

This document compiles a list of Errata and FAQs for Bolt Action.

Errata are changes to the text of the published books, changes that will be made in future print runs of said books. This includes new units, which are officially added to the game. Note that we have not thought it worthwhile to show an errata for minor typographical or layout errors, except where these might affect the reading of the rules.

FAQs are answers to common questions, which in our opinion do not require a change in the text of the published books. We have not dealt with any representational queries along the lines of 'Why does such and such a tank have such and such a value?', as these are matters of judgment within the parameters of the game.

We aim to update and if necessary expand this document quarterly, based on players' feedback.

BOLT ACTION RULEBOOK – ERRATA

Page 39, Order summary table. Change rule in the table for Down to read "...gain an extra -2 to be hit".

Page 67, Fixed special rule, fourth paragraph. The sentence should be changed to read as follows:

When ordered to Run, fixed weapons move the normal 12" over open ground or 6" over rough ground, obstacles etc.

Page 67, Flamethrower special rule, last paragraph on page. The first sentence should be changed to read as follows:

A unit hit by a flamethrower must check its morale once firing has been worked out and pin markers allocated, as described above.

Page 68, Flamethrower special rule, first paragraph on page. The second sentence should be changed to read as follows:

If this happens, the entire flamethrower team is removed as if it had fallen casualty. If this happens in a squad-based flamethrower, only the model armed with the flamethrower is removed, while the loader fights on with the squad.

Page 71, Spotters. The following sentence will be added at the end of the entry:

Note that spotters are always ignored for the purpose of victory conditions (e.g. they cannot capture/control/hold objectives and areas of the table, move out of the table to score points, etc).

Page 79, Assaulting through terrain. The second paragraph will be followed by a third paragraph, as follows:

[...] Note that the defenders will also benefit from the 'defensive position' bonus in the ensuing fight, as explained above.

Note also that, if the target unit is more than 6" away, and the assaulting unit could move up to 12" and reach its target by going around rough ground or an obstacle, the assault is allowed (though the defensive positions bonus still applies as the defenders have time to see the enemy running around the rough ground or obstacle).

Page 86, Warplane Type Chart, Strafing Fighter. The first and second sentences should be replaced by the following:

The target unit takes one additional pin marker and suffers 2D6 hits with a +2 Pen value.

Page 86, Warplane Type Chart, Fighter-bomber. The D6 Roll column text is wrong and should be 3 or 4 (rather than 2 or 4).

Page 90, Motorbikes. The penultimate sentence should be changed as follows:

Should they win the combat they can regroup 2D6" rather than D6".

Page 96, Re-crewing Guns. The following paragraphs will be added:

If the new crew is reinforcing an existing crew, they immediately become the same rating as the existing crew, regardless of what they were before (and also lose any other special rules they might have had).

If they are crewing an abandoned gun, then they keep their own Morale rating and special rules.

Page 103, Reverse Moves paragraph. A vehicle can reverse straight backwards, without any pivots, at up to half its standard Advance rate unless it is a recce vehicle (see page 118). Vehicles cannot mix forward and backward movement in the same turn – either you move forward, or you reverse.

Page 109, Vehicle crew paragraph. Delete tenth sentence: 'Ambushes are normally... trigger ambushes'

Page 119, Escape Reaction. The second paragraph will be changed to read as follows: The enemy's shot is then resolved as normal. If the target has moved out of range or sight then the unit shoots and automatically misses. Note that if firing at a recce vehicle with HE, decide to escape or not right before the firer measures the range to the target, just like a unit deciding to go Down when targeted by HE.

Page 122, First line. Change 'at least partially' to 'completely.'

Page 124-125, HE weapons against buildings. The second and third paragraph will be changed to read as follows:

This means that when rolling to hit you ignore any to-hit penalties for cover. All other modifiers apply as normal – for example, Down in this case might represent the unit hiding in the building and if the enemy misses the shot, this might represent the them not having taken the shot at all, and instead still be searching for the target (and similarly a small team is more difficult to spot inside a building...).

If you score a hit, this means that the shell has managed to find – or make – an opening. The unit inside that floor of the building suffers a number of hits equal to the 'damage in buildings' value in the HE chart for that shell (D3, D6, 2D6 or 3D6). If the unit is Down (units in buildings can react by going Down as normal when targeted by HE), the hits are halved as normal, rounding up. When hit by [...]

Page 127, the following paragraph will be added.

OFFICERS IN BUILDINGS

If an officer has entered a building, his morale bonus and his 'You men, snap to action!' ability can be used on friendly units occupying a floor immediately above or below the officer's unit in the same building, or within 6" (or 12", depending on rank) of any opening the officer would be able to shoot out of.

Page 131, Hidden set-up. Second paragraph, the second sentence from the last will be changed to read as follows:

In addition, hidden units can never be chosen as targets for air strikes.

Page 137, Objective, second sentence. Change 'defender's' to 'opponent's'.

Page 137, First Turn. Replace entire paragraph with:

The battle begins. There is no first wave in this scenario. All units not held in reserve are deployed at the start of the game.

Page 153, Force Selection Rules, left column, fourth paragraph. Replace the beginning of the first sentence with:

If a vehicle listed as a transport/tow picks any option that means the transport loses its transport/towing ability, it no longer counts as a transport/tow for the purposes of force selection, [...].

Page 173, M4 Sherman 75mm. Change '134pts (Veteran)' to '234pts (Veteran)'

Page 195, T-34/76 Medium Tank. Change '134pts (Veteran)' to '234pts (Veteran)'.

Page 222, Orders table. Change rule for Down in Orders table to read "...gain an extra -2 to be hit".

ALL BOOKS – ERRATA

Jeps. In all books where they appear, change the "Tow" line to read:

Tow: light anti-tank gun, light howitzer, light anti-aircraft gun.

Bofors 40mm and all other heavy automatic cannon artillery units. In all books where they appear, change or add the team line to read:

Team: 4 men.

Stubborn special rule (British paratroopers and all other occurrences). The rule will be changed to the current one on page 91 of the rulebook.

Renault FT tanks. In ANY army list, add the following option:

- The tank can upgrade the MMG to a low-velocity AT gun (+3 Pen) for +30pts.

Stuart M3 light tanks. The earliest variants of the M3 light tanks (i.e. the M3 Stuart Light Tank in Armies of the US, the M3 Stuart I & Stuart II in Armies of the UK, and the land lease Stuart M3 in Armies of the Soviet Union), should all have a single hull-mounted forward-facing MMG and have their cost reduced by 10pts.

In addition, they should add the following options:

- Add a pintle-mounted MMG to the turret for +15pts.
- Add two hull-mounted forward-facing LMGs for +15pts. Note that these .30 cal machine guns are treated as LMGs rather than MMGs to represent

the awkwardness of this weapon layout. In addition, these weapons must always be fired against the same target as the vehicle hull-mounted MMG.

Stuart M3A1 light tanks. M3A1 Stuart Light Tank in Armies of the US, and the M3 Stuart III & Stuart IV in Armies of the UK should all add the following option:

- If the recce option is not taken, the tank can replace the hull-mounted MMG with a hull mounted forward-facing flamethrower for +40pts. This also makes it more vulnerable to damage. as normal for flame-throwing tanks.

M3/M5 Half-track. In all books where they appear, change the "Tow" line to read:

Tow: any anti-tank gun or anti-aircraft gun; light or medium howitzer.

LVT-4 Buffalo. In all books where it appears, change the transport line to:

Transport: 30 men, or a jeep or bren carrier, or a light/medium artillery unit.

Renault R-35 tanks. In all books where they appear, change the hull-mounted MMG to a co-axial MMG. When this applies, reduce the cost of the tank by 5pts.

Medium Automatic Cannon. This category does not exist. Change all references to these to heavy automatic cannons.

FIELD AMBULANCE (ANY ARMY)

Most armies would field some form of trucks or other softskinned vehicles converted into field ambulances for transporting medical supplies and medical staff around the battlefield and for the rapid evacuation of the seriously injured. Even though normally these vehicles would try to keep out of trouble, and even though the very obvious red crosses painted on them should protect them from being targeted by the combatants, in the heat of battle many did come unfortunately under fire. In game terms, they are unusual vehicles that share with empty transports the vulnerability to being in proximity of enemy units, but count as medics both in terms of special rules and platoon selectors.

Cost	50pts (Regular), 60pts (Veteran).
Weapons	None.
Damage value	6+ (soft-skin).
Transport	None (much like empty transports, ambulances are destroyed if they end their turn closer to enemy units than to friendly units, as described on page 92-93 of the Bolt Action rulebook).
Special Rules	- Medical vehicle: Being in proximity of an ambulance means that any wounded soldiers nearby have a chance of being treated by a medic or stretcher bearer from amongst the crew of the ambulance. All infantry and artillery units within 6" of the vehicle count as within 6" of a Medic.
Selectors	- An ambulance counts as a Medic for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook and for all theatre selectors which include any vehicle.

TRUCK (ANY ARMY)

A truck counts as a Transport for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook and for all theatre selectors which include any vehicle.

Cost	31pts (Inexperienced), 39pts (Regular), 47pts (Veteran).
Weapons	None.
Damage value	6+ (soft-skin).
Transport	12 men.
Tow	Light, medium or heavy anti-tank gun; light or medium howitzer; light anti-aircraft gun.
Options	- May have a pintle-mounted MMG covering the front arc for +15pts.

UTILITY CAR (ANY ARMY)

A utility car counts as a Transport for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook and for all theatre selectors which include any vehicle.

Cost	17pts (Inexperienced), 21pts (Regular), 25pts (Veteran).
Weapons	None.
Damage value	6+ (soft-skin).
Transport	3 men.

ARTILLERY TRACTOR (ANY ARMY)

An artillery tractor car counts as a Tow for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook and for all theatre selectors which include any vehicle.

Cost	15pts (Regular), 18pts (Veteran).
Weapons	None.
Damage value	6+ (soft-skin).
Tow	Any anti-tank gun or anti-aircraft gun, light or medium howitzer.

HORSE-DRAWN LIMBER (ANY ARMY)

A horse-drawn limber counts as a Tow for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook and for all theatre selectors which include any vehicle.

Cost	8pts (Inexperienced), 10pts (Regular), 12pts (Veteran).
Weapons	None.
Damage value	3+ (literally soft skinned).
Tow	Any gun or howitzer.
Options	- Slow (only when towing)

ARMIES OF GERMANY – ERRATA

Page 17, Tiger Fear special rule. The first sentence of the rule will be amended as follows:

All enemy units that are within 18" of, and have line of sight to, one or more vehicle with the Tiger Fear special rule (see the vehicles section of this army list) suffer from Tiger Fear. Note that the 18" range is measured AFTER you have declared which order you have given to the unit. Units suffering from... [...]

Page 28, Waffen-SS Squad (Late War). The cost and Options lines are modified as follows:

Cost: Inexperienced Infantry 35pts, Regular Infantry 50pts, Veteran Infantry 65pts

Options: Add up to 5 additional men with rifles at +7pts each (Inexperienced), +10pts each (Regular) or +13pts each (Veteran)

Page 30, Luftwaffe Field Division infantry squad.

The following option will be added:

- Up to 1 man can have a light machine gun for +20pts –another man becomes the loader.

Page 47, Panzer III (C, D, E, F). Add a second co-axial MMG and increase cost by +5pts.

Page 52, Tiger II. Add the following option:

- May have additional pintle-mounted MMG for +15pts

Page 68, SdKfz 221/222/223. Delete the Open-topped special rule and increase costs by 5pts.

Page 71, SdKfz 250/9. Delete the Open-topped special rule and increase costs by 5pts

Page 71, SdKfz 250/10 and SdKfz 250/11. In the options section, delete the words 'anti-tank rifle'. (The Panzerbüchse is a modified light anti-tank gun.)

UNIC P107 COMMAND HALF-TRACK

The P107 Halftrack was developed by Citroen in 1934 and then produced by the truck manufacturer Unic after Citroen's bankruptcy. In 1940 more than 2,000 examples were in service with the French military. During World War II the Germans found their own half tracks in short supply and so Major Alfred Becker of the 21. Panzerdivision suggested converting captured French vehicles and so ordered the conversion of several hundred Unic Half-tracks.

The vehicle is a German transport for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook.

Cost	80pts (Inexperienced), 100pts (Regular), 120pts (Veteran)
Weapons	None
Damage value	Value 7+ (Armoured Carrier)
Transport	Up to 10 men
Tow	Light or medium howitzers; light, medium or heavy antitank guns; light or heavy anti-aircraft guns.
Special Rules	- Command vehicle

GEP.M.TRSP.WG.BEDFORD (E) ARMoured-CARRIER

After the early Campaigns of World War II, the British Expeditionary force left behind much equipment during their retreat from the front, including many Bedford trucks. Later in the war during the defence of Italy around 1944, German vehicles began to appear, based upon a strangely familiar chassis. Many British Bedford trucks were captured during the successful German offensives in early war (like in the Western Desert or Crete). Later, from around 1944, several were converted with armour plating and mounted different type of weapons, giving birth to the Gep.M.Trsp.Wg Bedford (e) armoured vehicles, which saw use in the defence of Italy and Germany in the latest phases of the war.

The vehicle is a German Armoured Car for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook.

Cost	96pts (inexperienced), 120pts (Regular), 144pts (Veteran)
Weapons	1 forward-facing light anti-tank gun, 2 pintle-mounted MMGs covering the left, right and rear arcs
Damage value	7+ (Armoured Car)
Special Rules	- Opened-topped

PANZERKAMPFWAGEN 35R 731(F) MIT T-26 TURM

After the fall of France, the Wehrmacht found themselves with hundreds of Renault R35 light tanks - a tough if flawed design. Many of these would be used on the Eastern Front to supplement existing stocks of Panzer IIIs and Panzer IVs. The PzKpf 35R/T26 has an interesting history, with some debate about its origins. The prevailing theory is that the vehicle was built by the 7th SS Volunteer Mountain Division *Prinz Eugen* while they were conducting anti-partisan operations in Yugoslavia. Adding a T-26 turret addresses many of the problems that the original R-35 had. A larger, more spacious turret with a more effective gun makes for a better all-round light tank.

The vehicle is a German Tank for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook.

Cost	116pts (inexperienced), 140pts (Regular), 164pts (Veteran)
Weapons	1 turret-mounted light anti-tank gun with co-axial MMG
Damage value	8+ (Light Tank)
Special Rules	- Armoured all round, Slow

FLAKPANZER V 'COELIAN'

Rheinmetall in conjunction with the Wehrmacht had been working on a number of anti-aircraft armoured vehicles, in this case mounted on the Panther chassis. Due to pressing from the allies on both fronts and the allied strategic bombing campaign all work was stopped. A wooden mock up was all that was ever made of this vehicle, no production or prototype was ever made.

The vehicle is a German Tank for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook. You may never include more than one of these vehicles in any platoon (regardless of the number of platoons).

Cost	240pts (Regular)
Weapons	Turret mounted twin heavy auto cannons, hull mounted MMG
Damage value	9+ (Medium Tank)
Options	- May have a pintle mounted MMG for +15pts
Special Rules	- The Panther's heavy frontal armour was comparable to that of some much heavier tanks, so against all shots hitting the front of the vehicle it counts its damage value as 10+. - Experimental: You must always take an order test when issuing this vehicle any order (other than rally) regardless if it has pins or not.

SD.KFZ 250/4 (ALTE) AA HALF-TRACK

The Sd.Kfz 250/1 was a reconnaissance and transport half-track mainly used by scout and HQ units. The vehicle was a shortened version of the ubiquitous Sd.Kfz 251 Hanomag series and, much like its longer cousin, there were many variants fulfilling different roles, such as cable carriers, ammunition carriers and radio carriers, amongst others, like the AA variant presented here.

The vehicle is a German Anti-Aircraft vehicle for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook.

Cost	60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Weapons	2 platform-mounted MMGs
Damage value	7+ (armoured carrier)
Special Rules	Open-topped, Flak

KRUPP PROTZE WITH PAK 36

A Krupp Protze was a German six-wheeled truck and artillery truck, occasionally converted into an anti-tank portee by mounting a Pak 36 anti-tank gun onto its bed.

The vehicle is a German Tank Destroyer for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook.

Cost	Inexperienced (52pts), Regular (65pts), Veteran (78pts)
Weapons	Forward-facing light anti-tank gun
Damage value	6+ (Soft skinned)
Special Rules	None

SD.KFZ 10 'GEPANZERTE'

The half tracked Sd.Kfz 10 was sometimes converted into a tank-destroyer version by mounting a Pak 36 or a Pak 38 on its back. Occasionally they were field converted to increase their armour to protect the gun crew.

The vehicle is a German Tank Destroyer for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook.

Cost	(Inexperienced) 56pts, Regular 70pts, (Veteran) 84pts
Weapons	Forward-facing light anti-tank gun
Damage value	6+ (Soft skinned)
Options	<ul style="list-style-type: none">- Add an armoured cab for +45pts (increasing armour to 7+, and open topped)- Mount the forward facing light anti tank gun on a rotating platform for +5pts- Replace the platform mounted light anti tank gun with a platform mounted medium anti tank gun (Pak38) for +20pts
Special Rules	<ul style="list-style-type: none">- Open topped (if armoured cab taken)

ARMIES OF THE UNITED STATES – ERRATA

Page 24, Paratrooper squad & Glider squad. Add the following option:

- The squad can be given the Stubborn special rule at +1pt per man.

Page 25, Ranger squad. Change ‘Rangers Lead the Way!’ Special Rule to:

Rangers lead the way! Units of Rangers are allowed to make a Run move after both sides have finished set-up, but before the first turn of the game. During this move, the unit cannot assault enemy units, and cannot be targeted by enemies in Ambush.

Page 26, US Marines Squad (Mid- /Late-War). Cost line should be changed to:

Cost: Regular Infantry 70pts or Veteran Infantry 91pts.

Weapons line should be changed to:

Weapons: M1 Garand rifles

Add the following option:

- The squad can be given the Stubborn special rule at +1pt per man.

Page 28, Sniper Team.

