

BOLT ACTION 3RD EDITION

QUICK REFERENCE SHEET

THE TURN TURN SEQUENCE

1 - Preliminary phase	
	Resolve Air Strikes, Artillery Barrages and Smoke Barrages
2 - Orders phase	
1	Draw an order die from the dice bag and hand it to the appropriate player.
2	The player chooses one of his units and gives it an order. Place the order die next to the unit to show that it has received an order. Once a unit has been given an order it cannot be given another order that turn.
3	If necessary, the player takes an order test to determine if the unit follows the order. If the test is passed, the unit removes 1 pin marker (if any).
4	The player executes the unit's resulting action.
5	Back to 1. Once all eligible units have received an order, the orders phase ends – move to the turn end phase.
3 – Turn End Phase	
	Remove order dice for destroyed units. Return remaining order dice to the cup, except for those units retaining an Ambush or Down order.

ORDERS

Order	Summary of action
1 Fire	Fire at full effect without moving
2 Advance	Move and then fire
3 Run	Move at double speed without firing. Also used for assaulting
4 Ambush	No move/fire, but wait for opportunity fire
5 Rally	No move/fire, but lose D6 pin markers
6 Down	No move/fire, but receives a +5 cover save. If the unit is already in cover, it gets a +2 modifier. Staying Down a whole turn removes D3 pin markers.

FUBAR!

If an order test roll comes up two sixes then not only is the order not given but the player must immediately roll on the chart below. Roll a die to find what action the unit takes.

FUBAR CHART

1	Friendly Fire	The unit does not move and opens fire against a friendly unit, mistaking it for enemy. Place a Fire order by the unit. The opposing player chooses the target. The target must have an enemy unit within 12", as proximity to enemy is precisely what has caused the 'friendly fire incident'. If no such target is available the unit does not fire and panics instead (<i>see below</i>)
2	Panic	The unit executes a Run order and must move as fast as possible towards the closest table edge. If the unit moves into contact of the edge, it counts as destroyed and is removed. If no enemy is visible or the unit can't move, it goes Down instead.

TROOP QUALITY AND MORALE

Quality	Morale	examples
Inexperienced	8	Conscript, poor or little training, no combat experience
Regular	9	Normal training and some combat experience
Veteran	10	Special training (paras, commandos, marines) and extensive combat experience

OFFICER MODIFIERS

Rank	Morale	Extra orders	Order range
Second Lieutenant	+2	2	6"
First Lieutenant	+2	2	6"
Captain	+4	4	12"
Major	+4	4	12"

PINNED & CASUALTIES MODIFIERS

Infantry unit without leader (NCO)	-1
Per Pin Marker	-1
Crew weapon reduced to one member	-1
Infantry assaulting a tank without AT weapons	-3

MOVEMENT

Type	Advance	Run
Infantry	6"	12"
Tracked vehicle	9"	18"
Half-tracked vehicle	9"	18"
Wheeled vehicle	12"	24"

TERRAIN TABLE

Terrain Category	Infantry	Artillery	Wheeled Vehicles	Tracked Vehicles
Open Ground	OK	OK	OK	OK
Rough Ground	No Run	No*	No	No Run
Obstacle	No Run	No	No	OK*
Building	OK	No*	No	No (!)
Road	OK	OK	x2	OK

OK The unit can move through the terrain without hindrance – this is the default or normal rate for all kinds of troops over open ground.

OK* The unit can cross this kind of terrain without hindrance unless it has been designated as an anti-tank obstacle, or impassable bogage, or the equivalent, in which case it is impassable to all types of vehicle.

No Run The unit cannot cross or move within this kind of terrain if undertaking a **Run** action, but can cross or move over with an **Advance** action.

No The unit cannot enter or move within this kind of terrain at all.

No* The unit cannot enter or move within this kind of terrain, except that it can be deployed within the terrain at the start of the game. In this case it cannot move once deployed. This represents situations where guns are 'dug in' to positions prior to the battle as discussed in the section on Artillery.

