



FAQ & ERRATA

This document compiles a list of Errata and FAQs for Bolt Action.

Errata are changes to the text of the published books, changes that will be made in future print runs of said books. This includes new units, which are officially added to the game. Note that we have not thought it worthwhile to show an errata for minor typographical or layout errors, except where these might affect the reading of the rules.

FAQs are answers to common questions, which in our opinion do not require a change in the text of the published books. We have not dealt with any representational queries along the lines of 'Why does such and such a tank have such and such a value?', as these are matters of judgment within the parameters of the game.

We aim to update and if necessary expand this document quarterly, based on players' feedback.

BOLT ACTION RULEBOOK – ERRATA

Page 39, Order summary table. Change rule in the table for Down to read "...gain an extra -2 to be hit".

Page 67, Fixed special rule, fourth paragraph. The sentence should be changed to read as follows:

When ordered to Run, fixed weapons move the normal 12" over open ground or 6" over rough ground, obstacles etc.

Page 67, Flamethrower special rule, last paragraph on page. The first sentence should be changed to read as follows:

A unit hit by a flamethrower must check its morale once firing has been worked out and pin markers allocated, as described above.

Page 68, Flamethrower special rule, first paragraph on page. The second sentence should be changed to read as follows:

If this happens, the entire flamethrower team is removed as if it had fallen casualty. If this happens in a squad-based flamethrower, only the model armed with the flamethrower is removed, while the loader fights on with the squad.

Page 71, Spotters. The following sentence will be added at the end of the entry:

Note that spotters are always ignored for the purpose of victory conditions (e.g. they cannot capture/control/hold objectives and areas of the table, move out of the table to score points, etc).

Page 79, Assaulting through terrain. The second paragraph will be followed by a third paragraph, as follows:

[...] Note that the defenders will also benefit from the 'defensive position' bonus in the ensuing fight, as explained above.

Note also that, if the target unit is more than 6" away, and the assaulting unit could move up to 12" and reach its target by going around rough ground or an obstacle, the assault is allowed (though the defensive positions bonus still applies as the defenders have time to see the enemy running around the rough ground or obstacle).

Page 86, Warplane Type Chart, Strafing Fighter. The first and second sentences should be replaced by the following:

The target unit takes one additional pin marker and suffers 2D6 hits with a +2 Pen value.

Page 86, Warplane Type Chart, Fighter-bomber. The D6 Roll column text is wrong and should be 3 or 4 (rather than 2 or 4).

Page 90, Motorbikes. The penultimate sentence should be changed as follows:

Should they win the combat they can regroup 2D6" rather than D6".

Page 96, Re-crewing Guns. The following paragraphs will be added:

If the new crew is reinforcing an existing crew, they immediately become the same rating as the existing crew, regardless of what they were before (and also lose any other special rules they might have had).

If they are crewing an abandoned gun, then they keep their own Morale rating and special rules.

Page 103, Reverse Moves paragraph. A vehicle can reverse straight backwards, without any pivots, at up to half its standard Advance rate unless it is a recce vehicle (see page 118). Vehicles cannot mix forward and backward movement in the same turn – either you move forward, or you reverse.

Page 109, Vehicle crew paragraph. Delete tenth sentence: 'Ambushes are normally... ..trigger ambushes'

Page 119, Escape Reaction. The second paragraph will be changed to read as follows: The enemy's shot is then resolved as normal. If the target has moved out of range or sight then the unit shoots and automatically misses. Note that if firing at a recce vehicle with HE, decide to escape or not right before the firer measures the range to the target, just like a unit deciding to go Down when hit by HE.

Page 122, First line. Change 'at least partially' to 'completely.'

Page 124-125, HE weapons against buildings. The second and third paragraph will be changed to read as follows:

This means that when rolling to hit you ignore any to-hit penalties for cover. All other modifiers apply as normal – for example, Down in this case might represent the unit hiding in the building and if the enemy misses the shot, this might represent the them not having taken the shot at all, and instead still be searching for the target (and similarly a small team is more difficult to spot inside a building...).

If you score a hit, this means that the shell has managed to find – or make – an opening. The unit inside that floor of the building suffers a number of hits equal to the 'damage in buildings' value in the HE chart for that shell (D3, D6, 2D6 or 3D6). If the unit is Down (units in buildings can react by going Down as normal when targeted by HE), the hits are halved as normal, rounding up. When hit by [...]

Page 127, the following paragraph will be added.

OFFICERS IN BUILDINGS

If an officer has entered a building, his morale bonus and his 'You men, snap to action!' ability can be used on friendly units occupying a floor immediately above or below the officer's unit in the same building, or within 6" (or 12", depending on rank) of any opening the officer would be able to shoot out of.

Page 131, Hidden set-up. Second paragraph, the second sentence from the last will be changed to read as follows:

In addition, hidden units can never be chosen as targets for air strikes.

Page 137, Objective, second sentence. Change 'defender's' to 'opponent's'.

Page 137, First Turn. Replace entire paragraph with:

The battle begins. There is no first wave in this scenario. All units not held in reserve are deployed at the start of the game.

Page 153, Force Selection Rules, left column, fourth paragraph. Replace the beginning of the first sentence with:

If a vehicle listed as a transport/tow picks any option that means the transport loses its transport/towing ability, it no longer counts as a transport/tow for the purposes of force selection, [...].

Page 173, M4 Sherman 75mm. Change '134pts (Veteran)' to '234pts (Veteran)'

Page 195, T-34/76 Medium Tank. Change '134pts (Veteran)' to '234pts (Veteran)'.

Page 222, Orders table. Change rule for Down in Orders table to read "...gain an extra -2 to be hit".

ALL BOOKS – ERRATA

Jeps. In all books where they appear, change the 'Tow' line to read:

Tow: light anti-tank gun, light howitzer, light anti-aircraft gun.

Bofors 40mm and all other heavy automatic cannon artillery units. In all books where they appear, change or add the team line to read:

Team: 4 men.

Stubborn special rule (British paratroopers and all other occurrences). The rule will be changed to the current one on page 91 of the rulebook.

Renault FT tanks. In ANY army list, add the following option:

- The tank can upgrade the MMG to a low-velocity AT gun (+3 Pen) for +30pts.

Stuart M3 light tanks. The earliest variants of the M3 light tanks (i.e. the M3 Stuart Light Tank in Armies of the US, the M3 Stuart I & Stuart II in Armies of the UK, and the land lease Stuart M3 in Armies of the Soviet Union), should all have a single hull-mounted forward-facing MMG and have their cost reduced by 10pts.

In addition, they should add the following options:

- Add a pintle-mounted MMG to the turret for +15pts.

- Add two hull-mounted forward-facing LMGs for +15pts. Note that these .30 cal machine guns are treated as LMGs rather than MMGs to represent the awkwardness of this weapon layout. In addition, these weapons must always be fired against the same target as the vehicle hull-mounted MMG.

Stuart M3A1 light tanks. M3A1 Stuart Light Tank in Armies of the US, and the M3 Stuart III & Stuart IV in Armies of the UK should all add the following option:

- If the recce option is not taken, the tank can replace the hull-mounted MMG with a hull mounted forward-facing flamethrower for +40pts. This also makes it more vulnerable to damage. as normal for flame-throwing tanks.

M3/M5 Half-track. In all books where they appear, change the 'Tow' line to read:

Tow: any anti-tank gun or anti-aircraft gun; light or medium howitzer.

LVT-4 Buffalo. In all books where it appears, change the transport line to:

Transport: 30 men, or a jeep or bren carrier, or a light/medium artillery unit.

FIELD AMBULANCE (ANY ARMY)

Most armies would field some form of trucks or other softskinned vehicles converted into field ambulances for transporting medical supplies and medical staff around the battlefield and for the rapid evacuation of the seriously injured. Even though normally these vehicles would try to keep out of trouble, and even though the very obvious red crosses painted on them should protect them from being targeted by the combatants, in the heat of battle many did come unfortunately under fire. In game terms, they are unusual vehicles that share with empty transports the vulnerability to being in proximity of enemy units, but count as medics both in terms of special rules and platoon selectors.

Cost	50pts (Regular), 60pts (Veteran).
Weapons	None.
Damage value	6+ (soft-skin).
Transport	None (much like empty transports, ambulances are destroyed if they end their turn closer to enemy units than to friendly units, as described on page 92-93 of the <i>Bolt Action</i> rulebook).
Special Rules	- Medical vehicle: Being in proximity of an ambulance means that any wounded soldiers nearby have a chance of being treated by a medic or stretcher bearer from amongst the crew of the ambulance. All infantry and artillery units within 6" of the vehicle count as within 6" of a Medic.
Selectors	- An ambulance counts as a Medic for the purposes of the generic Reinforced Platoon selector from the <i>Bolt Action</i> rulebook and for all theatre selectors which INCLUDE any vehicle.

ARMIES OF GERMANY – ERRATA

Page 17, Tiger Fear special rule. The first sentence of the rule will be amended as follows:

All enemy units that are within 18" of, and have line of sight to, one or more vehicle with the Tiger Fear special rule (see the vehicles section of this army list) suffer from Tiger Fear. Note that the 18" range is measured AFTER you have declared which order you have given to the unit. Units suffering from... [...]

Page 28, Waffen-SS Squad (Late War). The cost and Options lines are modified as follows:

Cost: Inexperienced Infantry 35pts, Regular Infantry 50pts, Veteran Infantry 65pts

Options: Add up to 5 additional men with rifles at +7pts each (Inexperienced), +10pts each (Regular) or +13pts each (Veteran)

Page 30, Luftwaffe Field Division infantry squad.

The following option will be added:

- Up to 1 man can have a light machine gun for +20pts – another man becomes the loader.

Page 52, Tiger II. Add the following option:

- May have additional pintle-mounted MMG for +15pts

Page 71, SdKfz 250/9. Delete the Open-topped special rule.

ARMIES OF THE UNITED STATES – ERRATA

Page 24, Paratrooper squad & Glider squad. Add the following option:

- The squad can be given the Stubborn special rule at +1pt per man.

Page 25, Ranger squad. Change ‘Rangers Lead the Way!’ Special Rule to:

Rangers lead the way! Units of Rangers are allowed to make a Run move after both sides have finished set-up, but before the first turn of the game. During this move, the unit cannot assault enemy units, and cannot be targeted by enemies in Ambush.

Page 26, US Marines Squad (Mid- /Late-War). Cost line should be changed to:

Cost: Regular Infantry 70pts or Veteran Infantry 91pts.

Weapons line should be changed to:

Weapons: M1 Garand rifles

Add the following option:

- The squad can be given the Stubborn special rule at +1pt per man.

Page 32, Light Artillery (M1A1) and Medium Artillery (M2A1). Add the following option:

- May add a gun shield for +5 points.

Page 37, M5/M5A1 Stuart. Replace the current HMG option with:

- May have an additional pintle-mounted MMG for +15pts or pintle-mounted HMG for +25pts.

Page 37, Culin hedgerow cutter box-out. Change 2nd paragraph to:

- Any tank that has the option of adding a Culin hedgerow cutter may do so for +10 points per model. A tank so equipped...

Page 41, LVT(A)1. Add option to downgrade the coax HMG to MMG for -10 pts.

Page 45 and 46, all AA vehicles. The option to add an additional rear-facing pintle-mounted machine gun should be ignored.

Page 5, M3 Half-track. The Tow options should be changed to:

Tow: Any anti-tank gun or anti-aircraft gun; light or medium howitzer.

Page 50, Dodge 3/4 ton truck. The following option will be added:

- May upgrade the MMG to an HMG for +10pts.

Page 52, LVT-4 ‘Water Buffalo’ landing vehicle. Add following options:

- May upgrade both pintle-mounted MMGs to pintle-mounted HMGs for +20pts
- May have an additional forward facing hull-mounted MMG for +10pts

VETERAN INFANTRY SQUAD

Due to the relatively short amount of time at the front, and particularly because of the constant influx of replacements, regular US infantry units never got quite as ‘seasoned’ as those of some other countries that lacked the American manpower, training and organisation. Nevertheless, some regular Army units did fight on enough fronts to become true veterans, like the famous Big Red One (1st Infantry Division), or the ultra-decorated Nisei units, renowned for their courage and stubbornness under fire.