Change the base cost to:

Cost: 50pts (Regular), 65pts (Veteran)

Page 32, Light Artillery (M1A1) and Medium Artillery (M2A1). Add the following option:

- May add a gun shield for +5 points.

Page 37, Culin hedgerow cutter box-out. Change 2nd paragraph to:

- Any tank that has the option of adding a Culin hedgerow cutter may do so for +10 points per model.
A tank so equipped...

Page 37, M5/M5A1 Stuart.

Replace the current HMG option with:

- May have an additional pintle-mounted MMG for +15pts or pintle-mounted HMG for +25pts.

Add the following option:

- May be a Recce vehicle for +10pts.

Page 41, LVT(A)1. Add option to downgrade the coax HMG to MMG for -10 pts.

Page 45 and 46, all AA vehicles. The option to add an additional rear-facing pintle-mounted machine gun should be ignored.

Page 5, M3 Half-track. The Tow options should be changed to:

Tow: Any anti-tank gun or anti-aircraft gun; light or medium howitzer.

Page 45, LVT(A)4.

Add the following option:

- May have an additional forward facing hull-mounted MMG for +10pts

Page 50, Dodge 3/4 ton truck. The following option will be added:

- May upgrade the MMG to an HMG for +10pts.

Page 52, LVT-4 ‘Water Buffalo’ landing vehicle.

Add following options:

- May upgrade both pintle-mounted MMGs to pintle-mounted HMGs for +20pts
- May have an additional forward facing hull-mounted MMG for +10pts

VETERAN INFANTRY SQUAD

Due to the relatively short amount of time at the front, and particularly because of the constant influx of replacements, regular US infantry units never got quite as ‘seasoned’ as those of some other countries that lacked the American manpower, training and organisation. Nevertheless, some regular Army units did fight on enough fronts to become true veterans, like the famous Big Red One (1st Infantry Division), or the ultra-decorated Nisei units, renowned for their courage and stubbornness under fire.

Cost	78pts (Veteran).
Composition	1 NCO and 5 men.
Weapons	M1 Garand rifles.
Options	<ul style="list-style-type: none"> - Add up to 6 additional men with rifles for +13pts each. - The NCO and up to three additional men can have submachine guns instead of their rifles at a cost of +3pts each. - Up to 2 men can have a BAR M1918A2 automatic rifle instead of a rifle for +5pts each. - The squad can be given anti-tank grenades for +2pts per man. - Any veteran infantry squad can be Tough Fighters for +1 pt per man.
Special Rules	<ul style="list-style-type: none"> - Tank hunters (if anti-tank grenades taken). - Tough fighters (if option is taken).
Selectors	The Veteran Infantry Squad is an Infantry Squad for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook. It is also an Infantry Squad for the following theatre selectors of the Armies of the United States book: Operation Husky; Operation Avalanche; Cassino; Anzio, the Road to Rome; Normandy; Operation Cobra; Operation Market Garden; Battle of the Bulge; Bastogne; Operation Grenade; Rhineland.

The entries below replace the M4A2 Sherman 'Zippo' or 'Ronson' Crocodile Flamethrower entry on p.41 of the *Armies of the US*.

SHERMAN 'ZIPPO' OR 'RONSON' AND SHERMAN CROCODILE FLAMETHROWER TANKS

In the Pacific Theatre a flamethrower tank was needed to root out the Japanese from their well-protected defensive positions. The M4's main gun was replaced with a heavy flamethrower to create the Zippo variant. In Europe the 2nd Armoured Division also used a version derived from the British Crocodile. The main difference, in this case, was the position of the flamethrower and the separate fuel-trailer with its larger fuel capacity.

Principal service: 1944–45.

Numbers manufactured: unknown ('Zippo'), 4 (Crocodile).

SHERMAN ZIPPO (EARLIER VERSION)

Cost	188pts (Inexperienced), 235pts (Regular), 292pts (Veteran)
Weapons	1 gyro-stabilised turret-mounted medium anti-tank gun with co-axial MMG and 1 forward facing hull-mounted flamethrower.
Damage value	9+ (Medium Tank)
Options	- May add a pintle-mounted HMG on the turret for +25pts.
Special Rules	- Internal, volatile fuel tanks makes each tank a potential fireball. Flame-throwing vehicles are more likely to be destroyed by damage, as explained in the rulebook.

SHERMAN ZIPPO (LATER VERSION)

Cost	140pts (Inexperienced), 175pts (Regular), 210pts (Veteran)
Weapons	1 turret-mounted flamethrower with co-axial MMG and 1 forward facing hull-mounted MMG.
Damage value	9+ (Medium Tank)
Options	- May add a pintle-mounted HMG on the turret for +25pts.
Special Rules	- Internal, volatile fuel tanks makes each tank a potential fireball. Flame-throwing vehicles are more likely to be destroyed by damage, as explained in the rulebook.

SHERMAN CROCODILE

Cost	196pts (Inexperienced), 245pts (Regular), 304pts (Veteran)
Weapons	1 gyro-stabilised turret-mounted medium anti-tank gun with co-axial MMG, 1 forward facing hull-mounted MMG and 1 forward facing hull-mounted flamethrower.
Damage value	9+ (Medium Tank)
Options	- May add a pintle-mounted HMG on the turret for +25pts.
Special Rules	- Jettison fuel trailer. The normal bonus for trying to damage flamethrowing vehicles does not apply to the Sherman Crocodile. - Slow. A Sherman Crocodile is Slow as it tows the fuel on a trailer – its move is reduced to 6" advance and 12" run.

E7-7 MECHANIZED FLAMETHROWER

Based on the chassis of the M5A1 Stuart light tank, only four of these flamethrower light tanks were produced. They were deployed in the Pacific sector and saw use in the last stages of the war. Notably, in April 1945, they took part in the fighting at Balete Pass (Luzon, Philippines) supporting the 25th Infantry Division. They all had names starting with the letter 'F', such as 'Flaming Fanny' and 'Fire Buggy'.

Principal service: 1945.

Cost	116pts (Inexperienced), 145pts (Regular), 174pts (Veteran)
Weapons	1 turret-mounted flamethrower with coaxial MMG
Damage value	8+ (light tank)
Special Rules	<ul style="list-style-type: none">- Reinforced armour: parts of the tank's front armour were comparable to that of medium tanks. Against all shots hitting the front of the vehicle it counts its damage value as 9+- Internal, volatile fuel tanks makes each tank a potential fireball. Flame-throwing vehicles are more likely to be destroyed by damage, as explained in the rulebook.

QUAD 50 GUN TRUCK

This vehicle was a GMC CCKW 2½-ton 6×6 truck mounting an M45 gun turret.

This is a US Anti-aircraft vehicle for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook.

Cost	Inexperienced (80pts), Regular (100pts), Veteran (120pts)
Weapons	Four turret-mounted HMGs
Damage value	6+ (Soft skinned)
Special Rules	<ul style="list-style-type: none">- Flak

M51 MULTIPLE MACHINE GUN CARRIAGE

The M51 was composed of the M17 trailer and the M45 gun turret.

This is a US Anti-aircraft gun for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook.

Cost	Inexperienced (84pts), Regular (105pts), Veteran (126pts)
Team	4 men
Weapons	Four platform-mounted HMGs
Special Rules	<ul style="list-style-type: none">- Team weapon- Fixed (counts as a heavy gun for the purposes of movement)- Flak

ARMIES OF GREAT BRITAIN – ERRATA

Page 24, Paratroop section. The following Option and Special rule should be added:

- The entire squad may be mounted upon bicycles or welbikes for +1 pt per man

Bicycle/Welbike-mounted infantry: These follow the same rules as infantry, except when moving entirely on a road, in which case they double their Run move to 24" (this move cannot be used to assault). In addition, the first time they receive any order other than Run, or if they receive a pinning marker, they dismount and abandon their bicycles for the rest of the game – replace the models with models on foot.

Page 24, Paratroop section. Change the second sentence of the 'Stubborn' rule to read:

If forced to check their Morale, then they always test on their full morale value, ignoring any pin markers.

Page 25, Commando section. The submachine guns option will be changed as follows:

NCO and any other soldiers may have a submachine gun for +2pts each.

Page 35, Polsten gun. Add that the gun is platform-mounted.

Page 38, Littlejohn adaptors. The rule will be changed as follows:

[...] However, it is not terribly reliable. If you roll a 1 (before modification) when you are rolling to hit then it has broken. The main weapon cannot be fired again until the crew repair it. Whenever you give an order to the tank again, you can give it a Down order to represent the repairs. When you do this, the vehicle does not move and counts as open-topped for the rest of the turn, but the main gun becomes fully operational again.

Page 42, Cruiser Tank Mk VIII Centaur CS. Delete '1 hull-mounted MMG'. The points value is correct as is.

Page 44, Infantry Tank Mk IV Churchill I-VI & IICS. Change the fourth Option to read:

- May replace the 6-pdr with a 95mm medium howitzer at no points cost (making the vehicle a Churchill Mk V)

Page 45, Infantry Tank Mk IV Churchill VII-VIII. Replace the armament Option to read:

- Replace the 75mm gun with a 95mm medium howitzer for -10pts (making the vehicle a Churchill Mk VIII)

Page 50, M10 Wolverine. The cost is wrong and should be:

Cost: 144pts (Inexperienced), 180pts (Regular), 216pts (Veteran)

Page 51, Bishop and Sexton. Add the following option to both vehicles:

- May add AT rounds for the main gun for +10 pts. These allow the light howitzer to be alternatively fired as a light anti-tank gun. Declare which round is chambered if the vehicle is put on Ambush.

Page 56, M8 Greyhound. Add the following Option:

- May instead replace the light anti-tank gun and coaxial MMG with a pintle-mounted HMG with 360° arc of fire (M20 variant) for a reduction of -30pts.

Page 60, M5 Half-track. The Tow options should be changed to:

Tow: Any anti-tank gun or anti-aircraft gun; light or medium howitzer.

Page 62, LVT-4 Buffalo. Add following options:

- May upgrade both pintle-mounted MMGs to pintle-mounted HMGs for +20pts

- May have an additional forward facing hull-mounted MMG for +10pts

Page 69, Raiders! Selector. The anti-tank team entry will be changed as follows:

0-1 Anti-tank team: Boys anti-tank rifle team, PIAT team.

Page 76, Fall of Singapore selector. Add all transport and tow options from the Burma theatre selector on page 67.

Page 77, Burma selector. The anti-tank team entry will be changed as follows:

0-1 Anti-tank team: Boys anti-tank rifle team, PIAT team.

Page 77, 1942-45 Burma theatre selector.

Add to 'Tanks, Tank Destroyers, etc'

- Sherman V
- Valentine Mk III/IV
- M7 Priest

Add to Infantry:

- 0-1 Flamethrower team
- Boys anti-tank rifle team (to 'anti-tank team' line)

Add to Tows:

- Matador artillery tractor
- Scammell Pioneer Artillery Tractor
- Jeep

Add to Field Artillery:

- Medium artillery
- Heavy Artillery

Add to Armoured Cars:

- Humber light reconnaissance car
- Stuart III Recce

Add to Anti-tank Gun:

- QF 2-pdr

Add to AA Guns

- 20mm Polsten cannon

Page 80, Normandy selector. The Infantry sections entries will be changed to:

2 Infantry sections: Regular Infantry sections (mid-/late-war), Inexperienced Infantry sections, Veteran Infantry sections (late-war), Paratroop sections, Commando sections.

0-4 Infantry sections: Regular Infantry sections (mid-/late-war), Inexperienced Infantry sections, Veteran Infantry sections (late-war), Paratroop sections, Commando sections.

SAS ARMoured JEEP

Cost	56pts (inexperienced), 70pts (Regular), 84pts (Veteran).
Weapons	1 forward-facing HMG, 1 forward-facing LMG and 2 rear-facing LMGs.
Damage value	6+ (soft-skin).
Transport	May replace any LMGs with Vickers K guns counting as MMGs for +5pts each.
Special Rules	<ul style="list-style-type: none"> - Recce. - Frontal armour: This vehicle cannot be damaged by small arms hits from the frontal arc, but will still be pinned as normal.
Selectors	- The SAS Armoured Jeep is an Armoured Car for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook and for all selectors featuring SAS infantry units.

SAS INFANTRY SECTION

Captain David Stirling's SAS (Special Air Service) had carved their regiment's name in the annals of history through their daring raids in the Western Desert. With the North African campaign won by the Allies, the SAS were split up to prey on German and Italian forces in other theatres. Whilst some units fought in Sicily, Italy and other areas of the Mediterranean, it is the squadrons that relocated to fight in north west Europe that interests us here. Those units that joined the war against Hitler and his armies became a brigade under Lt-General Boy Browning's Allied Airborne Corps. It consisted of two British, two French and one Belgian SAS Regiments.

In the open deserts of the North African campaign the highly mobile SAS patrols reigned supreme but on entering the war in Europe they would face an entirely different type of terrain – one

for which they had no experience in fighting over. Supremely flexible, as ever, the SAS men quickly adapted and they would retain the regimental philosophy of setting up bases behind enemy lines, gathering vital intelligence and, if the opportunity presented itself, wreak havoc before slipping away.

During the actions in France the SAS often had four-man units working with local French Resistance cells, with bridges, railway lines, supply dumps, etc all becoming favoured targets as they continued to harass and disrupt the enemy. The SAS Brigade would continue in this role through Belgium, the Netherlands and into Germany itself. It can certainly be said that the remarkable men of the Special Air Service live by their regimental motto, 'Who Dares Wins'!

Cost	72pts (Veteran).
Composition	1 NCO and 3 men.
Weapons	Pistol and rifle
Options	<ul style="list-style-type: none"> - Add up to 4 additional men with pistol and rifle for +18pts each. - Any man can replace his rifle with a submachine gun for +2pts. - Up to two men may have a light machine gun for +20pts. For each LMG, another man becomes the loader. - Light machine guns can be upgraded to Vickers K LMGs for a further +5 points each. - The squad can be given anti-tank grenades for +2pts per man.
Special Rules	<ul style="list-style-type: none"> - Who Dares Wins! To represent their special training and motivation, units of SAS have the Fanatics special rule. - Behind enemy lines. When Outflanking as described on p.119 of the Bolt Action rulebook, units of SAS ignore the -1 modifier to the Order test for coming onto the table. - Tank hunters (if anti-tank grenades taken). - Vickers K gun. The Vickers K gun (also known as the VGO) was a rapid firing machine gun developed for airplanes but also favoured by special forces. A Vickers K gun shoots with +1 dice compared to a regular LMG).
Selectors	The SAS Infantry Squad is an Infantry Squad for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook. It is also an Infantry Squad for the following theatre selectors of the Armies of Great Britain book: Raiders!, Behind Enemy Lines, Operation Lightfoot, Tunisia, Normandy, Into the Reich.

WASP FLAMETHROWER CARRIER

The Universal Carrier was converted to carry many weapons, and amongst the most dangerous (not only for the enemy!) was a heavy flamethrower. The original Mk I and Mk. II designs were improved by the Canadian army, leading to the Mk IIC version, that had a single fuel tank at the back and an extra crewman that could operate either a Bren gun or a 2" mortar. Although the Wasp is not strictly speaking 'artillery' we've included it in this category as its role most closely approximates to that of a support weapon rather than, say, an armoured car or tank.

Cost	80pts (Inexperienced), 100pts (Regular), 120pts (Veteran).
Weapons	Forward-facing flamethrower firing to the front arc.
Damage value	7+ (armoured carrier).
Transport	- Upgrade to a Mk. IIC, adding a forward facing pintle-mounted LMG for +10pts.
Special Rules	<ul style="list-style-type: none"> - Open-topped. - Turn on the spot: The universal carrier can turn on the spot enabling it to execute a full speed run rate 'reverse' finishing the move facing in direction of travel. - Small vehicle flamethrower: The Wasp's flamethrower is somewhat less powerful than those mounted on larger vehicles, so the range of the weapon is limited to 12" and the number of shots is always reduced by one. - Flammable: Flame-throwing vehicles are more likely to be destroyed by damage, as explained on page 51 of the rulebook).
Selectors	The Wasp is Self-propelled Artillery for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook. It is also Self-propelled Artillery for the following theatre selectors of the Armies of Great Britain book: Burma, Monte Cassino, Normandy, Into the Reich.

ARMADILLO

The Armadillo was produced in early war times by the RAF for defence of British airfields from the expected German paratroopers attacks. It was a commercial truck with bolted-on armour plates carrying on the back an armoured fighting compartment from which the crew could fire two Lewis guns a few rifles. Later, a Mark III version was created, adding a rearfacing 37mm COW automatic cannon – the intent of which was to engage transport aircraft and gliders delivering attackers onto an airfield. In total, almost nine hundred of these vehicles were built, and mostly given over to the Home Guard.

Cost	40pts (Inexperienced), 50pts (Regular).
Weapons	One Lewis LMG with a 360° arc of fire.
Damage value	7+ (armoured carrier).
Transport	<ul style="list-style-type: none"> - Add a second LMG with a 360 degree arc of fire for +5pts. - Add a rear-facing platform mounted heavy automatic cannon covering the rear arc for +40pts.
Special Rules	- Open-topped.
Selectors	The Armadillo is an Armoured Car for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook and for the Dad's Army selector.

COMMANDOS LMG TEAM

The Commandos LMG team is a Machine Gun Team for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook. It is also a Machine Gun Team for any theatre selectors that include Commando squads.

Cost	65pts (Veteran).
Composition	2 men.
Weapons	1 Vickers K gun LMG.
Special Rules	<ul style="list-style-type: none">- Team weapon.- Behind enemy lines: .When Outflanking as described in the <i>Bolt Action</i> rulebook, this unit ignores the -1 modifier to the Order test for coming onto the table.- Tough fighters.- Vickers K gun: A Vickers K gun shoots with +1 dice compared to a regular LMG.

ARMIES OF THE SOVIET UNION – ERRATA

Page 28, Siberian Squad. Change the cost to the following:

Cost: Regular Infantry 50pts or Veteran Infantry 65pts

Change the first line in the options to:

- Add up to 7 additional soldiers at +10pts each (Regular) or +13pts each (Veteran).

Page 32, Assault Engineer Squad. Add the following option:

- Up to two soldiers can have a (captured) panzerfaust in addition to their weapons for +5pts each.

