***Historical Clarifications***

**NOTE:** Any of these clarifications may be ignored depending upon the scenario. Please make sure the players are in agreement before ignoring. Before the game starts, players should agree on the cover values of terrain.

**NOTE:** While not a rule per say, but just a means of setting up the table, consider using a blind for set up, wide enough to go across the table based upon the scenario and high enough not to see over while seated, and setting on your troops.

1. **Measuring movement** – using the figure closest to the movement direction, measure the distance for movement. Then move the remaining figures in that direction, but no further than the first figure moved. The unit may be “scattered” with one (1) inch between each figure but not more than six (6) inches away from the first figure. Basically the unit may form a twelve (12) inch fire line. Be sure to “Mind the Gap” when placing your figures…that 1-inch or greater space between friendly fire and friendly units as well as between friend and foe. Pre-measure movement unlike issuing fire, except when performing an “Assault.”
2. **Unit Separation Rules** – Since Bolt Action is a skirmish game, the 1-inch separation rule applies only to fire lanes and not to positioning of figures and vehicles next to each other. There must be physical space for vehicles and infantry to occupy. No overlapping of stands.

**3) Vision for Small Arms Units** – Since it is not explicit in the rules, vision for a unit or small team is 360 degrees limited by Line of Sight (LOS). A unit can issue fire in that arc. This assumes that the squad or team practices proper security techniques as it moves.

1. **Assigning Order Dice before Turn 1** – Before the start of the game, assign order die to each unit on the board and in reserve. The player may place units on the Table in an “Ambush” or “Down” order, before the start of Turn 1. Consider units in reserve “Down” until activated. “Ambush” units may be in “Hidden” status.
2. **Fire Teams** - If the player desires, the player may divide his squad into fire teams of a minimum of two (2) and a maximum of six (6) figures and assign an order die to that team. The team must remain in this configuration for the remainder of the game. (Just for discussion purposes, the player may also use the purchase rules to create smaller “squads” and assign them order die as appropriate.) Forming “fire teams” causes the squad to lose its “full strength” rating. You must designate a team leader. Fire team members must be within four (4) inches of the team leader. Officers must be within required distances.
3. **By the late war**, the following teams are integrated into the squad: bazooka teams, flamethrower teams, medic teams, and sniper teams. All normal team rules apply except as modified below.
   1. **Anti-Tank Team** – Two Figures - all infantry figures are trained anti-tank gunners. Therefore, casualties may be placed upon other non-gunners of the team/squad. The Anti-tank Team costs the same number of points as if it were a separate team from the squad. When the Bazooka or Panzerschreck figure is eliminated by indirect HE fire or double-six exceptional damage, the assistant figure becomes a rifleman, because it is assumed that the weapon was destroyed by high explosives or enemy fire.

c) **Flamethrower Team** – Two Figures – A true specialization team - A Flamethrower Team may be added to a squad, replacing two infantry members of the squad. The Flamethrower Team costs the same number of points as if it were a separate team from the squad. When the Flamethrower figure is eliminated by indirect fire elimination, or double-six exceptional damage elimination, the assistant figure becomes part of the squad’s riflemen, because it is assumed that the weapon was destroyed by high explosives or enemy fire.