Cost	78pts (Veteran).
Composition	1 NCO and 5 men.
Weapons	M1 Garand rifles.
Options	<ul style="list-style-type: none"> - Add up to 6 additional men with rifles for +13pts each. - The NCO and up to three additional men can have submachine guns instead of their rifles at a cost of +3pts each. - Up to 2 men can have a BAR M1918A2 automatic rifle instead of a rifle for +5pts each. - The squad can be given anti-tank grenades for +2pts per man. - Any veteran infantry squad can be Tough Fighters for +1 pt per man.
Special Rules	<ul style="list-style-type: none"> - Tank hunters (if anti-tank grenades taken). - Tough fighters (if option is taken).
Selectors	The Veteran Infantry Squad is an Infantry Squad for the purposes of the generic Reinforced Platoon selector from the <i>Bolt Action</i> rulebook. It is also an Infantry Squad for the following theatre selectors of the <i>Armies of the United States</i> book: Operation Husky; Operation Avalanche; Cassino; Anzio, the road to Rome; Normandy; Operation Cobra; Operation Market Garden; Battle of the Bulge; Bastogne; Operation Grenade; Rhineland.

The entries below replace the M4A2 Sherman 'Zippo' or 'Ronson' Crocodile Flamethrower entry on p.41 of the *Armies of the US*.

SHERMAN 'ZIPPO' OR 'RONSON' AND SHERMAN CROCODILE FLAMETHROWER TANKS

In the Pacific Theatre a flamethrower tank was needed to root out the Japanese from their well-protected defensive positions. The M4's main gun was replaced with a heavy flamethrower to create the Zippo variant. In Europe the 2nd Armoured Division also used a version derived from the British Crocodile. The main difference, in this case, was the position of the flamethrower and the separate fuel-trailer with its larger fuel capacity.

Principal service: 1944–45.

Numbers manufactured: unknown ('Zippo'), 4 (Crocodile).

SHERMAN ZIPPO (EARLIER VERSION)

Cost	188pts (Inexperienced), 235pts (Regular), 282pts (Veteran)
Weapons	1 turret-mounted medium anti-tank gun with co-axial MMG and 1 forward facing hull-mounted flamethrower.
Damage value	9+ (Medium Tank)
Options	- May add a pintle-mounted HMG on the turret for +25pts.
Special Rules	- Internal, volatile fuel tanks makes each tank a potential fireball. Flame-throwing vehicles are more likely to be destroyed by damage, as explained in the rulebook.

SHERMAN ZIPPO (LATER VERSION)

Cost	140pts (Inexperienced), 175pts (Regular), 210pts (Veteran)
Weapons	1 turret-mounted flamethrower with co-axial MMG and 1 forward facing hull-mounted MMG.
Damage value	9+ (Medium Tank)
Options	- May add a pintle-mounted HMG on the turret for +25pts.
Special Rules	- Internal, volatile fuel tanks makes each tank a potential fireball. Flame-throwing vehicles are more likely to be destroyed by damage, as explained in the rulebook.

SHERMAN CROCODILE

Cost	196pts (Inexperienced), 245pts (Regular), 294pts (Veteran)
Weapons	1 turret-mounted medium anti-tank gun with co-axial MMG, 1 forward facing hull-mounted MMG and 1 forward facing hull-mounted flamethrower.
Damage value	9+ (Medium Tank)
Options	- May add a pintle-mounted HMG on the turret for +25pts.
Special Rules	- Jettison fuel trailer. The normal bonus for trying to damage flamethrowing vehicles does not apply to the Sherman Crocodile. - Slow. A Sherman Crocodile is Slow as it tows the fuel on a trailer – its move is reduced to 6" advance and 12" run.

ARMIES OF GREAT BRITAIN – ERRATA

Page 24, Paratroop section. The following Option and Special rule should be added:

- The entire squad may be mounted upon bicycles or welbikes for +1 pt per man

Bicycle/Welbike-mounted infantry: These follow the same rules as infantry, except when moving entirely on a road, in which case they double their Run move to 24" (this move cannot be used to assault). In addition, the first time they receive any order other than Run, or if they receive a pinning marker, they dismount and abandon their bicycles for the rest of the game – replace the models with models on foot.

Page 24, Paratroop section. Change the second sentence of the 'Stubborn' rule to read:

If forced to check their Morale, then they always test on their full morale value, ignoring any pin markers.

Page 25, Commando section. The submachine guns option will be changed as follows:

NCO and any other soldiers may have a submachine gun for +2pts each.

Page 35, Polsten gun. Add that the gun is platform-mounted.

Page 42, Cruiser Tank Mk VIII Centaur CS. Delete '1 hull-mounted MMG'. The points values is correct as is.

Page 44, Infantry Tank Mk IV Churchill I-VI & IICS. Change the fourth Option to read:

- May replace the 6-pdr with a 95mm medium howitzer at no points cost (making the vehicle a Churchill Mk V)

Page 45, Infantry Tank Mk IV Churchill VII-VIII. Replace the armament Option to read:

- Replace the 75mm gun with a 95mm medium howitzer for -10pts (making the vehicle a Churchill Mk VIII)

Page 50, M10 Wolverine. The cost is wrong and should be:

Cost: 144pts (Inexperienced), 180pts (Regular), 216pts (Veteran)

Page 51, Bishop and Sexton. Add the following option to both vehicles:

- May add AT rounds for the main gun for +10 pts. These allow the light howitzer to be alternatively fired as a light anti-tank gun. Declare which round is chambered if the vehicle is put on Ambush.

Page 56, M8 Greyhound. Add the following Option:

- May instead replace the light anti-tank gun and coaxial MMG with a pintle-mounted HMG with 360° arc of fire (M20 variant) for a reduction of -30pts.

Page 60, M5 Half-track. The Tow options should be changed to:

Tow: Any anti-tank gun or anti-aircraft gun; light or medium howitzer.

Page 62, LVT-4 Buffalo. Add following options:

- May upgrade both pintle-mounted MMGs to pintle-mounted HMGs for +20pts
- May have an additional forward facing hull-mounted MMG for +10pts

Page 69, Raiders! Selector. The anti-tank team entry will be changed as follows:

0-1 Anti-tank team: Boys anti-tank rifle team, PIAT team.

Page 76, Fall of Singapore selector. Add all transport and tow options from the Burma theatre selector on page 67.

Page 77, Burma selector. The anti-tank team entry will be changed as follows:

0-1 Anti-tank team: Boys anti-tank rifle team, PIAT team.

Page 77, 1942-45 Burma theatre selector.

Add to 'Tanks, Tank Destroyers, etc'

- Sherman V
- Valentine Mk III/IV
- M7 Priest

Add to Infantry:

- 0-1 Flamethrower team
- Boys anti-tank rifle team (to 'anti-tank team' line)

Add to Tows:

- Matador artillery tractor
- Scammell Pioneer Artillery Tractor
- Jeep

Add to Field Artillery:

- Medium artillery
- Heavy Artillery

Add to Armoured Cars:

- Humber light reconnaissance car
- Stuart III Recce

Add to Anti-tank Gun:

- QF 2-pdr

Add to AA Guns

- 20mm Polsten cannon

Page 80, Normandy selector. The Infantry sections entries will be changed to:

2 Infantry sections: Regular Infantry sections (mid-/late-war), Inexperienced Infantry sections, Veteran Infantry sections (late-war), Paratroop sections, Commando sections.

0-4 Infantry sections: Regular Infantry sections (mid-/late-war), Inexperienced Infantry sections, Veteran Infantry sections (late-war), Paratroop sections, Commando sections.

SAS ARMoured JEEP

Cost	56pts (inexperienced), 70pts (Regular), 84pts (Veteran).
Weapons	1 forward-facing HMG, 1 forward-facing LMG and 2 rear-facing LMGs.
Damage value	6+ (soft-skin).
Transport	May replace any LMGs with Vickers K guns counting as MMGs for +5pts each.
Special Rules	<ul style="list-style-type: none"> - Recce. - Frontal armour: This vehicle cannot be damaged by small arms hits from the frontal arc, but will still be pinned as normal.
Selectors	- The SAS Armoured Jeep is an Armoured Car for the purposes of the generic Reinforced Platoon selector from the <i>Bolt Action</i> rulebook and for all selectors featuring SAS infantry units.

SAS INFANTRY SECTION

Captain David Stirling's SAS (Special Air Service) had carved their regiment's name in the annals of history through their daring raids in the Western Desert. With the North African campaign won by the Allies, the SAS were split up to prey on German and Italian forces in other theatres. Whilst some units fought in Sicily, Italy and other areas of the Mediterranean, it is the squadrons that relocated to fight in north west Europe that interests us here. Those units that joined the war against Hitler and his armies became a brigade under Lt-General Boy Browning's Allied Airborne Corps. It consisted of two British, two French and one Belgian SAS Regiments.

In the open deserts of the North African campaign the highly mobile SAS patrols reigned supreme but on entering the war in Europe they would face an entirely different type of terrain – one

for which they had no experience in fighting over. Supremely flexible, as ever, the SAS men quickly adapted and they would retain the regimental philosophy of setting up bases behind enemy lines, gathering vital intelligence and, if the opportunity presented itself, wreak havoc before slipping away.

During the actions in France the SAS often had four-man units working with local French Resistance cells, with bridges, railway lines, supply dumps, etc all becoming favoured targets as they continued to harass and disrupt the enemy. The SAS Brigade would continue in this role through Belgium, the Netherlands and into Germany itself. It can certainly be said that the remarkable men of the Special Air Service live by their regimental motto, 'Who Dares Wins'!

Cost	72pts (Veteran).
Composition	1 NCO and 3 men.
Weapons	Pistol and rifle
Options	<ul style="list-style-type: none"> - Add up to 4 additional men with pistol and rifle for +18pts each. - Any man can replace his rifle with a submachine gun for +2pts. - Up to two men may have a light machine gun for +20pts. For each LMG, another man becomes the loader. - Light machine guns can be upgraded to Vickers K LMGs for a further +5 points each. - The squad can be given anti-tank grenades for +2pts per man.
Special Rules	<ul style="list-style-type: none"> - Who Dares Wins! To represent their special training and motivation, units of SAS have the Fanatics special rule. - Behind enemy lines. When Outflanking as described on p.119 of the Bolt Action rulebook, units of SAS ignore the -1 modifier to the Order test for coming onto the table. - Tank hunters (if anti-tank grenades taken). - Vickers K gun. The Vickers K gun (also known as the VGO) was a rapid firing machine gun developed for airplanes but also favoured by special forces. A Vickers K gun shoots with +1 dice compared to a regular LMG).
Selectors	The SAS Infantry Squad is an Infantry Squad for the purposes of the generic Reinforced Platoon selector from the <i>Bolt Action</i> rulebook. It is also an Infantry Squad for the following theatre selectors of the <i>Armies of Great Britain</i> book: Raiders!, Behind enemy lines, Operation Lightfoot, Tunisia, Normandy, Into the Reich.

WASP FLAMETHROWER CARRIER

The Universal Carrier was converted to carry many weapons, and amongst the most dangerous (not only for the enemy!) was a heavy flamethrower. The original Mk I and Mk. II designs were improved by the Canadian army, leading to the Mk IIC version, that had a single fuel tank at the back and an extra crewman that could operate either a Bren gun or a 2" mortar. Although the Wasp is not strictly speaking 'artillery' we've included it in this category as its role most closely approximates to that of a support weapon rather than, say, an armoured car or tank.

Cost	80pts (Inexperienced), 100pts (Regular), 120pts (Veteran).
Weapons	Forward-facing flamethrower firing to the front arc.
Damage value	7+ (armoured carrier).
Transport	- Upgrade to a Mk. IIC, adding a forward facing pintle-mounted LMG for +10pts.
Special Rules	<ul style="list-style-type: none"> - Open-topped. - Turn on the spot: The universal carrier can turn on the spot enabling it to execute a full speed run rate 'reverse' finishing the move facing in direction of travel. - Small vehicle flamethrower: The Wasp's flamethrower is somewhat less powerful than those mounted on larger vehicles, so the range of the weapon is limited to 12" and the number of shots is always reduced by one. - Flammable: Flame-throwing vehicles are more likely to be destroyed by damage, as explained on page 51 of the rulebook).
Selectors	The Wasp is Self-propelled Artillery for the purposes of the generic Reinforced Platoon selector from the <i>Bolt Action</i> rulebook. It is also Self-propelled Artillery for the following theatre selectors of the <i>Armies of Great Britain</i> book: Burma, Monte Cassino, Normandy, Into the Reich.