Page 33, Motorcycle squad. Remove the Tank Hunters rule, as this squad does not have the option to purchase anti-tank grenades.

Page 40 onwards. All light anti-tank guns artillery units should have a 3-men crew.

Page 41, ZIS3 divisional gun. The cost for the Inexperienced unit is going to be changed to 64pts.

Page 45, T-28 tank. Change the Weapons section as follows:

Replace the pintle mounted AA MMG with a turret-mounted rear-facing MMG

Add the following option:

- Add a pintle-mounted MMG for +15pts

Page 66, Sevastopol reinforced platoon.

Add the following option to the Infantry choices:

0-1 sniper team

Page 75 onwards. In all theatre selectors from the Battle of Stalingrad onwards, add the KV-8S tank to any that include a KV-8 tank.

FAI LIGHT ARMoured CAR

Built on the chassis of the GAZ A car (itself a licensed copy of the US Ford A), the FAI's initials stand for Ford-A-Izhorskiy (after the factory of manufacture). The civilian chassis could not carry too much weight so the vehicle's armour was only strong enough to resist light arms fire and shrapnel. Armed with a 7.62 mm DT machine-gun in a revolving turret, the FAI was primarily fielded by the Soviet Union where it was the most numerous armoured car in service until the start of the Great Patriotic War. This light armoured car also saw service during the Spanish Civil War on both sides as well as during World War II with Finnish and German forces (at least one German operated FAI was taken under control of the Polish Home Army during the Warsaw Uprising too!).

Cost	52pts (Inexperienced), 65pts (Regular), 78pts (Veteran).
Weapons	1 turret-mounted LMG with 360° arc.
Damage value	7+ (armoured car).
Special Rules	- Recce.
Selectors	The FAI is an Armoured Car for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook and for all of the selectors of the Armies of the Soviet Union book that allow the use of a BA-10 or BA-20 armoured car.

ARMIES OF IMPERIAL JAPAN – ERRATA

Page 14: Reinforced Platoon. Add the following line to the list of units:

0-1 Kempeitai Political Officer.

Page 17: Forward Observer. In the list of weapons available, change 'assault rifle' to 'rifle'.

Page 26: Suicide anti-tank team. Add the following Special Rule:

Tank Hunters

Page 36: Type 92 tankette. Change the Weapons line to read as follows:

Weapons: 1 turret-mounted MMG and 1 forward-facing hull-mounted HMG

ARMIES OF FRANCE AND THE ALLIES – ERRATA

Page 47, Bofors 40mm L/60.

Page 59, Bofors 40mm.

Page 82, Bofors 40mm. Amend (or add) the weapon's Team entry to read:

Team: 4 men

Page 21, Renault FT. Add the following option:

- Upgrade the MMG to a low-velocity anti-tank gun (+3 Pen) for +30pts.

Page 27, AMC Schneider P16 Half Track. Change the Recce special rule to read:

- Recce (dual direction steering)

Page 61, Cars and Light Utility Trucks. Change the vehicle's weapon line to:

Weapons: None

Add the following to the list of Options:

- Add a forward facing or rear facing hull-mounted light anti-tank gun for +50pts

Page 69, Norwegian Inexperienced Infantry Squad. The basic cost of the unit is listed as 70 pts. Change this to 35 pts.

Page 77, 10th Motorized Cavalry Brigade Infantry Section. Change the second option entry to read:

- Up to 1 man can be armed with a BAR automatic rifle for +5 pts.

Page 86, The Battle of Poland 1939. Add to the Transport and Tows section the following missing line:

0-1 Tow from: C4P half-track tractor, C2P artillery tractor, C7P artillery tractor

Page 85, Half-Track Truck & PZINZ 302 Field Car entries. Change the transport capacity to 6 men.

Pages 93 & 94, Greece army list and Battle of Greece selector.

Add to the available Transports and Tows an artillery tractor, which uses the same entry as the Laffly heavy tractor on page 31 of the same book.

Pages 94, Battle of Greece selector. Add Cavalry Troop to the units that can be chosen for the 0-4 additional infantry units.

Page 97, Partisan Reinforced Platoon. Delete the '0-1 Captain or Major' line line.

Page 100, Inexperienced Partisan Squad. Delete the option to make the Inexperienced Partisan squad Shirkers at -3 pts per model. (Partisans cannot be shirkers, otherwise they simply wouldn't have joined the partisans, would they?)

Page 103, Partisan Infantry teams. Add the following entry:

SNIPER TEAM

This entry represents anything from an untrained civilian out for revenge on the occupiers to a seasoned hunter that has decided to join the resistance.

Cost: 35 pts (Inexperienced), 50 pts (Regular),
65 pts (Veteran)

Team: 2 (sniper and assistant)

Weapons: Sniper has a rifle and assistant has a pistol

Special rules:

- Team weapon
- Sniper

ARMIES OF POLAND

WZ.29 'URSUS' HEAVY ARMoured CAR

Designed in 1929, the Samochd Pancerny wzr 29 ('armoured car 1929 pattern'), was more commonly known as Ursus or CWS. Based on the chassis of a 2-ton truck, the Ursus mounted a 37mm anti-tank gun and multiple machine guns. Although adequately armoured for the inter-war period, the Ursus was the poor relation when facing more modern opposition in 1939. From the beginning of the German invasion of Poland in September 1939, the Polish 11th Armoured Battalion, containing the Ursus, was in action performing valuable reconnaissance and patrolling duties. The Ursus performed well in action, largely due to its 37mm gun, but its relatively slow speed and lack of all-wheel drive compromised its effectiveness. No wz.29 armoured cars survived the war.

Cost	72 pts (Inexperienced), 90 pts (Regular), 108 pts (Veteran).
Weapons	One turret-mounted low-velocity light anti-tank gun, one turret-mounted rear facing MMG, and one hull-mounted rear facing MMG.
Damage value	7+ (armoured car).
Special Rules	<ul style="list-style-type: none">- Low velocity light anti-tank gun. The Puteaux SA18 counts as a light anti-tank gun but with an armour penetration rating of +3 instead of the usual +4.- Recce.- Too many jobs! Combining the roles of commander, gunner for two different weapons and loader together means it's hard to do different things at once! To represent this it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned. In addition, the vehicle may fire either the main gun or the turret-mounted MMG in the same turn, not both.
Selectors	The Ursus is an Armoured Car for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook and for the Battle of Poland selector.

POLISH MOTORBIKE SECTION

In an attempt to respond to the changing nature of warfare, whereby forces were becoming increasingly mechanized, Poland attempted to create mechanized units of their own, including sections mounted on motorbikes like the CWS M-111 (Sokol 1000) and the Sokol 600, with or without sidecar. Most famously, the 10th Motorized Cavalry Brigade or "The Black Brigade" (for their distinctive black leather jackets) fought throughout the war. They were reformed in France after the fall of Poland, and again in the United Kingdom after the fall of France. The 10th Motorized Cavalry Brigade earned the respect of peers and enemies alike.

Cost	90pts (Regular), 115pts (Veteran)
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 (Regular), or +20 pts each (Veteran) Up to 1 man can be armed with a BAR automatic rifle for +5 pts.
Special Rules	Motorbikes
Selectors	The Motorbike Section is an Infantry Squad for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook. It is also an Infantry Squad for any selector allowing use of the 10th Motorized Cavalry Brigade Infantry Section.

POLISH SNIPER TEAM

The Polish Sniper Team is a Sniper team for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook. It can also be used in any Polish theatre selectors that include a Marksman.

Cost	50pts (Regular), 65pts (Veteran).
Team	2 - sniper and assistant.
Weapons	Sniper has a rifle and assistant has a pistol
Special Rules	- Sniper - Team weapon

ARMIES OF ITALY AND THE AXIS – ERRATA

Page 1, Credits. Sincere apologies to Jonathan Baber, whose name was omitted from the credits of the book. The Credits will be amended as follows:

Written by: Steven MacLauchlan, Judson MacCaull, Jonathan Baber, Vesa Neny, Anton von Wirtzenau and Peter Munter

Panzerfaust. In all instances in the book, the cost of the panzerfaust option will be changed to +5 pts (rather than +10pts).

Page 15, Camicie Nere militia infantry section. The last sentence of the 'Non Testati' rule has been truncated and should be reworded as follows:

Apply the ability before resolving the shooting or close combat. The result rolled then applies for the rest of the game.

Page 17, Paracadutisti. The 'ski troops' rule should be deleted, as the Paratroopers don't have the option to take skis.

Page 28, Trucks. Under the heading 'Tow:' the second instance of 'light anti-tank gun' will be changed to 'light anti-aircraft gun'.

Page 28, BREDA 61 ARTILLERY TRACTOR. Replace the profile with:

Cost: 35pts (Inexperienced), 44pts (Regular), 53pts (Veteran)

Weapons: None

Damage Value: 6+ (soft-skin carrier)

Transport: Up to 12 men

Tow: Any anti-tank gun, howitzer or anti-aircraft gun.

Page 30, 1940-41: The Invasion of Greece.

Page 31, 1940-43: The War in Africa.

In both of these selectors, change '75/36 heavy AA gun' to '75/46 heavy AA gun' in the Artillery section.

Page 33, 1941-43: The Eastern Front. Under 'Tanks, Self-Propelled Guns and Anti-Aircraft Vehicles', remove the following line:

0-1 vehicle from Semovente 47

Page 44, Kaukopartio squad. The Deep Strike Mission rule will be reworded as follows:

Deep Strike Mission: when a Kaukopartio unit that is Outflanking as described on page 119 of the BA rulebook becomes available, it may enter the battle from anywhere along either the right/left table edge (depending on the chosen side) or any point along the enemy's own table edge. For example, if a Kaukopartio decided to outflank left, it could enter from any point along the left table edge (regardless of the turn it became available), or any point along the enemy's table edge.

Page 46, Panzerschreck team. Add the following option to the unit listing:

-The team may be equipped with skis for +2 pts.

Pages 56-60, Finnish Theatre Selectors. All instances of '0-1 Allied Infantry' will be deleted.

All Finnish Theatre selectors, except for the Winter War, should include the option for an air observer as an alternative to the artillery observer.

Page 61, War in Lapland. The selector is missing the Artillery entry. Use the same one of the selector on page 60 (i.e. the same artillery guns, anti-tank guns and anti-aircraft guns).

Page 61, War in Lapland. The Special rules will be reworded as follows:

Best in Reserve. Only tanks and assault guns can be bought as Veterans.

Page 65, Infantry Section. Remove the special rule which states that units gain Tank Hunters if equipped with a Panzerfaust.

Bulgarian, Hungarian and Romanian Cavalry units. Replace their rifles with Cavalry Carbines. Cavalry carbines: these short-barrelled rifles count as pistols when used on horseback and rifles when used on foot.

Page 66, Bulgarian Mounted Section, Special Rules. The second sentence should read:

Bulgarian cavalry units may not move into contact with an enemy unit while mounted.

Page 68, 20mm Flak 38. The following should be added to the Special Rules:

- Gun shield.

Page 68, Renault R35 tank. The entry is incorrect. Use instead the entry for 'Captured Renault R35' on page 24-25 of the same book (Italian list), which is correct.

Page 70, 1941-44: Occupation Force

'Sd Kfz 232 (8-rad)' should be changed to 'Sd Kfz 231 (8-rad)'.

Page 74, Infantry Section. Change the Special Rule to read:

- Tank Hunters if unit equipped with anti-tank grenades.

Page 76, Hungarian Cavalry Section.

The unit's special rule should be deleted (thus allowing the cavalry to charge into combat as normal).

The following options are added:

- One soldier may have a light machine gun for +20pts - another soldier becomes the loader

- One soldier may have a Panzerfaust for +10pts

Page 78, 40mm Bofors Anti-aircraft gun. Amend the weapon's Team entry to read:

Team: 4 men

Page 82, Axis Vehicle in Hungarian Service special rule.

Remove the following vehicles:

Panzer IV H, StuG III G, Panther A or G, Hetzer

Page 89, Late War Infantry Section, Cavalry Section, motorized infantry section. Remove the special rule which states that units gain Tank Hunters if equipped with a Panzerfaust.

Page 89, Romanian Mounted Section, Special Rules. The second sentence should read:

Romanian cavalry units may not move into contact with an enemy unit while mounted.

Page 90, Heavy Mortar. The 'Weapon' line should be changed to:

Weapon: 1 heavy mortar.

The crew should be changed to 4 men.

Page 92, Renault R35 tank. The entry is incorrect. Use instead the entry for 'Captured Renault R35' on page 24-25 of the same book which is correct.

LANCIA ANSALDO IZ AND IZM

The most numerous Italian armoured car to be produced during World War I, the Lancia Ansaldo IZ and IZM saw action in both World Wars as well as during the inter-war period. Ten Lancia IZ were produced in 1916. Characterised by its two-tier machine-gun turrets, the Lancia IZ's other most recognisable feature were the cutting rails designed to deal with barbed wire and similar obstacles prevalent on the battlefield of the Great War. Seeing the success of the IZ, the Italian army ordered 110 more, but after concerns about stability the top machine-gun turret was removed. The rear fighting compartment was equipped with an extra port for a third machine-gun, and a rack for a liaison bicycle. The resultant IZM became available in 1917. The two versions of the Lancia armoured car were used well guarding against Austrian incursions, playing an important part in the rearguard action covering the retreating Italian forces at Caporetto in 1917. Following the action at Caporetto, it wasn't uncommon to see Lancias in service with German and Austrian armies as spoils of war.

During the twenties and thirties, the majority of IZMs were sent to East Africa and Libya as the Italians looked to protect their eastern colonies. The IZMs saw action during the Ethiopian Campaign in 1935, acting as reconnaissance units. The small Corpo Truppe Volontarie Italia also fought in the Spanish Civil War of 1936-38, supporting the Nationalists, although these all but obsolete armoured cars fell prey to the Russian BA-3 and BA-6 armoured cars.

These completely outdated machines were still in service in Libya and other East African colonies when the Second World War broke out. Most fought in Eastern Africa where they met equally vintage British and Australian armoured cars, and were all but wiped out during the course of those actions. Some were deployed with Italian troops in police and antipartisan operations in the Balkans, primarily in Yugoslavia. By November 1943, those that survived were captured and pressed into German service. Some were sent to the army of Hungary. Most were destroyed or captured in 1944 during the Yugoslavian uprising and Allied conquest of Italy.

Cost	64 pts (Inexperienced), 80 pts (Regular), 96 pts (Veteran).
Weapons	Two turret-mounted MMGs.
Damage value	7+ (armoured car).
Options	<ul style="list-style-type: none"> - Add one hull-mounted rear facing MMG for +10pts. - Add one MMG mounted in a second, independent turret for +5pts. <p>This is the original IZ version, which also suffers the 'Too many turrets!' rule (see below) and cannot have the optional rear-mounted MMG.</p>
Special Rules	<ul style="list-style-type: none"> - Recce. - Too many turrets! (IZ version only). Three MMGs mounted on two separate-targeting concentric turrets in such a cramped space led to space and stability problems. To represent this, it is always necessary to make an order test when issuing an Advance order, even if the vehicle is not pinned.
Selectors	The IZ and IZM are Armoured Cars for the purposes of the generic Reinforced Platoon selector from the <i>Bolt Action</i> rulebook and for all of the selectors of the <i>Armies of Italy</i> book, except for the 'Eastern front'.

LATE WAR PARACADUTISTI (PARATROOPERS) INFANTRY SECTION

This entry covers late-war units of Italian paratroopers, like the newly formed Nembo division that took part in the defence of Anzio and Rome, and the units that kept fighting on the Axis side until the end of the war.

Cost	70pts (Veteran).
Composition	1 NCO and 4 men.
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 5 additional soldiers at +14pts each - The NCO can replace his rifle with a pistol for -3pts, or a submachine gun for +3pts, or an assault rifle for +5pts. - Any man can replace his rifle with a submachine gun for +3 points each. - One man can have a light machine gun for +20pts - another man becomes the loader. - Up to 3 men can have a Panzerfaust in addition to other weapons for +5pts each. - The entire section can be given anti-tank grenades for +2 points per man. - The entire section can be Fanatics for +2 points per man.
Special Rules	<ul style="list-style-type: none"> - Stubborn. Paratroops don't give in easily! If forced to check their morale when reduced to half strength then they always test on their full morale value ignoring any pin markers. - Tank hunters (if anti-tank grenades taken). - Fanatics (if option is taken) - this replaces the Stubborn rule above.
Selectors	The Late War Paracadutisti count as an infantry squad for the purposes of the generic Reinforced Platoon selector from the <i>Bolt Action</i> rulebook. Alternatively, they can be added to selectors for scenarios set in Italy between the defense of Anzio and the end of the war.

P26/40 'HEAVY' TANK

This is a Tank for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook. Alternatively, it can be added to selectors for scenarios set in Italy from late 1943 to the end of the war.

Cost	148pts (Inexperienced), 185pts (Regular).
Weapons	Turret-mounted medium anti-tank gun & co-axial MMG.
Damage value	9+ (Medium Tank).
Options	- Add a pintle-mounted MMG with 360° line of fire for +15pts.

FIAT 665NM PROTETTO

This is a Transport for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook. I Alternatively, it can be added to selectors for scenarios set in Italy or the Balkans.

Cost	72pts (Inexperienced), 90pts (Regular), 108pts (Veteran).
Weapons	None.
Damage value	7+ (Armoured Carrier).
Transport	20 men.
Tow	Light howitzer; light or medium anti-tank gun, light anti-aircraft gun.
Options	<ul style="list-style-type: none"> - Add a forward-facing hull-mounted MMG for +10pts. - Add a forward-facing pintle-mounted MMG for +15pts.

ARMIES OF HUNGARY, ROMANIA & BULGARIA – ERRATA

FLAMETHROWER TEAM

This is a Flamethrower team for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook and for any Hungarian, Romanian or Bulgarian theatre selectors in this book.

Cost	50pts (Regular), 65pts (Veteran).
Team	2 men.
Weapons	1 flamethrower
Special Rules	- Flamethrower - Team weapon

TANK WAR – ERRATA

Page 13. Vehicles and Pinning box-out. The entire box-out has been superseded by BA 2nd edition and no longer applies. It will be deleted and replaced with a pretty picture of tanks in action.

