Kingdom of YUGOSLAVIA

November 2026
Unofficial List

ARMY SPECIAL RULES

DEFENSIVE ARTILLERY DOCTRINE

The Royal Yugoslav Army focused its plans on defensive warfare, and great efforts were made during the interwar period to provide massive artillery support for the field forces. The bulk of the armaments was purchased from France and Czechoslovakia, with a few produced domestically. By 1941, they had 4,000 artillery pieces on hand and had around 48 large caliber guns assigned to each Infantry Division. To reflect this concentration of firepower any forward artillery observer unit may call an artillery barrage twice instead of once per game. Resolve the first barrage as normal. Then, after the first barrage has been resolved, the observer may call a second (when issued a *Fire* order).

BATTLEFIELD KNOWLEDGE

- Any Yugoslavian unit that is set up on the table before Turn 1 may start the game already in *Ambush*. If you decide to do so, set one of your order dice in place next to them, as if you had ordered them to *Ambush*, before drawing the first order die on Turn 1.
- In the first turn of the game, all Yugoslavian infantry counts as having the Fieldcraft rule.
- When attempting an outflanking maneuver, as described on page 172 of the *Bolt Action* rulebook, Yugoslavian units ignore the -1 modifier to the order test for coming onto the table.

VB LAUNCHER

The VB launcher attachment for the rifle converts the rifle into a short-range light mortar with stats as follows. The infantryman equipped with the VB launcher can either shoot as a rifleman or as a light mortar with the following profile:

Weapon	Type	Range		Shots	PEN	Special Rules
VB	Launcher	6–18"		1	HE	Indirect Fire, HE(1")

Note: all Royal Yugoslavian Units are considered to be Early War.

INFANTRY

HEADQUARTERS UNITS

Officer

Cost	– Platoon Commander (1st or 2nd Lieutenant) 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran) – Company Commander (Captain, Major) 42pts (Inexperienced), 60pts (Regular), 78pts (Veteran)
Team	1 officer and up to 2 further men
Weapons	Officer is armed with a pistol
Options	– The officer may be accompanied by up to 4 men armed with rifles at a cost of +7pts per man (Inexperienced), +10pts per man(Regular) or +13pts per man (Veteran) – The officer may replace his pistol with a rifle for +1pt

Medic

Cost	Medic 23pts (Regular), 30pts (Veteran)
Team	1 medic and up to 2 further men
Weapons	None
Options	– The medic may be accompanied by up to 2 unarmed men at a cost of +8pts per man (Regular) or +11pts per man (Veteran)
Special Rules	– Self Defense: See the Medic entry in the Bolt Action Rulebook, page 113 – Medic

Forward Observer

Cost	Forward Observer (air force or artillery) 75pts (Regular), 90pts (Veteran)
Team	1 Forward Observer and up to 2 further men.
Weapons	Rifles
Options	– The observer may be accompanied by up to 2 men at accost of +11pts per man (Regular) or +14pts pet man (Veteran) – Any model in the unit may replace his rifle with a pistol for -1pt
Special Rules	– Infiltrator

Chaplain

Cost	Chaplain 17pts (Inexperienced) ,25pts (Regular), 33pts (Veteran)
Team	1 Chaplain
Weapons	None
Special Rules	– Inspiring Presence - Upon receiving his order dice (except for Down), a chaplain may select 1 friendly unit within 6" and roll a D6, applying the following modifiers: Inexperienced -1, Veteran +1. On a 4+ the chaplain may remove 1 pin from the selected unit. – Self Defense: See the Medic entry in the Bolt Action Rulebook, page 113

INFANTRY SQUADS AND TEAMS

Rifle Section

Cost	35pts (Inexperienced), 50pts (Regular)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	– Add up to 7 additional men with rifles for +7pts each (Inexperienced) or +10pts each (Regular) – One man may have a VB launcher for +20pts – The entire squad may be given the Engineers special rule for +1pt per man – Inexperienced infantry may be Green at no extra points cost, or may be Shirkers for a reduction of -2pts per man
Special Rules	– Green (if option is taken) – Shirkers (if option is taken) – Engineers (if option is taken)