ARMADILLO

The Armadillo was produced in early war times by the RAF for defence of British airfields from the expected German paratroopers attacks. It was a commercial truck with bolted-on armour plates carrying on the back an armoured fighting compartment from which the crew could fire two Lewis guns a few rifles. Later, a Mark III version was created, adding a rearfacing 37mm COW automatic cannon – the intent of which was to engage transport aircraft and gliders delivering attackers onto an airfield. In total, almost nine hundred of these vehicles were built, and mostly given over to the Home Guard.

Cost	40pts (Inexperienced), 50pts (Regular).
Weapons	One Lewis LMG with a 360° arc of fire.
Damage value	7+ (armoured carrier).
Transport	<ul style="list-style-type: none"> - Add a second LMG with a 360 degree arc of fire for +5pts. - Add a rear-facing platform mounted heavy automatic cannon covering the rear arc for +40pts.
Special Rules	- Open-topped.
Selectors	The Armadillo is an Armoured Car for the purposes of the generic Reinforced Platoon selector from the <i>Bolt Action</i> rulebook and for the <i>Dad's Army</i> selector.

ARMIES OF THE SOVIET UNION – ERRATA

Page 28, Siberian Squad. Change the cost to the following:

Cost: Regular Infantry 50pts or Veteran Infantry 65pts

Change the first line in the options to:

- Add up to 7 additional soldiers at +10pts each (Regular) or +13pts each (Veteran).

Page 32, Assault Engineer Squad. Add the following option:

- Up to two soldiers can have a (captured) panzerfaust in addition to their weapons for +5pts each.

Page 33, Motorcycle squad. Remove the Tank Hunters rule, as this squad does not have the option to purchase anti-tank grenades.

Page 40 onwards. All light anti-tank guns artillery units should have a 3-men crew.

Page 41, ZIS3 divisional gun. The cost for the Inexperienced unit is going to be changed to 64pts.

Page 75 onwards. In all theatre selectors from the Battle of Stalingrad onwards, add the KV-8S tank to any that include a KV-8 tank.

FAI LIGHT ARMoured CAR

Built on the chassis of the GAZ A car (itself a licensed copy of the US Ford A), the FAI's initials stand for Ford-A-Izhorskiy (after the factory of manufacture). The civilian chassis could not carry too much weight so the vehicle's armour was only strong enough to resist light arms fire and shrapnel. Armed with a 7.62 mm DT machine-gun in a revolving turret, the FAI was primarily fielded by the Soviet Union where it was the most numerous armoured car in service until the start of the Great Patriotic War. This light armoured car also saw service during the Spanish Civil War on both sides as well as during World War II with Finnish and German forces (at least one German operated FAI was taken under control of the Polish Home Army during the Warsaw Uprising too!).

Cost	52pts (Inexperienced), 65pts (Regular), 78pts (Veteran).
Weapons	1 turret-mounted LMG with 360° arc.
Damage value	7+ (armoured car).
Special Rules	- Recce.
Selectors	The FAI is an Armoured Car for the purposes of the generic Reinforced Platoon selector from the <i>Bolt Action</i> rulebook and for all of the selectors of the <i>Armies of the Soviet Union</i> book that allow the use of a BA-10 or BA-20 armoured car.

ARMIES OF IMPERIAL JAPAN – ERRATA

Page 14: Reinforced Platoon. Add the following line to the list of units:

0-1 Kempeitai Political Officer.

Page 17: Forward Observer. In the list of weapons available, change 'assault rifle' to 'rifle'.

Page 26: Suicide anti-tank team. Add the following Special Rule:

Tank Hunters

Page 36: Type 92 tankette. Change the Weapons line to read as follows:

Weapons: 1 turret-mounted MMG and 1 forward-facing hull-mounted HMG

ARMIES OF FRANCE AND THE ALLIES – ERRATA

Page 47, Bofors 40mm L/60.

Page 59, Bofors 40mm.

Page 82, Bofors 40mm. Amend (or add) the weapon's Team entry to read:

Team: 4 men

Page 21, Renault FT. Add the following option:

• Upgrade the MMG to a low-velocity anti-tank gun (+3 Pen) for +30pts.

Page 27, AMC Schneider P16 Half Track. Change the Recce special rule to read:

- Recce (dual direction steering)

Page 61, Cars and Light Utility Trucks. Change the vehicle's weapon line to:

Weapons: None

Add the following to the list of Options:

- Add a forward facing or rear facing hull-mounted light anti-tank gun for +50pts

Page 69, Norwegian Inexperienced Infantry Squad. The basic cost of the unit is listed as 70 pts. Change this to 35 pts.

Page 77, 10th Motorized Cavalry Brigade Infantry Section. Change the second option entry to read:

- Up to 1 man can be armed with a BAR automatic rifle for +5 pts.

Page 86, The Battle of Poland 1939. Add to the Transport and Tows section the following missing line:

0-1 Tow from: C4P half-track tractor, C2P artillery tractor, C7P artillery tractor

Pages 93 & 94, Greece army list and Battle of Greece selector. Add to the available Transports and Tows an artillery tractor, which uses the same entry as the Laffly heavy tractor on page 31 of the same book.

Pages 94, Battle of Greece selector. Add Cavalry Troop to the units that can be chosen for the 0-4 additional infantry units.

Page 97, Partisan Reinforced Platoon. Delete the '0-1 Captain or Major' line line.

Page 100, Inexperienced Partisan Squad. Delete the option to make the Inexperienced Partisan squad Shirkers at -3 pts per model. (Partisans cannot be shirkers, otherwise they simply wouldn't have joined the partisans, would they?)

Page 103, Partisan Infantry teams. Add the following entry:

SNIPER TEAM

This entry represents anything from an untrained civilian out for revenge on the occupiers to a seasoned hunter that has decided to join the resistance.

Cost: 35 pts (Inexperienced), 50 pts (Regular), 65 pts (Veteran)

Team: 2 (sniper and assistant)

Weapons: Sniper has a rifle and assistant has a pistol

Special rules:
- Team weapon
- Sniper

ARMIES OF POLAND

Armoured Cars. Add the following:

WZ.29 'URSUS' HEAVY ARMoured CAR

Designed in 1929, the Samochd Pancerny wzr 29 ('armoured car 1929 pattern'), was more commonly known as Ursus or CWS. Based on the chassis of a 2-ton truck, the Ursus mounted a 37mm anti-tank gun and multiple machine guns. Although adequately armoured for the inter-war period, the Ursus was the poor relation when facing more modern opposition in 1939. From the beginning of the German invasion of Poland in September 1939, the Polish 11th Armoured Battalion, containing the Ursus, was in action performing valuable reconnaissance and patrolling duties. The Ursus performed well in action, largely due to its 37mm gun, but its relatively slow speed and lack of all-wheel drive compromised its effectiveness. No wz.29 armoured cars survived the war.

Cost	72 pts (Inexperienced), 90 pts (Regular), 108 pts (Veteran).
Weapons	One turret-mounted low-velocity light anti-tank gun, one turret-mounted rear facing MMG, and one hull-mounted rear facing MMG.
Damage value	7+ (armoured car).
Special Rules	- Low velocity light anti-tank gun. The Puteaux SA18 counts as a light anti-tank gun but with an armour penetration rating of +3 instead of the usual +4. - Recce. - Too many jobs! Combining the roles of commander, gunner for two different weapons and loader together means it's hard to do different things at once! To represent this it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned. In addition, the vehicle may fire either the main gun or the turret-mounted MMG in the same turn, not both.
Selectors	The Ursus is an Armoured Car for the purposes of the generic Reinforced Platoon selector from the <i>Bolt Action</i> rulebook and for the <i>Battle of Poland</i> selector.

ARMIES OF ITALY AND THE AXIS – ERRATA

Page 1, Credits. Sincere apologies to Jonathan Baber, whose name was omitted from the credits of the book. The Credits will be amended as follows:

Written by: Steven MacLauchlan, Judson MacCaull,
Jonathan Baber, Vesa Nenye, Anton von Wirtzenau and
Peter Munter

Panzerfaust. In all instances in the book, the cost of the panzerfaust option will be changed to +5 pts (rather than +10pts).

Page 15, Camicie Nere militia infantry section. The last sentence of the 'Non Testati' rule has been truncated and should be reworded as follows:

Apply the ability before resolving the shooting or close combat.
The result rolled then applies for the rest of the game.

Page 17, Paracadutisti. The 'ski troops' rule should be deleted, as the Paratroopers don't have the option to take skis.

Page 28, Trucks. Under the heading 'Tow:' the second instance of 'light anti-tank gun' will be changed to 'light anti-aircraft gun'.

Page 30, 1940-41: The Invasion of Greece.

Page 31, 1940-43: The War in Africa. In both of these selectors, change '75/36 heavy AA gun' to '75/46 heavy AA gun' in the Artillery section.

Page 33, 1941-43: The Eastern Front. Under 'Tanks, Self-Propelled Guns and Anti-Aircraft Vehicles', remove the following line:

0-1 vehicle from Semovente 47

Page 44, Kaukopartio squad. The Deep Strike Mission rule will be reworded as follows:

Deep Strike Mission: when a Kaukopartio unit that is Outflanking as described on page 119 of the BA rulebook becomes available, it may enter the battle from anywhere along either the right/left table edge (depending on the chosen side) or any point along the enemy's own table edge. For example, if a Kaukopartio decided to outflank left, it could enter from any point along the left table edge (regardless of the turn it became available), or any point along the enemy's table edge.

Page 46, Panzerschreck team. Add the following option to the unit listing:

- The team may be equipped with skis for +2 pts.

Pages 56-60, Finnish Theatre Selectors. All instances of '0-1 Allied Infantry' will be deleted.

All Finnish Theatre selectors, except for the Winter War, should include the option for an air observer as an alternative to the artillery observer.

Page 61, War in Lapland. The selector is missing the Artillery entry. Use the same one of the selector on page 60 (i.e. the same artillery guns, anti-tank guns and anti-aircraft guns).

Page 61, War in Lapland. The Special rules will be reworded as follows:

Best in Reserve. Only tanks and assault guns can be bought as Veterans.

Page 65, Infantry Section. Remove the special rule which states that units gain Tank Hunters if equipped with a Panzerfaust.

Page 66, Bulgarian Mounted Section, Special Rules. The second sentence should read:

Bulgarian cavalry units may not move into contact with an enemy unit while mounted.

Page 68, 20mm Flak 38. The following should be added to the Special Rules:

- Gun shield.

Page 68, Renault R35 tank. The entry is incorrect. Use instead the entry for 'Captured Renault R35' on page 24-25 of the same book (Italian list), which is correct.

Page 70, 1941-44: Occupation Force

'Sd Kfz 232 (8-rad)' should be changed to 'Sd Kfz 231 (8-rad)'.

Page 74, Infantry Section. Change the Special Rule to read:

- Tank Hunters if unit equipped with anti-tank grenades.

Page 76, Hungarian Mounted Section, Special Rules. The second sentence should read:

Hungarian cavalry units may not move into contact with an enemy unit while mounted.

Page 78, 40mm Bofors Anti-aircraft gun. Amend the weapon's Team entry to read:

Team: 4 men

Page 82, Axis Vehicle in Hungarian Service special rule.

Remove the following vehicles:

Panzer IV H, StuG III G, Panther A or G, Hetzer

Page 89, Late War Infantry Section, Cavalry Section, motorized infantry section. Remove the special rule which states that units gain Tank Hunters if equipped with a Panzerfaust.

Page 89, Romanian Mounted Section, Special Rules. The second sentence should read:

Romanian cavalry units may not move into contact with an enemy unit while mounted.

Page 90, Heavy Mortar. The 'Weapon' line should be changed to:

Weapon: 1 heavy mortar.

The crew should be changed to 4 men.

Page 92, Renault R35 tank. The entry is incorrect. Use instead the entry for 'Captured Renault R35' on page 24-25 of the same book which is correct.

LANCIA ANSALDO IZ AND IZM

The most numerous Italian armoured car to be produced during World War I, the Lancia Ansaldo IZ and IZM saw action in both World Wars as well as during the inter-war period. Ten Lancia IZ were produced in 1916. Characterised by its two-tier machine-gun turrets, the Lancia IZ's other most recognisable feature were the cutting rails designed to deal with barbed wire and similar obstacles prevalent on the battlefield of the Great War. Seeing the success of the IZ, the Italian army ordered 110 more, but after concerns about stability the top machine-gun turret was removed. The rear fighting compartment was equipped with an extra port for a third machine-gun, and a rack for a liaison bicycle. The resultant IZM became available in 1917. The two versions of the Lancia armoured car were used well guarding against Austrian incursions, playing an important part in the rearguard action covering the retreating Italian forces at Caporetto in 1917. Following the action at Caporetto, it wasn't uncommon to see Lancias in service with German and Austrian armies as spoils of war.