1. **Medic** – Single Figure – A medic may be assigned to the squad. Normal Medic rules and costs apply. If attached to a squad, and eliminated by sniper elimination, indirect fire elimination, or double- six exceptional damage elimination, remove the figure. Otherwise place casualties on other squad members.
2. **Sniper Team** – Two Figures – A true specialization team – A Sniper Team may be added to a squad, replacing two infantry members of the squad. The Sniper Team costs the same number of points as if it were a separate team from the squad. When the Sniper figure is eliminated by sniper elimination, indirect fire elimination, or double-six exceptional damage elimination, the assistant figure becomes a sniper figure because it is armed like the first sniper figure. Once the second team member is eliminated, there are no longer any snipers in the infantry squad. Also, a single sniper may be assigned to the squad. If eliminated, it is not replaced.
3. **Panzerfaust (Single Shot Anti-Tank weapon)** – Single Figure – If a figure with a panzerfaust is eliminated by small arms fire, the casualty may be placed on a non-panzerfaust armed figure, if-and-only-if, there are other panzerfaust armed figures in the squad. (The eliminated figure need not have a panzerfaust, but the Platoon/Squad list must reflect other members carrying the panzerfaust.) When the panzerfaust figure is eliminated by indirect HE fire or double-six exceptional damage while armed with a panzerfaust, it is assumed that the weapon was destroyed by high explosives or enemy fire. If the panzerfaust is fired, and the figure does not have multiple panzerfaust weapons, replace the figure with a regular a rifle armed figure and cross off one of the listed panzerfaust.
4. **Rifle grenades (Reloadable Single Shot Anti-Personnel/Anti-tank weapon)** – Single Figure – See panzerfaust above. The entire squad is considered trained in the use of the rifle grenade, but the number of figures is determined by the Rifle grenade special rules. Soldiers carried additional grenades for the rifle grenadier. The rifle grenade may be used in a direct fire anti-tank or indirect HE fire mode. Elimination of the rifle grenade figure by indirect HE or double-six exceptional damage while armed with a rifle grenade launcher, both the figure and weapon are eliminated by high explosives or enemy fire.
5. **Armored Vehicle Drivers and Assistants (Crew)** – There is no need for the squad to remain in the armored vehicle to issue vehicle armament fire. Only one weapon may issue fire if the vehicle is armed with multiple weapons. The exception to this rule is issuing flak fire during an aircraft attack. The driver and assistant are assumed to be with the vehicle unless otherwise eliminated by sniper elimination, indirect fire elimination, or double-six exceptional damage elimination. Once these crew members are eliminated, consider the vehicle destroyed.
6. **Single Figure “Lone Soldier**” – A single figure “Lone Soldier” may attempt to join up with a squad. The figure may not move closer to the enemy. It may join another squad within its 12-inch “Run” distance if it passes its basic unmodified Morale Value roll. If the Morale Value check fails, the Lone Soldier runs away. This rule does not apply to officers, single team members or unattached medics unless the “specialty figure” is eliminated by sniper elimination, indirect fire elimination, or double-six exceptional damage elimination , the “assistant figure” may join as squad as above.

**12) Morale Check** – Remember, if a target loses half or more of its figures from one (1) enemy unit, the player must make an immediate morale check for the unit using its modified morale value or less to remain intact. If the unit is three or less figures, they may not move closer to the enemy, but may issue fire from where the unit stands. The unit may join another friendly squad within its “Run” distance if it passes its modified Morale Value roll. **If the Morale Value check fails, the unit is removed from play and is considered destroyed.**

1. **Hand Grenades, Molotov Cocktails, Sticky Bombs** – May only be used by infantry figures during an Assault or “Advance” order into range of 1 inch. All of the attacking figures may throw these weapons. At least one figure in the unit must represent the presence of the weapon(s). The movement penalty (-1) is applied as well as any other modifier that effects the hitting of the target. These may be used to attack an armored fighting vehicle or soft skinned vehicle. Apply appropriate rules for fighting tanks. A 1-inch HE template determines the affected area for grenades and Molotov cocktails. A 2-inch HE template is used for the sticky bomb. The Molotov cocktail uses flamethrower rules, but rolls 1d3 hits and 1d2+1 pins.
2. **Shooting From Buildings:** As long as there is one opening on the side of the building, at least two infantry figures or one team may fire from that side of the building. Multiple openings imply that two infantry figures per opening or one team per opening may issue fire. A peaked roof allows a single row of infantry figures to fire. No MMGs, HMGs or Mortars allowed. A flat topped roof allows 2x the number of figures to fire. Example: If four (4) infantry figures fit across the side of the roof, then eight (8) figures may fire. If a team is added into that side of a flat roof, then reduce the number of single figures to fit in the remaining space. No Heavy Mortars allowed.
3. **Ambulance:** An ambulance can act as a Transport for a Medical crew of up to three Medic figures. Each Medic figure must be painted as a medic and the appropriate cost included into the vehicle cost. Medic assistants do not need to be painted as Medics as in the basic rules and up to two max as in the basic rules may be carried based upon the transport capacity. The appropriate cost must be added into the vehicle cost. The ambulance may transport the medics (medic teams) into combat and using the transport rules drop each medic off within 6 inches of infantry or artillery units. The ambulance must then move itself closer to friendly units or suffer consequences as noted for **TRANSPORTS**.
4. **Creating Openings in Building Sides**: If an infantry or artillery unit ends a turn inside a building without an opening, it may create an opening in that wall by spending the following time for a particular kind of wall:

