

An Unofficial World War I Rules Supplement
For Use with Warlord Games Bolt Action V2 Rules



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By

Charles Pecquet

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Rules Modifications

The Bolt Action V2 rules as published reflect most infantry squads and weapons of WWI. However, anti-tank weapons were of lower velocity, tanks more lightly armored and slower, and there air support was minimal. To game WWI, use all rules from the Bolt Action V2 rulebook as is with the exception of the list provided here.

- BA V2 army special rules do not apply for WWI armies unless specified in the army lists provided here.
- BA V2 unit or weapon special rules do not apply unless they are specified in the unit profiles provided here.
- The medic benefit is measured from any figure in the medic unit and the medic unit rolls 1 save die per medic unit figure.
- All LMGs run the risk of jamming. See jam special rule.
- An MMG pins a 7+ vehicle if it hits its flank or rear.
- ALL anti-tank weapons are low velocity and are at a -1 to their normal BA V2 penetration value. This does not affect HE shots.
- Preliminary bombardments also target barbed wire in the set up zone. In addition to rolling for units, roll for each section of barbed wire. Barbed wire should be in 6" sections, and a result of 5 or 6 causes the removal of that section of wire.
- HE weapons may target a section of barbed wire to clear the way. If a hit is scored, a 2+ damage roll removes a section. They must declare if they are targeting the wire or a unit behind it, but not both.
- Spotters must be within 12" and line of sight to the weapon they are directing fire for. Forward artillery observers must be within 12" of their board edge.
- An observation balloon provides unlimited line of sight of the battlefield. A balloon gives a +1 modifier to the roll to see if a preliminary bombardment or gas attack arrives. It also gives a +1 modifier to reserve units entering the table from reserve or flank march. It also allows spotters to be an additional 12" and out of sight from the gun or mortar they are directing fire for. Balloons can only be targeted by airplanes.
- A signal party provides improved communications if it is within 12" of its board edge. The forward artillery observer and or spotter can operate within 12" of the signal party. A signal party within 12" of the back board edge also eliminates the -1 penalty for reserves attempting to enter the field.
- The shotgun profile has been modified slightly in the weapons chart.

Terrain and Battlefield Setup

WWI is known for opposing trenches separated by a no man's land. The BA V2 scenarios should work for WWI by allowing the defender to place a line of trenches and wire across their side. If the scenario does not designate a defender, such as no man's land, then both sides can set up trenches and wire. Top secret or man hunt could use a downed pilot. Otherwise, follow normal terrain set up recommendations. No special dug in rules are recommended as a unit in a trench that counts as in hard cover is already well protected very hard to hit if they go down. Complete trenches with gun and mortar pits can be modeled or one-sided earthworks used for simplicity sake or even just masking tape in a pinch. You might also consider a point system for trenches and wire with a 6" section of trench costing 10 pts each and a 6" section of wire costing 5 points each that would be part of the overall OB points. Also, to make a no man's land manageable to cross, use plenty of shell craters 3" to 6" in diameter. These count as rough terrain for movement but provide hard cover to infantry that are in them.

Gas Attacks

WWI is infamous for the use of gas on the battlefield. However, casualty records suggest that only about 3% of gas attack casualties were fatal and that 70% of the victims could return to duty in just over a month, but the psychological effects could be high. To reflect this, use the following procedure if you would like to include this aspect to your game.

On any scenario that calls for a preparatory bombardment, you may replace it with a gas attack. You must declare this before rolling to see if it arrives. If you select a gas attack, first roll a D6. On a 1 or 2, the wind blows the gas off the field to no effect. On a 3+ the gas arrives. If it arrives, roll for each enemy unit in the enemy set-up zone and place D3 pins on each unit including vehicles and units transported in those vehicles. On any 6 that is rolled for a unit, roll 1D6 to wound with no additional penetration.