During the twenties and thirties, the majority of IZMs were sent to East Africa and Libya as the Italians looked to protect their eastern colonies. The IZMs saw action during the Ethiopian Campaign in 1935, acting as reconnaissance units. The small *Corpo Truppe Volontarie Italia* also fought in the Spanish Civil War of 1936-38, supporting the Nationalists, although these all but obsolete armoured cars fell prey to the Russian BA-3 and BA-6 armoured cars.

These completely outdated machines were still in service in Libya and other East African colonies when the Second World War broke out. Most fought in Eastern Africa where they met equally vintage British and Australian armoured cars, and were all but wiped out during the course of those actions. Some were deployed with Italian troops in police and antipartisan operations in the Balkans, primarily in Yugoslavia. By November 1943, those that survived were captured and pressed into German service. Some were sent to the army of Hungary. Most were destroyed or captured in 1944 during the Yugoslavian uprising and Allied conquest of Italy.

Cost	64 pts (Inexperienced), 80 pts (Regular), 96 pts (Veteran).
Weapons	Two turret-mounted MMGs.
Damage value	7+ (armoured car).
Options	<ul style="list-style-type: none">- Add one hull-mounted rear facing MMG for +10pts.- Add one MMG mounted in a second, independent turret for +5pts. This is the original IZ version, which also suffers the 'Too many turrets!' rule (see below) and cannot have the optional rear-mounted MMG.
Special Rules	<ul style="list-style-type: none">- Recce.- Too many turrets! (IZ version only). Three MMGs mounted on two separate-targeting concentric turrets in such a cramped space led to space and stability problems. To represent this, it is always necessary to make an order test when issuing an Advance order, even if the vehicle is not pinned.
Selectors	The IZ and IZM are Armoured Cars for the purposes of the generic Reinforced Platoon selector from the <i>Bolt Action</i> rulebook and for all of the selectors of the <i>Armies of Italy</i> book, except for the 'Eastern front'.

LATE WAR PARACADUTISTI (PARATROOPERS) INFANTRY SECTION

This entry covers late-war units of Italian paratroopers, like the newly formed Nembo division that took part in the defence of Anzio and Rome, and the units that kept fighting on the Axis side until the end of the war.

Cost	70pts (Veteran).
Composition	1 NCO and 4 men.
Weapons	Rifles
Options	<ul style="list-style-type: none">- Add up to 5 additional soldiers at +14pts each- The NCO can replace his rifle with a pistol for -3pts, or a submachine gun for +3pts, or an assault rifle for +5pts.- Any man can replace his rifle with a submachine gun for +3 points each.- One man can have a light machine gun for +20pts – another man becomes the loader.- Up to 3 men can have a Panzerfaust in addition to other weapons for +5pts each.- The entire section can be given anti-tank grenades for +2 points per man.- The entire section can be Fanatics for +2 points per man.
Special Rules	<ul style="list-style-type: none">- Stubborn. Paratroops don't give in easily! If forced to check their morale when reduced to half strength then they always test on their full morale value ignoring any pin markers.- Tank hunters (if anti-tank grenades taken).- Fanatics (if option is taken) – this replaces the Stubborn rule above.
Selectors	The Late War Paracadutisti count as an infantry squad for the purposes of the generic Reinforced Platoon selector from the <i>Bolt Action</i> rulebook. Alternatively, they can be added to selectors for scenarios set in Italy between the defense of Anzio and the end of the war.

TANK WAR – ERRATA

Page 13. Vehicles and Pinning box-out. The entire box-out has been superseded by BA 2nd edition and no longer applies. It will be deleted and replaced with a pretty picture of tanks in action.

Page 39, Michael Wittmann. In his list of skills, change Bloodlust to Eye for Terrain.

Page 59, Hell's Highway. Under Set-up, replace the second sentence with:

The German player chooses at least half of his force and deploys it within 6" of either or both long table edges. German reserves may move in from either long table edge when they become available.

FREQUENTLY ASKED QUESTIONS

Let's say that a unit has lost a model as a casualty (by choice or because of exceptional damage), so that it's no longer in formation (i.e. there is a gap of over 1" between two parts of the same unit). When it's next activated, does the unit have to be ordered to Run or Advance in order to move back into formation.?

Yes, a unit that is activated when it's not in formation MUST either Advance or Run back into formation. If it fails the order and goes Down, it must try again the next time it's activated.

If a unit fires at a target and it scores a mix of normal damage and exceptional damage, which player removes the casualties first?

Casualties from Exceptional damage are removed before normal casualties.

Do unarmed models count as having pistols?

No, they do not. They can fight in close quarters, but have no ranged weapons.

Is a Tow considered a Transport, for the purposes of being automatically removed from the board if it ends a turn closer to an enemy unit? Likewise, does an empty Tow get to fire all of its guns, or simply the basic one that the crew is assumed to fire?

Tows are covered in the rules for transports, therefore suffers the same drawbacks.

The chart on page 47 indicates that a infantry unit cannot be given a Run order while it is in rough ground. However, on page 77: "If a player wishes a unit to engage an enemy at close quarters, it must be given a Run order and the player must also declare the unit is making an assault". So it seems that infantry units in rough ground cannot perform charge actions. Is that right?

A unit that starts in rough ground can assault, and it counts as a run, but it's only up to 6", as described in Assaulting through terrain, on page 79 of the rulebook.

If a transport vehicle is destroyed, transported unit suffer D6 hits. Do these hits use the PEN value of the weapon that hit and destroyed the vehicle?

No, the roll to damage is made without PEN modifiers.

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Do generic units that can be taken by several armies get the army's special rules of the army they are fielded in? For example, do Irregular natives of the Japanese army (Empires in Arms book) have the Banzai Charge rule, etc.?

For simplicity's sake, we rule that all Generic Units (like the natives, ambulances, horse-drawn limbers...), do NOT use any army special rules.

Can recce vehicles escape from units targeting them with Indirect Fire weapons (like a mortar)?

Yes, they can.

If an indirect fire unit (like a mortar) is firing at a recce vehicle approx 15" away, is the vehicle allowed to recce to within the minimum range so the shot automatically misses?

No, as an escape move can never be used to move closer to the attacker.

If during a battle, the last unit I am left with all have the Slow Traverse/Load rule, does it mean I cannot do anything any more?

If that happens, the enemy gets to activate all of their units first, then you get to activate your remaining "slow traverse/load vehicles" in a random order at the end of the turn.

If both players are in this situation, the rules simply cancel each other out.

When an airstrike is called in, and you roll either a fighter-bomber or a ground attack aircraft result that puts a HE template on the unit you're targeting, in addition to the pins the aircraft itself caused during the attack run, does the HE template itself generate extra pins (for example, if a ground attack aircraft causes D3 pins on the unit, does the 4 inch HE template it drops on the unit generate an additional D6 pins for a total of D3+D6 pins? Or is it just the D3 pins?)

The HE template does not cause additional pins.

When a building is set on fire by a flamethrower, it says that 'any and all surviving infantry units will abandon it in the same way as disembarking from a destroyed transport'. Does this mean the unit also suffers the D6 hits that come with exiting a destroyed transport?

No, they do not take additional hits.

Leading on from that, in those rare occasions where we use 3 or even 4 storey buildings, if a unit occupies the top floor of the building when it is set on fire, how does it exit? The maximum run order only allows it to reach the bottom floor at most and not exit the building. Are they just assumed to evacuate from the bottom floor anyway regardless of distance or are they destroyed?

Evacuate from the bottom floor anyway – fear gives you wings!

When targeting a soft-skin vehicle with heavy weapons with a penetration modifier, it states that 'these additional modifiers do not apply to soft skin vehicles'. Does this mean that even a super-heavy anti-tank gun with a penetration value of +7 still needs to roll a 6 to penetrate a soft-skin?

The Pen of the weapon does apply. What does not apply against soft skins are the Additional Modifiers (i.e. those listed in the chart on page 107), because soft skins have no armour.

Most entries for medics in army lists stipulate the medics can take a pistol for self-defence. However, under the Geneva Convention rules, they can't fire any weapons. Does this mean they can shoot with the pistols? If so, in what situations?

They cannot fire it, but when assaulted, the pistol gives them Tough Fighters (assault weapon).

During preliminary bombardment, if an infantry unit is inside a transport at the start of the game, are they still targeted by the bombardment? If so, is a separate dice rolled for them and they take

separate pins from the transport they are riding in? Moreover, if they suffer an 'incoming' result, is the one automatic hit resolved against the infantry unit riding or against the transport?

Do not roll separately from units that are onboard transports. Roll just for the transport unit, and if any pins are inflicted on the transport, then the same amount of pins are inflicted on all units on board. If the transport is hit and destroyed, the passengers are affected as normal.

The weapons chart shows that flamethrowers have D6 or D6+1 shots. Is that correct? Or should that be a 1 instead?

Yes, it should be a 1 in both cases. The issue is that the weapons chart tries to be helpful by stating 'D6' for the number of shots. D6 (or D6+1) is the number of hits caused by a hit, not the number of shots. You roll once to hit, and then, if you hit, the hit is multiplied into D6 hits.

In early army books, AA Bofors gun and other similar guns don't have the 'platform mounted' description, even if the models are very obviously platform mounted (for sound historical reasons!). Are we really supposed to use these guns with just a 45° arc of fire or can they be used with 360°?

Base the use of the gun onto the actual model. If the gun is sold mounted on a turntable or rotating mount, then follow the rules for 360° arc of fire.

If an artillery unit is deployed in rough ground (like a forest), and it receives an Advance order, can it turn to fire?

Yes, it can, but it cannot move from its position with a Run move.

Let's imagine a sniper is located in a building and it shoots from a window. If in the following turn it wants to shoot through another window, does it count as having moved?

No, the sniper can indeed fire as a sniper from any opening on that floor with a Fire order. Only infantry with fixed weapons (i.e. with limited arc of fire) must be ordered to Advance from one opening to another.

What angle of fire should infantry squads, snipers and similar units get when firing from windows and doors, 180° or something else? Do fixed weapons like MMGs get their usual 45° on each side of the barrel?

As inside a building we cannot see the model and its position is abstract, we suggest using 180° for all weapons, including fixed ones.

If an artillery unit is deployed inside a building and therefore chooses an opening to fire out of, can it choose a different opening after receiving an Advance or Run order?

Yes, the artillery unit can choose a different opening to fire from if given an Advance order. On the other hand, it cannot leave the building it's deployed in, so there is no point issuing a Run order to it.

When a vehicle with more than one weapon fires, I must choose all the targets BEFORE I start shooting, or I can shoot a weapon and if I want I can choose to shoot the same objective or another one?

Declare all targets before you resolve fire.

Some units from first edition books, like Sgt Kenshiro, or Polish lancers, have additional attacks. And most of these are tough fighters too. How does this work in the second edition?

If a rule states that a unit has additional attacks in melee, that rule applies as normal, literally (so lancers get two attacks rather than one). Then, if the unit are also Tough Fighters, they get to re-roll all hits as normal.

The rules give the carrying capacity of a Schwimmwagen as 3 men and if you fit an MMG the vehicle loses all transport capacity. Does this mean the vehicle is not an empty transport and is permanently 'FULL' when fitted with the MMG, which also means it would NOT have to be removed if closer to an enemy unit than a friendly unit at the end of the move.

Correct, as the transport no longer count as a transport (see page 152-153), it loses both weakness of empty transports, as explained on page 114-115 of the rulebook – so it is not destroyed by the proximity of enemies and can fire all weapons.

Page 153 says the transport loses 'transport/tow' capacity, but the Jeep entry (page 176) just says it loses 'transport capacity'. Which one is it?

All vehicles that lose transport capacity also lose tow capacity, as they can no longer carry the crew of the towed weapon, and basically change their role from that of transports into that of mobile weapons platforms.

When allocating orders out by using an officer's 'You men, snap to action' special ability, can I allocate Order dice to other officers' teams within range? If so, can these other officers also then in turn use their 'You men, snap to action' special ability to order more units within range (including potentially other officers and so on)?

Yes, you can.

Can all AA guns fire all around?

No, only the ones that are described as mounted on a pintle, turntable or rotating platform.

If a unit with a gun shield (or body armour) is inside a building, do the +1 modifiers to the damage value stack up? For example, what is the damage value of a regular unit with gun shield inside a building: 5+ or 6+?

