

# ADDITIONAL SCENARIO RULES

The following rules are an addition to the scenario rules included in the Bolt Action rulebook.

## NIGHT FIGHT

The following rules deal with the limited visibility and uncertainty caused by night operations. They can also be used for battles that occur in other situations of limited visibility, like in heavy fog, snow blizzards, sandstorms and the like. We have found that these rules add a layer of complexity to games of Bolt Action, and slightly slow down game-play, but they create a very different gaming experience, with different tactical challenges and extra tension that, we feel, perfectly captures the fear and confusion of fighting at night. We would like you to try these rules and let us know what you think of them, as we would love to include them in a future edition of the main rulebook.

## DIFFERENT TYPES OF GAME

Whenever you are about to pick a scenario for a game of Bolt Action, you can agree with your opponent that the game you are going to play is going to simply follow the normal game rules, or that it is going to be a Night Fight, in which case the Reduced Visibility rules (below) will apply throughout the game. Alternatively, you can decide that you are playing a Dawn Assault game, a Longest Day game, or a Flare! game.

In a Dawn Assault, the game begins with the Reduced Visibility rules, but you must roll a die at the beginning of each turn after the first, and add the current turn number to the result (e.g. add +2 on turn two, +3 on turn three, etc.). On a modified total of 8 or more, the Reduced Visibility rules immediately cease to apply and visibility returns to normal for the rest of the game.

In a Longest Day, the game begins with normal visibility, but you must roll a die at the beginning of each turn after the first and add the current turn number to the result (as above). On a modified total of 8 or more, the Reduced Visibility rules immediately begin to apply and last for the rest of the game.

In a Flare! game, the action takes place at night, with Reduced Visibility throughout, but you must roll a die at the beginning of each turn after the first. On a roll of 4 or more, a powerful flare goes up (or series of flares are parachuted in, or a heavy fog curtain lifts temporarily...) and visibility is normal for that turn only. Roll again for visibility the next turn, and so on.

If you cannot decide on which type of game to play, you may instead roll on the chart opposite at the same time as you roll for the scenario being played:

## REDUCED VISIBILITY

When you are determining whether a unit is able to see a target (for shooting, assaulting, etc.) at night, first follow the normal rules for line of sight. If the target would be visible according to the normal rules, then start the normal shooting procedure and declare the target. Then, before the 'target reacts' step, you must take a spotting roll for the acting unit to see whether they can actually identify the target through the darkness:

Roll 2D6 and add or subtract any of the modifiers listed below that apply, down to a minimum modified total of 2.

### VISIBILITY MODIFIERS

- +6" The target has a 'Fire', 'Advance', 'Run' or 'Rally' order die on it.
- +6" The target has a 'Muzzle Flashes!' marker on it (see below)
- 6" The target has a 'Down' order die on it.
- 6" The target is a small unit
- +6" The target is a vehicle

If the modified total is equal or higher than the distance between the firing unit and the target, then the target is visible and the firing/assaulting sequence continues as normal – target reacts etc.

If the total is lower than the distance to the target, the attacking unit cannot shoot/assault the target and its action ends immediately (the acting unit's Order Die is simply left as it is), as the men nervously scan the darkness in search of targets.

D6	SCENARIO
1	Night Fight
2	Flare!
3	Dawn Assault
4	Longest Day
5	Normal visibility game (or roll again, if both players agree)
6	Players roll-off and the winner chooses

### **MUZZLE FLASHES!**

The worst thing a unit can do at night is to open fire, as the loud noises and particularly the flashes of their weapons will reveal their position to the enemy. And tracer rounds are infamous for 'working both ways'. To represent this, when a unit fires any weaponry against an enemy, it must be marked with a 'Muzzle Flashes' marker (a coin or other token). This token makes the unit more visible, as shown in the chart above, and will remain with the unit until it receives another order.

Note that it is possible for a unit to receive a Fire! order die, but then to be unable to actually open fire (because of a failed spotting roll, for example). These units do not receive a Muzzle Flashes! marker – you only get one when you actually fire a weapon at the enemy.

### **REACTING TO AN ASSAULT**

If a unit successfully declares an assault at night and the targets reacts by firing at the assaulting models, the target unit must first make a spotting roll to see if they can see the assaulting models (before they are moved). If the target unit fails this spotting roll, it may not react, just as if the assaulting

unit was within 6" when they declared the assault – a blood-curling Surprise Charge out of the darkness!

### **INDIRECT FIRE**

If a weapon with Indirect Fire has 'zeroed in' onto a target, there is no need of making another spotting roll to fire at that target, simply roll to hit on a 2+, as normal.

### **FORWARD AIR AND ARTILLERY OBSERVERS**

When an Artillery observer calls in a Barrage, it does not get a Muzzle Flashes! marker, as he's not firing any gun (unless of course someone else in his team does fire a weapon as part of the same order). When calling in a barrage, the observer does not need to make a spotting roll, but can instead place the marker anywhere on the table, as he would be relying on maps and noise/gun flashes rather than direct observation of targets. However, to simulate the increased chances of something going wrong, you suffer from a -1 on the Artillery or Smoke Barrage charts (down to a minimum of 1).

