

## Bolt Action – Full Turn Sequence

### Orders

Draw order die. Fire, advance, run, ambush, rally or down

If pin marker – order test 2 x D6 higher than morale fails. -1 for each pin marker

Officers add bonus to units within 6". -1 if lost NCO or Crew

If pass remove one pin. (12 Fubar)

Ambush or Down can retain order at end of turn

### Movement

Inf. Advance – 6" and fire, Run 12". No figure separated from unit by more than 1"

Infantry can interpenetrate friendly inf and art. Not vehicles

Modify for terrain. Inf cant run through rough or obstacles

Keep Units 1" apart

Artillery rotate in place as 'advance' order. Manhandle 6" as 'run' order

One figure reaches 1" of building opening and all unit can enter. Remove from table.

### Shooting

Ambush can interrupt fire at any point

All weapons with clear line of sight on one target. Except one shot AT at vehicle

Majority of target need to be terrain cover

Forward observer fires once per game with fire order

Fixed weapons cannot move and fire. 90 degree firing arc

Shoot through models of same friendly unit, but not others. 1" cordon around.

Target not taken action this turn can go down. HE hits caused are halved.

Roll D3+ and modifiers. If more than 6 requires need two 6

One man left in team weapon -1 to hit penalty and -1 to morale

Vehicle hits are weapon pen plus dice v damage table (p85). Then damage die

Roll again to damage (see table). Heavy weapons modifier (p43). Gun shield 6+

Medics within 6". D6 ignore casualty from small arms fire

HE hits target dice for number of hits

Penetration bonus against armour. HE pen bonus on size of shell (p53)

HE hit against building. 456 top floor. 123 next floor etc. Damage as if in open.

D6 damage roll is exceptional. Shooter picks enemy model to be removed

Half or more lost take immediate morale test.

One Pin marker for hit by each enemy unit. Enclosed armour only from heavy weapons

More pin markers than original morale value – automatically destroyed

### Close assault

Declare target. Defender more than 6" away can fire. No test required for pin

Cant cross obstacle except at start of charge and end

Attackers roll to damage as hit automatically

Defenders still standing roll to damage back

Losing side destroyed. Draw immediately fight again

Winner regroup by moving up to D6"

Reach building if one model in contact with opening. Treat each floor separately