The bonuses do not stack up, and the same is true for body armour and any similar rule. So in the example, a Regular unit with body armour or a gun shield inside a building is damaged on 5+.

Does a 'free' unit take up a Force Selection slot? Or could a British player with two reinforced platoons field three artillery observers? If not does that mean the Russian or French 'free' squad counts towards the maximum number of squads per platoon?

The free units are additional to the Selectors. In each cases it's +1 per army, not per platoon.

The Guidelines to Force Selection sometimes contradict the Force Selection Rules (e.g. Guidelines say a captain can be fielded in place of a lieutenant, one heavy weapon per three infantry squads, best if no more than one Forward Observer, maximum of one tank, light armour, artillery per three infantry squads, etc.). Is the Force Selection Rules section the one we should follow and are the guidelines merely 'developers' thoughts rather than actual rules?

The Guidelines are developer's notes and intended to help out players who do not wish to use the Selectors.

On page 65 of the United States Army book, in the Anzio selector, the infantry options are listed as: 'inexperienced infantry squads, regular Infantry squads, Ranger Squad, Paratrooper Squad.' Is the difference between plural (Squads) and singular (Squad) a typo? Does it mean we can mix squad skill levels? Are WE only allowed 1 Ranger squad out of the 4?

It is indeed a typo. They should all be in plural, as in any reinforced platoon you can mix experience levels and number of squads. When a selector limits a squad to a maximum number, it does state so.

I want to collect an army of paratroopers. However there are no specific paratrooper officers, snipers, MMG teams, etc to go with my paratroopers squads. The same goes for all units of infantry with special rules, like commandos, gurkhas etc.

We assume that the special rules only apply to the 'proper' (and normally larger) squads of paratroopers, but not to their HQs and support teams, as they are not big enough for the rule to 'come into play', or that their tactical role is different, as represented by their own special rules or specialised weaponry. So, we normally just select officers and support teams of the same quality as the relative infantry squads – in the case of paratroopers for example, choose all of your officers and support teams as Veterans – they are not going to be as hard as the men, but still not bad. Also, when possible equip them with weapons that make them as similar as possible to their 'main troops'. For example, equip Gurkha HQs with submachine guns, so they become exactly as effective as Tough Fighters in close quarters.

If my platoon includes cavalry squads, can I mount an officer and the men in his team on horses?

That sounds reasonable; in a platoon that includes one or more cavalry squads, any HQ team can be mounted on horses at the cost of +5 pts per man, getting the Cavalry special rule.

Regarding the Hungarian cavalry HQ, it would seem fair to allow them to assault while mounted (in other words, to exclude them from the Cavalry squads prohibition to charge into close quarters) – it seems reasonable that the impetuous Fanatic rule takes precedence!

After the Armies of XXX is released, can I still use the XXX army list from the rulebook or from one of the free PDFs on the Command Post?

The Armies of XXX army list replaces the relative list in the rulebook or the PDF. However, if a player does not own the Armies of XXX book, he is of course free to use either the list in the rulebook or the PDF. In events like tournaments and other organized play, normally the organisers will clearly state which army lists are 'sanctioned' for use in the tournament – the norm being that the Armies of XXX series takes precedence over any other list.

There doesn't seem to be anything to prevent infantry operating a Fixed Team weapon from assaulting. Is this intentional? Should medium and heavy mortar crews, MMG and HMG crews be able to assault? As they may not fire during an Advance Order, is that meant to imply they cannot Run and so cannot Assault?

There is absolutely nothing stopping them from assaulting – you can assume they leave their weapon behind and assault, only to recover it later (assuming they survive the fighting). In general, this is not going to happen very often, as they are normally much better off firing their weapon at the enemy (in the case of machine gun teams), or simply running away from enemies that get too close (in the case of mortar teams).

If a unit has an option to upgrade from normal infantry to another mode of transportation (cavalry, bicycles or motorbikes), and the player pays the point to upgrade the squad, does that mean that the unit automatically gets the special rules related with that mode of transportation?

Yes, if a unit is upgraded with mounts (normally horses or motorbikes) it gets the Cavalry or Motorbikes rules on page 71 of the rulebook. If upgraded with bicycles, it gets the Bicycles rules (see for example page 21 of the Armies of Germany book).

With an Escape move, can I legally move into cover, or behind a line of sight breaking obstacle, such as a building, if that location is closer to the attacking enemy than from where I began. Or, am I required to move into cover that is also further away from the attacking enemy.

You can move closer to the attacking enemy if that is in order to get out of sight or behind cover. You are not allowed to move closer to the attacking enemy while staying in the open.

Does exiting the map satisfy the requirements for an escape reaction move?

Models cannot normally move off the table (normally it's impassable terrain). In scenarios where they are allowed to do so, it would be acceptable to leave the table as an escape move.

Can cavalry and motorbikes manoeuvre when executing an escape move or do they have to go in straight line away from the enemy that is targeting them?

They can manoeuvre, but remember that this escape move is executed at normal speed, and not at double speed.

Is it really intended that a Panzer IV costs only 5 pts more than a Stug III? They have the same gun and same armour, but the Panzer has a turret and an extra MMG which are surely worth more than 5 points.

In the case of expensive vehicles, points values are sometimes rounded up or down to the nearest 5, so it is possible that in this case the two vehicles were further apart in cost, but the rounding up/down process has by chance brought them so close together that the difference may not seem enough. In other words, the Panzer IV might have been two points more expensive and the Stug might have been two points cheaper, which would have made the real difference more like 10 points, but the rounding up/down process might have caused them to be only 5 points apart.

Does the Motorcycle with machine-gun sidecar (BMW R75, Zündapp KS 750, etc.) follow the movement rules for armoured cars (wheeled) or for motorbikes?

The rules for wheeled vehicles with the exception specified in its entry.

Cavalry and motorbikes cannot react to shooting by going Down, but can escape move instead, and afterwards are assigned down order. So in fact they're down anyway?

The dice is placed to show Down to mean their turn is over, but as long as they are mounted, they do not get the benefits of being Down.

Can armies use captured vehicles? For example, the Russians used captured German vehicles and vice-versa. No, they cannot, at least by a strict application of the rules about forming reinforced platoons. However, we have used 'captured vehicles' (or indeed 'allied vehicles') in many friendly games, and it's very good fun!

It's also helpful to reach a certain amount of points for a game if you have a very 'varied' collection! We normally rule that they should be taken as Inexperienced or at most as Regular, but certainly not as Veteran, as the crew would have less experience with their use...

If a Green unit is upgraded to Regular (and whenever a unit's quality is permanently changed by a special rule), how many pin markers does it take to destroy it automatically?

Count the current 'upgraded' status of the unit. So, to destroy a Green unit upgraded to Regular you need 9 pin markers.

When playing a scenario where a portion of your forces are deployed prior to the start of the game, and a portion are held back to form either a first wave or in reserve, does the spotter and his associated mortar/artillery team count as 1 or 2 units for the purposes of calculating the aforementioned portion?

They count as 1 (because they only have 1 dice).

At what point exactly do units hit by an artillery barrage or by an air strike decide whether to go Down or not?

The principle is that units must normally decide to go Down when they are targeted, before they know whether they have been hit or not. In case of an artillery barrage, you should decide this when the unit has been determined to be within range of the barrage, but before rolling the dice to see whether you suffer a direct hit (6) or not (1-5).

In the case of an air strike, however, we will have to make the exception that the unit must decide to go Down after the 'Here it Comes' result has been rolled, but before the type of Warplane is rolled for.

If player A calls for an airstrike, gets it, and rolls 'Rookie Pilot'.

The opposing player takes it, places it on player A's unit. Should player A have to roll to hold fire of his flak capable weapons? Or could he instead choose to automatically fire his flak at his own plane?

Flak units must test to hold their fire against friendly planes, even if the plane is attacking their own troops by mistake (i.e. Rookie pilot).

If you target a unit in a building or an empty building with a multiple launcher, how do you work out how many templates hit the building?

When firing a multiple launcher against a unit in a building (or an empty building), measure the 6" for additional targets from the building itself. Note that only one of the rockets can hit each building, even if it includes multiple enemy units on different floors. Then resolve a normal indirect fire heavy mortar shot on each target. You cannot fire if any potential target building includes any friendly units.

If a fixed weapon changes firing point from one window/door to another on the same floor of a building, does that count as an Advance (so it can fire with -1) or a Run (no firing)?

An Advance, so they can fire with an additional -1 to hit modifier.

If I shoot at a unit of artillery that has only one or two crew models left, does the 'small team' to-hit modifier apply or not?

The small team rule applies to units made of one or two infantry models (implying 'and nothing else', which should have been stated clearly). So, so as long as there is also a gun model, that unit is not made just of one or two infantry models, but also includes a non-infantry model, so the small team bonus does NOT apply.

If I shoot at a unit that is already Down with an HE weapon, do they get to halve the hits or does this just apply to units that go Down as a reaction to the HE shot?

A unit that is already Down does halve the hits from HE hits, in the same way as it benefits from the -2 modifier to being hit.

Do the 'free' units (like the rifle in USSR or the medium artillery in the French army) give attrition points when you kill them? If so, how many points?

They are worth the points they would cost if you purchased them, so you'll have to calculate this.

I have a query regarding what exactly happens to a unit on a transport if it is assaulted, I know they dismount but...how? How does the unit dismount? Where do you place them? What happens if they win the assault? Can they act if the owning units player gets the next order dice?

The units in the assaulted transport follow the rules for units that are 'forced to dismount' from a transport – so they are placed D6" away from the transport as per regrouping, and then go/ remain Down. The assaulting unit is then considered in assault range, regardless of where the troops are placed – simply move the closest assaulting model to the closest dismounted model that is fighting and then continue as per a normal assault.

Note that the dismounting unit can only benefit from the advantages of defending cover if the assaulting unit had to cross cover to reach the transport vehicle in the original assault move against the transport.

In other words, if the transport was 'in cover', then the passengers are. If it was not, then they aren't.

If my infantry squad includes a flamethrower, and the squad fires at an enemy, can I choose not fire the flamethrower?

You can decide whether to fire the FT in the unit or not before measuring range to the target. If you fire the FT, then you have to roll to see if it runs out of fuel, even if you find it was out of range.

Can a turreted vehicle in Ambush react to a movement outside the arc of fire of its weapons? Can the turret turn to react to the Ambush trigger?

You cannot trigger the Ambush nor fire against any target whose move is entirely outside all of the vehicle's weapons' arcs of fire (and line of sight). If the move crosses any arc of fire and sight, including the 360° of the turret, you can trigger the Ambush. When you trigger the Ambush and turn the order dice from Ambush to Fire, all of the vehicle's weapons that can draw LOS to the moving unit that triggered the Ambush can fire, including the turret (as long as it's not jammed).

Can a vehicle in Ambush fire at different objectives with different weapons (as per a regular Fire order) or only at the one that triggered the Ambush?

Only at the one that triggered the Ambush.

Ambush by a unit with panzerfaust: when reacting and firing, can the panzerfaust fire against a different target? For example, if a unit disembarks and my Ambushing unit fires at the disembarking passengers, can my unit also fire a panzerfaust at the transport they are disembarking from?

No, you cannot. The ambushing unit can only fire at the unit that is currently moving, and whose moment the ambushers are interrupting.

When I fire a multiple launcher, do I have to hit the target unit in order to then measure range to other targets?

When firing a multiple launcher at a unit, you put the template on the unit as usual and then measure 6" from the edge of it for any other units. You don't have to hit the first unit to be able to target the others, you get to roll a die for each target.

HE weapons can target empty buildings (to demolish them). However, with multiple launchers, because they also can hit anything within 6" of their primary target, they can target an empty building and then be able to hit anything within 6" of that building. Is that correct?

Yes, you can target an empty building with a multiple rocket launcher, just as you would target a unit inside the building. Measure the range to other potential targets from any point of the floor in the target building where the rocket explodes (see rules for indirect fire against buildings). This might indeed make multiple launchers slightly more effective when fired this way.

A unit 'A' is in rough ground (at the very edge of a forest). An attacking unit 'B' is in open ground, 9" away. Attacking unit 'B' orders run to assault the 'A' unit. Does it work?

By the letter of the rules, if the base of the 'closest model' in the target unit is slightly inside the terrain, the attacker cannot move at a run, so the charge is not allowed, even if there is only 1mm of terrain to cross. If the base is even slightly outside it, the charge is allowed. The grey area only arises when the base of the 'closest model' and the edge of the terrain are perfectly overlapping... which I think it's what it's meant by the words 'at the very edge' in the question. In such a marginal situation we recommend rolling a die for it.