|  |  |  |
| --- | --- | --- |
| **Wall Type** | **Time Turns** | **Cover Value** |
| Wood | 1 | Light -1 |
| Brick/Stone | 2 | Heavy -2 |
| Bunker | No | Reinforced -4 |

Some buildings may be considered heavier than others. In this case, their cover value may be listed as heavy cover.

1. **Team Transports**: Transport for an observer, sniper, spotter, etc. may be left in reserve or placed upon the table at the start of the game.
2. **Infantry Tank Riders:** The Russians had special units assigned to ride tanks into combat since they did not have armored personnel carriers during WW2. However, there were instances of American, British, German, and other infantry riding Tanks and other self-propelled guns, if not into battle, as a means of getting closer to the battle.
   1. A tank rider unit can mount or dismount a “tank” as if it were a transport.
   2. As soon as the tank issues fire, the riders must dismount the tank and receive an “Advance,” a “Down,” or a “Run” order.
   3. Riders may not perform an assault after dismounting a tank.
   4. One squad of infantry can ride one tank or the equivalent number of small arms team members. No heavy weapon teams may be carried, except weapons marked †.
   5. The tank rider unit must immediately disembark the tank if any type of weapon shoots at the tank.
   6. If the tank receives any initial pin markers, the rider unit receives the same number of pin markers even if the tank does not get damaged.
   7. If the attack is from small arms, attack the infantry as normal, and the survivors may go “Down” before any hits are recorded against the tank and are placed within 1D6 inches of the tank.
   8. Do not remove tanks from play unless destroyed by enemy weapons fire. If the tank is destroyed, the squad onboard suffers 1D6 additional hits – apply damage and remove casualties as normal. After this is resolved, any survivors immediately go “Down,” 1D6 inches away.
   9. If the tank is not destroyed yet receives enough additional pin markers to rout it, any surviving units suffer no additional damage and are placed within 1D6 inches of the tank – they have been hurriedly unloaded before the tank runs for the hills.
3. **Hidden Units** – Units in “Ambush” may be considered hidden units. If there is a referee/umpire for the game, let that person know the hidden unit(s) and location on the table. If not, let the other player(s) know there are hidden units on the board. Use a card to record the information and set it in the reserve section of your tables. Order dice for units that are “hidden” at set-up may be placed on the table without the unit exposed. Also, dummy markers may be used, suggest 3 chits for every unit. Chits may be placed randomly on the table and should be placed no closer than 12 to an enemy unit. See HIDDEN SET-UP on p149 PDF.
4. **Hidden Unit Detection** – Hidden units are exposed when:
   1. They move. (Exception: See Snipers Detection below)
   2. They issue fire.
   3. An enemy infantry or artillery unit moves to (or is set up) within 12”.
   4. An enemy recce vehicle moves to (or is set up) within 12”.
   5. Any other enemy vehicle moves to within 6”.
   6. When dense terrain is entered by the enemy unit up to 6” (3” for vehicles.).
   7. An enemy unit scores a hit on the hidden unit.
   8. When the hidden unit reacts to Reconnaissance by Fire. (See RBF Rules below)
5. **Hidden in Dense Terrain –** Infantry units in “Ambush” may move through dense terrain and remain hidden except as noted above.
6. **Hidden Sniper Detection** – A sniper team, based upon its special status, may remain hidden and in “Ambush.” The team or figure does not need to be placed on the table, but the owner must announce to the umpire the location of the sniper. Once the sniper team moves into the open, the opposing player may roll 2d6 over the morale quality of the sniper team. If successful, the sniper team must be exposed and placed on the table by the owning player. If the Sniper Team issues fire, the target unit may roll to detect the sniper with a +1 modifier over the sniper team’s morale value
7. **Reconnaissance by Fire (RBF):** A unit may fire on suspect targets to elicit a response. The target must roll 2d6 and react as follows based upon its own morale value:

