

L2024 - Stefan1 - Fin - Light Infantry Company

Bagration: Finnish Force

Support		Finland	63
BT-42 Assault Gun Platoon	LFI119	10	
3x BT-42 (114mm)	10		
105mm Artillery Battery	LFI125	13	
4x 105mm howitzer	13		
75mm Heavy Anti-tank Platoon	LFI123	7	
2x 75mm gun	7		
JU 87 Stuka Dive Bomber Flight	LFI129	8	
2x Ju 87 Stuka	8		
Tiger SS Tank Platoon (German Allied Unit)	LG190	25	
2x Tiger (8.8cm)	25		

Light Infantry Company		Finland	42
Light Infantry Company HQ		4	
2x Soumi SMG team	4		
Light Infantry Platoon (CC)		9	
7x M39 rifle team	9		
Light Infantry SMG Platoon (CC)		12	
7x Suomi SMG team	10		
• Equip Suomi SMG teams with Panzerfaust anti-tank for +2 points.			
Panzerfaust Close Defence Platoon (CC)		10	
5x M39 rifle team with Panzerfaust	10		
75mm Heavy Anti-tank Platoon	LFI123	7	
2x 75mm gun	7		

Bagration-Finnish Unit Count: 10 Total Points : 105

Card List:

Light Infantry Company HQ
 Light Infantry Platoon (CC)
 Light Infantry SMG Platoon (CC)
 Panzerfaust Close Defence Platoon (CC)
 LFI109 Infantry Company HQ
 LFI110 Infantry Platoon
 LFI111 SMG Platoon
 LFI115 Panzerfaust Close Defence Platoon
 LFI119 BT-42 Assault Gun Platoon
 LFI123 75mm Heavy Anti-tank Platoon
 LFI125 105mm Artillery Battery
 LFI129 JU 87 Stuka Dive Bomber Flight
 LG190 Tiger SS Tank Platoon

Pick List:

3 BT-42 (114mm)
 4 105mm howitzer
 4 75mm gun
 2 Ju 87 Stuka
 7 M39 rifle team
 5 M39 rifle team with Panzerfaust
 7 Suomi SMG team with Panzerfaust
 2 Tiger (8.8cm)

LIGHT INFANTRY COMPANY

The Panssari Division has a brigade of Light Infantry (Jääkäri) that are Finland's finest troops.

Your Force includes one Light Infantry Company, which is a Formation containing:

- 1 HQ Unit of 2x Soumi SMG team (LF1109) rated as the Light Infantry Platoon
- 1-2 Light Infantry Platoon
- 0-1 Light Infantry Platoon or Light Infantry SMG Platoon or Scout Platoon (LF121)
- 0-2 Maxim Machine-gun Platoon (LF112)
- 0-1 81mm Mortar Platoon (LF113) or 50mm Mortar Platoon
- 0-1 Light Infantry Panzerfaust Close Defence Platoon
- 0-2 50mm Heavy Anti-tank Platoon (LF122) or 75mm Heavy Anti-tank Platoon (LF123)

Finnish, Build, Formation

2 POINTS

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LIGHT INFANTRY COMPANY LIGHT INFANTRY SMG PLATOON

The Panssari Division has a brigade of Light Infantry (Jääkäri) that are Finland's finest troops.

This Unit has the following ratings for:

9x Suomi SMG team **13 POINTS**

7x Suomi SMG team **10 POINTS**

MOTIVATION

FEARLESS 3+

Finnish, Build, Unit (SMG Platoon)

0 POINTS

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LIGHT INFANTRY COMPANY LIGHT INFANTRY PLATOON

The Panssari Division has a brigade of Light Infantry (Jääkäri) that are Finland's finest troops.

This Unit has the following ratings for:

9x M39 rifle team **12 POINTS**

7x M39 rifle team **9 POINTS**

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER
M39 rifle team	16"/40cm	1	1	2	6
Notes: Slow Firing					
OPTIONAL Panzerfaust	4"/10cm	1	1	12	5+
Notes: Limited 1, Slow Firing					

MOTIVATION

FEARLESS 3+

Replace Panzerfaust option with:

- Equip M39 rifle teams with Panzerfaust anti-tank for +2 points.