LMG Section

Cost	35pts (Inexperienced), 50pts (Regular)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	– Add up to 6 additional men with rifles for +7pts each (Inexperienced) or +10pts each (Regular) – One man may have a pistol instead of a rifle for -1pt – One man may have a light machine gun instead of a rifle for +15pts. Another man becomes the loader (always the pistol armed man if present) – One man may have a VB launcher for +20pts – Inexperienced infantry may be Green at no extra points cost, or may be Shirkers for a reduction of -2pts per man
Special Rules	– Green (if option is taken) – Shirkers (if option is taken)

Royal Guards Infantry Section

Cost	70pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	– Add up to 6 additional men with rifles for +14pts each – Up to two men may have a pistol instead of a rifle at -1pt each – Up to two men may have a light machine gun instead of a rifle for +15pts. Another man becomes the loader (always the pistol armed man if present) – One man may have a VB launcher for +20pts
Special Rules	– Stubborn

Chetnik Assault Troops

Cost	44 pts (Regular) 56 pts (Veteran)
Composition	1 NCO and 3 men
Weapons	Rifles
Options	– Add up to 2 additional men for +11 pts each (Regular) or +14pts each (Veteran) – The NCO may have a pistol instead of a rifle for -1pt – Equip the entire unit with anti-tank grenades for +2pts per man – Give the entire unit the Tough Fighter special rule for +1pt per man
	– Infiltrator – Tank Hunters (if anti-tank grenades taken) – Tough Fighter (if taken)

Mountain Infantry Section

Cost	70pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	– Add up to 6 additional men for +14pts each – One man may have a pistol instead of a rifle at -1pt – One man may a light machine gun instead of a rifle for +15pts. Another man becomes the loader (always the pistol armed man if present) – One man may have a VB launcher for +20pts – The entire unit may be equipped with skis for free
Special Rules	– Fieldcraft

Motorcycle Section

Cost	90pts (Regular)
Composition	1 NCO and 5 men on motorcycle/sidecars
Weapons	Rifles
Options	– Add up to 7 additional men with rifles on motorcycles/sidecars for +15pts each – One man may have a light machine gun for +15pts. Another man becomes the loader
Special Rules	– Motorcycles

Bicycle Section

Cost	66pts (Regular)
Composition	1 NCO and 5 men on Bicycles
Weapons	Rifles
Options	– Add up to 7 additional men with rifles on Bicycles for +11pts each – One man may have a light machine gun for +15pts. Another man becomes the loader
Special Rules	– Bicycles

Cavalry Section

Cost	78pts (Regular), 96pts (Veteran)
Composition	1 NCO and 5 men mounted on horses
Weapons	Cavalry carbines
Options	– Add up to 7 additional men for +13pts (Regular) or +16pts (Veteran) each – Up to 1 man may have a light machine gun for +15pts, another man becomes the loader – Veterans may be given the Stubborn special rule for +1pt per model (Guard Cavalry)
Special Rules	– Cavalry Carbines: these short-barreled rifles count as pistols when used on horseback and rifles when used on foot – Stubborn (If option taken)

Machine Gun Team

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 medium machine gun
Options	– Pintle-mount: the machine gun may have a pintle-mount tripod for +5pts
Special Rules	– Team weapon – Fixed – Flak (if pintle mounted)

Chetnik Assault Anti-Tank Team

Cost	42pts (Regular), 51pts (Veteran)
Team	3 men
Weapons	Anti-tank Grenades & Rifles
Options	– Up to 1 man can take a demolition charge in addition to other weapons.
Special Rules	– Infiltrator – Tough Tank Hunter: Tough tank hunters have all the usual rules for Tank Hunters, and in addition double their attacks in close combat against vehicles (ie., each soldier makes two attacks) – Demolition Charges (If taken)

Mortar Team

Cost	21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)
Team	2 men
Weapons	1 light mortar
Options	– Upgrade light mortar to medium mortar for +15pts, gaining one extra man and the Fixed special rule. – Medium mortars may add a spotter for +10pts
Special Rules	– Team weapon – Fixed (if medium mortar option is taken)

Sniper Team

Cost	52pts (Regular), 67pts (Veteran)
Team	2 men
Weapons	Sniper has a rifle and a pistol; spotter has a pistol
Special Rules	– Team weapon – Sniper – Infiltrator

Artillery

FIELD ARTILLERY

Howitzers

Cost	32pts (Inexperienced), 45pts (Regular), 59pts (Veteran)
Team	3 men
Weapons	1 light howitzer (80 mm. M. 5/8)
Options	– Upgrade the gun to a medium howitzer (Schnider 105mm) and gain 1 extra man for +40pts, or to a heavy howitzer (220mm Skoda) and gain 2 extra men for +90pts – Add gun shield for +5pts – Medium and heavy howitzers may add a spotter for +10pts
Special Rules	– Gun shield (if option is taken)