|  |  |
| --- | --- |
| **Roll 2D6 at or below**  **Morale Value** | **Reaction:**  **These are “Free” actions. Target unit takes casualties and pins as appropriate.** |
|  |  |
| **Equal or below** | Go “Down” and remain in-place not revealing position and take casualties and pins as appropriate. If in “Ambush,” may stay in “Ambush” orders or execute orders. |
| **1 Above** | Return fire at full strength. Might as well let them know we’re here for good. The initiating unit may fire again with 1d6+3 figures adding modifiers as appropriate. |
| **2 Above** | “Advance” out of the targeted area.  If movement can be observed, the initiating unit may fire again with 1d6+3 figures adding modifiers as appropriate. |
| **3 Above** | “Run” Away.  If movement can be observed, the initiating unit may fire again with 2d6+2 figures adding modifiers as appropriate. |
| Note: If the unit is a hidden “dummy unit,” then roll as if it has a morale value of 8 (Inexperienced), any result above 8 will expose the unit as a dummy. Remove the marker. | |

1. **Pistols:** If the figure does not appear to have a weapon, it is armed with a pistol only.
2. **Scenario Points:** Scenarios are defined as Attacker-Defender or Meeting Engagement. In Attacker Defender scenarios the Defender may take up to 10% more points to pay for defensive Emplacements (see below) out of his point allotment, and no more than 1% in its force. When applicable, the Attacker should have 30% more points. In Meeting Engagements, the points should be equal. In an Attacker-Defender scenario, defending players may have 0-2 of any medium machineguns and any heavy weapons allowed in the appropriate selector guide, including tows and transports if desired. No additional tanks or armored cars. (Example: 1000pts Defender gets 100 points in Emplacements and 10 points in additional force points. 1000pts Attacker gets 300 additional force points.)
3. **Morale Checks:** 12 (Box Cars) always fails and 2 (Snake Eyes) always succeeds. Just a reminder.
4. **Dense Terrain:** Units can draw line of sight into and out of dense terrain, but cannot draw line of sight right through it. Unless the players agree otherwise, units are not allowed to draw line of sight over dense terrain, the dense terrain is always assumed higher than any models on the table blocking line of sight to all ground units. Infantry may move half in dense terrain and fire with soft cover modifiers. Vehicles may not move through dense terrain, unless they have some way to break the dense terrain, i.e.: Cullin Blades, Bulldozer Blades, etc.
5. **Officers as Spotters**: Platoon, Company, and Battalion commanders may be used as spotters if they have not been given any order dice of their own or commanded other units to perform orders (issued orders). They must follow spotter rules. All commanders may command any Armored, Artillery and Infantry units within their command radius as long as they can see a target like a spotter. Artillery and air observers after they use their abilities can switch frequencies to the company frequency and act as additional spotters for friendly, on board indirect artillery and mortars.

## Hollywood Rules Section

These rules are answers to the age old question, “If they can do it in the movies, why can’t I?” Remember also, “It’s a joke, Michael, it’s a joke.” – LaFleur to Michael Donavan. These rules are meant for fun and not game changers. They are probably more RPG than skirmish warfare game, but then, isn’t an RPG a skirmish wargame? Or could they be more “pulp novel” in nature. Try them out one at a time, or go for broke.

1. **Run Over the Infantry** – Allow half-tracked, wheeled armored and any soft sided vehicles, and motor cycles to assault (Run Order) infantry and weapons crews by running them over.
   * 1. Declare target and assault with a “Run” order (24”).
     2. Target reacts if vehicle is greater than 9 inches away, using weapons that can damage the vehicle.
     3. Vehicle moves until touching target.
     4. Infantry target then takes a morale test:

***Fail*** = The vehicle may use its weapons and gets 1d6+1 additional attacks. Infantry, gun crews and weapons crews take damage, if any.

***Pass*** = Infantry takes damage and may defend with one attack per remaining figure. “6” is a successful infantry small arms attack. Roll on the Vehicle Damage Results chart, +1/per successful attack.

