BOLT ACTION™ KONFLIKT '47™ PLAYSHEET

TURN SEQUENCE

1. ORDERS PHASE:
- Draw an order die.
- Select unit and give it an order.
- If necessary take an order test to determine if the unit follows the order.
- The player executes the unit's resulting action.
- His opponent may make a reaction to that action.
- 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	Move at double speed without firing. Also used for assaulting.
Ambush	No move/fire, but wait for opportunity fire.
Rally	No move/fire, but lose D6 pin markers.
Down	No move/fire, but gain an extra -1 to be hit.

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

1 or 2 Friendly Fire: The unit does not move and opens fire against a friendly unit, mistaking it for enemy. Place a fire order by the unit. The opposing player chooses the target. The target must have an enemy unit within 12", as proximity to enemy is precisely what has caused the 'friendly fire incident'. If no such target is available the unit does not fire and simply goes down.

3 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

TROOP QUALITY	MORALE
Inexperienced	8
Regular	9
Veteran	10

OFFICER MORALE MODIFER	
Second Lieutenant	+1
First Lieutenant	+2
Captain	+3
Major	+4

MOVEMENT

TYPE	ADVANCE (90° TURNS)	RUN (90° TURNS)
Infantry	6"	12"
Tracked vehicle	9" (1)	18" (0)
Half-tracked vehicle	9" (2)	18" (1)
Wheeled Vehicle	12" (2)	24" (1)
Walker	12" (2)	18" (1)

REVERSE MOVES
A vehicle can reverse straight backwards only at up to half its standard Advance rate unless it is a recce vehicle. A recce vehicle can reverse at its full Advance rate in most instances and can manoeuvre as if driving forward.

SHOOTING

- Declare target
- Target reacts
- Measure range and open fire
- Roll to hit
- Roll to damage
- Target takes casualties
- Target checks morale

HIT MODIFIERS
The basic chance of hitting a target is a roll of 3, 4, 5 or 6 on a die (i.e. a roll of 3+). The following modifiers apply.

Shooting at point blank range	+1
Per pin marker on the firer	-1
Long range	-1
Inexperienced	-1
Fire on the move	-1
Target is 'down' infantry or artillery	-1
Target is a small unit	-1
Target is in soft cover (does not combine with hard cover)	-1
Target is in hard cover (does not combine with soft cover)	-2

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+
Soft-skinned vehicle, scout walker	6+

Armoured targets:	Result needed
Armoured car, carrier or light walker	7+
Light tank, medium walker	8+
Medium tank, heavy walker	9+
Heavy tank, super-heavy walker	10+
Super-heavy tank	11+

HE SHOTS
HE shells have a penetration modifier that is fixed to the HE value and, in some cases, can result in more 'pins' on the target as below:

HE	PIN	PEN
D2	1	+1
D3	1	+1
D6	D2	+2
2D6	D3	+3
3D6	D6	+4

SHOOTING AT VEHICLES

Additional penetration modifier for heavy weapon against armoured targets

Vehicle's side or top armour (not walkers)	+1
Vehicle's rear armour (not walkers)	+2
Long Range	-1

If the vehicle is a soft-skin or open-topped it is destroyed if damaged. If it is an enclosed armoured vehicle roll on the Damage Results table. Infantry not armed with anti-tank weapons can only score superficial damage. If the vehicle survives the assault is over and assaulting infantry regroup.

DAMAGE RESULTS ON ARMOURED TARGETS

Superficial Damage: Roll D6-3
Full Damage: Roll D6
Massive Damage: Roll two D6 and apply both results
Open Topped hit by indirect fire: Add +1
When an armoured vehicle is hit by an HE shell, do not roll for multiple hits and instead roll once to penetrate using the PEN value of the shell (see page 97).

Die roll	Effect
1 or less	**Crew Stunned.** +1 Pin Marker. Place a *Down* order die on the vehicle or change current order die to *Down*. Vehicle is halted and cannot take a further action that turn.
2	**Immobilised.** +1 Pin Marker. Vehicle cannot move for the rest of the game. If the vehicle has already taken an action this turn flip the order die to *Down*. If a further immobilised result is suffered the vehicle is Knocked Out.
3	**On Fire.** +1 Pin Marker then make a Morale check for the vehicle. If the test is failed, vehicle is Knocked Out, otherwise place a *Down* order die on the vehicle or change its order die to *Down*. Vehicle is halted and cannot take a further action that turn.
4, 5 or 6	**Knocked out.** The vehicle is destroyed and becomes a wreck. Mark the vehicle to indicate it is wrecked.