No (!) The unit cannot enter or move within this kind of terrain, except that heavy and super-heavy tanks may move through and demolish some buildings in some situations. See the rules for buildings on p153.

x2 The unit's move rate is doubled if it moves entirely along a road or track. This enables wheeled vehicles (and half-tracks) to move rapidly along roads where the opportunity permits.

VEHICLE MANOEUVRE

Type	Advance	Pivot (90°)	Run	Pivot (90°)
Tracked	9"	2	18"	1
Half-track	9"	2	18"	1
Wheeled	12"	2	24"	1

REVERSE MOVES

A vehicle receiving an **Advance** order can reverse at up to half its standard speed rate unless it is a recce vehicle (see p150). Reversing vehicles can still make up two pivots as normal. Mixing forward and reverse movement in the same order is forbidden. A Recce vehicle can reverse (or evade) at its full **Advance** or **Run** rate and can manoeuvre as if driving forward as long as its movement ends away from the enemy.

CLOSE QUARTERS

PROCEDURE : Infantry vs. Infantry

- 1 Declare target
- 2 Measure move distance
- 3 Target reacts if the charging unit is more than 6" away
- 4 Move assaulting models
- 5 Fight first round of close quarters :
 - a) Combatants roll to damage
 - b) Combatants take casualties
 - c) Loser surrenders and is destroyed
- 6 Resolve draws – further rounds of close quarters
- 7 Winner regroups

INFANTRY ASSAULTING VEHICLES

Infantry cannot assault a vehicle making a **Run** action unless subsequently immobilised or otherwise brought to a halt. An infantry unit with a **Run** order or that is not equipped with anti-tank weapons must take and pass an order test with a -3 modifier when attempting to assault any kind of fully enclosed armoured vehicle.

Vehicles can fire their weapons at infantry starting their assault from more than 6" away and within the weapon's firing arc in the usual fashion. **Once per turn, recce vehicles are allowed to react to an enemy shooting or assaulting them by making an escape move. A recce vehicle cannot execute an escape move if it is towing.**

Roll to Hit

Vehicle with an Advance order	6
Otherwise	4, 5 or 6
Vehicle with a Run order	N/A

Roll to Damage

Damage roll number of hits scored + D6

If the vehicle is a soft-skin or an open-topped one, it is destroyed if damaged. If it is an enclosed armoured vehicle, roll on the Damage Results table. Infantry not armed with anti-tank weapons can only score superficial damage.

AIR STRIKE CHART

D6	Effect
1	Rookie Pilot The opponent must immediately choose a different unit as the new target strike. This unit must be a friend or enemy unit within 12" of the original target. Place the aircraft marker as described for a "Here it comes!" result and resolves the attack. If no unit is available, the aircraft just does a fly by inflicting an additional D3 pins on the original target.
2	The skies are empty No plane is sighted. Nothing happens. If he wishes, the player can change the nominated target within sight of the Air Observer. Roll again at the beginning of the next turn.
3	Place the aircraft marker 18" away from the intended target and resolve FlaK fire with any enemy or friendly unit available. If the aircraft survives, any unit within 6" from the target and from the aircraft marker receives D3 Pin Markers each. Then roll a dice: 1-2 Strafing Fighter: +1 Pin; 2D6 hits, +2 PEN. 3-4 Fighter-Bomber: D2 Pin; 3" template, +3 PEN 5-6 Ground Attack Aircraft: D3 Pin; 4" template, +4 PEN
4, 5 or 6	Here it comes! Infantry and artillery units can go Down to halve the hits taken.