New Units

Airplanes

Air support during WWI is a new concept. These rules are not trying to provide a mechanism for WWI aerial combat or bombing. These rules are primarily to allow a way to knock down an observation balloon or fly over the trenches and harass with machine gun fire or chase off an enemy airplane. All normal shooting rules apply to the aircraft shooting and being shot at. All aircraft count as a small target to make some allowance for being fast moving and at a higher altitude. All units have line of sight to an aircraft and vice versa regardless of terrain or obstacles. A unit should consist of a 3" square base with rod to hold the craft 6 to 12" above the board with a 1/72 scale model plane. All measurements to or from this unit are from the base of the rod. All arcs of fire are determined from the base. If a measurement from the airplane to its target crosses cover, the target unit benefits from the cover. However, that same cover does

not apply to an enemy unit shooting at the airplane. In other words, shooting at infantry in a trench gives the infantry cover. Infantry shooting from the trench does not give the airplane cover. Each OB can include an airplane appropriate to the army and year being portrayed using the unit profile provided. An airplane may advance up to 12" with up to two 90 degree turns or may run up to 24" with up to one 90 degree turn. An airplane can never move in reverse. See the unit profile for damage values.

Observation Balloons

These allow unlimited and unrestricted views of the battlefield. A unit should consist of a 3" square base with rod to hold the balloon about 6 to 12" above the board with an appropriate model plus ground crew. All measurements to or from this unit are from the base of the rod. Once deployed, the unit cannot move. It can only be targeted by airplanes

Signal Parties

A signal party can use semaphores, telephones, telegraphs, and homing pigeons to keep the lines of communication open. Using a signal party establishes good lines of communication and eliminates any negative modifiers to bringing reserves onto the field if the signal party is within 12" of its own board edge. It also allows the artillery observers and spotters to communicate to the guns and mortars on the table by adding 12" to their communication radius.

New Special Unit Rules

Reconnaissance: The unit is trained to probe the enemy lines using quick stealthy movement. It may move 3" further when executing a run order. If the unit has not been given an order yet, they may attempt to react to a fire or assault action against them by disengaging if they roll a 2+ on a D6. If successful, they may make a full run rate move regardless of terrain, getting no closer to any visible enemy unit, and then go down. They may go closer to enemy if their move ends either in cover or out of sight of the enemy unit attacking them. If they fail, they go down in place.

Poor Traction: When attempting to turn in rough terrain or cross an obstacle, the vehicle first rolls 1D6. On a 1 it becomes stuck and makes no further move that turn.

Jam: This applies to all LMGs. Roll the dice for these weapons separately if part of a squad or vehicle. You must always roll all 4 dice for that weapon. If you roll 2 or more 1s when shooting, the weapon jams and does not fire that turn only and all dice miss that turn regardless of what is rolled.

Low Velocity: This applies to all anti-tank guns. Subtract one from its normal BA V2 penetration value. This is reflected in the weapons chart in this supplement.

Pioneer: This unit automatically removes any section of wire they contact or cross during an advance move.

Transporter: A vehicle with this rule may transport up to 10 men in addition to its crew.

Rough: Lack of suspension makes it hard to aim heavy weapons on the move. This does not apply to LMGs, MMGs, or HMGs. Howitzers and anti-tank weapons suffer the usual -1 to move and shoot plus an additional -1 modifier to hit as part of an advance order.

Initiative: If an infantry squad's NCO is killed, roll a D6. On a 1, the NCO is removed as normal. On a 2 or higher, another soldier takes his place.

Quick Fire: Howitzers that do not move or pivot and fire direct may reroll a miss.

Very Slow: Can advance 6" with one 90 degree turn or run 6" with no turns.

Weapons Chart

SMALLARMS	RANGE (inches)	SHOTS	PEN	SPECIAL
Rifle	24	1	-	-
Pistol	6	1	-	Assault
Carbine dismounted	24	1	-	-
Carbine mounted	6	1	-	-
Shotgun	18	2	-	Assault
Automatic Rifle	30	2	-	-
Light Machine Gun	36	4	-	Jam
Medium Machine Gun	36	5	-	Team, Fixed
HEAVYWEAPONS	RANGE	SHOTS	PEN	SPECIAL
Rifle grenade launcher	6-18	1	HE	HE (1")
Heavy Machine Gun	36	3	+1	Team, Fixed
Light Automatic Cannon	48	2	+2	Team, Fixed, HE (1")
Anti-Tank Rifle	36	1	+2	Team
Low Velocity Light AT Gun	48	1	+3	Team, Fixed, HE (1")
Low Velocity Medium AT Gun	60	1	+4	Team, Fixed, HE (1")
Flamethrower	6	D6	+3	Flamethrower
Light Mortar	12-24	1	HE	Team, Indirect Fire, HE (1")
Medium Mortar	12-60	1	HE	Team, Fixed, Indirect Fire, HE (2")
Light Howitzer	48 (24-60)	1	HE	Team, Fixed, Howitzer, HE (2")