CLOSE QUARTERS

INFANTRY VS. INFANTRY
- Declare target
- If permitted, target may take escape reaction
- Measure distance and move assaulting models
- If permitted, target may take a stand and fire reaction
- Assaulters and their target choose to conduct either point-blank fire of hand-to-hand fire. Attacker declares their choice first.
  - a. Units conducting point-blank fire roll to hit and damage
  - b. Carry out any tests forced by point-blank fire
  - c. Units conducting hand-to-hand combat carry out their attacks and damage
  - d. Compare casualties accumulated during this step
- Conduct morale checks if necessary
- If both units still in combat, consolidate or conduct follow-on combat

INFANTRY VS. VEHICLES
- Unit without AT weapons test at -3 Morale to assault fully-enclosed armoured vehicle. Vehicle can fire at assaulting infantry starting assault from more than 6" away and within the weapon's firing arc.
- Roll to hit: **Vehicle has Run: Cannot be hit**
  Vehicle has Advanced: 6
  Stationary or halted: 4, 5 or 6
- Roll for damage as for Shooting:
  Damage roll = number of hits scored + D6
- Compare total to Damage Value and roll on Damage Results on Armoured Targets table.

WEAPONS CHART

SMALL ARMS

Type	Range	Shots	Pen	Special
Rifle	24"	1	-	
Pistol	6"	1	-	Assault
Submachine gun (SMG)	12"	2	-	Assault
Shotgun	18"	1	-	Assault
Automatic rifle	30"	2	-	
Assault rifle	24"	2	-	Assault
Light machine gun (LMG)	30"	3	-	
Medium machine gun (MMG)	36"	4	-	Team, Fixed
Dual weapon pack	6"	2	-	Assault

HEAVY WEAPONS

Type	Range	Shots	Pen	Special Rules
Dual weapon pack	18"	1	+2	
Heavy machine gun (HMG)	36"	3	+1	Team, Fixed
Light automatic cannon	48"	2	+2	Team, Fixed, HE (D2)
Heavy automatic cannon	72"	2	+3	Team, Fixed, HE (D2)
Anti-tank rifle	36"	1	+2	Team
PIAT	12"	1	+5	Team, Shaped Charge
Bazooka	24"	1	+5	Team, Shaped Charge
Super-bazooka	24"	1	+6	Team, Shaped Charge
Panzerschreck	24"	1	+6	Team, Shaped Charge
Panzerfaust	12"	1	+6	One-shot, Shaped Charge
Light AT gun	48"	1	+4	Team, Fixed, HE (D2)
Medium AT gun	60"	1	+5	Team, Fixed, HE (D2)
Heavy AT gun	72"	1	+6	Team, Fixed, HE (D3)
Super-heavy AT gun	84"	1	+7	Team, Fixed, HE (D3)
Flamethrower (infantry)	6"	D6	+2	Team, Flamethrower
Light flamethrower (vehicle)	12"	2D6-1	+2	Flamethrower
Flamethrower (vehicle)	12"	2D6	+3	Flamethrower
Rifle grenade	6-18"	1	HE	Indirect Fire, HE (D2)
Light mortar	12"-24"	1	HE	Team, Indirect Fire, HE (D3)
Medium mortar	18"-60"	1	HE	Team, Fixed, Indirect Fire, HE (D6)
Heavy mortar	18"-72"	1	HE	Team, Fixed, Indirect Fire, HE (2D6)
Light howitzer	(0/24")-48"	1	HE	Team, Fixed, Howitzer, HE (D6)
Medium howitzer	(0/24")-60"	1	HE	Team, Fixed, Howitzer, HE (2D6)
Heavy howitzer	(0/24")-72"	1	HE	Team, Fixed, Howitzer, HE (3D6)
M17 Tesla cannon	36"	1	+1/+7	Team, Fixed, Tesla
Zvukovoy Proyektor	24"	Special	Special	Team, Fixed, Shockwave
Schwerefeld Projektor	48"	2	+4	Team, Fixed, Gravity Pulse

TERRAIN TABLE

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

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.

OK** – Can cross this type of terrain without hindrance unless designated impassable to walkers.

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 enter or move within this kind of terrain at all.

No* – The unit cannot enter or move within this kind of terrain, except that 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 and walkers may move through and demolish some buildings in some situations. See the rules for buildings on page 107.

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