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ARTILLERY / SMOKE BARRAGE CHART

D6	Effect										
1	Miscalculation Move the aiming point token 3D6" in a random direction. And then immediately resolve the barrage as described for result 4-6 below (according to the type of barrage).										
2-3	Delay Move the marker up to 12". Roll again on the chart at the start of next turn.										
4-6	Fire for Effect Roll a die for every unit within D6+6" of the target. On a 1-5, unit takes D3 Pin Markers. On a 6, unit is hit by heavy howitzer. Place a 4" HE template and resolve hits with +4 Pen. If the unit survives it takes D6 pin markers. Infantry and artillery units can go Down to halve the hits taken.										
4-6	Smoke screen deployed Make a circle of smoke centred upon the aiming point. Visibility through smoke is reduced to 2". Line of Sight is blocked if it passes through more than 2" of smoke otherwise there is -1 penalty to hit for shooting.										
	<table border="1"> <thead> <tr> <th>Type of weapon</th> <th>Radius</th> </tr> </thead> <tbody> <tr> <td>Light mortar</td> <td>3"</td> </tr> <tr> <td>Medium mortar/Light howitzer</td> <td>4"</td> </tr> <tr> <td>Heavy mortar/Medium howitzer</td> <td>5"</td> </tr> <tr> <td>Heavy howitzer/Barrage</td> <td>6"</td> </tr> </tbody> </table>	Type of weapon	Radius	Light mortar	3"	Medium mortar/Light howitzer	4"	Heavy mortar/Medium howitzer	5"	Heavy howitzer/Barrage	6"
Type of weapon	Radius										
Light mortar	3"										
Medium mortar/Light howitzer	4"										
Heavy mortar/Medium howitzer	5"										
Heavy howitzer/Barrage	6"										

SHOOTING

SHOOTING PROCEDURE

1	Declare target
2	Target reacts - if not activated may receive a "Down" order
3	Measure range and open fire
4	Roll to hit
5	Roll to damage - 1 always fails
6	Target takes cover saves
7	Target takes casualties
8	Target checks morale - if casualties at 50% or more

HIT MODIFIERS

The basic chance of hitting a target is a roll of 3, 4, 5 or 6 on a die (i.e. a roll of 3+). The following modifiers apply.

Indirect Fire: On the first attempt a 6 is needed. The next turn it becomes a 5+ if neither the target nor the firer moved. Then it is 4+ on the next and so on.

To Hit MODIFIERS

Shooting at point blank range	+2
Firer is pinned	-1
Inexperienced	-1
Fire on the move	-1

DAMAGE VALUE TABLE

Once a target is hit the minimum score indicated is required to score damage (i.e. 3+ is a roll of 3, 4, 5 or 6 on a die)

Troops and soft-skinned targets	Result needed	Behind a gunshield
Inexperienced infantry or artillery	3+	4+
Regular infantry or artillery	4+	5+
Veteran infantry or artillery	5+	6+
All soft-skinned vehicles	6+	-

Armoured targets	Result needed
Armoured car/carrier	7+
Light tank	8+
Medium tank	9+
Heavy tank	10+
Super-heavy tank	11+

COVER SAVES TABLE

A target receiving damages can check the cover save

Cover type	Result needed or modifier
soft cover	5+
hard cover	4+
Down	5+ (or +2 save modifier)

HE SHOTS

HE shells have a penetration modifier that is fixed to the HE value, and, in some cases, can result in more 'pins' on the target as shown on the chart below.

HE	Pen	Pin	Hits vs targets in Buildings
1"	+1	D2	D3
2"	+2	D2	D6
3"	+3	D3	2D6
4"	+4	D3	3D6

SHOOTING AT VEHICLES

Penetration modifiers for heavy weapons vs. armoured targets	
Vehicle's side or top armour	+1
Vehicle's rear armour	+2
Long range	-1
Point blank range	+1

DAMAGE RESULTS ON ARMOURED TARGETS

When an armoured vehicle is hit by an HE shell, do not roll for multiple hits and instead roll once to penetrate using the Pen value of the shell.