Note that this is different from the case of a unit defending a linear obstacle. Such unit can be assaulted at a run of up to 12" as long as the run brings the assaulting unit in contact with the linear obstacle.

Can a medic or an artillery/mortar spotter fire the weapons of a vehicle they are being transported in?

It's the passengers doing the firing, and therefore medic units, because they 'cannot fire any weapons', cannot fire a transport's weaponry.

Spotters similarly cannot fire weapons and cannot spot while in the transport (extending to them the rules for HQs, which cannot use their special rules while transported).

Some units, like a Soviet IS2, can't use the first die drawn in a turn. However, if a friendly officer uses the dice and then allocates one of his 'Snap to' dice to the IS2, can this fire as you resolve the 'Snap to'?

Yes, it can. Imagine that the officer is concentrating on spotting targets for the vehicle.

If a recce vehicle is on 'Ambush' this turn, and an enemy fires at it, can the recce vehicle do an 'escape move'?

Yes, it can. It's the same as going Down from Ambush.

If a recce vehicle is charged by an enemy that starts the assault from within 6", which rule takes precedence, the Surprise charge (so the vehicle cannot react with either a shooting or an escape move), or the escape reaction (so the vehicle cannot react by shooting, but can react by escaping)?

The Surprise charge takes precedence, so if a recce vehicle is assaulted from within 6", it cannot react with either a shooting or an escape reaction.

I have a question about the kettenkrad and lg/41 in the armies of Germany V2 book and the QF6pdr and the Jeep in the armies of great Britain. In both cases they mention the towing vehicle being able to tow said gun in the intro text, but under the vehicle stats they can't actually tow it with rules as written. In cases like these is it acceptable to have them towed by said vehicle as long as it's theatre specific (i.e. Market Garden or German paras at Monte Cassino)?

We think it's perfectly acceptable to allow those vehicles to tow them, but you should first agree this with your opponent.

If units with special deployment rules are part of the first wave then their special deployment rules take precedence. However, in certain scenarios with first wave it also says no units are allowed on the board during the start of the game. Do forward deployment units still deploy in that situation? The scenario in question is Key positions, but there are a few others with the same wording.

If they are part of the first wave, these units (snipers, spotters, observers...) can deploy as stated even in scenarios that say 'no units start on the table', because their special rule takes precedence. If instead they're held in Reserve, they cannot.

Would a one-man turret vehicle that fails to come on in the First Wave be moved into reserve automatically, or would it be forced to come on the second turn with the -1 morale test?

The simplest solution is to move it into reserve (no outflanking allowed).

TANK RIDERS

When tank riders are riding on a "Recce" vehicle that is fired on, which happens first, the escape move, or the disembarkation?

The escape move. After that, if the vehicle is fired on, and found to be within range, the tank riders must dismount before the shot is taken.

Same as above, but escape move takes the transport vehicle out of sight or arc of fire, but not out of range. Do the riders have to disembark?

No.

When disembarking because their transport was fired at how far from the vehicle can the riders be placed? Do they follow the regular disembarkation rules and get to move an advance or run distance before going down (Dismounting from Transports rule, page 116)? Are they placed D6 from the vehicle as if it had been damaged (Effects of Damage on Passengers rule, page 116)?

They follow the regular rules for Dismounting from transports.

Can riders that are forced to disembark use this movement to exit the map if the scenario allows units to exit?

Yes.

ARMIES OF GERMANY - FAQs

Tiger Fear: does a unit being transported have line of sight to the vehicle causing Tiger Fear if the transport itself has it?

If the transport has LOS to the Tiger Fear-causing vehicle, so have any passengers.

I have a question about Wehrmacht Sturmpanziere weapon – grenade launcher GzB-39. According to rules of indirect weapons I can fire it to other target than rest of the unit. But can I shoot it to other target using its other PEN +3 profile?

No, the anti-tank version cannot be fired at a different target, as it's neither a one-shot weapon nor an indirect fire weapon.

The Einstossflammenwerfer entry on page 35 states that these are one-shot weapons. So we have two questions about the interaction of the one-shot weapon and the flamethrower rule:

1) Can you confirm if single-shot flamethrower models are removed once they have shot?

2) If the answer to the above is 'yes', and I choose not to shoot both flamethrowers in the same turn, what happens then? If only one shoots and is removed, does the surviving model have to test morale because half the unit was destroyed?

If only one FT is fired, the one-shot weapon rule tells us to replace the model with an unarmed model. When the second FT fires (or if both fire in the same turn), the team has no more FTs, so the FT rule tells us the whole team is removed.

The Panzer 38(t) options say you can upgrade for -30pts ('reconnaissance version'). Does this mean it also gains the 'Recce' special rule? Or is it just called the reconnaissance version?

It's just the name of the different version, the vehicle does not gain the Recce rule.

The Panzerspähwagen P204 (F) (page: 72) is not mentioned in any theatre selectors. In which can be fielded?

Any selector that allows armoured cars from the Operation Barbarossa selector onwards.

In the Sturmpanzer rules it says the main gun is 'treated as a heavy howitzer and cannot fire to long range.' This would seem to suggest that the Sturmpanzer is only capable of firing its rocket mortar in effective range and so does not suffer the -1 to hit penalty for shots between 18-36 inches. Am I understanding this correctly?

The limit applies only when firing directly over open sights. The range of an indirect fire is not affected. So the range of the Sturmpanzer main gun is as follows: 36 (or 36-84)

Do the Tiger I tank and other vehicles armed with 88mm guns have the versatile special rule?

No, only the Flak 36 88mm artillery version of the gun has the versatile rule.

Can a Nebelwerfer or other multiple rocket launcher be manhandled?

Yes, they follow the normal rules for artillery units.

Which vehicles are allowed to tow a Nebelwerfer or other multiple rocket launchers?

Treat them as light howitzers for towing purposes.

ARMIES OF THE US - FAQs

According to the book, the M3 White Scout Car is in 'transport & tows' section with an option to be Recce vehicle. In the book's theatre selectors there is no M3 White Scout Car as a 'transport & tows' option, but only as 'armoured car or recce vehicle'. Is it possible to take one M3 White with Recce as 'armoured car or recce vehicle' and one per infantry unit in the reinforced platoon?

The M3 White Scout car should be in the Transport and Tows section of the selectors. If an M3 is upgraded to recce status it counts as the platoon's recce vehicle.

I have a Hellcat M18 TD. They were unbelievably fast and you attest on your site, but you have no speed rule listed with it. So how many inches does it move and will you put it into the errata if it's more than the usual 9"? If it is only 9" (normal tracked vehicle), why?

We have chosen not to go into the differences in maximum speed, as it was often a theoretical value and not a reality of real battlefields littered with terrain, mud etc. If we change this policy, of course the Hellcat will be one of the first vehicles we'll look at.

US Engineers squads. In which theatre selector can I take them as Veterans (i.e. late war)?

As the theatre does not offer any strict ruling about whether the engineers are the early or late war ones (i.e. Reg or Vet), you are absolutely free to take either – you make the call, you pay the points. Personally, as I play US myself, I'd use the Infantry in the theatre as a guidance, so if the available infantry is not late war, I'd take the regular engineers, if the available infantry is late war, I'd take the Veteran engineers (so just in the 1945 European selectors and Iwo Jima). But of course one could argue that their training was superior and so one could take them as Veteran even earlier... I would not have a problem with that either, as there is no strict right or wrong 'by the rules'.

If Rangers are deployed on the table in games with Preparatory Bombardment, do they get to 'lead the way' out of the deployment zone before the bombardment is resolved, or must they wait and be bombarded first?

As both the Rangers' special move and the preliminary bombardment happen in-between the Set-up and the First Turn, we think the best (and most exciting!) solution is to leave that on a dice: If you roll a 4+, your Rangers make their move before the bombardment and therefore will escape it if they move out of their Set-up area. If you roll 3 or less, they are caught flat-footed and will be rolled for during the bombardment, and then make their special move.

If Rangers are in the First Wave, can they make their special Run move before the first turn of the game (and so, are out of the table before the beginning of the game)?

If Rangers are in first wave, they can make their way onto the table AFTER preliminary bombardments, but BEFORE the first dice is drawn.

I was reading the armies of the United States book and under the entry for the 57mm anti tank gun M1 it says the airborne one had a special carriage that allowed it to be towed as if it were a light gun as opposed to a medium one. Is this an actual rule? As currently I have been playing as my jeeps cannot tow the guns, however if they count as light in an airborne army then they could tow them.

It is actually not a rule, because there is no way to tell apart (in rules terms) between a normal Jeep and a Jeep used by airborne troops. With opponent's approval, on the other hand, if you had an all-airborne force including Jeeps, it's perfectly fine to allow your Jeeps to tow a 57mm AT gun.

ARMIES OF GREAT BRITAIN - FAQs

Looking at the 25-pounder model, it looks like the model is platform-mounted, but in the Armies of Great Britain it doesn't have the platform-mounted rule. So is the 25 pdr platform-mounted or not?

No it is not, that rule refers to guns mounted on fast-rotating platforms designed to track aircraft in flight.

Can you clarify how the Gurkhas' Scary Blighters! rule interacts with some other melee rules?

Tough fighters vs Gurkhas? If a unit of tough fighters fights Gurkhas in close combat, they simply halve their initial attacks. For example, ten tough fighters attack a unit of Gurkhas – they roll five attacks instead of ten, but then for any hit scored they can roll to hit again, as normal.

Tough as boots vs Gurkha? The unit calculates its attacks (counting 'tough as boots'), then it halves its attacks.

Tough as boots, some with SMGs, vs Gurkhas? The unit calculates its attacks (counting Tough as Boots), then it halves its attacks, then the player can re-roll as many hits as there are tough fighters (i.e. men armed with SMGs) in the unit.

Can the free Regular Artillery Forward Observer from the Artillery Support special rule (page 17) be upgraded to Veteran by paying the difference in points? Particularly in the Market Garden selector, where it is mandatory (if possible).

No, the free Observer is included in the army as normal, but cannot be upgraded, not even in Market Garden.

Can the free British Artillery Observer be accompanied by one or two men as normal? If so, are they also free or do I need to pay for them?

The free observer can indeed pay additional points to add one or two Regular soldiers to his unit.

In the Armies of Great Britain book, the last sentence of the Artillery Support rule (page 17) refers to selectors that do not include FAO (like a small Commando force, for example). However, there are no such selectors in the book...

That's right, so the free FAO is allowed in any of the selectors included in the book. This exception to the rule will therefore only apply in selectors that we may publish elsewhere, or that people may create themselves.

If I field a model of a British light howitzer that is not a 25-pdr (like a 3.7-inch mountain howitzer, for example), can I use the same AT shell rule as the 25-pdr?

Yes, as you pay the same points. We assume that some AT shells were available to all guns of this type.

If a unit with 'Blood Curdling Charge' assaults a unit which is in Ambush, can the unit in Ambush shoot the assaulting unit as they came in?

The Blood-curling Charge rule only refers to the Target Reacts section of an assault, not to Ambush. So if a unit is in Ambush it can fire.

Are there rules for Tulip Sherman rocket launchers?

No, but how about trying the following rules with your opponent's consent:

'Tulips' are allowed in the 1945 – Into the Reich British army book selector and optional for all Sherman tanks.

Options: May add one or two additional tulip rockets for +25 pts per rocket

Special Rules:

Tulip rockets. These count as a turret-mounted heavy howitzer with the following additional rules:

- inaccurate. The tulip only hits on a 6, no modifiers apply.
- one-shot rocket
- complex operation: the tank may fire either one rocket or the main gun per turn.

Could you clarify how the AVRE mortar is used? I am not clear about the long distance in indirect fire.

The Petard mortar can only be fired at targets within short range, that is within 36", so it cannot be fired indirectly at all.

ARMIES OF IMPERIAL JAPAN - FAQs

If I mount my senior Japanese officer on a horse, can I mount any of his attendants on horses as well?

Normally, the option can only be taken by an officer without any attendants. However, if the platoon includes cavalry squads, then the other men in the officer's team can have horses at +5 pts per model.

Banzai charge (p.14 Armies of Imperial Japan and p.201 of Bolt Action Rulebook) states: '...If a Japanese infantry unit is ordered to run (or charge) the closest visible enemy, any order test for that move is automatically passed as if the unit had rolled a double one.' Does this trigger Incredible Courage (p.42 BA2 Rulebook) on the auto double one and the unit would also lose D6+1 pins, or not?

