Infantry	Infantry Squad	Mariana & Palau Islands	
US Army Veteran Infantry Squad	Infantry	Infantry Squad	Mariana & Palau Islands	
US Marine Squads (Replacements)	Infantry	Infantry Squad	Mariana & Palau Islands	
60MM T-20 Shoulder Mortar Team	Infantry	Mortar Team	Mariana & Palau Islands	
LVT-4 Ronson Mk 1 Flamethrower	Vehicle	Tank	Mariana & Palau Islands	
USMC International M-2-4 Rocket Truck	Vehicle	Tank	Mariana & Palau Islands	
US Airborne Armoured Jeep	Vehicle	Armoured Car	Market Garden	
Dutch Resistance Squad	Infantry	Infantry Squad	Market Garden	

