BOLT ACTION PLAYSHEET

TURN SEQUENCE

1. ORDERS PHASE:
1. Draw an order die.
2. Select unit and give it an order.
3. If necessary take an order test to determine if the unit follows the order.
4. Execute the unit's resulting action.
5. Back to 1. Once all eligible units have received an order, the orders phase ends – move to the Turn End Phase.

2. TURN END PHASE:
Return order dice to the cup, except for units retaining an *Ambush* or *Down* order.

ORDERS

Fire	Fire at full effect without moving.
Advance	Move normally and then fire.
Run	Double speed, no firing. Also for assaulting.
Ambush	No move/fire, but wait for opportunity fire.
Rally	No move/fire, but lose all markers.
Down	No move/fire, 5+ cover save (or +2 to cover save)

FUBAR

If an order test roll comes up two sixes then the order is not given, but the player must roll a die and cosult the chart below.

1 or 3   **Friendly Fire:** The unit does not move and opens fire against a friendly unit, mistaking it for enemy. Place a *Fire* order for the unit. The opposing player controls the firing unit as if it was one of his own, except that the chosen 'friendly' target (or targets) must have an enemy unit within 12" (proximity to enemy is precisely what has caused the 'friendly fire incident'!). If no such target is available, the unit does not fire and goes *Down* instead.

4 to 6   **Panic!** The unit executes a *Run* order and must move as fast as possible away from the closest visible enemy unit. If no enemy are visible, the unit simply goes *Down*.

TROOP QUALITY	MORALE	EXAMPLES
Inexperienced	8	Conscript, poor or little training, no combat experience
Regular	9	Normal training and some combat experience
Veteran	10	Special training (paras, commandos, marines) and extensive combat experience

OFFICER BONUSES

RANK	MORALE BONUS	EXTRA ORDERS	RANGE
Platoon Commander	+2	2	6"
Company Commander	+4	4	12"

SHOOTING

1. Declare target.
2. Target reacts.
3. Measure range and open fire.
4. Roll to hit.
5. Roll to damage.
6. Target takes cover saves
7. Target takes casualties
8. Target takes morale

HIT MODIFIERS

The basic chance of hitting a target is a roll of 4, 5 or 6 on a die (i.e. a roll of 4+). The following modifiers apply:

- Shooting at point-blank range . . . . +2
- Firer is pinned . . . . -1
- Firer is Inexperienced . . . . -1
- Fire on the move . . . . -1

DAMAGE VALUES

The minimum score indicated is required to score damage (i.e. 3+ is a roll of 3, 4, 5 or 6 on a die)

Troops and soft-skinned targets   **Result needed**
- Inexperienced infantry or artillery . . . . 3+
- Regular infantry or artillery . . . . 4+
- Veteran infantry or artillery . . . . 5+
- All soft-skinned vehicles . . . . 6+

ROLL TO DAMAGE – ARMOURED TARGETS

Armoured targets: **Result needed**
- Armoured car/carrier . . . . 7+
- Light tank . . . . 8+
- Medium tank . . . . 9+
- Heavy tank . . . . 10+
- Super-heavy tank . . . . 11+

Additional Penetration Modifiers for Heavy Weapons against Armoured Targets
- Firing at vehicle's side or top armour . . . . . . +1
- Firing at vehicle's rear armour . . . . +2
- Target is at Long Range . . . . -1
- Target is at Point-blank Range . . . . +1

HE SHOTS - PINS & PENETRATION BONUS

DIAMETER	PEN	PIN	HITS VS TARGETS IN BUILDINGS
1"	+1	D2	D3
2"	+2	D2	D6
3"	+3	D3	2D6
4"	+4	D3	3D6

MOVEMENT AND MANOEUVRES

TYPE	ADVANCE (90° TURNS)	RUN (90° TURNS)
Infantry	6"	12"
Tracked vehicle	9" (2)	18" (1)
Half-tracked vehicle	9" (2)	18" (1)
Wheeled Vehicle	12" (2)	24" (1)

MOVEMENT

UNIT TYPE	ADVANCE	RUN
Infantry	6"	12"
Tracked vehicle	9"	18"
Half-tracked vehicle	9"	18"
Wheeled vehicle	12"	24"

TERRAIN TABLE

Terrain Category	Infantry	Artillery	Wheeled Vehicles	Tracked Vehicles
Open ground	OK	OK	OK	OK
Rough ground	No Run	No*	No	No Run
Obstacle	No Run	No	No	OK*
Building	OK	No*	No	No (!)
Road	OK	OK	x2	OK

OK – The unit can move through the terrain without hindrance – this is the default or normal rate for all kinds of troops over open ground.