In either case, infantry and crews move away 2d6 inches.

* + 1. Go back to 1 above until all targets in move range are assaulted. Vehicle must move total 12 inches, minimum. AKA **the “Where Eagles Dare” rule.**

1. **Playing Dead** – Immediately before turn 6 starts, for every infantryman killed, the owning player rolls a single die. On the roll of a “6,” that soldier was playing dead. All of these figures may be placed anywhere in its original set up zone but not closer than 6 inches of an enemy unit. Every soldier playing dead may fire once, even as a squad, and are then removed from play before the turn begins.
2. **Shot Gunned** – Every US Figure armed with a shotgun is treated as a tough fighter.
3. **AFV’s Machine Gun** – Not country specific – Allow any one escaping tank crew member to handle a pintle mounted MMG bare handed upon exiting a knocked out or disabled tank. This may be done for one turn only and may be used in response to an assault upon the tank. AKA **the “Sergeant McGuffie in *Battle of the Bulge*” Rule or the "John Basilone" Rule** if applied to a MMG team, -1 to shoot plus -1 for advance and shoot**.**
4. **Foo Gas Mines** – these were real improvised explosive devices based upon 20 to 50 liters of a liquid fuel based explosive. They were typically used in mine fields and as part of barbed wire defenses. Treat these as a one-shot 1d6+1 flamethrower attack. When used with a minefield, roll as per a mine field attack rules. On a “6” result, a foo gas mine has exploded. When used as part of a barbed wire barricade, roll as per a mine field attack. On a “5 or 6” result, a foo gas mine has exploded. AKA **the “Battle of the Bulge” rule.**
5. **Child Soldiers and other Non-Combatants** – Again, these were a true combat hazard to be encountered by all armies. They may be utilized as either bomb laden booby traps or weapons carrying green partisan troops. Treat per the rules used in each case-by-case scenario. Some may just be looking for cigarettes or candy bars. AKA **the “Hitler**-**Jugend” rule** or **the “Rolfe Grueber in *The Sound of Music*” rule.**
6. **Femme Fatale or Heroine** – A female soldier of any morale level or qualifier, and may use any small arms. AKA **the “Wonder Woman” rule.** See also **“She – Wolves.”**
7. **She - Wolves** – Well…there is a movie called “She-Wolves of the SS.” Veteran Fanatic women. Mmm, any French, Italian, Okinawan or Soviet women in that mix?
8. **Spider Holes** – Any squad is allowed to be hidden in spider holes at the start of the game within its set-on area. IE, this is not a country specific ability. “Dug-In” into covered fox holes.
9. **Hero Figure** – adds plus 1 or 2 to the squad morale. Allows a second “Advance” order after any action the squad completes. AKA **the “Captain America” rule.**
10. **Run and Gun** – allows any infantry squad to fire after a “Run” order at -3. This does not include an Assault, or a heavy weapons team move. AKA **the “Too many of us want to play this way” rule.**
11. **Low Crawl** – This is a “Free Move” – At the end of a turn, allows a squad under a “Down” order to move 1d6 inches instead of removing pinned markers. The unit must make its appropriate morale roll to perform this move. If it fails, no other end of turn actions may be completed. AKA **the “Longest Day” or the “Sands of Iwo Jima” rule.**
12. **Soviet Sniper Teams** – actually two (2) snipers with the chance of making two different sniper shots, either on the same unit or another unit. AKA **the “Enemy at the Gates” Rule Number 1.**
13. **Shoot and Scoot** – This is a “Free Move” – At the end of a turn, allows a sniper team to Advance or Run to a new hidden location after a “Fire” order. The team must pass the appropriate morale roll to perform this move. The team may not move within 12 inches or closer to an enemy unit. The team must not cross any open lanes of fire or lines of sight. If the morale roll fails, the team remains in place. If the team crosses an open lane of fire or line of sight, an enemy unit in “Ambush” with visibility may take a free shot, modified by the cover the team is in. AKA **the “Enemy at the Gates” Rule Number 2.**