Finnish, Build, Unit (Infantry Platoon)

0 POINTS

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INFANTRY PLATOON



MOTIVATION

CONFIDENT 4+

SKILL

VETERAN 3+

IS HIT ON

CAREFUL 4+

SAVE

3+



• INFANTRY UNIT • HUNTERS •



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	HALTED	ROF	ANTI-TANK	FIRE POWER	NOTES
M26 MG & M39 rifle team	16"/40CM	2	1	2	6	
OPTIONAL Panzerfaust anti-tank	4"/10CM	1	1	12	5+	Limited 1, Slow Firing
OPTIONAL Maxim HMG	24"/60CM	6	2	2	6	Assault 4+, Heavy Weapon
OPTIONAL Lahti anti-tank rifle	20"/50CM	2	1	5	5+	Assault 4+, Heavy Weapon
OPTIONAL Panzerschreck anti-tank	8"/20CM	1	1	11	5+	Assault 4+, Slow Firing



INFANTRY PLATOON



SPECIAL RULES



INFANTRY PLATOON

9x M26 MG & M39 rifle team

9 POINTS

7x M26 MG & M39 rifle team

7 POINTS

OPTIONS

- Equip M26 MG & M39 rifle teams with Panzerfaust anti-tank for +2 points.
- Add one Lahti anti-tank rifle team for +1 point or Panzerschreck anti-tank team for +2 points.
- Add one Maxim HMG team for +2 points.

SPECIAL RULES

Assault 4+: Team hits on 4+ in Assaults.
Heavy Weapon: Team cannot Charge into Contact.
Hunters: Infantry Teams treat Woods or Forests as Cross-country Dash instead of Terrain Dash.

Limited 1: Each time this Unit Shoots, one Team may Shoot as a Panzerfaust. Each time this Unit rolls To Hit in an Assault, one Team may use a Panzerfaust.
Slow Firing: +1 To Hit for Moving ROF.

LF1110



INFANTRY COMPANY HQ



MOTIVATION

CONFIDENT 4+

SKILL

VETERAN 3+

Assault Weapons Assault **2+**

IS HIT ON

CAREFUL 4+

SAVE

3+



• INFANTRY FORMATION • HUNTERS •



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	HALTED	ROF	ANTI-TANK	FIRE POWER	NOTES
Suomi SMG team	4"/10CM	3	3	1	6	Pinned ROF 1



INFANTRY COMPANY HQ



INFANTRY COMPANY HQ

2x Suomi SMG team

2 POINTS

SPECIAL RULES

Hunters: Infantry Teams treat Woods or Forests as Cross-country Dash instead of Terrain Dash.
Pinned ROF 1: Reduce ROF to 1 when Pinned Down.

BAGRATION
INFANTRY COMPANY

FORMATION CONTAINS:

- 1 Infantry Company HQ (LF1109)
- 1-2 Infantry Platoon (LF1110)
- 1 Infantry Platoon (LF1110) or SMG Platoon (LF1111)
- 0-1 Maxim Machine-gun Platoon (LF1112)
- 0-1 81mm Mortar Platoon (LF1113)
- 0-1 120mm Mortar Platoon (LF1114)
- 0-1 Panzerfaust
- Close Defence Platoon (LF1115)
- or 37mm Anti-tank Platoon (LF1116)
- or 45mm Anti-tank Platoon (LF1117)
- 0-1 Scout Platoon (LF1121)

LF1109



PANZERFAUST



• INFANTRY UNIT • HUNTERS •

MOTIVATION
CONFIDENT 4+

SKILL
VETERAN 3+

IS HIT ON
CAREFUL 4+

SAVE
 3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M39 rifle team or Firing Panzerfaust	16"/40CM 4"/10CM	1	1	2	6	Slow Firing Slow Firing



PANZERFAUST



SPECIAL RULES

PANZERFAUST
CLOSE DEFENCE PLATOON
5x M39 rifle team
with Panzerfaust

8 POINTS

Hunters: Infantry Teams treat Woods or Forests as Cross-country Dash instead of Terrain Dash.
Slow Firing: +1 To Hit for Moving ROF.