Air Strikes cannot be called at all at night, making Forward Air Observers quite useless.



# UNITS WITH NIGHT VISION EQUIPMENT

Not many people know that towards the end of World War II the German army had already developed and produced some night-fighting devices. Though it was too late to change the course of the war, these experimental weapons were the first examples of gear, like night-vision goggles and targeting systems, which many modern soldiers use in the field today. The following units are additional units for the Armies of Germany supplement book for Bolt Action.

## TANKS

### PANZER V 'PANTHER' AUSF G WITH IR EQUIPMENT

In late 1944, the German army had developed night-vision equipment for his Panther tanks in the form of the Sperber (Sparrow Hawk) system, which consisted of a 30cm FG 1250 infrared searchlight (with a useful range of 600m), coupled with an image converter operated by the commander. This allowed the tank to illuminate its targets with a searchlight that its crew could see, but the enemy could not – an incredible advantage in night fight conditions. Thankfully for the Allies, not enough of these devices were produced in time to make a difference, and only a relatively small number of these night-vision equipped Panthers saw action on the Eastern front and in the Battle of the Bulge. Principal service: 1945. Numbers manufactured: around 50?

**Cost:** 304 pts (Inexperienced), 380 pts (Regular), 456 pts (Veteran)

**Weapons:** one turret-mounted super-heavy anti-tank gun with coaxial MMG and one forward facing hull-mounted MMG. One turret-mounted 200mm IR searchlight.

**Damage Value:** 9+ (medium tank)

#### Special Rules:

- Advanced armour: 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+.
- 200mm Infrared Searchlight: the infrared searchlight confers a +24" modifier to the Panther's spotting rolls.

#### Selectors:

The Panther with IR equipment is a Tank for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook. It is also a Tank for the following theatre selectors of the Armies of Germany book:

**Operation Watch on the Rhine; Holding the West Wall; Operation Spring Awakening; Last Levy.**

## ARMoured CARS

### SD.KFZ 251/20 "UHU" INFRARED HALF-TRACK

This modified Hanomag armoured half-track was equipped with night vision and a 600mm searchlight that could illuminate targets much further away than the Panther's smaller searchlights. Attached to units of night-fighting Panthers and protected by infantry squads equipped with night-fighting assault rifles, the Uhu was designed to work in conjunction with the Panthers in order to try to make better use of the long range of their main guns. Principal service: 1945. Numbers manufactured: unknown.

**Cost:** 32 pts (Inexperienced), 40 pts (Regular), 48 pts (Veteran).

**Weapons:** 600mm IR searchlight with a 360 degrees arc of fire.

**Damage Value:** 7+ (armoured carrier)

#### Special Rules:

- Open topped
- 600mm Infrared Searchlight: the infrared searchlight of the Uhu is a weapon with a range of 72" that only works when the Reduced Visibility applies because of night conditions (so not for fog and other weather conditions). When firing this weapon, pick a target as normal for the Limited Visibility rules, but with a +60" modifier to the roll. If you manage to spot a target, then the weapon hits automatically and illuminates the target. No roll to hit is necessary and the target is not allowed any reaction, as they are unaware of the infrared light 'illuminating' them. Any unit with IR equipment also get a +60" modifier (instead of its normal bonus) to their spotting rolls towards the target that has been 'illuminated', until either the target moves or the Uhu moves or tries to spot another target.

#### Selectors:

The Uhu counts as an Armoured Car for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook. It is also an Armoured Car for the following theatre selectors of the Armies of Germany book: **Operation Watch on the Rhine; Holding the West Wall; Operation Spring Awakening; Last Levy.**

## INFANTRY

### NACHTJÄGER SQUAD

Nachtjäger ('Night Hunters') were hand-picked SS and Wehrmacht veterans, equipped with StG 44 assault rifles with Vampir night-fighting devices. These consisted of a riflescope that allowed the soldier to see in the infrared spectrum, topped by a small IR searchlight powered by a battery that the soldier was carrying in a pack on his shoulders. This system could also be fitted on machine guns and other small arms.

Whether or not these night-fighting elite units did actually see action, or were still in training towards the end of the conflict, is debated, but we think that it is likely that in the dire straits of the last few months of the war they were actually 'combat tested'.

**Cost:** Veteran Infantry 125 pts.

**Composition:** 1 NCO and 4 men.

**Weapons:** Vampire Assault Rifles

**Options:**

- Add up to 5 additional men with Vampire Assault Rifles at +25 pts each.
- Up to 2 men can have a Vampir light machine gun for +20 pts – for each light machine gun included another man becomes the loader.
- Up to 4 men can have a Panzerfaust in addition to other weapons for +10 pts each

**Special Rules:**

- Fanatics
- Vampir Infrared Searchlight: the infrared searchlight of Vampir assault rifles and light machine guns confers a +15" modifier to the spotting rolls of the models firing them. Models firing Panzerfausts do not get this bonus.

**Selectors:**

The Nachtjäger 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 Germany book: **Operation Watch on the Rhine; Holding the West Wall; Operation Spring Awakening; Last Levy.**

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