No, it does not, the unit only loses 1 pin marker – the words 'as if the unit had rolled a double one' refer just to the to the passing

the test automatically (just as if it had rolled a double 1), not to the other effects of rolling a double 1.

In a Banzai move the unit must move directly towards the enemy or can it go around rough ground?

The unit must go around impassable terrain and friendly vehicles, but must otherwise go through other types of terrain, which can slow it down. So, for example a squad in rough ground can use the Banzai rule to Run/charge 6" towards the nearest enemy.

Does a squad NCO modelled with a sword count as an officer for the purposes of gaining the Tough Fighters special rule?

No, only the officers do. There is a big difference between carrying a sword and being trained to use it!

ARMIES OF THE SOVIET UNION - FAQs

I was wondering about the Ampulomet's special rule regarding setting vehicles on fire. Since they can set a tank on fire on a roll of 6 (even where their +2 pen wouldn't allow them to damage, say vs. a Vet Pz.IV), should we consider they technically CAN "damage" any armor value and thus allow them to pin Veteran crews regardless of armor value"? Or is this special rule ignored regarding pinning and they don't get to pin any 9+ vet tank? The rules say you get to pin IF you can "damage" the target vehicle. Is this to be read as "any sort of damage" or as in "enough Pen to actually penetrate"?

The Ampulomet counts as a weapon that CAN damage any vehicle, and thus even veteran vehicles can be pinned by it.

In the Soviet bolt action book it isn't clear with all of the vehicles as some of them such as the M4 Sherman, Matilda and Churchill are not specific tanks but rather tank series and it doesn't specify which variant. Would this mean that it would be any variant of from the tank series or just the A1 or is there some that I can take and some that I can't?

Use the basic vehicles (so standard, earliest M4 75mm in the case of the Sherman). However, if you're playing a certain scenario and era, and you've done the research and your opponent is ok with it, then it's fine to use other variants that were actually used.

Does the body armour bonus apply against hits suffered in close combat? And what about against hits from a destroyed transport the engineers were riding in?

Yes to both, as most damage in close combat is caused by small arms, and damage from burning transports does not have a Pen value and thus counts as small arms fire.

Does the body armour stack with the Extra Protection special rule?

No, troops in building with body armour are still damaged on 6.

In the book Armies of the Soviet Union, on Page 56, it is possible to use other Tanks via Lend Lease. But which variants can I use? For Example: M4 Sherman is a substitute for the T-34, but which

variants of the M4 Sherman or Stuart (for T-70) etc, can be used? All Variants like the M3A1, M3A3 etc? Or only the original M3?

We suggest using only the most common variants of these vehicles. If you look at the production quantities of the US and British vehicles, stick to the ones produced in thousands rather than the ones produced in hundreds. For example, Shermans equipped with 75mm and 76mm guns are fine, and maybe even the most common 105mm version, but do not include the rarer ones like the Jumbo, the Zippo, the Calliope...

In the Stalingrad selector, can I make use of the Fanatical Defence special rule to modify the free Soviet Inexperienced squad?

Yes, you can.

Leningrad selector: '[...] Scout squads or a maximum of 2 Assault Engineers squads, Ski Troops squads'. It's not clear if the maximum of 2 applies only to the Engineers or also to the Ski Troops.

Only to the Engineers.

In the 'Siege of Sevastopol' selector there are Veteran squads allowed amongst other infantry units. At the end of the selector there is the special rule 'Baptism of fire: No Soviet forces can be veteran'. So the question is: Can I field Veteran units in this selector?

No Soviet forces (except for veteran infantry squads, see above) can be Veteran.

I have recently purchased a Soviet starter box and an additional Soviet trooper box, as well as the Soviet forces book. On the weapons sprue, there are Automatic Rifles, however in the Armies of the Soviet Union book, there are no options for that weapon. Is it this correct that the Soviet units cannot take Automatic Rifles?

Correct, treat the Tokarev semi-automatic rifle as a normal rifle. If you prefer, you are welcome to agree with your friends to use for the Tokarev the same rules as a Garand M1 rifle from the Armies of the US (i.e. no penalty for moving and firing).

ARMIES OF ITALY AND THE AXIS - FAQs

For the Italian rule 'Avanti Savoia', do Veteran infantry go to 'Super-Vet' at morale 12, or does it simply stay at 10 when the rule swings to the positive modifier

The morale goes higher, and can then be modified down by pin markers and other modifiers to tests. However, do remember that a result of 11 or 12 on a test is always a failure, regardless of modifiers.

On page 22, the 90/53 flak gun's entry states: 'this entry can also be used for German 88mm Flak 36 in use by Italians'. Is that the 'model' to use? Or is the intent to use the listing from the German book?

It means you can use the profile of the 90/53 Dual-Purpose AA Gun to represent a German 88mm model crewed by Italian artillerymen. It does not allow you use of the entry from the Armies of Germany book. Players may of course want to allow this instead, as long as they both agree!

If I play with an Italian army in an attacker-defender scenario, the enemy can't do a Run order in the first turn if the Italian is the defender. Can an artillery unit move onto the board in the first turn if it is in the first wave (it only can move with a run order)? And a fixed weapon (it only can move with a run order)?

By a strict application of the rules, those units would not be able to enter the game, so you must leave them in Reserve instead, even in scenarios that do not allow reserves.

Finnish Sissi recon squad and snipers have the Master of the Hunt rule meaning they can advance and go into ambush. Mixed with the trained huntsman which gives them a +1 to-hit bonus, this would mean a non-moved unit in ambush would be hitting on a 2 (plus addition hit modifiers). My question, as the ambush rule is: The unit does not move or fire. When the sissi recon squad open fire from ambush after advancing that turn, do they count as having moved (do they get the -1 to hit for moving and shooting) and if they do count as moving. Would a Finnish sniper be allowed to use his scope?

No, they do not count as having moved, they count as stationary (so yes to sniping and no -1 penalty for moving and firing).

Do the additional German units in a Hungarian army, for example, benefit from the German army special rules?

Yes, they would benefit from all four German army special rules.

In 'Armies of Italy and the Axis' – (page 40) the Finnish Army Special Rule 'Sisu' states: '...Veteran units increase their base Morale to 11..' While... in the Second Edition Bolt Action Rulebook, in the 'Maximum and Minimum Morale' section (on page 43) – it states: 'Regardless of...bonuses or penalties...a unit cannot have a morale value of greater than 10 or less than 2. Ten is the best value possible.' So... do Finnish Veterans get bumped-up to 11, or do they stick at 10?

Special rules always trump core rules, so the Finnish Veterans 'in Sisu' make exception and have Morale 11, as stated.

ARMIES OF FRANCE AND THE ALLIES - FAQs

If a Partisan army takes a German vehicle with a medium machine gun, will that MMG have 5 shots or 6?

The vehicles from the Italian and German lists used by the partisans do not bring with them the German/Italian army special rules, but rather use the Partisans army special rules.

On page 16 there is an entry of motorbike section, but unfortunately it is not appearing as option in any selector (pages 10, 34 or 36). Where can it be used.

This section can be taken as a regular infantry squad in the generic selector from the rulebook or any French selector of this book.

If a vehicle with the One-man Turret special rule is in reserve, does it need to take two separate tests to advance onto the table? And what if it's in a first wave instead?

A vehicle in Reserve already has to take a test with a -1 modifier anyway, so the One-man Turret rule effectively has no effect on vehicles in Reserve. If the vehicle is in a first wave, it must take an order test before it can enter the table. If the test is failed, the vehicle is placed in reserve (and it cannot outflank, of course).

Does the Fanatic rule on the Polish HQ units have any effect, as these units are so small?

Only in the rarest of circumstances – when a three-man HQ team loses an assault by suffering a single casualty! So yes, the rule is there more for colour than for real effect.

The Partisan list states all captured vehicles must be Inexperienced. How does this work with vehicles that don't have an Inexperienced cost (such as Panzer III Ausf L, M or Panzer III Ausf N)?

These vehicles cannot be included in the list.

The Partisans' special rule in Armies of France and the Allies says that an enemy unit moving within 6" from the bombs token is hit by the equivalent of a heavy howitzer 3D6 hits (if a 6 is scored). In second edition BA should we use the 3D6 or the howitzer HE template?

3D6 hits, as if the target unit was in a building.

LAST LEVY: THE DEFENCE OF BERLIN BOXED SET - FAQs

What are the rules for the Luftfaust and for the Krumlauf assault rifle?

These weapons will be covered by future supplement books, but in the meantime use the following get-you-by rules.

Luftfaust: Any unit included in the 1945 – Last Levy selector of the Armies of Germany book can take Luftfaust rocket launchers. Up to two models in the unit that have been equipped with a panzerfaust can replace their panzerfaust with a Luftfaust for free. The Luftfaust counts as a light autocannon that only fires HE rounds and has a range of 24" instead of 48". It also has the Flak and One-shot special rules.

Krumlauf assault rifle: Any unit included in the 1945 – Last Levy selector of the Armies of Germany book can take a Krumlauf assault rifle. Up to one model in the unit can replace his weapon with a Krumlauf for +10pts. The Krumlauf counts as an assault rifle. In addition, when the unit has a Down order, every time you remove the Down order from the unit at the end of the turn (or even if you decide that the unit stays Down for the next turn), the model with the Krumlauf can fire his weapon as normal. This represents him firing the weapon while remaining in cover.

TANK WAR - FAQs

When you are using Crew Skills the vehicle starts at Inexperienced and is bought at the Inexperienced cost. once they have two skills, the vehicle goes up a level to Regular. do you then pay the increase in cost for it? E.g. if you buy an Inexperienced Chinese Panzer I for 56 points and then get two skills, do you then pay 70 points for it, or do you get the Regular upgrade free?

If you need to 'buy' the vehicle again (or just in order to balance forces), use the points for the relative Quality level – so pay for a regular vehicle if the crew is now regular, and veteran cost when the crew is veteran.

Does the Force Selector on page 11 override theatre selectors (e.g. Soviets take extra armour choices in the Berlin theatre, Americans can take 3 MGs, etc.)?

Yes, if you use the Armoured Platoon selector, you are not using another selector. Army special rules still apply however (so the Soviets get an additional inexperienced squad for free, but remember that you must buy a transport for them).

For a Radio Network (p.13/14) it mentions taking the three compulsory vehicles from the same entry, does this mean the variant doesn't matter? i.e. you can take three Churchills and get the Radio Net regardless of taking a Churchill Mk I, Mk II and Mk III?

Absolutely yes. The variant does not matter, if the tanks are taken from the same entry in the book (as is the case for the MkI, II and III Churchill tanks).

What theatre selectors can the Legendary Crew be used in? And what about ARVs?

Assume that they are available in the theatre selectors that their base vehicle is available to.

What do I do if a vehicle gets enough skills to be promoted to veteran, but the selector I'm using does not allow veteran versions of that vehicle?

Such unique veteran vehicles are allowed, overruling the limitations for the selector.

THEATRE & CAMPAIGN BOOKS - ERRATA & FAQs

With the few exceptions in the section below, there are no plans to consistently compile all errata and FAQs for these books. Rather, only the major errata&FAQs will be covered.

This is because, even more than the rest of the BA range, these books are written in a spirit of fun and cooperation between the players. Some of the rules in them are fairly extreme and game changing (amphibious assaults, snow & ice, Maginot Line fortifications...), and to be honest the normal rules of BA struggle to accommodate such different situations and had to be pushed to the limit... and beyond! We assume therefore that players will resolve any conflict arising from rules included in these books in a friendly and fun manner, or roll a die and move on with the game.

For example, when using a legendary, named character (such as John Frost, Wittmann, or Dick Winters), what slot do they take in a reinforced platoon? Well, use common sense. For example, if they are an officer, they should use up the slot that most

closely represents their rank. If the character fought with several different ranks throughout the war, choose the rank that best suits your force.

For this reason, when organising a Bolt Action tournament, we recommend to choose armies from the '**Armies of**' series of books only (as well as this **Errata & FAQs PDF**). The other books are more suitable for themed campaign days and other non-competitive events.

Of course, organisers are free to add more books/armies/units to their tournaments, as long as they are ready to resolve any rules queries that might arise on the day.

OSTFRONT

Page 79. Strafbattalion Penal Infantry Squad. The first line in the options should be changed to:

• Add up to 5 additional men with rifles at +7pts each (Inexperienced) or +10pts each (Regular)

BATTLEGROUND EUROPE

Page 75. Wasp flamethrower carrier. The Small Vehicle Flamethrower rule should be changed to:

• The Wasp flamethrower is somewhat less powerful than those mounted on larger vehicles, so the number of hits it causes is D6 instead of D6+1.

