

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

BOLT ACTION: THIRD EDITION RULEBOOK

Do unarmed models fight in close quarters or not?

Yes, they do. See the Errata document for an amendment removing a rule that previously stated that some unarmed models would not fight in close quarters.

What happens to units in a transport that is destroyed because it retreats from the table, or one that fails to come in from Reserves?

Transported/towed units are destroyed together with the vehicle.

The Key Positions victory condition indicates D3+4 objective markers are placed on the table within 12" of each other and 6" from the table edges. What happens if it becomes impossible to place all objectives on the table?

Any objectives that cannot be placed are simply not placed and the game continues with fewer objectives.

If a transport or tow vehicle mounts a weapon and therefore 'loses all transport capacity', does it mean it also loses towing capability?

Yes.

If you upgrade the Stummel to the 251/9 with transport capacity, can you then put it in the transport slot for a Recce Platoon and give it Recce?

No - that vehicle entry is an SPG, not a transport, regardless of whether you give it the optional transport capacity or not.

Does an indirect fire unit that is ranged in on an artillery unit retain its ranging when the target artillery crew is killed? If the gun is recrewed, as per the artillery rules, does the ranged in unit get to stay ranged in on the freshly recrewed gun/new unit?

The indirect weapon firing on the artillery is still ranged in, as it ranges in on the position of the gun, not that of the crew.

Can units that do not have spotters in their unit entry (like light mortars) benefit from the line of sight of spotters?

Yes, they can, provided they are Regular or Veteran. This also applies to vehicles and any other unit that fires Indirect Fire weapons, unless their rules specify otherwise.

Can the last operator of an artillery piece be removed to take over another?

Yes, the last operator can leave a gun, which counts as destroyed (i.e. remove its order die). This is the opposite of re-crewing a gun without crew!

Can members of artillery pieces be transferred to other pieces even if they have different levels of experience? What happens to any pins they may have?

Yes, and they become the same rating as the existing crew, or retain their original rating if there is no crew to join and they are taking over a crewless gun. When a crew moves from one gun to another, they discard any previous pins and instead have the same pins as the crew they join, as they become part of that unit. If they are re-crewing an abandoned gun, they simply retain any pins they currently have.

Can a tank with Slow Load rule act first on the turn if activated by an officer's Snap to Action ability?

Yes, because the officer is given the order before the vehicle with Slow Load.

A tow is destroyed along with all the crew of the towed artillery as well. Is the artillery piece left or removed along with its die?

Treat this as a gun that has no crew left - leave it there, and it can be re-crewed.

How many Indirect Fire units can a spotter or forward observer spot for per turn? Can a Forward Observer spot and perform their own Fire order in the same turn?

They can spot for any number of units. Yes, they can act normally and still spot, as spotting is not an action, but rather a passive ability that is 'always on'.