

This document deals with corrections or changes to the wording of rules. For questions regarding how specific rules work or interact, please consult the FAQ document.

## BOLT ACTION: THIRD EDITION RULEBOOK

### PAGE 102. Multiple Launchers.

*Second paragraph, first sentence, CHANGE the sentence as follows:*

The unit firing a multiple launcher (whether an infantry or a vehicle) cannot use spotters for line of sight and also receives D3 pin markers whether they hit or missed the target.

### PAGE 136. Two or more weapons on the same mount.

*Second paragraph, CHANGE last sentence to:*

For example, a quad-linked HMG would fire three shots per weapon, for a total of twelve shots against the same target!

### PAGE 145. Transport Vehicles.

*End of first paragraph, DELETE the following sentence:*

various extra rules that apply to transports.

### PAGE 189. Recce Infantry Platoon diagram.

*CHANGE the sentence "Each unit in the platoon MUST include a transport vehicle" to:*

The platoon MUST include enough transport vehicles to transport all infantry.

### PAGE 206. Inexperienced Infantry unit entry.

*CHANGE unit's base Cost to:*

35pts.

### PAGE 222. Rangers unit entry.

*CHANGE the Composition to:*

1 NCO and 4 men.

### PAGE 235. Infantry Section unit entry.

*ADD the following option:*

- The entire squad may be given the Engineers special rule for +1 per model.

### PAGE 235. Home Guard Section unit entry.

*DELETE the following special rule:*

Unarmed (if taken): Unarmed men neither shoot nor attack in close quarters – their only value is as casualties.



**PAGE 242. Stuart Light Tank unit entry.**

*ADD the following to the Recce special rule:*

- Recce (if Stuart Recce option is taken).

**PAGE 245. Crusader AA Tank unit entry.**

*CHANGE the Open-topped special rule to:*

- Open-topped (Crusader AA Mk I only).

**PAGE 253. Forward Observer unit entry.**

*CHANGE the cost of optional men to:*

- +11pts per man (Regular) or +14pts per man (Veteran)

**PAGE 254. Inexperienced Infantry Squad unit entry.**

*DELETE the following special rule:*

Unarmed (if taken): Unarmed men neither shoot nor attack in close quarters – their only value is as casualties.

**PAGE 264. SU-152 & ISU-152 unit entry.**

*In the Big Shell special rule section, CHANGE the last sentence to:*

The howitzer has Pen +5.

**PAGE 266. Half-Track Truck unit entry.**

*CHANGE Tow list to:*

Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun.

**PAGE 270. IJA or SNLF Infantry Squad unit entry.**

*ADD the following option:*

- The entire squad may be given the Engineers special rule for +1 per model.