BOLT ACTION™ PLAYSHEET

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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. 2x6 = Fubar, 2x1 = Incredible Courage (p.42)
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:
- a unit in *Ambush* can attempt to fire (p.43) Remove order dice for destroyed units. Return remaining order dice to the cup, unless retaining *Ambush* or *Down* (-D3 pin) 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 D6+1 pin markers (ignore pins).
Down	No move/fire, but gain an extra -2 to be hit (no order test).

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 (6")	+1 / 1
First Lieutenant (6")	+2 / 2
Captain (12")	+3 / 3
Major (12")	+4 / 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)

SHOOTING

Playsheet for 2nd edition

- Declare target
- Target reacts
- Measure range and open fire
- Roll to hit   (roll of 1 is always a failure, p.54)
- Roll to damage (roll of 1 is always a failure, p.56&107)
- Target takes casualties
- Target checks morale (if unit loses 50% or more, p.58)

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 / Fire team weapon with one man	-1/-1
Target is 'down' infantry or artillery	-2
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 3, 4, 5 or 6 on a D6). Also see +1 Extra Protection (p.124)

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 cannot be damaged by small arms. For each hit on an armoured target by a heavy weapon, roll one die and add the PEN value of weapon and any appropriate modifiers.

Armoured targets:	Result needed
Armoured Car/Carrier	7+
Light Tank	8+
Medium Tank	9+
Heavy Tank	10+
Super-heavy Tank	11+

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

Damage roll total	Result
Less than target's armour	No damage
Equal to target's armour	Superficial Damage
Over target's armour	Full Damage
Over target's armour +3	Massive Damage

Roll on the 'Damage Results on Armoured Targets' table (see over) for the effects of the damage.

DAMAGE RESULTS ON ARMOURED TARGETS

Superficial Damage: Roll D6-3 (armoured only, not soft skins)
Full Damage: Roll D6
Massive Damage: Roll two D6 and apply both results
Open Topped hit by indirect fire: Add +1

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. Also roll for turret jam.
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. Also roll for turret jam.
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. Roll for turret jam.
4, 5 or 6	**Knocked out.** The vehicle is destroyed and becomes a wreck. Mark the vehicle to indicate it is wrecked.

WEAPONS CHART

SMALL ARMS

Type	Range	Shots	Pen	Special
Rifle	24"	1	n/a	
Pistol	6"	1	n/a	Assault
Sub-machine gun (SMG)	12"	2	n/a	Assault
Automatic Rifle	30"	2	n/a	
Assault Rifle	18"	2	n/a	Assault
Light Machine Gun	36"	4	n/a	Team
MMG	36"	5	n/a	Team, Fixed

HEAVY WEAPONS

Type	Range	Shots	Pen	Special Rules
Heavy Machine Gun (HMG)	36"	3	+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	36"	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 AT gun	48"	1	+4	Team, Fixed, HE (1")
Medium AT gun	60"	1	+5	Team, Fixed, HE (1")
Heavy AT gun	72"	1	+6	Team, Fixed, HE (2")
Super-heavy AT gun	84"	1	+7	Team, Fixed, HE (3")
Flamethrower (infantry)	6"	D6	+3	Team, Flamethrower
Flamethrower (vehicle)	12"	D6+1	+3	Flamethrower
Light Mortar	12"-24"	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	(24-60) or 48	1	HE	Team, Fixed, Howitzer, HE (2")
Medium howitzer	(30-72) or 60	1	HE	Team, Fixed, Howitzer, HE (3")
Heavy howitzer	(36-84) or 72	1	HE	Team, Fixed, Howitzer, HE (4")

ARTILLERY BARRAGE CHART

D6	Effect
1	**Miscalculation.** Move the aim point 3D6" in a random direction and then resolve an artillery barrage as described for result 4-6 below.
2 - 3	**Delay.** Move the marker up to 12". Roll again on the chart at the start of next turn.
4 - 6	**Fire for Effect.** Roll a die for every unit within D6+6" of the aim point. On 1-5, unit takes D3 Pin Markers. On a 6, unit is hit by heavy howitzer (4").

AIR STRIKE CHART

D6	Effect
1	**Rookie Pilot.** Enemy may choose target unit and resolve as described for result 4-6 below.
2 - 3	**The Skies are Empty.** Nominated target may be changed (within sight of FO). Roll again next turn.
4- 6	**Here it Comes!** Resolve Flak fire, If aircraft survives, roll a die:

1: Strafing Fighter. +1 Pin Marker; 2D6 hits*, +2 Pen.

2-3: Fighter-Bomber: +D2 Pin Markers; 3" HE, +3 Pen.

4-6: Ground Attack Aircraft. +D3 Pin; 4" HE, +4 Pen.
*Infantry, artillery, and soft-skin vehicles.

CLOSE QUARTERS

INFANTRY VS. INFANTRY
- 1) Declare target   2) Measure distance
- 3) Target reacts   4) Move assaulting models
- 5) Fight first round of close quarters:
    a. Attackers roll to damage   Defensive Position?
    b. Defenders take casualties   see p.76
    c. Defenders roll to damage
    d. Attackers take casualties
    e. Side taking most casualties is destroyed
- Fight another round in the case of a tie
- Winner regroups

INFANTRY VS. VEHICLES
- Unit without AT weapons test at -3 Morale to assault fully-enclosed armoured vehicle
- 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.

HE SHOTS - PINS & PENETRATION BONUS

HE	PIN	PEN
1"	D2	+1 / Bld.D3
2"	D3	+2 / Bld.D6
3"	D3	+3 / Bld.2D6
4"	D6	+4 / Bld.3D6

Bld. = Hits vs targets in Building