Army List

This list and unit profiles cover American, British, French, or German forces from 1917 – 1918. If you wish to portray early war, do not use any tanks or anti-tank weapons and limit airplanes to one MMG. Some unit profiles are only for a particular nation or contain options only available to a particular nation. While not included, it wouldn't be hard to create an Austro-Hungarian, Russian, or Italian list.

Reinforced Infantry Platoon	
1	Platoon HQ 1st or 2nd Lieutenant
2-4	Infantry sections
0-1	Reconnaissance or Assault section
Plus	
0-1	Cavalry troop
0-1	Captain or Major
0-1	Artillery observer
0-1	Observation balloon
0-1	Signal party
0-1	Medic
0-1	Mortar team
0-1	Artillery field gun or anti-tank gun
0-1	Artillery tow
0-2	Medium Machine gun teams
0-1	Heavy Machine gun team (French or American only)
0-1	Sniper team
0-1	Anti-tank rifle team (German only)
0-1	Tank
0-1	Armored car
0-1	Airplane

While this supplement does not spell out all of the details for each army, a little research will show ample possibilities of uniforms and equipment where armies were beginning to mechanize while at the same time some of the largest cavalry divisions in history were raised. Germans wore pickelhaubes and had stormtrooper squads. The French still had cuirassiers and Zouaves. The British fielded highlanders in kilts. Observation balloons floated over the trenches with colorful biplanes flying overhead. If both players agreed, borrowed or captured equipment could be used as it was historically. It would be quite a sight to field a Tsar tank with a Russian army. While this supplement is based on an infantry platoon, an alternative could include replacing all infantry squads with cavalry troops using a mounted officer to fight a cavalry charge, or replace all squads with artillery to create a gun battery. All of this should provide limitless possibilities.

Unit Profiles

Headquarters

Unit	Officer
Cost	-2 nd Lieutenant 35pts (Inexperienced) 50 pts (Regular) 65 pts (Veteran) -1 st Lieutenant 60pts (Inexperienced) 75 pts (Regular) 90 pts (Veteran) -Captain 95pts (Inexperienced) 110 pts (Regular) 125 pts (Veteran) -Major 135pts (Inexperienced) 150 pts (Regular) 165 pts (Veteran)
Composition	1 officer and up to 2 further men
Weapons	Pistol or rifle as depicted on model
Options	The office may be accompanied by up to 2 men at a cost of +7 pts per man (Inexperienced) +10 pts per man (Regular) or +13 points per man (Veteran)
Special Rules	

Unit	Medic
Cost	23 pts (Regular) 30 pts (Veteran)
Composition	1 medic and up to 2 further men
Weapons	Pistol or rifle as depicted on model
Options	The medic may be accompanied by up to 2 men additional at a cost of +10 pts per man (regular) or +13 pts per man (veteran)
Special Rules	When saving, roll 1 additional D6 per additional accompanying medic

Unit	Artillery observation balloon
Cost	50 pts (Regular) 65 pts (Veteran)
Composition	1 observation balloon and ground crew
Damage Value	6+
Weapons	Pistol or rifle, as depicted on model
Options	
Special Rules	Can only be targeted by airplanes. A 6+ is a full damage roll. Easily catches fire and adds D3 additional pins before checking moral for fires.
Unit	Signal Party
Cost	23 pts (Regular) 30 pts (Veteran)
Composition	1 signal operator and up to 2 further men
Weapons	Pistol or rifle, as depicted on model
Options	The signaler may be accompanied by up to 2 additional men at a cost of +10 pts per man (regular) or +13 pts per man (veteran)
Special Rules	Extend communication radius of observer

Cavalry Troops

Unit	Cavalry Troop
Cost	75 pts (Regular) 100 pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Carbines, swords
Options	-Add up to 5 additional men with carbines at a cost of +15 pts per man (Regular) or +20 points per man (Veteran)
Special Rules	Cavalry; Tough fighters