NEW GUINEA

Page 13: Deployment should read: 'The Japanese Player deploys first. The entire force may be deployed within 18" of any landing craft, but no more than 12" from the waterline.'

Page 85: Jungle Engineer Section options. Amend flamethrower to read:

(Regular or Veteran only)

Page 91: IJA Engineer Section options. Amend flamethrower to read:

(Regular or Veteran only)

Can the Lone Sniper use his LMG as 'Sniper' weapon – meaning it does exceptional damage, ignore cover etc?

No, the LMG does not use the sniper rule. He only uses the sniper rule when firing his rifle.

Knit Guerillas. *Choosing your officer from the France and Allies book, you only get the option of inexperienced or regular. But considering the officer is leading a group of guerillas, surviving in the jungle who can all be veteran, can the officer be a veteran?*

Not by the strict application of the rules, but of course in a friendly game I would have no problem allowing you to do that.

Also, the selector gives the option of a light mortar. Using the France and allies book for the Netherlands, no light mortar option is available. Should this option be available, or is it meant to be a medium mortar, as that is what the KNIL had before being overrun?

It should be a medium mortar.

ROAD TO BERLIN

On page 52 and 53, KEDYW SQUAD & AK MILITIA SQUAD. Add to both entries the following:

Up to 2 men can be armed with submachine guns at +3pts each

Page 109, Extended Last Levy theatre selector. Add STRAFBATTALION PENAL SQUADS to the list of units available under 0-4 Infantry Squads.

Pages 22 and 23. *I took interest in the new motorcycle units. But as I read their options they comment that any LMG is considered to be on a motorcycle with sidecar. But I don't see the option for the*

unit to buy the LMG. So I was wondering if that was something that was missed and needs errata saying they can take one or two at 20pts or something.

It is indeed a mistake, the squads can indeed buy up to two LMGs at +20pts each.

Page 67 – bottom right – Transports and Tows. *'0-1 Transports per infantry unit in the reinforced platoon' – it doesn't say which ones. Should it just be 'Truck' which is mentioned under 'Tows'?*

Yes, that's correct.

OPERATION MARKET GARDEN

Page 18-19, US Reinforced Parachute platoon. Add the following to Special Rules:

Jeps can tow 57mm AT guns.

Page 22 and 23. Add to both selectors:

Armoured Cars

0-2 Airborne Recce Jeps

EMPIRE IN FLAMES

Sparrow Tactics. Add the following sentence:

Note that this rule cannot be used by units that have already used other special rules to Set-up unconventionally (like Observers/Snipers), but only by units that Set-up as normal.

Chinese Nationalists list, Suicide anti-tank team. Add the following Special Rule:

Tank Hunters

Page 82, Bhanbhagta Gurung. The entry states he gets 4 attacks rather than the usual 2, the old rule for tough fighters. Replace with:

He gets 3 attacks instead of the normal 1. And has tough fighter as well, being in a Gurkha squad.

D-DAY: OVERLORD

Page 136, Airborne Royal Engineer section. Cost should be 70pts rather than 85pts.

Page 137, Beach Assault Section. Cost should be 50 pts (regular) and 65pts (Veteran).

Page 139, Parachute Special assault section. After tank hunters it should read:

(If anti-tank grenades are taken).

Page 138, Parachute Diversion Section. Composition should be: NCO and 7 men.

Page 146, Fusilier Squad. Cost of regulars should be 50pts rather than 60pts.

All Bangalore torpedoes entries. Replace the last bracketed line with the following:

Roll 2D6. To destroy the obstacle the player must roll 6 or more hits.

The Dug-in rules should be as follows:

Dug In gives you the benefits of being Down (-2 to be hit, halves HE hits), and if you issue a Down order, you double the benefits (-4 to be hit, quarters HE).

FORTRESS BUDAPEST

The Sorozatveto rocket launcher can be included as an artillery unit in all of the theatre selectors in the book, except for the Mountain Border Guards.

Page 108, Panzer Grenadiers. The cost is wrong and should be as follows:

Cost: 55pts (Regular) 72pts (Veteran)

Options

- Add up to 5 additional men with rifles at +11pts (regular) or +14pts (veteran) each

[...]

BATTLE OF THE BULGE

Page 27: I&R Platoon HQ. Insert new Special Rule:

Note – Whilst this entry is listed as a 'Platoon HQ' it is acting in the intelligence and reconnaissance role and so is still subject to the note on page 26; i.e. this is an intelligence officer, not an infantry officer and therefore does not confer morale bonuses or give the 'You Men, Snap to Action!' rule.

Page 27: I&R Selectors. Add the following text at the end of the existing narrative:

Note that both the I&R Platoon HQ and the I&R Squad count as standard infantry squads for the purposes of Theatre Selector restrictions; for example, if a Theatre Selector allows 0-4 Infantry Squads, both the I&R Platoon HQ and I&R Squad come out of this allowance, they are not an additional allowance.

Page 65: Captured Vehicles special rule. Should read:

Captured American vehicles listed in the Theatre Selector above may be used. These cost an additional +10pts per vehicle due to their scarcity, and armoured vehicles must be Inexperienced due to the crew's unfamiliarity with their use. In addition, open-topped American vehicles are also subject to the 'Erstaz appearance' rule as described below in the Panther Ersatz M10 and Ersatz German vehicles; this is due to the German occupants having less than perfect American uniforms and procedures. However, their detection range is only 6" due to the difficulty in visually detecting this.'

Page 109: Prevot Militaire Squad Weapons. Delete 'Rifles and pistols' and replace with 'Pistols'.

BATTLE OF FRANCE

Page 83: Royal Engineers Section options. Amend flamethrower to read:

(Regular or Veteran only)

Page 85: Dragons Portes VB Group. Amend composition to read:

1 NCO and 3 men

Amend Weapons to read:

Rifles with VB launchers

Company Commander

What happens to units of the losing side left on the battlefield once the game is over?

Any surviving units on the losing side are considered to have successfully fled the battlefield to return to their company. For the sake of simplicity, this also includes artillery guns.

A unit which is taken out of game because it failed a moral test, isn't really destroyed, but flees the battlefield and I can buy replacements

for the lost men with the logistics points I get after the battle. But what happens with a unit that is lost because all men became casualties?

The first part to the answer is covered on the last paragraph on page 123. If a unit is destroyed in combat, roll a dice for each model to see who survives. However, if the entire unit is lost, you effectively have an empty slot in your company which can be filled by attempting to buy a new unit to replace it. However, whilst you can buy more units than your original company started with, you can never go over the limits of units imposed by your choice of theatre selector. A new unit to replace the empty slot can be made up of existing soldiers using the Managing Manpower rules on page 125. However, it would have to be of the same type of unit as the one which had just been destroyed, for the sake of simplicity.

If I request replacements but don't get them, do I lose the logistics points or do I keep those I wasn't able to spend due to unlucky dice rolls?

You get to keep the points. Whilst your request has been denied, the kudos you have earned with your chain of command is still in the bank, so to speak.

WESTERN DESERT

Page 121, Regular infantry. Add the Option: One soldier may have a VB launcher for +20pts

Page 144. Delete Camionettisti light mortar team.

Page 147. Delete both instances of:

Must be taken as Regular.

Regarding the Camionettisti Arditi X Forces, they have the 'must be mobile' rule but their selections do not include transports. I assume this is an error and they should have the same list as Compagnia Sahariana?

That is correct, the selectors should include the SPA AS37
OR SIMILAR CAPTURED COMMONWEALTH
TRANSPORT VEHICLE

Regarding Compagnia Sahariana. Squads are set at an NCO and 3 men. Up to 2 men may upgrade to SMG, Up to 2 men may upgrade to LMG. Is the NCO meant to be able to upgrade to an SMG? Also, if 2 LMGs are taken one will be automatically without a loader (unless the NCO can load)?

The NCO can have one of the two SMGs, and can act as the loader for an LMG.

STALINGRAD

Page 105, Set-Up. The rules for snow should read as follows:

Some areas can be designated as snow, using the rules on page 157.

Kindle Version, Buildings. The rules for Buildings with Multiple Floors/Sections the fourth sentence should read as follows:

Instead, treat each floor and distinct section as a separate building. For instance, say a three story apartment building containing a squad on its top floor suffers 10+ hits from HE. Instead of destroying the entire building, that floor is turned to rubble, but the rest of the building remains intact. Any unit inside a building segment or floor that is turned to rubble is destroyed; however, subsequent units may clamber through the debris to occupy the ruined part of the building.

Flamethrowers hit only a single floor or section of a building, not multiple floors or sections of a large building. Whether the hit building catches fire and becomes uninhabitable should be judged based on the materials of the building. For instance, a cabin or suburban house would quickly be engulfed in flames and become smoking rubble, while a factory, bunker, or brick building would go out and be safe to occupy afterward.

There are several ways to represent a destroyed section of a building: an easy method is to place a smoke marker in the destroyed section. More ambitious wargamers may want to have damaged building parts or other terrain markers on hand with which to swap out the intact sections with damaged versions.

Kindle Version, Sewers. The rules for Sewers should read only the following:

The flow of running water in Stalingrad was quickly halted with the first bombing raids. But as the battle intensified, the sewers of Stalingrad took on another use. When the open air became too dangerous for movement, units on both sides used the sewer system as a way to move men and material around the city. These rules are best employed in any battle taking place in the most built-up portions of Stalingrad: downtown or the factory district.

Kindle Version, Tractor Factory T-34 rules. The Special Rules for Factory Worker Crew should read as follows:

With a shortage of tank crews available, some factory workers climbed into the tanks they'd just built and drove them into battle themselves. Without proper training, however, even completing simple manoeuvres could be a challenge. This unit must pass an Order test to perform any action, even if it has no pins.

Page 121, Zaichata Squad. Change 'sniper rifles' to 'rifles'. Add the 'Sniper' special rule to the squad.

Page 125, Alarm Unit. The Cost, Options, and Special Rules should read as follows:

Cost - 42pts (Inexperienced)

Options - Add up to 4 additional men with rifles at +7pts (Inexperienced)

Special Rules - Ad Hoc Squad: Alarm units varied wildly in numbers and equipment, as they tended to scrounge up any weapons they could beyond their trusty Kar 98K rifles. Before deployment begins, roll a D6 for each Alarm Unit and consult the chart to see how many men are in the squad and what weaponry they scavenged:

Result 1-3: Remove three riflemen from the squad and replace them with two models armed with SMGs.

Result 4-5: The squad remains as is, equipped solely with rifles.

Result 6: Remove three riflemen from the squad and replace them with one model armed with an LMG. Another rifleman becomes the loader.

Page 135-154, Theatre Selectors. The following applies to all theatre selectors within the campaign book.

No panzerfausts may be taken by any units when using theatre selectors from Campaign: Stalingrad.

Page 157, Dug In rules. The second sentence of the second paragraph should be changed to read as follows:

If the unit goes Down while Dug In, the benefits of being Down are doubled (i.e. -4 to be hit and only one-quarter damage from HE).

For Alarm Units, the Ad Hoc Equipment/Squad rule uses a D6 to determine how the squad is equipped. There are slight variations in the points cost between the different outcomes. Is this intended?

Yes! This is to represent the second-line nature of these squads who equip themselves with whatever is available. Ad Hoc Equipment/Squad is thus a bit of a gamble, much like the Green special rule.

There are a few Soviet selectors that have the special rule "Off-Map Battery" that states that Soviet players are not allowed to take artillery units. However, the selector still allows anti-tank and anti-aircraft options which are Artillery units in Bolt Action. Are Soviet players allowed to use AT and AA guns in theatre selectors with the Off-Map Battery rule?

Yes, you may take AT and AA units in theatre selectors with the Off-Map Battery rule. Any unit listed within a theatre selector will always be a legal choice. In this case the Off-Map Battery rule refers to field howitzers being unavailable - not Artillery as a Bolt Action unit type.

The "Mobile Formation" special rule for some Soviet theatre selectors allows the Soviet player to take an Inexperienced T-60 or T-70 tank instead of the usual free Inexperienced Rifle Squad. In the Armies of the Soviet Union book Soviet players have the option to use lend-lease vehicles. Can I use a lend-lease tank instead of the free T-60 or T-70?

No, as lend-lease units have different point costs and attributes, this would create balance issues. The intent of this rule is to give Soviet players a historically-appropriate unit for these Soviet armoured formations, which in this case would be a T-60 or T-70 tank.