

Scenario Selector and Deployment

battle_scenario_summary

deployment_zones (p.169)

D6 Roll	Objective	ROLL (1D6)	Zone
1	Seek and Destroy (see page 164)	1..3	Closest Long Edge
2	Key Positions (see page 164)	4..6	Opposed Quarters (>= 18" from center of battlefield)
3	Breakthrough (see page 165)		
4	Top Secret(see page 165)		
5	Demolition (see page 166)		
6	Hold Until Relieved (see page 167)		

deployment_type (p.170, 171)

ROLL (1D6)	Zone	Reserve Size (round)
1..3	Meeting Engagement	<= units / 2 (r. down)
4..5	Prepared Positions	<= units / 2 (r. down)
6	Fog of War (outflanking nor allowed)	>= units / 2 (r. up)

Assaults

assault_sequence

building_damage_value

Step	Action	Building Type	Damage Value
1	Declare target	Wooden Building	2D6
2	Measure move distance	Brick Building	3d6
3	Target rolls to escape		
4	Move assaulting models		
5	Fight first round of close quarters		
6	Combatants roll to damage		
7	Combatants take casualties		
8	Loser surrenders and is destroyed		
9	Receive draws - further rounds of close quarters		
10	Winner regroupes		

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tank_assaulting_building (pg.159)

Building Damage Value (BV): Roll as per table above
Tank Assault Value (TV): tank Damage Value + 1D6

Steps:

Assaulting rolls for the TBAV and gets final value
 Opponent rolls for the Building Score (BS)

Results:

BV < TV building is destroyed and turned into ruin, and, tank positioned inside the ruin and dice order set to DOWN as previous but also tank suffers damage (see below)
BV == TV as previous but also tank suffers damage (see below)
BV > TV building holds, vehicle comes to DOWN, tank suffers damage (see below)

Tank suffers damage:

solve as a vehicle ram (pg.143). Wooden buildings only cause superficial damage

Always: Eventually, add a pin marker to the tank

turn_sequence

1. ORDERS PHASE

1. Draw an order die.
2. Select unit and give it an order.
3. If necessary take an Order Test to check if the unit follows the order.
4. Execute the unit's resulting action.
5. Back to 1 until all eligible units have received an order

2. TURN END PHASE

Return order dice to the bag, excepting selected to stay in *Ambush* or *Down*

orders

- Fire** – Fire at full effect without moving.
- Advance** – Move normally and then fire.
- Run** – Double speed, no firing. Also for assaulting.
- Ambush** – No move/fire, but wait for opportunity fire.
- Rally** – No move/fire, but lose all markers.
- Down** – No move/fire, 5+ cover save (or +2 to cover save).

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weapons_chart

Type	Range	Shots	Pen	Special Rules
Small Arms				
Rifle	24"	1	-	-
Pistol	6"	1	-	-
Submachine gun (SMG)	12"	2	-	Assault
Automatic rifle	30"	2	-	-
Assault rifle	18"	2	-	Assault
Light machine gun (LMG)	36"	4	-	Team
Medium machine gun (MMG)	36"	4	-	Team Fixed
Heavy Weapons				
Heavy machine gun (HMG)	36"	4	1	Team Fixed
Light automatic cannon	48"	2	2	Team Fixed HE (1*)
Heavy automatic cannon	72"	2	3	Team Fixed HE (2)
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 anti-tank gun	48"	1	4	Team Fixed HE (1*)
Medium anti-tank gun	60"	1	5	Team Fixed HE (1*)
Heavy anti-tank gun	72"	1	6	Team Fixed HE (2*)
Super-heavy anti-tank gun	84"	1	7	Team Fixed HE (3*)
Flamethrower (infantry)	12"	1	2	Team Flamethrower
Flamethrower (vehicle)	12"	1	2	Flamethrower
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" (or 24"-48")	1	HE	Team Fixed Howitzer HE (2*)
Medium howitzer	60" (or 36"-72")	1	HE	Team Fixed Howitzer HE (3*)
Heavy howitzer	72" (or 48"-84")	1	HE	Team Fixed Howitzer HE (4*)

fire_order_steps

Step	Action
1	Declare target.
2	Target reacts.
3	Measure range and open fire.
4	Roll to hit.
5	Roll to damage.
6	Target takes cover saves
7	Target takes casualties
8	Target takes morale

hit_modifiers

Condition	Roll Modifier
Shooting at point-blank range	+2
Firer is pinned	-1
Firer is inexperienced	-1
Firer is on the move	-1

penetration_modifiers_(PEN)