Page 39, Michael Wittmann. In his list of skills, change Bloodlust to Eye for Terrain.

Page 59, Hell's Highway. Under Set-up, replace the second sentence with:

The German player chooses at least half of his force and deploys it within 6" of either or both long table edges. German reserves may move in from either long table edge when they become available.

FREQUENTLY ASKED QUESTIONS

A heavy autocannon on rotating platform is shot at by a sniper and a model is removed so that crew are no longer in squad cohesion. Rules state that the unit must get back into cohesion by either an Advance or Run order. My view was that the artillery unit could be given an Advance order to be able to keep the gun in place, but move crew. I also pointed out that the errata confirmed that if autocannons were on a rotating platform, they could rotate on a Fire order and the crew could relocate from gun barrel. My opponent stated that on an Advance, the gun does not move and the only way to get back into cohesion was to move the artillery unit by giving it a Run order. Please could you advise how this should be played in terms of artillery units, and if this is different for those that are on a rotating platform.

An Advance order would suffice - allowing the crew to redeploy and the gun to rotate and fire. For weapons on a rotating platform, a Fire order could be used to rotate and fire, and move crew as well, but only the crew that would be in the line of fire, so whether that would get the crew in formation or not is situational.

An armoured car (7+) is assaulted by an enemy infantry unit which does not have AT weapons (after successfully rolling for Tank Fear and passing the test). 4 hits are scored, then on a D6 a further 4 is rolled, resulting in a penetrating hit. A roll was then made on the Vehicle Damage chart with a -3 modifier resulting in Stunned. It was my view that Pins are only given from shooting attacks not hand-to-hand so that the vehicle would only take 1 Pin from the damage result. My opponent argued it should take 2 Pins - 1 from the hit and the other from the damage charge (my opponent pointed out the Damage chart states take an additional Pin - to which I countered this was written in mind of damage from shooting attacks). In this instance should vehicles take just 1 Pin or 2 Pins.

1 Pin (from the damage result). Attacks/hits from close quarters don't cause pins.

I intended to move a wheeled armoured car. When turning the vehicle I rotated on the vehicle's centre, and then measured the move distance from its hull. My opponent felt this was wrong as by rotating on the centre I gained 1-2" due to the length of the vehicle. My opponent suggested measurement should be taken from the centre of the vehicle.

Vehicles can indeed gain a couple of inches when pivoting, this is fine, measurements are from the hull, not the centre,

If an infantry unit is in a building, does the 1" distance between units rule still apply? If so, can another unit come within 1" of this building (without charging/initiating melee)? Also if a unit (assume opponent) is already within 1" of the building, would this unit prevent the unit from entering the building, as the unit entering the building is breaking the 1" gap rule?

In general, it's good practice to keep units at least 1" away from any building they have not assaulted, to make things clear.

Mountaineers assaulting into cover... do they go first?

If a unit treats rough ground as open and assaults a unit through/ in rough ground, the assaulting unit goes first in the assault.

If my army can take up to three bikes with sidecar as a single Armoured Car entry, can I take 15 such bikes in a single Armoured Platoon?

Yes, you can, but note that you must give the Command Vehicle rule to all three bikes purchased as the platoon's HQ slot.

In some scenarios, it's unclear when we are allowed to deploy 'forward units' such as spotters, observers, snipers, etc. For example: you are the defender in a Surrounded! scenario. Do you have the right to deploy your forward units and where?

Simply first decide which units are in Reserve and which are starting the game on the table (or in First Wave for scenarios that use First Wave). Forward units in Reserve cannot use their deployment special rules, while those starting on the table or first wave can use their deployment special rule. In the example, any defending forward units that are not in Reserve can be deployed anywhere more than 12" from the enemy after set-up is finished.

"Do pins on Shirkers count as double for the purpose of Order Checks only, or for all purposes?"

Pin markers on Shirkers always count as double for all purposes, including order tests, morale checks, and indeed even Routing!

A Bolt Action player has multiple units assigned to flanking. When he FIRST attempts to bring on an outflanking unit, does he have to reveal which side that SOLE unit is flanking on from, or does he have to declare which side / sides ALL flanking units are on, as it states in the rulebook (page 132, right hand column, first para of 'Outflanking Manoeuvre') "The player must reveal his written instructions only when the first outflanking force arrives on the table."

He must reveal all flanking units' instructions - they've been spotted!

Flamethrowers ignore the "Fanatics" special rule because they're forced to take a morale check regardless of models lost with all negative modifiers to morale applied. But, units with the "Stubborn" rule ignore all modifiers to morale when making a morale test. Am I right in understanding that units with the "Stubborn" special rule are far less likely to route from flamethrowers than "Fanatics" units, who would normally fight to the last man?

The Morale test caused by FTs simply overrules the 50% casualties rule, but the Fanatics ignore the test for taking casualties altogether (as long as there's two of them left...), so Fanatics do not take tests when attacked by a flamethrower.

Do heavy and super-heavy artillery get a 6" Move when dismounting a tow? Or do they have to drop exactly behind the tow because on a normal Run move they cannot move?

They get the 6" move, representing the tow manoeuvring them into place.

Scenario 12 – Sectors. This is listed as an Attacker/Defender mission but the description then does not include either army becoming an attacker or defender (which makes sense given the mission). So... When forward deployment is done (ie snipers) is it done with the defender setting up first (p.131 of the book) or one at a time? Also presumably observers and snipers etc can set up outside the quarter of the board that is the set up area for normal units- presumably though they can not set up in the centre 12" radius bubble?

Looks like this scenario is in the wrong section. It is definitely a Battle Scenario, not a Attacker/Defender scenario. Treat it as such for all rules purposes. For example, snipers/observers/etc are set up alternating, anywhere in the player's half of the table (as defined by their table edge), as normal in battle scenarios.

Let's say that a unit has lost a model as a casualty (by choice or because of exceptional damage), so that it's no longer in formation (i.e there is a gap of over 1" between two parts of the same unit). When it's next activated, does the unit have to be ordered to Run or Advance in order to move back into formation.?

Yes, a unit that is activated when it's not in formation MUST either Advance or Run back into formation. If it fails the order and goes Down, it must try again the next time it's activated.

If a unit fires at a target and it scores a mix of normal damage and exceptional damage, which player removes the casualties first?

Casualties from Exceptional damage are removed before normal casualties.

Do unarmed models count as having pistols?

No, they do not. They can fight in close quarters, but have no ranged weapons.

Is a Tow considered a Transport, for the purposes of being automatically removed from the board if it ends a turn closer to an enemy unit? Likewise, does an empty Tow get to fire all of its guns, or simply the basic one that the crew is assumed to fire?

Tows are covered in the rules for transports, therefore suffers the same drawbacks.

If a heavy or super-heavy artillery piece is not deployed (like in scenarios where everything starts off map), and the army does not include a tow/towing vehicle, does it mean the artillery piece cannot enter the battle? Is it lost, like reserves that fail to enter?

We will make an exception to the rules in this case, allowing heavy and super-heavy artillery guns that start off the table and have no tow, a single 6" move when they enter the table as first wave or from reserve (no outflanking!). Imagine that a horse-drawn limber or vehicle has towed them to the very edge of the table and then hastily retreated!

The chart on page 47 indicates that an infantry unit (or a tracked vehicle) cannot be given a Run order while it is in rough ground. However, on page 77: "If a player wishes a unit to engage an enemy at close quarters, it must be given a Run order and the player must also declare the unit is making an assault". So it seems that infantry units (and tanks) in rough ground cannot perform charge actions. Is that right?

A unit that starts in rough ground can assault, and it counts as a run, but it's only up to 6" (or 9" for tanks), as described in Assaulting through terrain, on page 79 of the rulebook.

If a transport vehicle is destroyed, transported unit suffer D6 hits. Do these hits use the PEN value of the weapon that hit and destroyed the vehicle?

No, the roll to damage is made without PEN modifiers.

Do generic units that can be taken by several armies get the army's special rules of the army they are fielded in? For example, do Irregular natives of the Japanese army (Empires in Arms book) have the Banzai Charge rule, etc.?

For simplicity's sake, we rule that all Generic Units (like the natives, ambulances, horse-drawn limbers...), do NOT use any army special rules.

Similarly, if a unit belonging to a different army is used as party of an army, do they use their original army's special rules? (e.g. Merrill's Marauders in a Chinese army... do they use Chinese army special rules or US army special rules? Do the additional German units in a Hungarian army benefit from the German army's special rules?)

Yes, they would benefit from all special rules of the original army, as long as they apply only to the unit itself and not to the whole army or other units. For example, any British unit taken in this way would benefit from National Characteristics, but not allow a free artillery observer, nor make the 'host' army's artillery barrage better.

Can recce vehicles escape from units targeting them with Indirect Fire weapons (like a mortar)?

Yes, they can.

If an indirect fire unit (like a mortar) is firing at a recce vehicle approx 15" away, is the vehicle allowed to escape to within the minimum range so the shot automatically misses?

You cannot escape closer to the attacking unit, unless it's to get in cover or out of sight.

So the recce vehicle targeted by the mortar is not allowed to move closer to it, unless it is also going to get out of sight or into cover.

If during a battle, the last unit I am left with all have the Slow Traverse/Load rule, does it mean I cannot do anything any more?

If that happens, the enemy gets to activate all of their units first, then you get to activate your remaining "slow traverse/load vehicles" in a random order at the end of the turn.

If both players are in this situation, the rules simply cancel each other out.

When an airstrike is called in, and you roll either a fighter-bomber or a ground attack aircraft result that puts a HE template on the unit you're targeting, in addition to the pins the aircraft itself caused during the attack run, does the HE template itself generate extra pins (for example, if a ground attack aircraft causes D3 pins on the unit, does the 4 inch HE template it drops on the unit generate an additional D6 pins for a total of D3+D6 pins? Or is it just the D3 pins?)

The HE template does not cause additional pins.

Rules say flamethrowers have half chance of catching building on fire if "used" on targets in the building. Does this mean it has a chance to set fire even if it fails it's "to hit" roll?

Yes, if the flamethrower is found to be in range of the building, then roll to see whether the building catches fire, regardless of whether it scores a hit on the target unit or not.

When a building is set on fire by a flamethrower, it says that 'any and all surviving infantry units will abandon it in the same way as disembarking from a destroyed transport'. Does this mean the unit also suffers the D6 hits that come with exiting a destroyed transport?

No, they do not take additional hits.

Leading on from that, in those rare occasions where we use 3 or even 4 storey buildings, if a unit occupies the top floor of the building when it is set on fire, how does it exit? The maximum run order only allows it to reach the bottom floor at most and not exit the building. Are they just assumed to evacuate from the bottom floor anyway regardless of distance or are they destroyed?

Evacuate from the bottom floor anyway – fear gives you wings!

When targeting a soft-skin vehicle with heavy weapons with a penetration modifier, it states that 'these additional modifiers do not apply to soft skin vehicles'. Does this mean that even a super-heavy anti-tank gun with a penetration value of +7 still needs to roll a 6 to penetrate a soft-skin?

The Pen of the weapon does apply. What does not apply against soft skins are the Additional Modifiers (i.e. those listed in the chart on page 107), because soft skins have no armour.

Most entries for medics in army lists stipulate the medics can take a pistol for self-defence. However, under the Geneva Convention rules, they can't fire any weapons. Does this mean they can shoot with the pistols? If so, in what situations?

They cannot fire it, but when assaulted, the pistol gives them Tough Fighters (assault weapon).

During preliminary bombardment, if an infantry unit is inside a transport at the start of the game, are they still targeted by the bombardment? If so, is a separate dice rolled for them and they take separate pins from the transport they are riding in? Moreover, if they suffer an 'incoming!' result, is the one automatic hit resolved against the infantry unit riding or against the transport?

Do not roll separately from units that are onboard transports. Roll just for the transport unit, and if any pins are inflicted on the transport, then the same amount of pins are inflicted on all units on board. If the transport is hit and destroyed, the passengers are affected as normal.

The weapons chart shows that flamethrowers have D6 or D6+1 shots. Is that correct? Or should that be a 1 instead?

Yes, it should be a 1 in both cases. The issue is that the weapons chart tries to be helpful by stating 'D6' for the number of shots. D6 (or D6+1) is the number of hits caused by a hit, not the number of shots. You roll once to hit, and then, if you hit, the hit is multiplied into D6 hits.

In early army books, AA Bofors gun and other similar guns don't have the 'platform mounted' description, even if the models are very obviously platform mounted (for sound historical reasons!). Are we really supposed to use these guns with just a 45° arc of fire or can they be used with 360°?

Base the use of the gun onto the actual model. If the gun is sold mounted on a turntable or rotating mount, then follow the rules for 360° arc of fire.

If an artillery unit is deployed in rough ground (like a forest), and it receives an Advance order, can it turn to fire?

Yes, it can, but it cannot move from its position with a Run move.

Let's imagine a sniper is located in a building and it shoots from a window. If in the following turn it wants to shoot through another window, does it count as having moved?

No, the sniper can indeed fire as a sniper from any opening on that floor with a Fire order. Only infantry with fixed weapons (i.e. with limited arc of fire) must be ordered to Advance from one opening to another.

What angle of fire should infantry squads, snipers and similar units get when firing from windows and doors, 180° or something else? Do fixed weapons like MMGs get their usual 45° on each side of the barrel?

As inside a building we cannot see the model and its position is abstract, we suggest using 180° for all weapons, including fixed ones.

If an artillery unit is deployed inside a building and therefore chooses an opening to fire out of, can it choose a different opening after receiving an Advance or Run order?

Yes, the artillery unit can choose a different opening to fire from if given an Advance order. However, it cannot leave the building it's deployed in, so there is no point issuing a Run order to it.

When a vehicle with more than one weapon fires, I must choose all the targets BEFORE I start shooting, or I can shoot a weapon and if I want I can choose to shoot the same objective or another one?

Declare all targets before you resolve fire.

Some units from first edition books, like Sgt Kenshiro, or Polish lancers, have additional attacks. And most of these are tough fighters too. How does this work in the second edition?

If a rule states that a unit has additional attacks in melee, that rule applies as normal, literally (so lancers get two attacks rather than one). Then, if the unit are also Tough Fighters, they get to re-roll all hits as normal.

The rules give the carrying capacity of a Schwimmwagen as 3 men and if you fit an MMG the vehicle loses all transport capacity. Does this mean the vehicle is not an empty transport and is permanently 'FULL' when fitted with the MMG, which also means it would NOT have to be removed if closer to an enemy unit than a friendly unit at the end of the move.

Correct, as the transport no longer count as a transport (see page 152-153), it loses both weakness of empty transports, as explained on page 114-115 of the rulebook – so it is not destroyed by the proximity of enemies and can fire all weapons.

Page 153 says the transport loses 'transport/tow' capacity, but the Jeep entry (page 176) just says it loses 'transport capacity'. Which one is it?

All vehicles that lose transport capacity also lose tow capacity, as they can no longer carry the crew of the towed weapon, and basically change their role from that of transports into that of mobile weapons platforms.

When allocating orders out by using an officer's 'You men, snap to action' special ability, can I allocate Order dice to other officers' teams within range? If so, can these other officers also then in turn use their 'You men, snap to action' special ability to order more units within range (including potentially other officers and so on?)?

Yes, you can.

Can all AA guns fire all around?

No, only the ones that are described as mounted on a pintle, turntable or rotating platform.

If a unit with a gun shield (or body armour) is inside a building, do the +1 modifiers to the damage value stack up? For example, what is the damage value of a regular unit with gun shield inside a building: 5+ or 6+?

The bonuses do not stack up, and the same is true for body armour and any similar rule. So in the example, a Regular unit with body armour or a gun shield inside a building is damaged on 5+.

Does a 'free' unit take up a Force Selection slot? Or could a British player with two reinforced platoons field three artillery observers? If not does that mean the Russian or French 'free' squad counts towards the maximum number of squads per platoon?

The free units are additional to the Selectors. In each cases it's +1 per army, not per platoon.

The Guidelines to Force Selection sometimes contradict the Force Selection Rules (e.g. Guidelines say a captain can be fielded in place of a lieutenant, one heavy weapon per three infantry squads, best if no more than one Forward Observer, maximum of one tank, light armour, artillery per three infantry squads, etc.). Is the Force Selection Rules section the one we should follow and are the guidelines merely 'developers' thoughts rather than actual rules?

The Guidelines are developer's notes and intended to help out players who do not wish to use the Selectors.

On page 65 of the United States Army book, in the Anzio selector, the infantry options are listed as: 'inexperienced infantry squads, regular Infantry squads, Ranger Squad, Paratrooper Squad.' Is the difference between plural (Squads) and singular (Squad) a typo? Does it mean we can mix squad skill levels? Are WE only allowed 1 Ranger squad out of the 4?

It is indeed a typo. They should all be in plural, as in any reinforced platoon you can mix experience levels and number of squads. When a selector limits a squad to a maximum number, it does state so.

I want to collect an army of paratroopers. However there are no specific paratrooper officers, snipers, MMG teams, etc to go with my paratroopers squads. The same goes for all units of infantry with special rules, like commandos, gurkhas etc.

We assume that the special rules only apply to the 'proper' (and normally larger) squads of paratroopers, but not to their HQs and support teams, as they are not big enough for the rule to 'come into play', or that their tactical role is different, as represented by their own special rules or specialised weaponry.

So, we normally just select officers and support teams of the same quality as the relative infantry squads – in the case of paratroopers for example, choose all of your officers and support teams as Veterans – they are not going to be as hard as the men, but still not bad. Also, when possible equip them with weapons that make them as similar as possible to their 'main troops'. For example, equip Gurkha HQs with submachine guns, so they become exactly as effective as Tough Fighters in close quarters.

If my platoon includes cavalry squads, can I mount an officer and the men in his team on horses?

That sounds reasonable; in a platoon that includes one or more cavalry squads, any HQ team can be mounted on horses at the cost of +5 pts per man, getting the Cavalry special rule. Regarding the Hungarian cavalry HQ, it would seem fair to allow them to assault while mounted (in other words, to exclude them from the Cavalry squads prohibition to charge into close quarters) – it seems reasonable that the impetuous Fanatic rule takes precedence!