14. **Caught Dead to Rights and Flat Footed** – Any single figure “caught in the open” by the enemy, at the end of a turn, may be fired upon. The shot is modified by range and if the enemy unit has performed an “Advance,” “Fire,” or “Run” order (-1 modifier). A unit on “Ambush” may roll 1d6 at 3+ and fire instead of remaining on “Ambush.”. With test failure, return the Order Die to the bag. If passed, roll to hit normally. There are no movement modifiers if the firing unit is on “Ambush” because it is assumed that the unit has not moved and is still on “Ambush.” The “Ambush” rule is in the basic rules, but we changed it to a 3+ die roll test. Then return the Order die to the dice bag. A “Down” or “Rallied” unit may not fire at the single figure as it is assumed that the “Down or Rally” unit is occupied with saving its ass. AKA **the “Enemy at the Gates” Rule Number 3.**
15. **Road, Paths and Trails** – A road is anything designed to handle at least one vehicle. It may be a prepared surface or a dirt road. Bonus movement should be scenario driven as some single lane prepared roads may not allow the double movement. Typically, a road should be 2 to 3 ½ inches wide. Paths are intended to allow farm machinery to travel between fields. It could be up to two inches wide. A trail is intended for foot traffic, animal traffic, or a wagon or cart if wide enough. Consider a trail to be no more than one figure wide (one inch).
16. **Cover Fire** – Having a squad, LMG, HMG or mortar lay down fire to support an assault. This assumes that the activating officer has ordered multiple units to assist with an assault. Each unit must not have been ordered earlier or be in a “Down” or “Rally” order condition. Utilize all applicable movement and terrain modifiers. Cover fire allows one additional pin marker (total of two) for a successful hit on the target unit along with any damage result. As always, the target may go “Down” if it has not been otherwise ordered for this turn.
17. **Interpenetration** – One unit may pass through another unit as long as it is not a vehicle attempting to pass through another vehicle. The assumption is made that foot soldiers will make room for a vehicle, a vehicle will slow down for friendly infantry and infantry will temporarily mix. If one infantry passes through a friendly unit that is “Down,” make a morale check. If failed, then roll 1d2 to see how many figures will be left behind.
18. **Crash the Car** - Allow half-tracked, wheeled armored vehicles, any soft sided vehicles, and motor cycles to assault (Run Order) another vehicle of the same type.
    1. Declare target and take morale test with -3 modifier (not if target has less armor than the assaulting vehicle). Assault with a “Run” order and appropriate movement.
    2. Target reacts if vehicle started the assault greater than 9 inches away, using weapons that can damage the assaulting vehicle.
    3. Vehicle moves until touching target. Lesser armored targets are eliminated immediately.
    4. Have each vehicle roll 1D6, add difference of armor as damage value (PEN) modifier.
       1. Loser = lower score, Draw = both are losers, Winner = highest score
       2. Roll on DAMAGE RESULTS ON VEHICLES table (if heavier vehicle is loser only Superficial Damage is the result).
       3. Winner takes no damage if heavier, otherwise superficial damage roll on DAMAGE RESULTS ON VEHICLES

Once this has been worked out, any surviving vehicles come to an immediate halt. Show this by turning each vehicle’s order die to “Down” or place a “Down” order die next to it if it hasn’t yet taken an action this turn.

Finally, each surviving vehicle, whether making the assault or being assaulted, suffers one further pin marker in addition to any already taken either from reaction fire or from a damage result during the assault.

1. **The Drive By** – Allow a soft sided car or a motorcycle to assault a moving soft target. The assaulting vehicle must have a passenger that is armed with a submachine gun, pistol, or shotgun to assault the other vehicle. Oh this so FOSS Hollywood, I can’t stand it. See Crash the Car above. The target vehicle may respond in kind if its passenger is armed as above. AKA **the “Red Brigade” rule**
2. **Follow Me!** – An Officer’s full complement of orders is followed, regardless of the number of pin markers on the unit. Allow for an all-out, no holding back, assault by any ordered US unit, and the unit is classified as “Stubborn” for this assault ignoring any pin markers for its morale checks. This may only be done once in a game. AKA **the “Go for Broke!” Rule.**