[F] F1115



SMG PLATOON



• INFANTRY UNIT • HUNTERS •

MOTIVATION
CONFIDENT 4+

SKILL
VETERAN 3+
Assault Weapons
Assault **2+**

IS HIT ON
CAREFUL 4+

SAVE
 3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Suomi SMG team	4"/10CM	3	3	1	6	Pinned ROF 1
OPTIONAL Panzerfaust anti-tank	4"/10CM	1	1	12	5+	Limited 1, Slow Firing
OPTIONAL Maxim HMG	24"/60CM	6	2	2	6	Assault 4+, Heavy Weapon
OPTIONAL Lahti anti-tank rifle	20"/50CM	2	1	5	5+	Assault 4+, Heavy Weapon
OPTIONAL Panzerschreck anti-tank	8"/20CM	1	1	11	5+	Assault 4+, Slow Firing



SMG PLATOON



SPECIAL RULES

SMG PLATOON
9x Suomi SMG team
7x Suomi SMG team

10 POINTS
8 POINTS

OPTIONS

- Equip Suomi SMG teams with Panzerfaust anti-tank for +2 points.
- Add one Lahti anti-tank rifle team for +1 point or Panzerschreck anti-tank team for +2 points.
- Add one Maxim HMG team for +2 points.

Assault 4+: Team hits on 4+ in Assaults.
Heavy Weapon: Team cannot Charge into Contact.
Hunters: Infantry Teams treat Woods or Forests as Cross-country Dash instead of Terrain Dash.
Limited 1: Each time this Unit Shoots, one Team may Shoot as a Panzerfaust. Each time this Unit rolls To Hit in an Assault, one Team may use a Panzerfaust.
Pinned ROF 1: Reduce ROF to 1 when Pinned Down.
Slow Firing: +1 To Hit for Moving ROF.

[F] F1111



75MM

HEAVY ANTI-TANK PLATOON



MOTIVATION

CONFIDENT 4+

SKILL

VETERAN 3+
Gun Assault

IS HIT ON

CAREFUL 4+

SAVE

3+

• GUN UNIT • GUN SHIELD •



TACTICAL

2"/5CM

TERRAIN DASH

2"/5CM

CROSS COUNTRY DASH

4"/10CM

ROAD DASH

6"/15CM

CROSS

5+

WEAPON

75mm gun

RANGE

32"/80CM

HALTED

2

MOVING

1

ROF

12

ANTI-TANK

3+

FIRE POWER

Forward Firing

NOTES



BT-42

ASSAULT GUN PLATOON



MOTIVATION

CONFIDENT 4+

SKILL

VETERAN 3+
SP Gun Assault

IS HIT ON

CAREFUL 4+

ARMOUR

FRONT

2

SIDE & REAR

1

TOP

1

• TANK UNIT • ARMoured RESERVES •



TACTICAL

10"/25CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

20"/50CM

ROAD DASH

20"/50CM

CROSS

4+

WEAPON

BT-42 (114mm)
Or Direct Fire

RANGE

48"/120CM

HALTED

1

MOVING

1

ROF

3

ANTI-TANK

7

FIRE POWER

3+

NOTES

Smoke Bombardment
Brutal, Slow Firing, Smoke



75MM

HEAVY ANTI-TANK PLATOON



HEAVY ANTI-TANK PLATOON

2x 75mm gun

7 POINTS

SPECIAL RULES

Forward Firing: Weapon can only hit targets fully in front of the Team.
Gun Shield: In Bulletproof Cover when shot at from in front of the Team's base. Does not apply to Bombardments or if the Team moved at Dash speed.

FI1123



BT-42

ASSAULT GUN PLATOON



ASSAULT GUN PLATOON

3x BT-42 (114mm)

2x BT-42 (114mm)

10 POINTS

7 POINTS

SPECIAL RULES

Armoured Reserve: In missions with Deep Reserves, you may only field one Tank Unit with Armoured Reserve, one Tank Unit with Front Armour of 4 or more, or one Aircraft Unit on the table at the start of the game.
Brutal: Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves.
Slow Firing: +1 To Hit for Moving ROF.
Smoke Bombardment: Once per game can fire a Smoke Bombardment.
Smoke: Can Shoot Smoke ammunition.