After the Armies of XXX is released, can I still use the XXX army list from the rulebook or from one of the free PDFs on the Command Post?

The Armies of XXX army list replaces the relative list in the rulebook or the PDF. However, if a player does not own the Armies of XXX book, he is of course free to use either the list in the rulebook or the PDF. In events like tournaments and other organized play, normally the organisers will clearly state which army lists are 'sanctioned' for use in the tournament – the norm being that the Armies of XXX series takes precedence over any other list.

There doesn't seem to be anything to prevent infantry operating a Fixed Team weapon from assaulting. Is this intentional? Should medium and heavy mortar crews, MMG and HMG crews be able to assault? As they may not fire during an Advance Order, is that meant to imply they cannot Run and so cannot Assault?

There is absolutely nothing stopping them from assaulting – you can assume they leave their weapon behind and assault, only to recover it later (assuming they survive the fighting). In general, this is not going to happen very often, as they are normally much better off firing their weapon at the enemy (in the case of machine gun teams), or simply running away from enemies that get too close (in the case of mortar teams).

If a unit has an option to upgrade from normal infantry to another mode of transportation (cavalry, bicycles or motorbikes), and the player pays the point to upgrade the squad, does that mean that the unit automatically gets the special rules related with that mode of transportation?

Yes, if a unit is upgraded with mounts (normally horses or motorbikes) it gets the Cavalry or Motorbikes rules on page 71 of the rulebook. If upgraded with bicycles, it gets the Bicycles rules (see for example page 21 of the Armies of Germany book).

With an Escape move, can I legally move into cover, or behind a line of sight breaking obstacle, such as a building, if that location is closer to the attacking enemy than from where I began. Or, am I required to move into cover that is also further away from the attacking enemy.

You can move closer to the attacking enemy if that is in order to get out of sight or behind cover. You are not allowed to move closer to the attacking enemy while staying in the open.

Does exiting the map satisfy the requirements for an escape reaction move?

Models cannot normally move off the table (normally it's impassable terrain). In scenarios where they are allowed to do so, it would be acceptable to leave the table as an escape move.

Can cavalry and motorbikes manoeuvre when executing an escape move or do they have to go in straight line away from the enemy that is targeting them?

They can manoeuvre, but remember that this escape move is executed at normal speed, and not at double speed.

Is it really intended that a Panzer IV costs only 5 pts more than a Stug III? They have the same gun and same armour, but the Panzer has a turret and an extra MMG which are surely worth more than 5 points.

In the case of expensive vehicles, points values are sometimes rounded up or down to the nearest 5, so it is possible that in this case the two vehicles were further apart in cost, but the rounding up/down process has by chance brought them so close together that the difference may not seem enough. In other words, the Panzer IV might have been two points more expensive and the Stug might have been two points cheaper, which would have made the real difference more like 10 points, but the rounding up/down process might have caused them to be only 5 points apart.

Does the Motorcycle with machine-gun sidecar (BMW R75, Zündapp KS 750, etc.) follow the movement rules for armoured cars (wheeled) or for motorbikes?

The rules for wheeled vehicles with the exception specified in its entry.

Cavalry and motorbikes cannot react to shooting by going Down, but can escape move instead, and afterwards are assigned down order. So in fact they're down anyway?

The dice is placed to show Down to mean their turn is over, but as long as they are mounted, they do not get the benefits of being Down.

Can armies use captured vehicles? For example, the Russians used captured German vehicles and vice-versa No, they cannot, at least by a strict application of the rules about forming reinforced platoons. However, we have used 'captured vehicles' (or indeed 'allied vehicles') in many friendly games, and it's very good fun!

It's also helpful to reach a certain amount of points for a game if you have a very 'varied' collection! We normally rule that they should be taken as Inexperienced or at most as Regular, but certainly not as Veteran, as the crew would have less experience with their use...

If a Green unit is upgraded to Regular (and whenever a unit's quality is permanently changed by a special rule), how many pin markers does it take to destroy it automatically?

Count the current 'upgraded' status of the unit. So, to destroy a Green unit upgraded to Regular you need 9 pin markers.

When playing a scenario where a portion of your forces are deployed prior to the start of the game, and a portion are held back to form either a first wave or in reserve, does the spotter and his associated mortar/artillery team count as 1 or 2 units for the purposes of calculating the aforementioned portion?

They count as 1 (because they only have 1 dice).

At what point exactly do units hit by an artillery barrage or by an air strike decide whether to go Down or not?

The principle is that units must normally decide to go Down when they are targeted, before they know whether they have been hit or not. In case of an artillery barrage, you should decide this when the unit has been determined to be within range of the barrage, but before rolling the dice to see whether you suffer a direct hit (6) or not (1-5). In the case of an air strike, however, we will have to make the exception that the unit must decide to go Down after the 'Here it Comes' result has been rolled, but before the type of Warplane is rolled for.

If player A calls for an airstrike, gets it, and rolls 'Rookie Pilot'. Then the opposing player takes it, places it on player A's unit. Should player A have to roll to hold fire of his flak capable weapons? Or could he instead choose to automatically fire his flak at his own plane?

Flak units must test to hold their fire against friendly planes, even if the plane is attacking their own troops by mistake (i.e. Rookie pilot).

If you target a unit in a building or an empty building with a multiple launcher, how do you work out how many templates hit the building?

When firing a multiple launcher against a unit in a building (or an empty building), measure the 6" for additional targets from the building itself. Note that only one of the rockets can hit each building, even if it includes multiple enemy units on different floors. Then resolve a normal indirect fire heavy mortar shot on each target. You cannot fire if any potential target building includes any friendly units.

If a fixed weapon changes firing point from one window/door to another on the same floor of a building, does that count as an Advance (so it can fire with -1) or a Run (no firing)?

An Advance, so they can fire with an additional -1 to hit modifier.

If I shoot at a unit of artillery that has only one or two crew models left, does the 'small team' to-hit modifier apply or not?

The small team rule applies to units made of one or two infantry models (implying 'and nothing else', which should have been stated clearly). So, so as long as there is also a gun model, that unit is not made just of one or two infantry models, but also includes a non-infantry model, so the small team bonus does NOT apply.

If I shoot at a unit that is already Down with an HE weapon, do they get to halve the hits or does this just apply to units that go Down as a reaction to the HE shot?

A unit that is already Down does halve the hits from HE hits, in the same way as it benefits from the -2 modifier to being hit.

Do the 'free' units (like the rifle in USSR or the medium artillery in the French army) give attrition points when you kill them? If so, how many points?

They are worth the points they would cost if you purchased them, so you'll have to calculate this.

I have a query regarding what exactly happens to a unit on a transport if it is assaulted, I know they dismount but...how? How does the unit dismount? Where do you place them? What happens if they win the assault? Can they act if the owning units player gets the next order dice?

The units in the assaulted transport follow the rules for units that are 'forced to dismount' from a transport – so they are placed D6" away from the transport as per regrouping, and then go/ remain Down. The assaulting unit is then considered in assault range, regardless of where the troops are placed – simply move the closest assaulting model to the closest dismounted model that is fighting and then continue as per a normal assault.

Note that the dismounting unit can only benefit from the advantages of defending cover if the assaulting unit had to cross cover to reach the transport vehicle in the original assault move against the transport.

In other words, if the transport was 'in cover', then the passengers are. If it was not, then they aren't.

If my infantry squad includes a flamethrower, and the squad fires at an enemy, can I choose not fire the flamethrower?

You can decide whether to fire the FT in the unit or not before measuring range to the target. If you fire the FT, then you have to roll to see if it runs out of fuel, even if you find it was out of range.

Can a turreted vehicle in Ambush react to a movement outside the arc of fire of its weapons? Can the turret turn to react to the Ambush trigger?

You cannot trigger the Ambush nor fire against any target whose move is entirely outside all of the vehicle's weapons' arcs of fire (and line of sight). If the move crosses any arc of fire and sight, including the 360° of the turret, you can trigger the Ambush. When you trigger the Ambush and turn the order dice from Ambush to Fire, all of the vehicle's weapons that can draw LOS to the moving unit that triggered the Ambush can fire, including the turret (as long as it's not jammed).

Can recce vehicles make an escape move whilst under an ambush order?

Yes, they can. If they do so, they of course lose the advantages of Ambush, as their dice is turned to Down after the escape move.

Can a vehicle in Ambush fire at different objectives with different weapons (as per a regular Fire order) or only at the one that triggered the Ambush?

Only at the one that triggered the Ambush.

Ambush by a unit with panzerfaust: when reacting and firing, can the panzerfaust fire against a different target? For example, if a unit disembarks and my Ambushing unit fires at the disembarking passengers, can my unit also fire a panzerfaust at the transport they are disembarking from?

No, you cannot. The ambushing unit can only fire at the unit that is currently moving, and whose moment the ambushers are interrupting.

When I fire a multiple launcher, do I have to hit the target unit in order to then measure range to other targets?

When firing a multiple launcher at a unit, you put the template on the unit as usual and then measure 6" from the edge of it for any other units. You don't have to hit the first unit to be able to target the others, you get to roll a die for each target.

HE weapons can target empty buildings (to demolish them). However, with multiple launchers, because they also can hit anything within 6" of their primary target, they can target an empty building and then be able to hit anything within 6" of that building. Is that correct?

Yes, you can target an empty building with a multiple rocket launcher, just as you would target a unit inside the building. Measure the range to other potential targets from the building itself. Then roll to hit potential targets and roll for an indirect shot against the building, as normal. This might indeed make multiple launchers slightly more effective when fired this way.

A unit 'A' is in rough ground (at the very edge of a forest). An attacking unit 'B' is in open ground, 9" away. Attacking unit 'B' orders run to assault the 'A' unit. Does it work?

By the letter of the rules, if the base of the 'closest model' in the target unit is slightly inside the terrain, the attacker cannot move at a run, so the charge is not allowed, even if there is only 1mm of terrain to cross. If the base is even slightly outside it, the charge is allowed. The grey area only arises when the base of the 'closest model' and the edge of the terrain are perfectly overlapping... which I think it's what it's meant by the words 'at the very edge' in the question. In such a marginal situation we recommend rolling a die for it.

Note that this is different from the case of a unit defending a linear obstacle. Such unit can be assaulted at a run of up to 12" as long as the run brings the assaulting unit in contact with the linear obstacle.

Can a medic or an artillery/mortar spotter fire the weapons of a vehicle they are being transported in?

It's the passengers doing the firing, and therefore medic units, because they 'cannot fire any weapons', cannot fire a transport's weaponry.

Spotters similarly cannot fire weapons and cannot spot while in the transport (extending to them the rules for HQs, which cannot use their special rules while transported).

Some units, like a Soviet IS2, can't use the first die drawn in a turn. However, if a friendly officer uses the dice and then allocates one of his 'Snap to' dice to the IS2, can this fire as you resolve the 'Snap to'?

Yes, it can. Imagine that the officer is concentrating on spotting targets for the vehicle.

If a recce vehicle is on 'Ambush' this turn, and an enemy fires at it, can the recce vehicle do an 'escape move'?

Yes, it can. It's the same as going Down from Ambush.

If a recce vehicle is charged by an enemy that starts the assault from within 6", which rule takes precedence, the Surprise charge (so the vehicle cannot react with either a shooting or an escape move), or the escape reaction (so the vehicle cannot react by shooting, but can react by escaping)?

The Surprise charge takes precedence, so if a recce vehicle is assaulted from within 6", it cannot react with either a shooting or an escape reaction.

I have a question about the kettenkrad and lg/41 in the armies of Germany V2 book and the QF6pdr and the Jeep in the armies of great Britain. In both cases they mention the towing vehicle being able to tow said gun in the intro text, but under the vehicle stats they can't actually tow it with rules as written. In cases like these is it acceptable to have them towed by said vehicle as long as it's theatre specific (i.e. Market Garden or German paras at Monte Cassino)?

We think it's perfectly acceptable to allow those vehicles to tow them, but you should first agree this with your opponent.

If units with special deployment rules are part of the first wave then their special deployment rules take precedence. However, in certain scenarios with first wave it also says no units are allowed on the board during the start of the game. Do forward deployment units still deploy in that situation? The scenario in question is Key positions, but there are a few others with the same wording.

If they are part of the first wave, these units (snipers, spotters, observers...) can deploy as stated even in scenarios that say 'no units start on the table', because their special rule takes precedence. If instead they're held in Reserve, they cannot.

Snipers ignore all to hit penalties except pins and losing their partner. So, if you are using Hidden Setup, does anything in hidden setup not gain the benefit if shot at by a sniper?

Correct they gain no benefits against the sniper shot – they obviously were not as well hidden as they thought!

Would a one-man turret vehicle that fails to come on in the First Wave be moved into reserve automatically, or would it be forced to come on the second turn with the -1 morale test?

The simplest solution is to move it into reserve (no outflanking allowed).

Can you please offer a clarification on when the bombs get placed for partisan armies?

The simplest solution is that the bombs get placed after both sides have finished set-up, but before the first turn of the game (before the 'Rangers lead the way' and 'Preparatory bombardment' rules).

Good one! There are some vehicles that have two FT as well, I believe, and they could fire both at the same unit...

If a squad with two flamethrowers in it fires and hits the target with both, does the squad being hit take two lots of D3+1 Pins and take two Morale checks, or one of each?

As pin markers are worked out after the firing unit has finished firing all of its weapons (flamethrowers and rifles, one imagines in this case), the target only takes D3+1 pins (instead of 1), and takes 1 test (regardless of casualties), even if hit by multiple flamethrowers fired by the same unit.

TANK RIDERS

When tank riders are riding on a "Recce" vehicle that is fired on, which happens first, the escape move, or the disembarkation?

The escape move. After that, if the vehicle is fired on, and found to be within range, the tank riders must dismount before the shot is taken.

Same as above, but escape move takes the transport vehicle out of sight or arc of fire, but not out of range. Do the riders have to disembark?

No.

When disembarking because their transport was fired at how far from the vehicle can the riders be placed? Do they follow the regular disembarkation rules and get to move an advance or run distance before going down (Dismounting from Transports rule, page 116)? Are they placed D6 from the vehicle as if it had been damaged (Effects of Damage on Passengers rule, page 116)?

Models forced to dismount must be placed within D6" of their transport, following the rules for regrouping after a close quarters combat, and then go/remain Down.

Can riders that are forced to disembark use this movement to exit the map if the scenario allows units to exit?

Yes.

A T34 with tank riders is in a deployment zone and there is going to be a preliminary bombardment. Do they stick or jump off and go down? Also, if a FAO picks the T34 as a target, do the tank riders skedaddle or stay on the tank and hope for the best? And the same question for an artillery barrage near their tank. Do they jump before the dice rolls or wait to see if their tank gets a direct hit if the artillery comes in?

In all three cases chosen above, the tank riders have to disembark before there is a chance for the tank to be hit and damage caused. This means before you roll for that tank for a preliminary bombardment, For an airstrike, as soon as the type of aircraft attacking the plane is determined. For an artillery barrage, as soon as the tank is determined to be within the radius of the artillery barrage.

ARMIES OF GERMANY - FAQs

Tiger Fear: does a unit being transported have line of sight to the vehicle causing Tiger Fear if the transport itself has it?

Passengers do not have a LOS to the Tiger Fear-causing vehicle, or indeed to anything else.

I have a question about Wehrmacht Sturmpanzer weapon – grenade launcher GzB-39. According to rules of indirect weapons I can fire it to other target than rest of the unit. But can I shoot it to other target using its other PEN +3 profile?3

No, the anti-tank version cannot be fired at a different target, as it's neither a one-shot weapon nor an indirect fire weapon.

The Einstossflammenwerfer entry on page 35 states that these are one-shot weapons. So we have two questions about the interaction of the one-shot weapon and the flamethrower rule:

1) Can you confirm if single-shot flamethrower models are removed once they have shot?

2) If the answer to the above is 'yes', and I choose not to shoot both flamethrowers in the same turn, what happens then? If only one shoots and is removed, does the surviving model have to test morale because half the unit was destroyed?

If only one FT is fired, the one-shot weapon rule tells us to replace the model with an unarmed model. When the second FT fires (or if both fire in the same turn), the team has no more FTs, so the FT rule tells us the whole team is removed.

The Panzer 38(t) options say you can upgrade for -30pts ('reconnaissance version'). Does this mean it also gains the 'Recce' special rule? Or is it just called the reconnaissance version?

It's just the name of the different version, the vehicle does not gain the Recce rule.

The Panzerspähwagen P204 (F) (page: 72) is not mentioned in any theatre selectors. In which can be fielded?

Any selector that allows armoured cars from the Operation Barbarossa selector onwards.

In the Sturmpanzer rules it says the main gun is 'treated as a heavy howitzer and cannot fire to long range.' This would seem to suggest that the Sturmpanzer is only capable of firing its rocket mortar in effective range and so does not suffer the -1 to hit penalty for shots between 18-36 inches. Am I understanding this correctly?

The limit applies only when firing directly over open sights. The range of an indirect fire is not affected. So the range of the Sturmpanzer main gun is as follows: 36 (or 36-84)

Do the Tiger I tank and other vehicles armed with 88mm guns have the versatile special rule?

No, only the Flak 36 88mm artillery version of the gun has the versatile rule.

Can a nebelwerfer or other multiple rocket launcher be manhandled?

Yes, they follow the normal rules for artillery units.

Which vehicles are allowed to tow a Nebelwerfer or other multiple rocket launchers?

Treat them as light howitzers for towing purposes.

ARMIES OF THE US - FAQs

According to the book, the M3 White Scout Car is in 'transport & tows' section with an option to be Recce vehicle. In the book's theatre selectors there is no M3 White Scout Car as a 'transport & tows' option, but only as 'armoured car or recce vehicle'. Is it possible to take one M3 White with Recce as 'armoured car or recce vehicle' and one per infantry unit in the reinforced platoon?

The M3 White Scout car should be in the Transport and Tows section of the selectors. If an M3 is upgraded to recce status it counts as the platoon's recce vehicle.