Infantry Squads or Sections

Unit	Infantry Section
Cost	35pts (Inexperienced) 50 pts (Regular) 65 pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	-Add up to 5 additional men with rifles at a cost of +7 pts per man (Inexperienced) +10 pts per man (Regular) or +13 points per man (Veteran) -Up to 1 soldier may replace his rifle with an LMG at +15 pts -Up to 1 soldier may add a rifle grenade launcher at +20 pts American only: -Up to 1 soldier may replace rifle with a BAR for +5 pts -Up to 2 soldiers may replace rifle with shotgun for + 5 pts
Special Rules	LMGs have Jam

Unit	Reconnaissance Infantry Section
Cost	70 pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	-Add up to 5 additional men with rifles at a cost of +14 pts per man (Veteran) -Entire squad may be armed with pistols for +2 points per man
Special Rules	Reconnaissance; Tough fighters if pistols are chosen

Unit	Grenadier, Bomber, or Stosstruppen Assault Infantry Section
Cost	75pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	-Add up to 5 additional men with rifles at a cost of +15 points per man (Veteran) -Up to 2 soldiers may replace rifle with LMG at +15 pts -Up to 2 soldiers may add a rifle grenade launcher at +20 pts German only: -Up to 1 soldier may replace his rifle with a flamethrower for +20 pts American only: -Up to 1 soldier may replace rifle with a BAR for +5 pts -Up to 2 soldiers may replace rifle with shotgun for +5 pts
Special Rules	Tough fighters; LMGs have Jam; Pioneer; Germans only have Initiative

Infantry Teams

Unit	Sniper
Cost	50 pts (Regular) 65 pts (Veteran)
Composition	1 sniper and 1 spotter
Weapons	Rifles
Options	
Special Rules	Team; Sniper

Unit	Medium Machine Gun
Cost	50 pts (Regular) 65 pts (Veteran)
Composition	3 man crew
Weapons	1 MMG
Options	
Special Rules	Team; Fixed

Unit	Heavy Machine Gun
Cost	70 pts (Regular) 91 pts (Veteran)
Composition	4 man crew
Weapons	1 MMG
Options	
Special Rules	Team; Fixed

Unit	Anti-tank Rifle (German only)
Cost	30 pts (Regular) 39 pts (Veteran)
Composition	2 man crew
Weapons	Anti-tank rifle
Options	
Special Rules	Team

Unit	Light Trench Mortar
Cost	35 pts (Regular) 46 pts (Veteran)
Composition	2 man crew
Weapons	Light Mortar
Options	
Special Rules	Team; Indirect Fire

Unit	Medium Trench Mortar
Cost	50 pts (Regular) 65 pts (Veteran)
Composition	3 man crew
Weapons	Medium Mortar
Options	May add a spotter for +10 pts
Special Rules	Team; Fixed; Indirect Fire

Artillery and Tows

Unit	Light Howitzer
Cost	45 pts (Regular) 54 pts (Veteran)
Composition	3 man crew
Weapons	Light Howitzer
Options	May add gun shield for +5 pts May add a spotter for +10 pts French only may add Quick Fire for +10 pts
Special Rules	Team; Fixed; Howitzer; Quick Fire if chosen; Gun Shield if chosen

Unit	Light Anti-tank gun (German, American, or French only)
Cost	40 pts (Regular) 50 pts (Veteran)
Composition	3 man crew
Weapons	Light Anti-tank gun
Options	
Special Rules	Team; Fixed; Low Velocity

Unit	Light Autocannon (British only)
Cost	50 pts (Regular) 60 pts (Veteran)
Composition	3 man crew
Weapons	Light Autocannon
Options	
Special Rules	Team; Fixed

Unit	Artillery Horse-Drawn Limber
Cost	8 pts (Inexperienced) 10 pts (Regular) 12 pts (veteran)
Composition	Horse team with limber
Damage Value	3+
Weapons	None
Options	Tow any gun or howitzer
Special Rules	Slow (only when towing)