FI1119



JU 87 STUKA

DIVE-BOMBER FLIGHT

MOTIVATION

CONFIDENT 4+

SKILL

VETERAN 3+

IS HIT ON

AIRCRAFT 5+

SAVE

3+

Aircraft



• AIRCRAFT UNIT •

TACTICAL

TERRAIN DASH

CROSS COUNTRY DASH

ROAD DASH

CROSS

AUTO

UNLIMITED

WEAPON

1000lb bombs

RANGE

6"/15CM

ROF

ARTILLERY

ANTI-TANK

4

FIRE-POWER

2+

NOTES

Bombs

WEAPON	RANGE	ROF	ANTI-TANK	FIRE-POWER	NOTES
1000lb bombs	6"/15CM	ARTILLERY	4	2+	Bombs



JU 87 STUKA

DIVE-BOMBER FLIGHT



JU 87 STUKA
DIVE-BOMBER FLIGHT

2x Ju 87 Stuka

8 POINTS

SPECIAL RULES

Bombs: No penalty for having only 1 or 2 weapons firing. Only Teams from this Unit can Spot for it.

FI1129



105MM ARTILLERY BATTERY



• GUN UNIT • GUN SHIELD • LARGE GUN •

MOTIVATION

CONFIDENT 4+

SKILL

VETERAN 3+

Gun Assault
4+

IS HIT ON

CAREFUL 4+

SAVE

4+



TACTICAL

TERRAIN DASH

CROSS COUNTRY DASH

ROAD DASH

CROSS

2"/5CM

4"/10CM

4"/10CM

6

WEAPON

105mm howitzer
Or Direct Fire

RANGE

72"/180CM
24"/60CM

ROF

ARTILLERY

ANTI-TANK

3

FIRE-POWER

3+

NOTES

Forward Firing, Smoke Bombardment
Brutal, Forward Firing, Slow Firing, Smoke

WEAPON	RANGE	ROF	ANTI-TANK	FIRE-POWER	NOTES
105mm howitzer Or Direct Fire	72"/180CM 24"/60CM	ARTILLERY	3	3+	Forward Firing, Smoke Bombardment Brutal, Forward Firing, Slow Firing, Smoke



105MM ARTILLERY BATTERY



105MM ARTILLERY BATTERY

4x 105mm howitzer

2x 105mm howitzer

13 POINTS

7 POINTS

SPECIAL RULES

Brutal: Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves.

Forward Firing: Weapon can only hit targets fully in front of the Team.

Gun Shield: In Bulletproof Cover when shot at from in front of the Team's base. Does not apply to Bombardments or if the Team moved at Dash speed.

Large Gun: Cannot be placed from Ambush within 16"/40cm of the enemy.

Slow Firing: +1 To Hit for Moving ROF.

Smoke Bombardment: Once per game can fire a Smoke Bombardment.

Smoke: Can Shoot Smoke ammunition.

FI1125

SS

TIGER

SS TANK PLATOON

SS

MOTIVATION

SS TIGER 2+

• TANK UNIT • STORMTROOPERS •

IS HIT ON
CAREFUL 4+

ARMOUR

FRONT	9
SIDE & REAR	8
TOP	2



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	18"/45CM	20"/50CM	2+

WEAPON	RANGE	ROF	ANTI-TANK POWER	FIRE	NOTES
Tiger (8.8cm)	40"/100CM	2	1	14	3+
Tiger (MGs)	16"/40CM	4	4	2	6

SS

TIGER

SS TANK PLATOON

SS



TIGER SS TANK PLATOON

- 4x Tiger (8.8cm)
- 3x Tiger (8.8cm)
- 2x Tiger (8.8cm)

49 POINTS
37 POINTS
25 POINTS

SPECIAL RULES

Stormtroopers: Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

L G190