I have a Hellcat M18 TD. They were unbelievably fast and you attest on your site, but you have no speed rule listed with it. So how many inches does it move and will you put it into the errata if it's more than the usual 9"? If it is only 9" (normal tracked vehicle), why?

We have chosen not to go into the differences in maximum speed, as it was often a theoretical value and not a reality of real battlefields littered with terrain, mud etc. If we change this policy, of course the Hellcat will be one of the first vehicles we'll look at.

US Engineers squads. In which theatre selector can I take them as Veterans (i.e. late war)?

As the theatre does not offer any strict ruling about whether the engineers are the early or late war ones (i.e. Reg or Vet), you are absolutely free to take either – you make the call, you pay the points. Personally, as I play US myself, I'd use the Infantry in the theatre as a guidance, so if the available infantry is not late war, I'd take the regular engineers, if the available infantry is late war, I'd take the Veteran engineers (so just in the 1945 European selectors and Iwo Jima). But of course one could argue that their training was superior and so one could take them as Veteran even earlier... I would not have a problem with that either, as there is no strict right or wrong 'by the rules'.

If Rangers are deployed on the table in games with Preparatory Bombardment, do they get to 'lead the way' out of the deployment zone before the bombardment is resolved, or must they wait and be bombarded first?

As both the Rangers' special move and the preliminary bombardment happen in-between the Set-up and the First Turn, we think the best (and most exciting!) solution is to leave that on a dice: If you roll a 4+, your Rangers make their move before the bombardment and therefore will escape it if they move out of their Set-up area. If you roll 3 or less, they are caught flat-footed and will be rolled for during the bombardment, and then make their special move.

If Rangers are in the First Wave, can they make their special Run move before the first turn of the game (and so, are out of the table before the beginning of the game)?

If Rangers are in first wave, they can make their way onto the table AFTER preliminary bombardments, but BEFORE the first dice is drawn.

I was reading the armies of the United States book and under the entry for the 57mm anti tank gun M1 it says the airborne one had a special carriage that allowed it to be towed as if it were a light gun as opposed to a medium one. Is this an actual rule? As currently I have been playing as my jeeps cannot tow the guns, however if they count as light in an airborne army then they could tow them.

It is actually not a rule, because there is no way to tell apart (in rules terms) between a normal Jeep and a Jeep used by airborne troops. With opponent's approval, on the other hand, if you had an all-airborne force including Jeeps, it's perfectly fine to allow your Jeeps to tow a 57mm AT gun.

ARMIES OF GREAT BRITAIN - FAQs

Looking at the 25-pounder model, it looks like the model is platform-mounted, but in the Armies of Great Britain it doesn't have the platform-mounted rule. So is the 25 pdr platform-mounted or not?

No it is not, that rule refers to guns mounted on fast-rotating platforms designed to track aircraft in flight.

Can you clarify how the Gurkhas' Scary Blighters! rule interacts with some other melee rules?

Tough fighters vs Gurkhas? If a unit of tough fighters fights Gurkhas in close combat, they simply halve their initial attacks. For example, ten tough fighters attack a unit of Gurkhas – they roll five attacks instead of ten, but then for any hit scored they can roll to hit again, as normal.

Tough as boots vs Gurkha? The unit calculates its attacks (counting 'tough as boots'), then it halves its attacks.

Tough as boots, some with SMGs, vs Gurkhas? The unit calculates its attacks (counting Tough as Boots), then it halves its attacks, then the player can re-roll as many hits as there are tough fighters (i.e. men armed with SMGs) in the unit.

Can the free Regular Artillery Forward Observer from the Artillery Support special rule (page 17) be upgraded to Veteran by paying the difference in points? Particularly in the Market Garden selector, where it is mandatory (if possible).

No, the free Observer is included in the army as normal, but cannot be upgraded, not even in Market Garden.

Can the free British Artillery Observer be accompanied by one or two men as normal? If so, are they also free or do I need to pay for them?

The free observer can indeed pay additional points to add one or two Regular soldiers to his unit.

In the Armies of Great Britain book, the last sentence of the Artillery Support rule (page 17) refers to selectors that do not include FAO (like a small Commando force, for example). However, there are no such selectors in the book...

That's right, so the free FAO is allowed in any of the selectors included in the book. This exception to the rule will therefore only apply in selectors that we may publish elsewhere, or that people may create themselves.

If I field a model of a British light howitzer that is not a 25-pdr (like a 3.7-inch mountain howitzer, for example), can I use the same AT shell rule as the 25-pdr?

Yes, as you pay the same points. We assume that some AT shells were available to all guns of this type.

If a unit with 'Blood Curdling Charge' assaults a unit which is in Ambush, can the unit in Ambush shoot the assaulting unit as they came in?

The Blood-curling Charge rule only refers to the Target Reacts section of an assault, not to Ambush. So if a unit is in Ambush it can fire.

Are there rules for Tulip Sherman rocket launchers?

No, but how about trying the following rules with your opponent's consent:

'Tulips' are allowed in the 1945 - Into the Reich British army book selector and optional for all Sherman tanks.

Options: May add one or two additional tulip rockets for +25 pts per rocket

Special Rules:

Tulip rockets. These count as a turret-mounted heavy howitzer with the following additional rules:

- inaccurate. The tulip only hits on a 6, no modifiers apply.

- one-shot rocket

- complex operation: the tank may fire either one rocket or the main gun per turn.

Could you clarify how the AVRE mortar is used? I am not clear about the long distance in indirect fire.

The Petard mortar can only be fired at targets within short range, that is within 36", so it cannot be fired indirectly at all.

ARMIES OF IMPERIAL JAPAN - FAQs

If I mount my senior Japanese officer on a horse, can I mount any of his attendants on horses as well?

Normally, the option can only be taken by an officer without any attendants. However, if the platoon includes cavalry squads, then the other men in the officer's team can have horses at +5 pts per model.

Banzai charge (p.14 Armies of Imperial Japan and p.201 of Bolt Action Rulebook) states: '...If a Japanese infantry unit is ordered to run (or charge) the closest visible enemy, any order test for that move is automatically passed as if the unit had rolled a double one.' Does this trigger Incredible Courage (p.42 BA2 Rulebook) on the auto double one and the unit would also lose D6+1 pins, or not?

No, it does not, the unit only loses 1 pin marker – the words 'as if the unit had rolled a double one' refer just to the to the passing the test automatically (just as if it had rolled a double 1), not to the other effects of rolling a double 1.

In a Banzai move the unit must move directly towards the enemy or can it go around rough ground?

The unit must go around impassable terrain and friendly vehicles, but must otherwise go through other types of terrain, which can slow it down. So, for example a squad in rough ground can use the Banzai rule to Run/charge 6" towards the nearest enemy.

Does a squad NCO modelled with a sword count as an officer for the purposes of gaining the Tough Fighters special rule?

No, only the officers do. There is a big difference between carrying a sword and being trained to use it!

ARMIES OF THE SOVIET UNION - FAQs

I was wondering about the Ampulomet's special rule regarding setting vehicles on fire. Since they can set a tank on fire on a roll of 6 (even where their +2 pen wouldn't allow them to damage, say vs. a Vet Pz.IV), should we consider they technically CAN "damage" any armor value and thus allow them to pin Veteran crews regardless of armor value? Or is this special rule ignored regarding pinning and they don't get to pin any 9+ vet tank? The rules say you get to pin IF you can "damage" the target vehicle. Is this to be read as "any sort of damage" or as in "enough Pen to actually penetrate"?

The Ampulomet counts as a weapon that CAN damage any vehicle, and thus even veteran vehicles can be pinned by it.

Does the body armour bonus apply against hits suffered in close combat? And what about against hits from a destroyed transport the engineers were riding in?

Yes to both, as most damage in close combat is caused by small arms, and damage from burning transports does not have a Pen value and thus counts as small arms fire.

Does the body armour stack with the Extra Protection special rule?

No, troops in building with body armour are still damaged on 6.

In the book Armies of the Soviet Union, on Page 56, it is possible to use other Tanks via Lend Lease. But which variants can I use? For Example: M4 Sherman is a substitute for the T-34, but which variants of the M4 Sherman or Stuart (for T-70) etc, can be used? All Variants like the M3A1, M3A3 etc? Or only the original M3?

We suggest using only the most common variants of these vehicles. If you look at the production quantities of the US and British vehicles, stick to the ones produced in thousands rather than the ones produced in hundreds. For example, Shermans equipped with 75mm and 76mm guns are fine, and maybe even the most common 105mm version, but do not include the rarer ones like the Jumbo, the Zippo, the Calliope...

In the Stalingrad selector, can I make use of the Fanatical Defence special rule to modify the free Soviet Inexperienced squad?

Yes, you can.

Leningrad selector: '[...] Scout squads or a maximum of 2 Assault Engineers squads, Ski Troops squads'. It's not clear if the maximum of 2 applies only to the Engineers or also to the Ski Troops.

Only to the Engineers.

In the 'Siege of Sevastopol' selector there are Veteran squads allowed amongst other infantry units. At the end of the selector there is the special rule 'Baptism of fire: No Soviet forces can be veteran'. So the question is: Can I field Veteran units in this selector?

No Soviet forces (except for veteran infantry squads, see above) can be Veteran.

I have recently purchased a Soviet starter box and an additional Soviet trooper box, as well as the Soviet forces book. On the weapons sprue, there are Automatic Rifles, however in the Armies of the Soviet Union book, there are no options for that weapon. Is it this correct that the Soviet units cannot take Automatic Rifles?

Correct, treat the Tokarev semi-automatic rifle as a normal rifle. If you prefer, you are welcome to agree with your friends to use for the Tokarev the same rules as a Garand M1 rifle from the Armies of the US (i.e. no penalty for moving and firing).

ARMIES OF ITALY AND THE AXIS - FAQs

For the Italian rule 'Avanti Savoia', do Veteran infantry go to 'Super-Vet' at morale 12, or does it simply stay at 10 when the rule swings to the positive modifier

The morale goes higher, and can then be modified down by pin markers and other modifiers to tests. However, do remember that a result of 11 or 12 on a test is always a failure, regardless of modifiers.

On page 22, the 90/53 flak gun's entry states: 'this entry can also be used for German 88mm Flak 36 in use by Italians'. Is that the 'model' to use? Or is the intent to use the listing from the German book?

It means you can use the profile of the 90/53 Dual-Purpose AA Gun to represent a German 88mm model crewed by Italian artillerymen. It does not allow you use of the entry from the Armies of Germany book. Players may of course want to allow this instead, as long as they both agree!

If I play with an Italian army in an attacker-defender scenario, the enemy can't do a Run order in the first turn if the Italian is the defender. Can an artillery unit move onto the board in the first turn if it is in the first wave (it only can move with a run order)? And a fixed weapon (it only can move with a run order)?

By a strict application of the rules, those units would not be able to enter the game, so you must leave them in Reserve instead, even in scenarios that do not allow reserves.

Finnish Sissi recon squad and snipers have the Master of the Hunt rule meaning they can advance and go into ambush. Mixed with the trained huntsman which gives them a +1 to-hit bonus, this would mean a non-moved unit in ambush would be hitting on a 2 (plus addition hit modifiers). My question, as the ambush rule is: The unit does not move or fire. When the sissi recon squad open fire from ambush after advancing that turn, do they count as having moved (do they get the -1 to hit for moving and shooting) and if they do count as moving. Would a Finnish sniper be allowed to use his scope?

No, they do not count as having moved, they count as stationary (so yes to sniping and no -1 penalty for moving and firing.

Can the Romanian army take a heavy anti-tank gun for free using the French Artillery doctrine?

No, they can only have light or medium artillery units.

Do the additional German units in a Hungarian army, for example, benefit from the German army special rules?

Yes, they would benefit from all four German army special rules.

In 'Armies of Italy and the Axis' – (page 40) the Finnish Army Special Rule 'Sisu' states: '... Veteran units increase their base Morale to 11..' While... in the Second Edition Bolt Action Rulebook, in the 'Maximum and Minimum Morale' section (on page 43) – it states: 'Regardless of...bonuses or penalties...a unit cannot have a morale value of greater than 10 or less than 2. Ten is the best value possible.' So... do Finnish Veterans get bumped-up to 11, or do they stick at 10?

Special rules always trump core rules, so the Finnish Veterans 'in Sisu' make exception and have Morale 11, as stated.

ARMIES OF FRANCE AND THE ALLIES - FAQs

If a Partisan army takes a German vehicle with a medium machine gun, will that MMG have 5 shots or 6?

The vehicles from the Italian and German lists used by the partisans do not bring with them the German/Italian army special rules, but rather use the Partisans army special rules.

On page 16 there is an entry of motorbike section, but unfortunately it is not appearing as option in any selector (pages 10, 34 or 36). Where can it be used.

This section can be taken as a regular infantry squad in the generic selector from the rulebook or any French selector of this book.

If a vehicle with the One-man Turret special rule is in reserve, does it need to take two separate tests to advance onto the table? And what if it's in a first wave instead?

A vehicle in Reserve already has to take a test with a -1 modifier anyway, so the One-man Turret rule effectively has no effect on vehicles in Reserve. If the vehicle is in a first wave, it must take an order test before it can enter the table. If the test is failed, the vehicle is placed in reserve (and it cannot outflank, of course).

Does the Fanatic rule on the Polish HQ units have any effect, as these units are so small?

Only in the rarest of circumstances – when a three-man HQ team loses an assault by suffering a single casualty! So yes, the rule is there more for colour than for real effect.

The Partisan list states all captured vehicles must be Inexperienced. How does this work with vehicles that don't have an Inexperienced cost (such as Panzer III Ausf L, M or Panzer III Ausf N)?

These vehicles cannot be included in the list.

The Partisans' special rule in Armies of France and the Allies says that an enemy unit moving within 6" from the bombs token is hit by the equivalent of a heavy howitzer 3D6 hits (if a 6 is scored). In second edition BA should we use the 3D6 or the howitzer HE template?

3D6 hits, as if the target unit was in a building.

A question regarding Partisan bombs. If a partisan bomb is placed inside a building do you measure 6" from the token or 6" from the edge of the building? Can they bring the building down?

If the bomb is placed inside the building, it's only tested for if an enemy unit enters the building, no 6" range is used. If it detonates, it can indeed bring down the building!

LAST LEVY: THE DEFENCE OF BERLIN BOXED SET - FAQs

What are the rules for the Luftfaust and for the Krumlauf assault rifle?

These weapons will be covered by future supplement books, but in the meantime use the following get-you-by rules.

Luftfaust: Any unit included in the 1945 – Last Levy selector of the Armies of Germany book can take Luftfaust rocket launchers. Up to two models in the unit that have been equipped with a panzerfaust can replace their panzerfaust with a Luftfaust for free. The Luftfaust counts as a light autocannon that only fires HE rounds and has a range of 24" instead of 48". It also has the Flak and One-shot special rules.

Krumlauf assault rifle: Any unit included in the 1945 – Last Levy selector of the Armies of Germany book can take a Krumlauf assault rifle. Up to one model in the unit can replace his weapon with a Krumlauf for +10pts. The Krumlauf counts as an assault rifle. In addition, when the unit has a Down order, every time you remove the Down order from the unit at the end of the turn (or even if you decide that the unit stays Down for the next turn), the model with the Krumlauf can fire his weapon as normal. This represents him firing the weapon while remaining in cover.

TANK WAR - FAQs

When you are using Crew Skills the vehicle starts at Inexperienced and is bought at the Inexperienced cost. once they have two skills, the vehicle goes up a level to Regular. do you then pay the increase in cost for it? E.g. if you buy an Inexperienced Chinese Panzer I for 56 points and then get two skills, do you then pay 70 points for it, or do you get the Regular upgrade free?

If you need to 'buy' the vehicle again (or just in order to balance forces), use the points for the relative Quality level – so pay for a regular vehicle if the crew is now regular, and veteran cost when the crew is veteran.

Does the Force Selector on page 11 override theatre selectors (e.g. Soviets take extra armour choices in the Berlin theatre, Americans can take 3 MGs, etc.)?

Yes, if you use the Armoured Platoon selector, you are not using another selector. Army special rules still apply however (so the Soviets get an additional inexperienced squad for free, but remember that you must buy a transport for them).

For a Radio Network (p.13/14) it mentions taking the three compulsory vehicles from the same entry, does this mean the variant doesn't matter? i.e. you can take three Churchills and get the Radio Net regardless of taking a Churchill Mk I, Mk II and Mk III?

Absolutely yes. The variant does not matter, if the tanks are taken from the same entry in the book (as is the case for the MkI, II and III Churchill tanks).

What theatre selectors can the Legendary Crew be used in? And what about ARVs?

Assume that they are available in the theatre selectors that their base vehicle is available to.

What do I do if a vehicle gets enough skills to be promoted to veteran, but the selector I'm using does not allow veteran versions of that vehicle?

Such unique veteran vehicles are allowed, overruling the limitations for the selector.

THEATRE & CAMPAIGN BOOKS

- ERRATA & FAQs

With the few exceptions in the section below, there are no plans to consistently compile all errata and FAQs for these books. Rather, only the major errata&FAQs will be covered.

This is because, even more than the rest of the BA range, these books are written in a spirit of fun and cooperation between the players. Some of the rules in them are fairly extreme and game changing (amphibious assaults, snow & ice, Maginot Line fortifications...), and to be honest the normal rules of BA struggle to accommodate such different situations and had to be pushed to the limit... and beyond! We assume therefore that players will resolve any conflict arising from rules included in these books in a friendly and fun manner, or roll a die and move on with the game.

For example, when using a legendary, named character (such as John Frost, Wittmann, or Dick Winters), what slot do they take in a reinforced platoon? Well, use common sense. For example, if they are an officer, they should use up the slot that most closely represents their rank. If the character fought with several different ranks throughout the war, choose the rank that best suits your force.

For this reason, when organising a Bolt Action tournament, we recommend to choose armies from the 'Armies of' series of books only (as well as this [Errata & FAQs PDF](#)). The other books are more suitable for themed campaign days and other non-competitive events.

Of course, organisers are free to add more books/armies/units to their tournaments, as long as they are ready to resolve any rules queries that might arise on the day.