ANTI-AIRCRAFT GUNS

AA Automatic Cannons

Cost	25pts (Inexperienced), 35pts (Regular), 46pts (Veteran)
Team	3 men
Weapons	1 light automatic cannon on a rotating platform (Breda 20mm)
Options	– Upgrade the light automatic cannon to a heavy automatic cannon for +15pts (Skoda 76.5mm M1928)
Special Rules	– Flak

ANTI-TANK GUNS

Anti-Tank Guns

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 light anti-tank gun (Skoda 37mm)
Options	– Upgrade the gun to a medium anti-tank gun for +20pts (Skoda 47mm)
Special Rules	– Gun shield

Vehicles

TANKS

Renault FT

Cost	24pts (Inexperienced), 30pts (Regular), 36pts (Veteran)
Weapons	1 turret-mounted medium machine gun
Damage Value	7+ (armored carrier)
Options	– Upgrade the medium machine gun to a low-velocity anti-tank gun for +30pts
Special Rules	– One-man turret – Slow… Pitifully Slow: The Renault FT is a Slow tank as defined by the rules and, in addition, we do not allow it to make a double-speed *Run* move at all. It can still be given a *Run* order (thereby avoiding the 'One-man turret' rule) but moves at its basic speed only – Low velocity light anti-tank gun: The FT's puny weapon counts as a light anti-tank gun but with an armor penetration rating of +3 instead of the usual +4 (if option is taken)

M-28

Cost	34pts (Inexperienced), 40pts (Regular), 46pts (Veteran)
Weapons	1 turret-mounted medium machine gun
Damage Value	7+ (armored carrier)
Options	– Upgrade the medium machine gun to a low-velocity anti-tank gun for +30pts
Special Rules	– One-man turret – Low velocity light anti-tank gun: The M-28's puny weapon counts as a light anti-tank gun but with an armor penetration rating of +3 instead of the usual +4 (if option is taken) – Slow

Renault R35

Cost	84pts (Inexperienced), 105pts (Regular), 126pts (Veteran)
Weapons	1 turret-mounted low-velocity light anti-tank gun with 1 coaxial medium machine gun
Damage Value	8+ (light tank)
Special Rules	– One-man turret – Slow – Armored all round – Low velocity light anti-tank gun: The R35's puny weapon counts as a light anti-tank gun but with an armor penetration rating of +3 instead of the usual +4

TANKETTE / TANK DESTROYERS

Skoda (S-I-d) T-32

Cost	72pts (Inexperienced), 90pts (Regular), 108pts (Veteran)
Weapons	1 forward-facing light anti-tank gun and 1 forward-facing hull-mounted medium machine gun
Damage Value	7+ (armored carrier)
Options	– add 1 pintle-mounted LMG with a 360-degree arc of fire for +10pts
Special Rules	– Vulnerable

ARMOURED CARS AND RECCE VEHICLES

White Automitrailleuse Mle 1917/18

Cost	84pts (Inexperienced), 105pts (Regular), 126pts (Veteran)
Weapons	1 turret-mounted low-velocity light anti-tank gun with 1 turret-mounted rear-facing medium machine gun
Damage Value	7+ (armored car)
Special Rules	– Recce – Low velocity light anti-tank gun: This gun counts as a light anti-tank gun but with an armor penetration rating of +3 instead of the usual +4

Peugeot Automitrailleuse Mle 1914

Cost	48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)
Weapons	1 pintle-mounted forward-facing medium machine gun
Damage Value	7+ (armored car)
Options	– Upgrade the medium machine gun to a forward facing low-velocity anti-tank gun for +30pts
Special Rules	– Low velocity light anti-tank gun: This gun counts as a light anti-tank gun but with an armor penetration rating of +3 instead of the usual +4 (if option is taken) – Recce – Open-topped

TRANSPORTS AND TOWS

Armored Truck Transport

Cost	40pts (Inexperienced), 50pts (Regular)
Weapons	None
Damage Value	7+ (armored carrier)
Transport	Up to 5 men
Special Rules	-Unreliable -Limited numbers- No force can contain more than two of these units.
Tow	Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun