



FINAL ASSAULT



SQUAD ATTACK



Rules Supplement



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TOP SECRET FILES:

SQUAD ATTACK

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SQUAD ATTACK

The aim of this supplement is to help you use the Final Assault rules to play games with single squads of Infantry. Most of the rules are the same, but some differences will let you fight with a single squad comprising single models instead of a platoon. In this game you'll deploy a single squad and maybe some support units. Other optional units, like vehicles or MG squads, will use the basic rules. Games should be played on a 120cm x 120cm battlefield.

SQUAD ATTACK SPECIAL RULES

Definitions

The definitions of *model*, *unit*, *squad*, *vehicle* and *crew* are those in the basic rules. The collection of all your models on the battlefield, however, is not called an *Army* but a *Combat group* to better define the squad and support units that it comprises.

Unlike the basic game, in this version you start with the Squads in the *Basic Infantry Platoons* to build your *Combat group*. The optional squads or vehicles in the *Combat group* are considered *support units*.

Important! When these rules refer to a "unit" we mean a single model (models in the Basic Squad or Snipers), optional squads, and single vehicles.

Building Combat groups

In order to build a *Combat group* you must start with a Basic Infantry Squad. There can only be one Basic Infantry Squad in a *Combat group*. Normally the Basic Infantry Squads that can be used to build a *Combat group* are those in the Basic Infantry Platoons, although there are some exceptions. Here is a full list of all the Basic Squads that can be used (organised by nationality).



AMERICAN ARMY (1944-1945)

Infantry Squad
Motorised Infantry Squad
Ranger Squad
Paratrooper Squad
Engineer Squad (use the Infantry Platoon Optional unit roster)
Paratrooper Engineer Squad (use the Paratrooper Platoon Optional unit roster)
Paratrooper Pathfinder Section (use the Paratrooper Platoon Optional unit roster)

BRITISH ARMY (1944-1945)

Infantry Squad
Motorised Infantry Squad
Ranger Squad
Paratrooper Squad
Engineer Squad (use the Infantry Platoon Optional unit roster)
Paratrooper Engineer Squad (use the Paratrooper Platoon Optional unit roster)
Paratrooper Pathfinder Section (use the Paratrooper Platoon Optional unit roster)

RUSSIAN ARMY (1944-1945)

Recon Squad
Rifle Squad
Assault Squad
Guards Rifle Squad
Guards Assault Squad
Shtrafniye Roti Squad (use the Riflemen Platoon Optional unit roster)
Engineer Squad (use the Riflemen Platoon Optional unit roster)
Scout Squad (use the Riflemen Platoon Optional unit roster)

GERMAN ARMY (1944-1945)

Grenadier Squad
Panzergrenadier Squad
Volksgrenadier Squad
Waffen Squad
Fallschirmjäger Squad
Sturmgrenadier Squad
Volksturm Squad (use the Volksgrenadier Platoon Optional unit roster)
Hitler Youth Volksturm Squad (use the Volksgrenadier Platoon Optional unit roster)
Engineer Squad (use the Grenadier Platoon Optional unit roster)

ITALIAN ARMY (1940-1943)

Fucilieri Squad (old organisation)
Fucilieri Squad (new organisation)
Bersaglieri Squad
Motorised Bersaglieri Squad
Paratrooper Squad
Engineer Squad (use the Fucilieri Platoon Optional unit roster)
Paratrooper Engineer Squad (use the Paratrooper Platoon Optional unit roster)

Rules for the composition of the Basic Squads

- ✧ The optional squads in the Basic Platoons (support, MG, Mortars, etc.) can be bought as support units (see specific rules).
- ✧ Platoon Command Squads cannot be bought to create a Combat group, but you can select Observation Posts.
- ✧ Basic Squads can buy their specific variants shown in the basic rules.
- ✧ If the variant contains the text "Up to two squads in the Platoon..." it can be bought by the Basic Squad.
- ✧ One model in the Basic Squad (not leaders) can become radio-operator, buying the radio characteristic for +10 points.
- ✧ One model in the Basic Squad (not leaders or radio-operator) can buy the medic characteristic for +10 points (see Paragraph on *Treating wounded models*).
- ✧ Each model in the Basic Squad acts as a separate unit and gets an Order. Ignore rules about splitting into Sections that may be shown on the Roster. Each model in the Basic Squad has BR1 when calculating ABR.
- ✧ The models in the Basic Squad that assist a support weapon are considered to have performed an action; once the order has been completed give the model that performed it and his assistant a Turn Over marker. If there is no model adjacent when the order is performed then use the rules for assistants on Support or Heavy weapons (e.g. a light machinegun halves the rate of fire without an assistant, a bazooka can only fire every other turn without an assistant etc.)
- ✧ Specialist squads (e.g. Mortar Squad in the American Paratrooper Platoon) and support unit use normal rules for the Break Test and ignore the rule about damage for single models.
- ✧ In this game each *Basic Squad* allows access to 2 Option points to buy a *support unit*.

Support units for the Basic Squad

After choosing the *Basic Squad* you can spend the 2 available Option Points to buy *support units*. *Support units* are all vehicles and infantry units identified as squads: machine gunners, mortars, guns, support etc.

- ✧ Some platoons, as well as the Infantry squads identified as *Basic Squads*, have *specialist squads* (support, machine gunners, mortars etc.); in this case the player can buy them as *support units* without the need to spend Option Points (e.g. Mortar Squad in the American Paratrooper Platoon).

Rules for buying Support units

- ✧ When choosing support units, use the rules for Building an Army on Page 63 of the Basic rules.
- ✧ You can buy a unit in the list of Platoon Optional units for the Basic Squad for the cost shown in the basic rules.
- ✧ You can't choose another Basic Squad as a support unit. You can only have one Basic Squad in a Combat group.
- ✧ Vehicles use standard rules.
- ✧ Single-model support units (e.g. Snipers) use rules for damage to single models.
- ✧ Apart from some exceptions, a Combat Group can only contain one Sniper, whether he is bought from the Basic Squad's variants or bought as a *support unit*.

Combat group: points and minimum/maximum number of units

For a fairly quick game we suggest using a 700-point *Combat Group* with from 6 to 14 units. You'll need to use more points if you want to introduce vehicles.

You can also decide on an infantry/vehicle split; you could say, for example, that a certain percentage of the total points must be spent on vehicles.

Combat group: Morale

Combat Groups apply normal rules for Morale, remembering that the Basic Squad has been split into single models, so add all the single PRs of each model (e.g. a 12-model American Paratrooper Squad has ABR12). Optional squads and vehicles treat BR normally and add to ABR. When looking at the Rout of the *Combat group* calculate the Total Breakpoints as shown in the basic rules and the table that follows.

SQUAD ATTACK ROUT TABLE	
Total Breakpoints	Army Breakpoint (ABR)
6-7	4
8-9	5
10-11	6
12-13	7
14-15	8
16-17	9
18-19	10
20-21	11
For other amounts check the basic rules.	

Specific rules for Morale; the determined characteristic

When using the rules in this supplement then all models with the *determined* characteristic can Re-roll 1d10 in their *Bravery Test*.

Optional rules

You should use the optional rules regarding the management of difficult terrain and buildings (3 and 4 in the document) as well as the rules about *unloading crew from vehicles*.

The rules about moving models, Deployment Areas and Steady Nerves Tests for vehicles (1, 2 and 5 in the document) remain optional.



Optional rules for the SQUAD ATTACK supplement: using infantry anti-tank weapons

If you are not using vehicles then players can choose not to buy *infantry anti-tank weapons*.

If the Basic Squad has compulsory *Infantry anti-tank weapons* then you can remove them applying this table:

Guards Rifle Squad (Russian Army)

✱ You can replace the Anti-tank specialist with another Rifleman for -25 points.

Guards Assault Squad (Russian Army)

✱ You can replace the Anti-tank specialist with another Infantryman for -40 points.

Assault Squad (Russian Army)

✱ You can replace the Anti-tank specialist with another Infantryman for -75 points.

Panzergrenadier Squad (German Army)

✱ You can replace the Anti-tank Panzergrenadier with another Panzergrenadier for -75 points.

Waffen Squad (German Army)

✱ You can replace the Anti-tank Waffen with another Waffen for -75 points.

Initial unit deployment

Deployment of all units in the *Combat group* is still done alternately despite the fact that in this game the models of the *Basic Squad* are deployed singly. You must still deploy the *optional squads* at the same time. For all other rules (e.g. *infiltrator* or *stealthy* units) just refer to the basic rules.

Order Sequence

In this game Orders are assigned to Optional squads and vehicles as normal. *Single models*, however, will perform Orders on their own: the method is the same, but it will be the single model that performs an Order. So if the model is *Shaken* it can only perform a *Move Carefully* or *Move Fast* with a -5cm (-2") penalty to stand up and remove the *Shaken* marker.



Special rules: Damage on single models

When the target of a *Roll to Hit* is a single model (the members of the *Basic Squad* and *Snipers*) proceed normally but if the *Hit* is not *blocked* then instead of considering the model to be *Out of Action*, roll 1d10 on the table below.

DAMAGE ON SINGLE MODELS TABLE	
1d10	Type of Damage
1-5	The model is <i>Wounded</i> and must perform a <i>Bravery Test</i> (if he fails he is also <i>Shaken</i>).
6-10	Out of Action
Roll modifiers	
+1	If the model that hit is using a weapon with the <i>sight</i> characteristic.
+2	If the model that hit is using a weapon with the <i>devastating</i> characteristic.
+3	If the model that hit is using a weapon with the <i>no place to hide</i> characteristic.

Shaken: give the model a *Shaken* marker or lay it down as suggested in the basic rules. If a *shaken* model fails a *Bravery Test* again then he is *Out of Action* as per normal rules. *Single Shaken models* can only perform a *Move Carefully* or *Move Fast* with a -5cm (-2") penalty to stand up and remove the *Shaken* marker. If the model had declared another type of Order before being *Shaken* then that Order becomes *Move Carefully* but he cannot move: he can only stand up and remove the marker.

Wounded: Give the model a *Wounded* marker. A *wounded* model has a -1 penalty to TV and gets a -5cm (-2") to all movement. These penalties are permanent and can only be cancelled if the model is treated (see Paragraph on *Treating wounded models*). If a *wounded* model is *wounded* again, it is *Out of Action* (see below).

Out of Action: the model is removed from the game as per the basic rules, and the BR counts towards the eliminated units for the purpose of the ABR.

Vehicles and *support units* apply normal rules for damage shown in the basic rules.

Treating wounded models

One of the models in the *Basic Squad* (not the *leaders* or the *radio operators*) can add the new *medic* characteristic for +10 points. This characteristic allows the model to treat allied wounded.

In order to treat a wounded man the *medic* must perform a *Move Carefully* or *Move Fast* Order with a -5cm (-2") movement penalty. If he is adjacent to a *wounded* or *shaken* model after movement then he can perform a *Heal Test* rolling 1d10. If the roll is over TV there is no effect, but if you roll less than or equal to the medic's TV then he's treated his patient; if the model was *wounded* the marker is removed; if the model was *shaken* he stands up (or the *Shaken* marker is removed).

The medic can also try to treat himself with the same Order.



Special rules for the models in the Basic Squad: assisting a support or heavy weapon

We have already seen how *single models* in the *Basic Squad* act on their own; therefore special rules apply if they are to be used as *assistants*.

An *assistant* must be adjacent to the model firing the weapon when the Order is executed and cannot have been active this turn: if this is the case the *support* or *heavy weapon* will fire without penalties and all models used as *assistants* will get their *Turn over* marker. The player can decide to not use the *assistants* applying the applicable penalties. If the weapon will have to fire on alternate turns use one or more *Ammo!* markers; the weapon can be reloaded with a specific Order (see below). A weapon with one or more *Ammo!* markers cannot fire. As shown in the basic rules, if the model with the weapon is put *Out of Action*, an adjacent *assistant* can pick it up.

Note: In order to fire the weapons without penalties and using the *Assault* or *Move & Fire* Order the player must ensure that the required *assistants* are adjacent and unactivated when firing occurs.

Special rules for the models in the Basic Squad: reloading a support or heavy weapon

If a *support* or *heavy weapon* in the *Basic Squad* has one or more *Ammo!* markers it can be reloaded by the model himself or by another model who is an adjacent *assistant*. In order to reload the weapon use a *Move Carefully* or *Move Fast* Order with a -5cm (-2") movement penalty. You can only reload the weapon after movement: the model cannot move after reloading. You can remove one *Ammo!* marker if you perform this Order.

Rules changes for SQUAD ATTACK: multiple shot weapons

Weapons with a rate of fire greater than one (multiple shot weapons) can fire more than once at the same target or share fire with several targets. When using this supplement apply the normal procedure but only one *Roll to Hit* at a time; you can only use remaining shots on another enemy model if the declared target is eliminated, and as long as it is at 10cm (4") or less from the original target and not hidden. If fire is moved to another target then apply a -1 penalty to TV for the remaining shots.

Rules changes for SQUAD ATTACK: Throwing a model to the ground, out of the firing line

A model that has taken a *Shaken* or *Wounded* result and that is behind a wall, a gap or a window can throw himself to the ground to get out of the *firing line* (lay the model down to remind you of his status or replace the model with one that is lying down). First work out the results of ALL of the *Rolls to Hit* of the firing weapon: after working out the results, the model can dive to the ground.

Rules changes for SQUAD ATTACK: weapons with ammunition belts

When using the rules in this supplement, weapons with the *ammunition belt* characteristic are treated slightly differently. Since you can perform one *Roll to Hit* at a time, there is no need to declare the rate of fire BEFORE FIRING but you can decide when to stop firing when you want. If you haven't used the entire rate of fire you can fire again during your current turn, using a dice to show the amount of shots remaining, just like in the basic rules. In order to fire again use normal rules but, unlike the normal rules, the new target can be any enemy unit that activates in the weapon's 45° firing arc (22.5° right, 22.5° left). The model can interrupt fire more than once but in any case the remaining shots are lost at the end of the turn.

Rules changes for SQUAD ATTACK: Snipers

If a *Sniper* puts a model *Out of Action*, ALL units within 5cm (2") of the eliminated model must perform a *Steady Nerves Test* (see Page 28 of the Basic rules).



SQUAD ATTACK is a supplement for **FINAL ASSAULT**

This supplement will let you play games between single squads of infantry with some support sections. The rules are basically the same as the main game, but in this book you'll find some specific rules for single-man squads and changes to how you build your force.

The armies, now called Combat Groups, will comprise a single Basic Squad chosen from those in the official Army lists: vehicles and support squads will be chosen and managed with normal rules.

These rules apply to all theatres of war.

In order to use these rules you must have a copy of **FINAL ASSAULT**



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