NEW UNITS

These books occasionally introduce new units without the accompanying text explaining in which selectors they can be used.

As a general guidance in these cases, unless the rules in the unit's entry say otherwise, new units in these books are limited to use for scenarios and selectors from that book only. Unless of course you get opponent approval, or Tournament Organizers' approval.

ALL BOOKS

Naval Observer. The cost of Naval Observers in every book should be changed to: 180pts (Regular), 195pts (Veteran)

BATTLE OF FRANCE

Page 83: Royal Engineers Section options. Amend flamethrower to read:

(Regular or Veteran only)

Page 85: Dragons Portes VB Group. Amend composition to read:

1 NCO and 3 men

Amend Weapons to read:

Rifles with VB launchers

Company Commander

What happens to units of the losing side left on the battlefield once the game is over?

Any surviving units on the losing side are considered to have successfully fled the battlefield to return to their company. For the sake of simplicity, this also includes artillery guns.

A unit which is taken out of game because it failed a moral test, isn't really destroyed, but flees the battlefield and I can buy replacements for the lost men with the logistics points I get after the battle. But what happens with a unit that is lost because all men became casualties?

The first part to the answer is covered on the last paragraph on page 123. If a unit is destroyed in combat, roll a dice for each model to see who survives. However, if the entire unit is lost, you effectively have an empty slot in your company which can be filled by attempting to buy a new unit to replace it. However, whilst you can buy more units than your original company started with, you can never go over the limits of units imposed by your choice of theatre selector. A new unit to replace the empty slot can be made up of existing soldiers using the Managing Manpower rules on page 125. However, it would have to be of the same type of unit as the one which had just been destroyed, for the sake of simplicity.

If I request replacements but don't get them, do I lose the logistics points or do I keep those I wasn't able to spend due to unlucky dice rolls?

You get to keep the points. Whilst your request has been denied, the kudos you have earned with your chain of command is still in the bank, so to speak.

BATTLE OF THE BULGE

Page 27: I&R Platoon HQ. Insert new Special Rule:

Note – Whilst this entry is listed as a 'Platoon HQ' it is acting in the intelligence and reconnaissance role and so is still subject to the note on page 26; i.e. this is an intelligence officer, not an infantry officer and therefore does not confer morale bonuses or give the 'You Men, Snap to Action!' rule.

Page 27: I&R Selectors. Add the following text at the end of the existing narrative:

Note that both the I&R Platoon HQ and the I&R Squad count as standard infantry squads for the purposes of Theatre Selector restrictions; for example, if a Theatre Selector allows 0-4 Infantry Squads, both the I&R Platoon HQ and I&R Squad come out of this allowance, they are not an additional allowance.

Page 65: Captured Vehicles special rule. Should read:

Captured American vehicles listed in the Theatre Selector above may be used. These cost an additional +10pts per vehicle due to their scarcity, and armoured vehicles must be Inexperienced due to the crew's unfamiliarity with their use. In addition, open-topped American vehicles

are also subject to the 'Erstaz appearance' rule as described below in the Panther Ersatz M10 and Ersatz German vehicles; this is due to the German occupants having less than perfect American uniforms and procedures. However, their detection range is only 6" due to the difficulty in visually detecting this.'

Page 109: Prevot Militaire Squad Weapons. Delete 'Rifles and pistols' and replace with 'Pistols'.

A note on Gyro-stabilizers. *If you play the French from this book, you'll have to pay the points for the gyro-stabilizer as you take the unit from the AotUS book.*

The question is; do the Free French forces get the gyro-stabilizer special rule as they have to pay the points for it or do they just simply pay 10 points more for a US lend lease veteran tank than what the Soviets and British do?

They do get the special rule as well.

BATTLEGROUND EUROPE

Page 75. Wasp flamethrower carrier. The Small Vehicle Flamethrower rule should be changed to:

- The Wasp flamethrower is somewhat less powerful than those mounted on larger vehicles, so the number of hits it causes is D6 instead of D6+1.

CASE BLUE

Page 109, Bicycle/Motorbike Infantry Section. Change the points cost to the following:

Regular Infantry 50pts, Veteran Infantry 65pts

Page 131, Improvised AT. Change the rule to the following:

When rolling to penetrate enemy vehicles using AT grenades or heavy weapons with less than +3 penetration, the player may elect to re-roll the result.

Page 161, Romanian Thirs Army selector. Add Stragglers as an

option for the 0-4 Infantry Sections.

Slovakian Army Special Rules

As the Slovakian army does not appear anywhere else, players must use the Army Special Rules on page 133-134 if they wish to field this army.

Note that this is different from the Italian, Romanian and Hungarian alternative Army Special Rules in the book, which can be used only with opponent's approval outside of the scenarios in this book.

COMBINED ARMS

The 'Built-up Area' Victory card has the wrong image printed on it, it should have the 'trench work' objective image (the image shown on the Objective card).

The 'Observation Post' Victory card has the wrong image printed on it, it should have the 'airfield' objective image (the image shown on the Objective card).

Page 7 incorrectly lists 27 Initiative cards, there are in fact 30 Initiative cards.

On page 27 second to last paragraph on the right... The one addressing how casualties are calculated... shouldn't the armour be 800 points after the battle and not 600 points as written?

It should be 800 points.

Why are there two sets of objectives on the sprue, can I take two of the same?

No, you cannot. They are there in case you lose some, or for use in future expansions.

In the Resolution Phase, you can pick a Battlefield adjacent to any of your Land or Naval units. It does not have to be occupied. The rules do not state that the opponent must be adjacent. If I read this correctly, in your game the Axis could have chosen a Battlefield to move a free hex towards an objective.

Yes, you can do that. Assume that you choose to advance towards an unexplored territory, or spotted a small enemy recon unit and sent a force in to check that they were not part of a larger enemy force.

D-DAY: BRITISH & CANADIAN SECTORS

Page 176: **Horse Wagon**. Amend Special Rules to read: Slow: if towing a gun.

D-DAY: OVERLORD

Page 135 & 158, **Forward Naval observer**

- Change cost to: 180pts (Regular), 195pts (Veteran). Change points cost for the British to upgrade their free observer to a Forward Naval Observer to: +80pts.

- Change the following sentence: On a roll of 2,3 or 4 the near miss causes superficial damage. Roll on the 'Damage Results on Vehicles' chart at a -3 to the roll and apply the results. On a roll of 5 or 6, the vehicle has flipped over. This renders the vehicle useless and is counted as destroyed.

To the following: On a roll of 2, 3, 4 or 5 the near miss causes superficial damage. Roll on the 'Damage Results on Vehicles' chart at a -3 to the roll and apply the results. On a roll of 6, the vehicle has flipped over. This renders the vehicle useless and is counted as destroyed.

Page 136, **Airborne Royal Engineer section**. Cost should be 70pts rather than 85pts.

Page 137, **Beach Assault Section**. Cost should be 50 pts (regular) and 65pts (Veteran).

Page 139, **Parachute Special assault section**. After tank hunters it should read:

(If anti-tank grenades are taken).

Page 138, **Parachute Diversion Section**. Composition should be: NCO and 7 men.

Page 146, **Fusilier Squad**. Cost of regulars should be 50pts rather than 60pts.

All Bangalore torpedoes entries. Replace the last bracketed line with the following:

Roll 2D6. To destroy the obstacle the player must roll 6 or more hits.

The Dug-in rules should be as follows:

Dug In gives you the benefits of being Down (-2 to be hit, halves HE hits), and if you issue a Down order, you double the benefits (-4 to be hit, quarters HE).

D-DAY: US SECTOR

Page 92: **LATE-WAR US ARMoured RIFLE COMPANY REINFORCED PLATOON**. Add the M21 Mortar Carrier as an option alongside the M4 Mortar Carrier

Page 116 and 117: Delete the *D-Day only* special rule.

Page 176: **SAS NORTHWEST EUROPE REINFORCED PLATOON**

Infantry

Add the following: 0-2 SAS Deception Teams (This unit entry is found on page 141, *Bolt Action Campaign: D-Day: Overlord*)

DUEL IN THE SUN

Page 84. **999th Light Afrika Division (Strafbattalion) squad**. The first line in the options should be changed to:

• Add up to 5 additional men with rifles at +7pts each (Inexperienced) or +10pts each (Regular)

EMPIRE IN FLAMES

Sparrow Tactics. Add the following sentence:

Note that this rule cannot be used by units that have already used other special rules to Set-up unconventionally (like Observers/Snipers), but only by units that Set-up as normal.

The Sparrow Tactics' wording is very similar to the US Rangers "Rangers lead the way rule", presumably the two FAQs relating to "Rangers lead the way" under the Armies of the US FAQ apply to the "Sparrow tactics" as well?

Yes, they do.

Chinese Nationalists list, Suicide anti-tank team. Add the following Special Rule:

Tank Hunters

Page 46, **Jeep**. Add the following:

Transport: 3 men

Page 79, Native Irregulars. Their entry will be changed as follows:

Cost: 30pts (Inexperienced), 39pts (Regular), 48pts (Veteran)

Options:

- Add up to 7 additional native irregulars +10pts (Inexperienced), +13pts each (Regular), +16pts each (Veteran).

Selectors

Native irregulars are an infantry choice for the following Theatre Selector in the Armies of China; X and Y Force, Burma 1942-45.

They also count as an infantry choice for the following Theatre Selectors in the Armies of Imperial Japan: The Fall of Singapore, 1942, and Burma, 1944; and the Armies of Great Britain: 1942 - Fall of Singapore, and 1942-45 - Burma.

Page 46, Universal Carrier. The last two Options (MMG and mortar carrier) will be changed as follows:

- Remove transport and add one Vickers with 360° firing arc Vickers MMG for +15pts (the vehicle counts as an armoured car rather than a transport)

- Remove transport and add one forward facing medium mortar for +40pts (the vehicle counts as a self-propelled gun rather than a transport)

Page 80, Merrill's Marauders. Additional men cost 14pts, rather than 13pts.

Page 82, Bhanbhagta Gurung. The entry states he gets 4 attacks rather than the usual 2, the old rule for tough fighters. Replace with:

He gets 3 attacks instead of the normal 1. And has tough fighter as well, being in a Gurkha squad.

Page 104, USMC Raiders. Their entry will be changed as follows:

Cost: 42pts (Veteran)

Options:

- Add up to 7 additional men with rifles for +14pts each

FORTRESS BUDAPEST

The Sorozatveto rocket launcher can be included as an artillery unit in all of the theatre selectors in the book, except for the Mountain Border Guards.

Page 133, TACAM R-2 Tank Destroyer. The cost is wrong and should be as follows:

Cost: 125pts (Regular) 150pts (Veteran)

Page 108, Panzer Grenadiers. The cost is wrong and should be as follows:

Cost: 55pts (Regular) 72pts (Veteran)

Options

- Add up to 5 additional men with rifles at +11pts (regular) or +14pts (veteran) each

Can you specify in which selectors can the Hungarian Parachute Assault squads be used?

*They can be used in the Budapest Pocket Defenders selector of the *Fortress Budapest* book, and in the A Red Storm Rising selector in the *Armies of Italy and the Axis* book.*

ITALY: SOFT UNDERBELLY

Page 115, Ranger Force Squad. Replace the cost of Submachine guns to +3pts per man, rather than the +2pts per man displayed.

Page 126, Colonel William 'El Darbo' Darby. Change the points cost to 195pts.

Replace the second sentence of the Artillery Training special rule with the following: If he chooses to do so, pull two friendly order dice from the bag, place one next to Darby and the other next to the artillery unit Darby is spotting for.

Page 136, Kampfgruppe Schmalz; Page 137, Panzergrenadier Reinforced Platoon (Sicily); Page 139, Hermann Goring Division Reinforced Platoon (Sicily and Salerno); Page 142, Panzergrenadier Reinforced Platoon (Italy, 1943)
Replace all mentions of the SdKfz 251/22 Pakwagen with SdKfz 251/2 (mortar carrier) in the four selectors above.

Page 142, Panzergrenadier Reinforced Platoon (Italy, 1943)
Add the following units under Tanks, Tank Destroyers, Self-propelled artillery and Anti-Aircraft vehicles:

Wespe, Hummel

Page 146, Eighth Army Reinforced Platoon (Sicily); Page 148, X Corps Reinforced Platoon; Page 151, Termoli Assault Force Reinforced Platoon; Page 152, 8th Indian Division Reinforced Platoon; Page 153, Canadian First Division Reinforced Platoon (Italy, 1943); Page 153, Eighth Army Reinforced platoon (Italy 1943)

Replace all mention of the M5A1 Stuart VI with M3A3 Stuart V in the six selectors above.

Page 145, Special Forces Reinforced Platoons
Add the paragraph below after the Airborne paragraph:

Commandos

Commandos do not benefit from the National Characteristic you have chosen for the rest of your army; they instead use the Up and 'at' em national characteristic.

ITALY: TOUGH GUT

NEW UNITS

Page 74. Maori Infantry Section. Cost should be 55pts (Regular) and 70pts (Veteran). Additional men should cost 11pts (Regular) and 14pts (Veteran).

Page 75. An Intimidating Force. Change the last sentence to:

Units fighting in close combat with the Ghurkas treat draws in close quarters as defeats (except if they are Fanatics, in which case the fight is still a draw).

Page 82. FEC officer. Change the second point in the options section to read:

Make the officer an FEC officer leading Goumiers, giving him tough fighter, Mountain warriors and fanatics for +5pts.

Page 82. FEC officer. Above the second point in the options insert the following:

Players may choose only one of the following options:

Page 82. FEC officer. Change the Foreign Legion officer option to read as follows:

Make the officer a French Foreign Legion officer and his companions French Foreign Legion soldiers for +2pts per man, giving them the Legion and Esprit de Corps special rules.

Page 88. French Foreign Legion squad (Italy 1944). Change the cost to 72pts regular, 90pts vet. In the options section change the price of extra men to 12pts regular, 15pts Veteran. In the special rules section add the Esprit de Corps special rule.

Page 94. First Motorised Group /CIL officer. Above the second point in the options section insert the following:

Players may choose only one of the following options:

Page 99. Heer Grenadier squad. Fourth point in options. There is a typo in the last sentence. It should read:

The LMG loses the Hitler's Buzzsaw rule.

Page 102. Spahtrupp. Add above the third point in the options section:

Players may choose only one of the following options:

Page 106. Borgward B-IV Remote controlled demolition vehicle.

Change the Heavy Charge rule to read as follows:

Heavy charge: The heavy charge can only be used once per game, but it does indeed go off with a huge bang. In order to use the charge, the Borgward must be successfully ordered to Advance. Before moving, place a 4" template in contact with the centre of the front hull of the vehicle, then execute a reverse move straight back. After this, any model hit by the template counts as hit by a heavy howitzer, except that the Pen is +5 and that units in buildings (and the buildings themselves) suffer 4D6 hits instead.

Page 111. RSI Officer. Above the second point in the options insert the following:

Players may choose only one of the following options:

Page 111. Nembo/Fogore paracadutisti section (Anzio).

Third point of options. Change the cost of the LMG from +25pts to 20pts

Page 112. Paracadutisti MG42 team. Change the cost from 76pts to 71pts

NEW THEATRE SELECTORS

Page 123. Delete the following bold text found in the special rules: American equipment

Page 131. In the Infantry 0-4 area, following the FSSF Scout Teams entry; add the following:

(page 114, *Campaign: Italy Soft Underbelly*)

Page 146. The issue here is repetition of the line "Including a maximum of 1" further up the Armoured cars, Tanks, Tank Destroyers, Self-propelled guns etc selections for this list. The second repetition of the line for Flakpanzer T34(r) entry needs to be deleted.

Page 149: Add Nashorn to the Tanks, Tank Destroyers and Self-Propelled artillery available.

SCENARIOS

Scenario 1: The Barracks

New map (see below).

The last paragraph of the set-up section is changed to:

Finally, players place objective markers. Starting with the defender three objective markers are placed in the ruins. Each objective marker must be placed in a ruin on the Rapido River side of the road. Each objective may not be placed in a ruin that is closer than two ruins away (i.e. they can be placed in a ruin that is two ruins away but no closer).

SCENARIO 1 - THE BARRACKS



Page 36. Victory! Change the word “position” in the first sentence to “possession”.

Scenario 4:
Cassino II: The Railway Station
 New map (right).

SCENARIO 4 - CASSINO II: THE RAILWAY STATION



Scenario 5:
Counter-attack at Castle Hill
 New map (right).

SCENARIO 5 - COUNTER-ATTACK AT CASTLE HILL



Last paragraph of the introduction to the scenario.

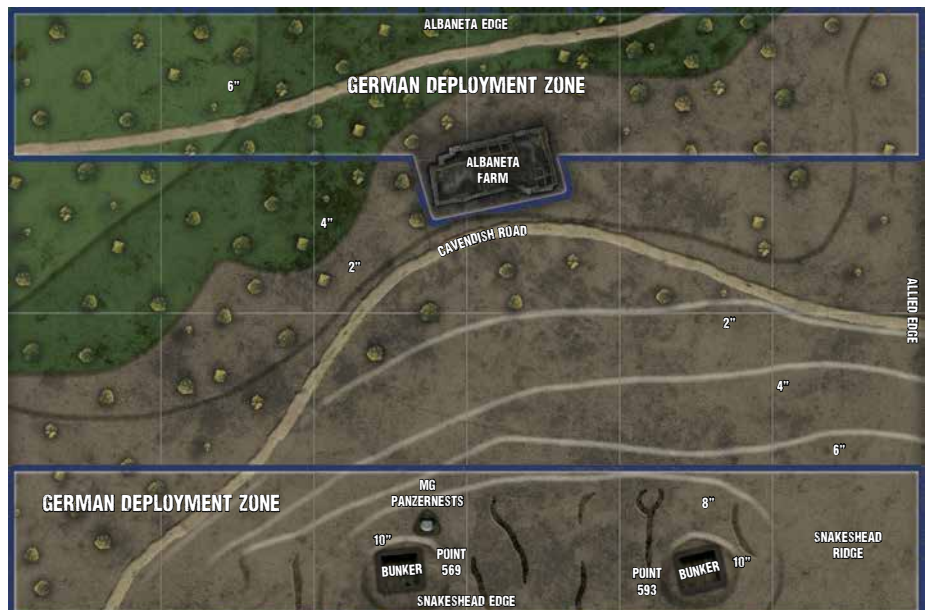
Change the following: “The Germans charged down the slopes, surprising the British and Indian troops and overwhelmed them in a brutal assault. One survivor describes the battle as, “Nothing less than the last phase of a Medieval siege, the only difference being that machine guns were substituted for crossbows and grenades for boiling pitch.”

To read:

The Germans charged down the slopes, surprising and overwhelming their enemies. The survivors ran headlong back to the castle. One of the participants described the battle for the castle that followed as: “Nothing less than the last phase of a Medieval siege, the only difference being that machine guns were substituted for crossbows and grenades for boiling pitch.”

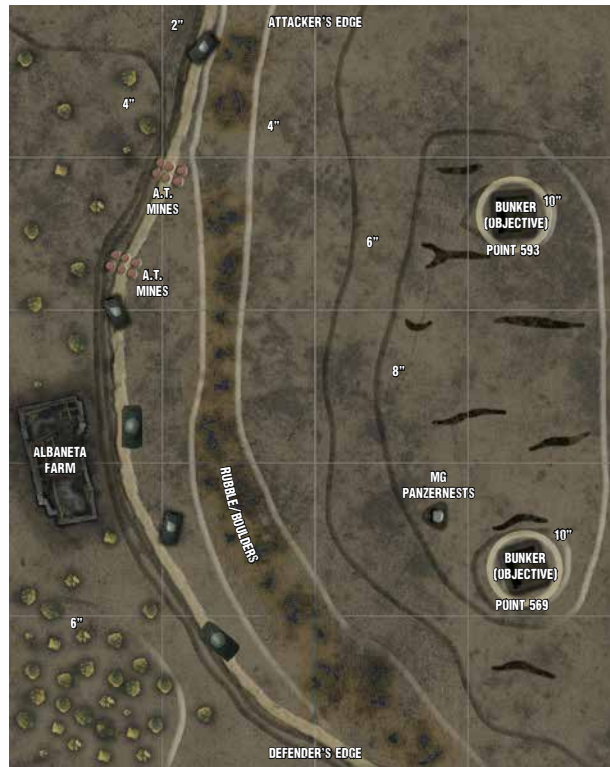
Scenario 7: Operation Revenge
 New map (right).

SCENARIO 7



Scenario 8: For the Freedom of our Nation!
New map (right).

SCENARIO 8



MARIANA & PALAU ISLANDS

The US Marine Saipan list is the only list in this book that does not include an option for USMC War Dog Teams. The War Dog was introduced in the *Empire in Flames* book and states:

“Extra selection. You may take 0-1 war dog team in addition to the normal infantry allowed for any reinforced platoon that includes at least one unit of US Marines.”

So, may I include a War Dog team in the Saipan list?

Yes, you can.

37mm M2 Canister Round. The rules for the use of this ammo type do not have any provision for blocking terrain. As written the canister round will shoot through, for example, a stone building potentially hitting units behind it. This doesn't sound right...

Let's rule that any terrain providing hard cover or better, than is at least as tall as a man, would stop the shot, so only units between the barrel and said terrain are affected.

Canister Round for 37mm. The FAQ above deals with hard cover. But reading the rules about ignoring soft cover and small team, it implies that you still apply other modifiers – Moving, Range, Down. Is this the case? If Range is counted I would interpret this as Point Blank for templates 1&2 (0-6") and 4+ for 3&4 (over half the range of the weapon), is this correct?

Yes, that sounds like a good interpretation!

The 320mm Japanese spigot mortar on page 126 doesn't say it can be taken in a generic platoon or any selectors.

It can be taken as a field artillery unit in generic Reinforced platoon and it is also allowed in any selector for the battles of Bataan, Iwo Jima and Okinawa.

The Dug In Rule on page 146 state that a Dug In unit counts as being Down when shot at, even if it has not been given a Down order (additional -2 to hit and the number of hits from HE is halved, rounding down). If the unit is issued a Down order whilst Dug In, the benefits are doubled (I.e. -4 to hit and hits from HE quartered). Should this not be amended to say rounding up?

Yes, it should be rounded up.

NEW GUINEA

Page 13: Deployment should read: 'The Japanese Player deploys first. The entire force may be deployed within 18" of any landing craft, but no more than 12" from the waterline.'

Page 85: Jungle Engineer Section options. Amend flamethrower:
(Regular or Veteran only)

Page 91: IJA Engineer Section options. Amend flamethrower:
(Regular or Veteran only)

Can the Lone Sniper use his LMG as 'Sniper' weapon – meaning it does exceptional damage, ignore cover etc?

No, the LMG does not use the sniper rule. He only uses the sniper rule when firing his rifle.

KNIL Guerillas. *Choosing your officer from the France and Allies book, you only get the option of inexperienced or regular. But considering the officer is leading a group of guerillas, surviving in the jungle who can all be veteran, can the officer be a veteran?*

Not by the strict application of the rules, but of course in a friendly game I would have no problem allowing you to do that.

Also, the selector gives the option of a light mortar. Using the France and allies book for the Netherlands, no light mortar option is available. Should this option be available, or is it meant to be a medium mortar, as that is what the KNIL had before being overrun?

It should be a medium mortar.

Page 91: replace all occurrences of **M3 Lee** with **M3 Grant**.

Page 91, Scout. Add the following:

- Any man may exchange rifle for SMG for +3pts

OPERATION MARKET GARDEN

Page 18-19, US Reinforced Parachute platoon.
Add the following to Special Rules:

Jeeps can tow 57mm AT guns.

Page 22 and 23. Add to both selectors:

Armoured Cars

0-2 Airborne Recce Jeeps

OSTFRONT

Page 79. Strafbattalion Penal Infantry Squad. The first line in the options should be changed to:

• Add up to 5 additional men with rifles at +7pts each (Inexperienced) or +10pts each (Regular)

PEGASUS BRIDGE BOOKLET

For scenario 3 it is mentioned that the British deploy in the shaded area. However there is no shaded area on the drawing. Am I missing something?"

Uhm... let's say that the British force can deploy 'anywhere on the table, more than 12" away from the German set-up area'.

KOREA

FAQS/FIXES

It was discovered the mentioned photo on page 98 second column describing ROK emplacement layouts was not included in *Bolt Action: Korea*. A good example of this missing picture is on page 11 of *Armies of Italy and the Axis*.

NEW UNITS

The tactical environments were radically different in distances from ship to shore and a little known element is the Army Air Force used specially dedicated and trained Squadrons to be used as flying forward observers. Established in October of 1943, the Joint Assault Support Company (JASCO) units were battalion-sized units comprised of Navy and either Army or Marine personnel tasked with providing coordination and control of Naval gunfire and close air support to an amphibious landing force as well as shore and beach party communications. JASCO is the forerunner of the modern Air/Naval/Ground Liaison Company or Air Naval Gunfire Liaison Company (ANGLICO).

NAVAL OBSERVERS

As long as both players agree and the scenario being played would be close to coastal areas, you may include the Naval Observer (see

Campaign: D-Day – Overlord) to U.N. forces. This reflects the presence of USS Missouri and other naval assets from multiple U.N. nations just off the coast bombarding Communist forces.

JASCO/FAC (FORWARD AIR CONTROL) TEAM

A small tactical team of highly trained personnel comprising a potential mix of either U.S. Air Force, U.S. Army or USMC Officers and NCOs. These small teams of 4-6 personnel would operate at the Company level in any U.N. combat force. The team would have 1 to 2 Jeeps or a Jeep and a trailer with multiple of radios enabling communication with United Nations ground units, aircraft and surface ships.

Cost	200pts (Regular), 260pts (Veteran) for All U.N. Forces.
Team	2 observers, 2 men (one observer serves as an Air Forward Observer, the other observer serves as a Ground Artillery and Naval Gunfire Observer).
Weapons	Pistol, submachine gun, or rifle.
Options	- The team may be accompanied by up to two men at a cost of +10pts per man (Regular) or +13pts per man (Veteran).

JASCO/FAC JEEP

This is a standard U.S. Military Jeep modified to allow the JASCO/FAC teams to perform the wide array of duties they were called upon to perform. Platforms holding 8 to 12 radios of different styles associated with the various military branches provided the JASCO/FAC team members to instantly relay data and other information between all the military branches and the multitude of U.N. forces involved in the fighting. Some teams had two jeeps while others may have used a jeep and a trailer to

move all the communication equipment and personnel. Each Jeep was also typically equipped with a standard machine gun mount able to hold a .30cal or a .50cal machine gun.

Jasco/FAC Jeep is an option (costing +25pts) for any transport Jeep included in your force.

The jeep may add a pintle-mounted MMG with 360 degree arc of fire for +15pts or a HMG for +25pts, losing the transport options and counting as an armoured car rather than a transport.

OXFORD CARRIER

This AFV was designed late in World War II to replace the Universal and Loyd Carriers but work was halted because a suitable engine could not be found at the time. Adding a Cadillac V8 engine the vehicle performed to expected standards, essentially being an upsized Universal Carrier. Able to carry eight passengers in addition to the crew of three, it could optionally stow a 106mm Recoilless Rifle (RR) or a 3" or 4.2" mortar in place of the transport capacity. Additionally, it could tow a 6- or 17-pdr anti-tank gun. An Oxford carrier is currently cosmetically restored and can be seen in the War museum in Pyongyang. For an easier visiting experience there is always of course The Royal Tank Museum in the United Kingdom.

For game purposes, a British Commonwealth force can modify the Bren Carrier entry on page 161 in *Bolt Action Korea* as follows:

Cost	63 (inexperienced), 80 (regular), 96 (veteran).
Weapons	None.
Damage value	7+ (Armored Carrier)
Transport	8 men.
Tow	Any artillery unit
Options	- Remove Infantry transport ability and add a forward facing 106mm RR (treat as medium howitzer) for +55pts, or a Medium Mortar for +20pts. In both cases, the vehicle then counts as a self-propelled gun rather than a transport.
Special Rules	- Open Topped - Uparmoured: Due to the extra sloped plating on the front it has an armour value of 8 in the front arc.

ROAD TO BERLIN

Is the kubus from Road to Berlin considered a transport or armoured car?

Treat it as an armoured car.

On page 52 and 53, KEDYW SQUAD & AK MILITIA SQUAD. Add to both entries the following:

Up to 2 men can be armed with submachine guns at +3pts each

Page 109, Extended Last Levy theatre selector. Add STRAFBATTALION PENAL SQUADS to the list of units available under 0-4 Infantry Squads.

Pages 22 and 23. I took interest in the new motorcycle units. But as I read their options they comment that any LMG is considered to be on a motorcycle with sidecar. But I don't see the option for the unit to buy the LMG. So I was wondering if that was something that was missed and needs errata saying they can take one or two at 20pts or something.

It is indeed a mistake, the squads can indeed buy up to two LMGs at +20pts each.

Page 67 – bottom right – Transports and Tows. '0-1 Transports per infantry unit in the reinforced platoon' – it doesn't say which ones. Should it just be 'Truck' which is mentioned under 'Tows'?

Yes, that's correct.

STALINGRAD

Page 105, Set-Up. The rules for snow should read as follows:

Some areas can be designated as snow, using the rules on page 157.

Kindle Version, Buildings. The rules for Buildings with Multiple Floors/Sections the fourth sentence should read as follows:

Instead, treat each floor and distinct section as a separate building. For instance, say a three story apartment building containing a squad on its top floor suffers 10+ hits from HE. Instead of destroying the entire building, that floor is turned to rubble, but the rest of the building remains intact. Any unit inside a building segment or floor that is turned to rubble is destroyed; however, subsequent units may clamber through the debris to occupy the ruined part of the building.

Flamethrowers hit only a single floor or section of a building, not multiple floors or sections of a large building. Whether the hit building catches fire and becomes uninhabitable should be judged based on the materials of the building. For instance, a cabin or suburban house would quickly be engulfed in flames and become smoking rubble, while a factory, bunker, or brick building would go out and be safe to occupy afterward.

There are several ways to represent a destroyed section of a building: an easy method is to place a smoke marker in the destroyed section. More ambitious wargamers may want to have damaged building parts or other terrain markers on hand with which to swap out the intact sections with damaged versions.

Kindle Version, Sewers. The rules for Sewers should read only the following:

The flow of running water in Stalingrad was quickly halted with the first bombing raids. But as the battle intensified, the sewers of Stalingrad took on another use. When the open air became too dangerous for movement, units on both sides used the sewer system as a way to move men and material around the city. These rules are best employed in any battle taking place in the most built-up portions of Stalingrad: downtown or the factory district.

Kindle Version, Tractor Factory T-34 rules. The Special Rules for Factory Worker Crew should read as follows:

With a shortage of tank crews available, some factory workers climbed into the tanks they'd just built and drove them into battle themselves. Without proper training, however, even completing simple manoeuvres could be a challenge. This unit must pass an Order test to perform any action, even if it has no pins.

Page 121, Zaichata Squad. Change 'sniper rifles' to 'rifles'. Add the 'Sniper' special rule to the squad.

Page 125, Alarm Unit. The Cost, Options, and Special Rules should read as follows:

Cost - 42pts (Inexperienced)

Options - Add up to 4 additional men with rifles at +7pts (Inexperienced)

Special Rules - Ad Hoc Squad: Alarm units varied wildly in numbers and equipment, as they tended to scrounge up any weapons they could beyond their trusty Kar 98K rifles. Before deployment begins, roll a D6 for each Alarm Unit and consult the chart to see how many men are in the squad and what weaponry they scavenged:

Result 1-3: Remove three riflemen from the squad and replace them with two models armed with SMGs.

Result 4-5: The squad remains as is, equipped solely with rifles.

Result 6: Remove three riflemen from the squad and replace them with one model armed with an LMG. Another rifleman becomes the loader.

Page 135-154, Theatre Selectors. The following applies to all theatre selectors within the campaign book.

No panzerfausts may be taken by any units when using theatre selectors from Campaign: Stalingrad.

Page 157, Dug In rules. The second sentence of the second paragraph should be changed to read as follows:

If the unit goes Down while Dug In, the benefits of being Down are doubled (i.e. -4 to be hit and only one-quarter damage from HE).

For Alarm Units, the Ad Hoc Equipment/Squad rule uses a D6 to determine how the squad is equipped. There are slight variations in the points cost between the different outcomes. Is this intended?

Yes! This is to represent the second-line nature of these squads who equip themselves with whatever is available. Ad Hoc Equipment/Squad is thus a bit of a gamble, much like the Green special rule.

There are a few Soviet selectors that have the special rule "Off-Map Battery" that states that Soviet players are not allowed to take artillery units. However, the selector still allows anti-tank and anti-aircraft options which are Artillery units in Bolt Action. Are Soviet players allowed to use AT and AA guns in theatre selectors with the Off-Map Battery rule?

Yes, you may take AT and AA units in theatre selectors with the Off-Map Battery rule. Any unit listed within a theatre selector

will always be a legal choice. In this case the Off-Map Battery rule refers to field howitzers being unavailable - not Artillery as a Bolt Action unit type.

The "Mobile Formation" special rule for some Soviet theatre selectors allows the Soviet player to take an Inexperienced T-60 or T-70 tank instead of the usual free Inexperienced Rifle Squad. In the Armies of

the Soviet Union book Soviet players have the option to use lend-lease vehicles. Can I use a lend-lease tank instead of the free T-60 or T-70?

No, as lend-lease units have different point costs and attributes, this would create balance issues. The intent of this rule is to give Soviet players a historically-appropriate unit for these Soviet armoured formations, which in this case would be a T-60 or T-70 tank.

WESTERN DESERT

In the Western Desert book, there are new National Characteristics for the British and Commonwealth armies. Does this replace all the traits from the AoGB book, or replaces only the National Characteristics from AoGB?

When building a force from the Western Desert book, British and Commonwealth armies get the basic traits from the AoGB book (i.e. the free artillery observer in lists that allow them, and the barrage reroll) and then the National Characteristics from the Western Desert.

Example 1: A South African force would have the free observer, the barrage reroll, and then both traits listed: Bloody Mindedness, and Quick Reaction.

Example 2: An Indian force would have the free observer, the barrage reroll, and then both Unsurpassed Bravery and Manpower of the Empire.

Page 93, MMG Aufklarungs Gruppe vehicles. Remove the 'Recon Vehicle' and the 'Open-topped' special rules, and replace them with the 'Recce' special rule.

Page 98 & 99 The Commonwealth and Jock Column theatre selectors. Tows.

"0-1 Tow from: Bren carrier, 15cwt truck, 30cwt truck, quad tractor."

Replace with:

"0-1 Tow Per Artillery unit in the reinforced platoon, from: Bren carrier, 15cwt truck, 30cwt truck, quad tractor."

Page 121, Regular infantry. Add the Option: One soldier may have a VB launcher for +20pts

Page 136, SAS Infantry Section.

The composition reads "1 Officer and up to 3 further men."
Change to: "1 NCO and 3 men"

Page 144. Delete Camionettisti light mortar team.

Page 147. Delete both instances of:

Must be taken as Regular.

Page 161. Desert Fighters. Change the first sentence to:

Any infantry or artillery unit that is part of a force fighting in the desert [...]

Regarding the Camionettisti Arditi X Forces, they have the 'must be mobile' rule but their selections do not include transports. I assume this is an error and they should have the same list as Compagnia Sahariana?

That is correct, the selectors should include the SPA AS37 or similar captured commonwealth transport vehicle.

Regarding Compagnia Sahariana. Squads are set at an NCO and 3 men. Up to 2 men may upgrade to SMG, Up to 2 men may upgrade to LMG. Is the NCO meant to be able to upgrade to an SMG? Also, if 2 LMGs are taken one will be automatically without a loader (unless the NCO can load)?

The NCO can have one of the two SMGs, and can act as the loader for an LMG.

Regarding Aufklarungs Gruppe on page 93, are the Kubelwagen supposed to be played as a unit of vehicles?

No, they are purchased as presented on the selector, but then play the game as normal separate vehicles. Alternatively, players can choose to use the optional rules on page 217 of the rulebook.