Condition	Roll Modifier
Firing at vehicle's side armour	+1
Firing at vehicle's rear armour	+2
Target is at Long Range (\geq range/2). (1)	-1
Target is at Point-blank Range (\leq 6") (1)	+1

(1) Do not apply if firing HE or hollow charge

HE_shots

Diameter	PEN	PIN	Hits at units	Hits at buildings
1"	+1	D2	1 to every miniature	D3
2"	+2	D2	1 to every miniature	D6
3"	+3	D3	1 to every miniature	2D6
4"	+4	D3	1 to every miniature	3D6

Out of buildings, every miniature under the blast, gets 1 hit
 If target unit is inside a building, gets "Hits at buildings" hits
 If multistory building the unit affected is the one targeted
 If roll for "Hits at Buildings" \geq 10, the building collapses

smoke

Originating Weapon	Smoke Diameter
Light mortar	3"
Medium mortar/light howitzer	4"
Heavy mortar/medium howitzer	5"
Heavy howitzer	6"

damage_tests

Target Type	Damage Value (DV)
Unarmoured Targets	
Inexperienced infantry or artillery	3+
Regular infantry or artillery	4+
Veteran infantry or artillery	5+
All soft-skinned vehicles	6+
Armoured Targets	
Armoured car/carrier	7+
Light tank	8+
Medium tank	9+
Heavy tank	10+
Super-heavy tank	11+
Unarmoured Targets: Apply one hit per damage scored	
Armoured Targets: If damaged, check the Armoured type of Damage	

armoured_damage_type

Armoured Damage Roll (ADR) = PEN + PEN Modifiers + 1D6

Damage Type	ADR vs PEN	Consequence
No Damage	ADR < DV	
Superficial Damage	ADR = DV	Roll for superficial_damage
Internal Damage	DV+2 \geq ADR > DV	Roll for internal_damage
Massive Damage	ADR \geq DV+3	Roll as 2 Internal Damages

cover_saves

Cover Type	Result Needed (n+) or Roll Modifier (+n)
Soft cover	5+
Hard cover	4+
Down (if no cover)	5+
Down (if any cover)	+2 to save roll

morale_per_quality

QUALITY	MORALE	EXAMPLES
Inexperienced	8	Conscripts, no combat experience
Regular	9	Normal training and combat experience
Veteran	10	Special training or highly experienced

officer_bonuses

RANK	MORALE	ORDERS	RANGE
Platoon Commander	2	2	6"
Company Commander	4	4	12"

movement_and_manoeuvres		
Type	Advance (Up to 90° Turns)	Run (Up to 90° Turns)
Infantry	6"	12"
Tracked vehicle	9" (2)	18" (1)
Half-tracked vehicle	9" (2)	18" (1)
Wheeled Vehicle	12" (2)	24" (1)

Reverse Moves

- Vehicle needs Advance order. If Recce with dual steering order can be Run
- If Recce full movement capacity (pg.150), otherwise reduced to half
- Same number of pivots as advancing forward
- Can't be combined with forward movement

Regroup Moves

- Can move up to 1D6 inches
- Can't exit the battlefield, mount transports
- Can't enter a building unless the unit was assaulting the building (pg.159)

terrain_types				
Terrain Category	Infantry	Artillery	Wheeled Vehicles	Tracked Vehicles
Open ground	OK	OK	OK	OK
Rough ground	OK	No Run	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 bocage, 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 be deployed within, enter or move within this kind of terrain at all.
No* - The unit cannot enter or move within this kind of terrain, but 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 later 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 page 153 of the Bolt Action rulebook.
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.