OK* – The unit can cross this kind of terrain without hindrance unless it has been designated as an anti-tank obstacle or impassable bocage, or the equivalent, in which case it is impassable to all types of vehicle.

No Run – The unit cannot cross or move within this kind of terrain if undertaking a Run action, but can cross or move over with an Advance action.

No – The unit cannot be deployed within, enter or move within this kind of terrain at all.

No* – The unit cannot enter or move within this kind of terrain, but it can be deployed within the terrain at the start of the game. In this case it cannot move once deployed. This represents situations where guns are 'dug in' to positions prior to the battle as discussed later in the section on Artillery.

No (!) – The unit cannot enter or move within this kind of terrain, except that heavy and super-heavy tanks may move through and demolish some buildings in some situations. See the rules for buildings on page 153 of the *Bolt Action* rulebook..

x2 – The unit's move rate is doubled if it moves entirely along a road or track. This enables wheeled vehicles (and half-tracks) to move rapidly along roads where the opportunity permits.

WEAPONS CHART

SMALL ARMS

Type	Range	Shots	Pen.	Special
Rifle	24"	1	-	
Pistol	6"	1	-	
Submachine gun (SMG)	12"	2	-	Assault
Automatic rifle	30"	2	-	
Assault rifle	18"	2	-	Assault
Light machine gun (LMG)	36"	4	-	Team
Medium machine gun (MMG)	36"	6	-	Team, Fixed

HEAVY WEAPONS

Type	Range	Shots	Pen.	Special Rules
Heavy machine gun (HMG)	48"	6	+1	Team, Fixed
Light automatic cannon	48"	2	+2	Team, Fixed, HE (1")
Heavy automatic cannon	72"	2	+3	Team, Fixed, HE (1")
Anti-tank rifle	48"	1	+2	Team
PIAT	12"	1	+5	Team, Shaped Charge
Bazooka	24"	1	+5	Team, Shaped Charge
Panzerschreck	24"	1	+6	Team, Shaped Charge
Panzerfaust	12"	1	+6	One-shot, Shaped Charge
Light anti-tank gun	48"	1	+4	Team, Fixed, HE (1")
Medium anti-tank gun	60"	1	+5	Team, Fixed, HE (1")
Heavy anti-tank gun	72"	1	+6	Team, Fixed, HE (2")
Super-heavy anti-tank gun	84"	1	+7	Team, Fixed, HE (3")
Flamethrower (infantry)	6"	1	+2	Team, Flamethrower
Flamethrower (vehicle)	12"	1	+2	Flamethrower
Light mortar	12"-36"	1	HE	Team, Indirect Fire, HE (1")
Medium mortar	12"-60"	1	HE	Team, Fixed, Indirect Fire, HE (2")
Heavy mortar	12"-72"	1	HE	Team, Fixed, Indirect Fire, HE (3")
Light howitzer	48" (or 30"-60")	1	HE	Team, Fixed, Howitzer, HE (3")
Medium howitzer	60" (or 36"-72")	1	HE	Team, Fixed, Howitzer, HE (3")
Heavy howitzer	72" (or 42"-84")	1	HE	Team, Fixed, Howitzer, HE (4")

CLOSE QUARTERS

INFANTRY VS. INFANTRY

1. Declare target
2. Measure move distance
3. Target reacts
4. Move assaulting models
5. Fight first round of close quarters
   a. Combatants roll to damage
   b. Combatants take casualties
   c. Loser surrenders and is destroyed
6. Resolve draws – further rounds of close quarters
7. Winner regroups