Armored Cars

Unit	Vickers-Clyno Motorcycle (British only)
Cost	32 pts (Inexperienced) 40 pts (Regular) 48 pts (Veteran)
Composition	1 motorcycle with sidecar
Damage Value	6+
Weapons	1 MMG with forward arc of fire
Options	Can dismount the MMG team but not remount
Special Rules	Motorcycle; Recce

Unit	Lancaster (British only) or White Armored Car (American only)
Cost	56 pts (Inexperienced) 70 pts (Regular)
Composition	1 car with crew
Damage Value	7+
Weapons	1 MMG turret
Options	
Special Rules	

Unit	Austin Armored Car (British only)
Cost	66 pts (Inexperienced) 80 pts (Regular)
Composition	1 car with crew
Damage Value	7+
Weapons	2 MMG turrets, 1 can fire into the front, right, and rear arcs, the other can fire into the front, left, and rear arcs
Options	
Special Rules	

Unit	Peugeot Armored Car (French only)
Cost	46 pts (Inexperienced) 60 pts (Regular)
Composition	1 car with crew
Damage Value	7+
Weapons	1 MMG pintel mount, may upgrade to low velocity light anti-tank gun for +15
Options	
Special Rules	Open topped; Low Velocity if anti-tank chosen

Unit	Ehrhardt Armored Car (German only)
Cost	71 pts (Inexperienced) 85 pts (Regular)
Composition	1 car with crew
Damage Value	7+
Weapons	1 hull mount LMG forward arc and 2 MMGs in a single turret facing opposite directions, 1 can only fire into the opposite arc of the other
Options	
Special Rules	LMG has Jam

Tanks

Unit	Mark IV Tank (British only)
Cost	80 pts (Inexperienced) 95 pts (Regular)
Composition	1 tank with crew
Damage Value	7+
Weapons	5 MMGs, 1 covering the front arc, and 2 covering each side arc (female)
Options	May upgrade to male version for +70 pts by replacing 1 MMG per side with 1 medium anti-tank gun covering the front and right side arc and 1 medium anti-tank gun covering the front and left side arc
Special Rules	Very Slow; Poor Traction; Rough; Low Velocity

Unit	Whippet Tank (British only)
Cost	75 pts (Inexperienced) 90 pts (Regular)
Composition	1 tank with crew
Damage Value	7+
Weapons	4 MMGs, 1 covering each arc
Options	
Special Rules	Slow; Poor Traction

Unit	Renault FT-17 Light Tank (French or American only)
Cost	25 pts (Inexperienced) 35 pts (Regular)
Composition	1 tank with crew
Damage Value	7+
Weapons	1 HMG turret mounted
Options	May replace MMG with a low velocity light anti-tank gun for +15 pts
Special Rules	Very Slow; Low Velocity if anti-tank chosen

Unit	Saint Chamond Tank (French only)
Cost	95 pts (Inexperienced) 105 pts (Regular)
Composition	1 tank with crew
Damage Value	7+
Weapons	1 light howitzer firing into the forward arc, 4 MMGs with 1 firing into each arc
Options	May add Quick Fire to howitzer for +10 pts
Special Rules	Very Slow; Poor Traction; Rough; Quick Fire

Unit	A7V Tank (German only)
Cost	105 pts (Inexperienced) 125 pts (Regular)
Composition	1 tank with crew
Damage Value	7+
Weapons	6 MMGs, 2 on each side firing into the side arcs and 2 firing into the rear arc, and 1 low velocity medium anti-tank gun firing into the forward arc
Options	
Special Rules	Very Slow; Poor Traction; Rough; Low Velocity; Transport

Airplanes

Unit	Airplane
Cost	50 pts (Regular) 65 pts (Veteran)
Composition	1 airplane
Damage Value	6+
Weapons	1 MMG firing into the forward arc
Options	-Add up to 1 additional MMG twinned at a cost of +10 pts -Add up to 1 additional MMG firing into the sides and rear arc at a cost of +15 pts
Special Rules	Small Target; Easily catches fire; Long range except at balloons if within half range
Damage	An airplane is a soft skin vehicle except that a 1 (stun) reduces movement that turn to 12" straight ahead and its order die is set to down, a 2 (immobilize) damages the rudder and it can only move like a tracked vehicle for the rest of the game. A 3 sets it on fire and adds D3 additional pins before checking moral. A 4 or better destroys it.