Morale and Order Tests

Order Test Roll (OTR) = 2D6
TEST PASSED if Order Test Roll <= (Morale + Morale Modifiers)
 Remove 1 pin from unit. Order is accomplished
INCREDIBLE COURAGE! if Order Test roll is **double 1**
 Test passed and immediately remove all pin markers
FUBAR if Order Test roll is **double 6**
 Test failed, order is not given. Also roll 1D6 for one of the next effects:
1 or 3 – Friendly Fire:
 The unit does not move and opens fire against a friendly unit (or units). Place a Fire order to the firing unit. The opposing player controls the firing unit and the chosen 'friendly' target (or targets) must have an enemy unit within 12". If no such target is available, the unit does not fire and goes Down instead.
4 to 6 – Panic!
 The unit executes a Run order and must move as fast as possible away from the closest visible enemy unit. If no enemy are visible, the unit simply goes Down.

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Morale_per_quality

officer_bonuses

RANK	MORALE	ORDERS	RANGE
Platoon Commander	2	2	6"
Company Commander	4	4	12"

QUALITY	MORALE	EXAMPLES
Inexperienced	8	Conscripts
Regular	9	Normal training
Veteran	10	Special training

superficial_damage_results		
D6 Roll	Effect	Description
1	Crew Stunned	Add 1 additional pin marker to the vehicle. Place a Down order die on the vehicle, if it does not have one yet, or change its current order die to Down to show that it is halted and cannot take a further action that turn. Further Crew Stunned results in the same turn simply add an additional pin marker to the vehicle.
2	Steering Compromised	Add 1 additional pin marker to the vehicle. The vehicle can make one less pivot when moving. A second Steering Compromised result means the vehicle cannot pivot any more. Any further Steering Compromised results count as Immobilised results (see below).
3	Turret Jammed	Add 1 additional pin marker to the vehicle. The turret is immediately jammed in the arc of sight where the closest visible enemy unit lies, or in the forward arc if no enemy units are visible. Weapons mounted on that turret will only be able to engage targets in that arc for the rest of the game. If the damage is caused by an assault, the turret is jammed in the arc that the majority of the assaulting models have come from. If a vehicle with multiple turrets suffers this result, randomly determine which turret is the (only) affected. If this vehicle has no turret, treat this result as a Steering Compromised result Instead.
4	Engine Damage	Add 1 additional pin marker to the vehicle. The vehicle receives the Slow rule for the rest of the game. If the vehicle had the Fast rule, it loses it instead. If the vehicle already had the Slow rule, its speed is halved, and any further Engine Damage results count as Immobilised results (see below).
5	Immobilised	Add 1 additional pin marker to the vehicle. The vehicle cannot move for the rest of the game. Place a suitable marker or token by the vehicle to show this. If the vehicle has already taken an action this turn flip the order die to Down to indicate it has been brought to a halt. If a further Immobilised result is suffered the crew abandon the vehicle and it is considered Knocked Out (see Full Damage Results Table).
6	On Fire	Add 1 additional pin marker and then make a morale check for the vehicle. If the test is passed the fire has been put out or fizzles out of its own accord. Place a Down order die on the vehicle or change its current order die to Down to show that it is halted and cannot take a further action that turn. If the test is failed, the crew abandon the vehicle and it is considered Knocked Out (see Full Damage Results Table).

full_damage_results		
D6 Roll	Effect	Description
1	Crew Stunned	Add 1 additional pin marker to the vehicle. Place a Down order die on the vehicle, if it does not have one yet, or change its current order die to Down to show that it is halted and cannot take a further action that turn. Further Crew Stunned results in the same turn simply add an additional pin marker to the vehicle.
2	Immobilised	Part of the vehicle's tracks or wheels are blown apart. Add 1 additional pin marker to the vehicle. The vehicle cannot move for the rest of the game. If the vehicle has already taken an action this turn flip the order die to Down to indicate it has been brought to a halt. If a further Immobilised result is suffered the crew abandon the vehicle and it is considered Knocked Out (see below).
3	On Fire	Add 1 additional pin marker and then make a morale check for the vehicle. If the test is passed the fire has been put out or fizzles out of its own accord. Place a Down order die on the vehicle or change its current order die to Down to show that it is halted and cannot take a further action that turn. If the test is failed, the crew abandon the vehicle and it is considered Knocked Out (see below).
4, 5, or 6	Knocked Out	The vehicle is destroyed and becomes a wreck. See rules for wrecks on page 141.