Die Roll	Damage results
Equal	Superficial Damage Roll D6 on the superficial damage table
+1 or +2	Normal Damage Roll D6 on the full damage table
+3 or greater	Massive Damage Roll D6 twice on the full damage table

DAMAGE RESULTS (ARMOURED VEHICLES)

*If it is an Open-topped hit by indirect fire: Add +1 to the result
For a Massive Damage (Penetration by 3+): Roll x on the FULL column*

FULL	SUP.	Effects
1	1	Crew Stunned Add one additional pin marker to the vehicle. Place a Down order die on the vehicle or change its current order die to Down .
	2	Steering compromised Add one additional pin marker to the vehicle. -1 pivot when moving. 2nd result; No more pivot. 3rd Knocked Out.
	3	Turret Jam Add one additional pin marker to the vehicle. 1 turret (at random) jams in arc of nearest visible enemy, or forward if no enemy. If no turret; Steering Compromised. If caused by assault, arc of majority assaulting models.
	4	Engine Damage Add one additional pin marker to the vehicle. The vehicle receives the Slow rule for the rest of the game. If it has the Fast rule, it loses it. If the vehicle has the Slow rule, its speed is halved and any further damage result counts as Immobilised (see below)
2	5	Immo. Add one additional pin marker to the vehicle. Vehicle cannot move for the rest of the game. If the vehicle has already taken an order die, flip it to Down. Further immobilized result counts as Knocked Out.
3	6	On Fire Add one additional pin marker to the vehicle then make a Morale test. If failed, vehicle is Knocked Out, otherwise goes Down. Place a Down order die on the vehicle or change its current order die to Down .
4+	-	Knocked Out Mark the vehicle in some fashion to indicate it is wrecked Either way, wrecks of armoured vehicles count as impassable terrain. See p141

If the vehicle survives the assault is over and assaulting infantry regroups.

Turret jam table

1-3	Nothing happens
4-6	The turret is jammed and for the rest of the game the turret is limited in the arc that the damage-causing hit came from.

WEAPONS CHARTS

SMALL ARMS

Type	Range	Shots	Pen	Special Rules
Rifle	24"	1	n/a	-
Pistol	6"	1	n/a	-
Submachine Gun (SMG)	12"	2	n/a	Assault
Automatic rifle	30"	2	n/a	-
Assault rifle	18"	2	n/a	Assault
Shotgun	12"	1	n/a	Assault
LMG	36"	4	n/a	Team
MMG	36"	6	n/a	Team, Fixed

HEAVY WEAPONS

Type	Range	Shots	Pen	Special Rules
HMG	48"	6	+1	Team, Fixed
Light auto cannon	48"	2	+2	Team, Fixed, HE 1"
Heavy auto cannon	72"	2	+3	Team, Fixed, HE 1"
Anti-tank rifle	48"	1	+2	Team
PIAT	12"	1	+5	Team, Shaped Charge
Bazooka	24"	1	+5	Team, Shaped Charge
Panzerschreck	24"	1	+6	Team, Shaped Charge
Panzerfaust	12"	1	+6	One-shot, Shaped Charge
Light AT gun	48"	1	+4	Team, Fixed, HE 1"
Medium AT gun	60"	1	+5	Team, Fixed, HE 1"
Heavy AT gun	72"	1	+6	Team, Fixed, HE 2"
Sup.heavy AT gun	84"	1	+7	Team, Fixed, HE 3"
Flamethrower (inf.)	6"	1	+2	Team, Flamethrower
Flamethrow. (veh.)	12"	1	+3	Flamethrower
VB Launcher / Rifle Grenade	6"-18"	1	HE	Indirect fire, HE 1"
AT Weapon (*)	24"	1	HE	Team, Fixed, HE 2"
Light mortar	12"-36"	1	HE	Team, Indirect fire, HE 1"
Medium mortar	12"-60"	1	HE	Team, Fixed, Indirect fire, HE 2"
Heavy mortar	12"-72"	1	HE	Team, Fixed, Indirect fire, HE 3"
Light howitzer	48"/30"-60"	1	HE	Team, Fixed, Howitzer, HE 2"
Medium howitzer	60"/36"-72"	1	HE	Team, Fixed, Howitzer, HE 3"
Heavy howitzer	72"/42"-84"	1	HE	Team, Fixed, Howitzer, HE 4"

(*) Blacker Bombard for British Army / Ampulomet for Soviet Union with special effect: If an ampulomet hits an armoured vehicle and fails to penetrate its armour, roll a die. On the score of a 6 the vehicle is 'on fire' as described on the Damage Results on Armoured Targets.

