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WBAGT BOLT ACTION



REFERENCE SHEET

TURN SEQUENCE p18		SHOOTING	
1. Special situations	2. Orders phase	SHOOTING PROCEDURE p32	
1. Resolve special situations: Artillery/Smoke/Air Strike		1. Declare target (no measuring)	
2. Orders phase:		2. Target reacts (if not activated may go Down)	
1. Draw an order die.		3. Measure range and open fire	
2. Select unit and give it an order.		4. Roll to hit 1 or more hits = 1 Pin (Not SA, V's Enclosed Tank)	
3. If necessary (not for Down) take an order test to determine if the unit follows the order.		5. Roll to damage (1 always fails)	
4. Execute the unit's resulting action.		6. Target takes casualties	
5. Back to 1. Once all eligible units have received an order, the orders phase ends - move to the turn end phase.		7. Target checks morale (if lost 50% or more)	
3. Turn End phase:		HIT MODIFIERS p36	
Remove order dice for destroyed units. Remaining order dice to the cup, unless retaining Ambush or Down order.		The basic chance of hitting a target is a roll of 3+; impossible shots >6+ Roll a 6 then re-roll a 6 to get a hit. p37 Indirect fire is 6 to hit. +1 each turn at same target (if no movement). Rocket multiple launcher: 6 to hit all within 6" of target.	

ORDERS	SUMMARY OF ACTIONS
1. Fire	Fire at full effect without moving.
2. Advance	Move normally and then fire.
3. Run	Double speed no firing. (Needed to carry out an assault).
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 gain an extra -1 to be hit.

MORALE AND ORDERS CHECKS p22	
If an order test roll comes up two sided then roll on FUBAR chart	
MORALE QUALITY	MORALE MODIFIERS
Inexperienced 8	Second Lieutenant +1
Regular 9	First Lieutenant +2
Veteran 10	Captain +3
	Major +4
	Pinned -1
	Last man in unit -1
	Lost NCO -1
	Trying to assault Tank -3
	(Tank or Infantry with no anti-tank)

FUBAR CHART - Roll 1d6	
For 2 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 simply goes down.	
3, 4, 5 or 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.	

MOVEMENT		
Type	Advance	Run
Infantry	6"	12"
Tracked vehicle	9" (One * 90° Turn)	9" - 18" (No Turning)
Half-tracked vehicle	9" (Two * 90° Turn)	9" - 18" (One * 90° Turn)
Wheeled vehicle	12" (Two * 90° Turn)	12" - 24" (One * 90° Turn)
Artillery	Pivot any direction	6"
Reverse: Reverse at Advance speed others at 1/2 Advance		

TERRAIN TABLE p28				
Terrain type	Infantry	Artillery	Wheeled	Tracked
Open	OK	OK	OK	OK
Rough	No Run	No*	No	No Run
Obstacle	No Run	No	No	OK*
Building	OK	No*	No	No (!)
Road	OK	OK	Double	Double

Key: OK Unit can move normally
OK* Moves normally unless Anti-Tank obstacle
No Unit cannot move within or enter this terrain
No* May deploy here but no movement allowed
No (!) Only super heavy tanks others No, p104
Double Double rate if movement entirely on road

PENETRATION MODIFIERS (Heavy weapons v/s Armour)	
Vehicle's side or top armour (indirect / plunging fire)	+1
Indirect fire v/s open top	+1
Vehicle's rear armour	+2
Long range (not if shaped charge or HE; p53)	-1

HE SHOTS p53		
HE HITS	PIN	PEN
D2	1	+1
D3	1	+1
D6	D2	+2
2D6	D3	+3
3D6	D6	+4

Reduce hits caused by 50% (round down) if target is Down
Max of only 1 hit v/s Armoured Target

SMOKE ROUNDS (shot as indirect) p78	
Weapon	Diameter of smoke template
Light Mortar	3"
Medium Mortar/Light howitzer	4"
Heavy Mortar/Medium howitzer	5"
Heavy howitzer	6"

BLOCKS	
The terrain type you perform one Action per phase. The player may move a number of squares up to their Movement Allowance (MA). However, they may not move a square back against a phase to an advance space. They may move a square up to their MA and may not back during the move. They may not move a square during the move and into the space. From one phase to the next they may move a number of squares up to their MA. At the end of the move, the player may go to the following phase space a distance of 1 square from the space being moved. Being moved by the enemy being forced to move a number of squares up to their MA. A player who is pinned or immobilized by the enemy may not move a square up to their MA. A player who is pinned or immobilized by the enemy may not move a square up to their MA. A player who is pinned or immobilized by the enemy may not move a square up to their MA. A player who is pinned or immobilized by the enemy may not move a square up to their MA.	

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UNIT SPECIAL RULES

BIKES: Bicycle-mounted infantry follow the normal rules for infantry, except when moving entirely on a road, in which case they double their Run rate to 24" (cannot be used to assault). In addition, the first time they receive any order other than Run, or if they receive a Pin marker, they dismount and discard their bicycles for the rest of the game.

CAVALRY: Generally treated like infantry units. Cavalry can dismount and fight on foot as infantry, at which point all special cavalry rules no longer apply. Cavalry units move 9" at an Advance and 18" at a Run with the same movement rules and restrictions for infantry, except they cannot enter or assault buildings, or board transports, while mounted.

Cavalry units cannot react to enemy attacked by going Down. However, they can react by making an immediate escape move in the same way as a recon vehicle (at normal speed, not double speed).

A cavalry unit can dismount as part of any Advance move. Troops cannot remount once they've dismounted. The only weapons that can be fired when mounted is a pistol or carbine (which is treated as a pistol while mounted). Carbines are treated as rifles when dismounted. All other weapons can only be fired when dismounted.

While mounted, cavalry units gain the Tough Fighters rule. Cavalry units role 2D6 for consolidation moves after winning assaults (vs. the normal D6).

FANATICS: Fanatic units do not take morale tests for losing 1/3 their number from shooting, and function normally so long as they have at least two men. If reduced to a single model, the unit takes a morale test normally.

Fanatic units with at least two models are not routed when pins are equal to their morale value. When a fanatic unit is defeated in close quarters, it is not destroyed. Instead, continue to fight rounds of close quarters until the unit is wiped out or defeated and reduced to a single model.

GREENS: Green units are pinned and given a morale rating of 8. The first time the unit suffers a casualty, roll a D6. On a result of 1 the unit takes D6 Pin markers and goes Down (if already taken its action, change the order die to Down). A result of 2, 3 or 4 has no effect. On a result of 5 or 6 the unit's morale increases to Regular (morale value 9) for the rest of the game.

MOTORBIKES: Generally treated like infantry units. Bikers can dismount and fight on foot as infantry, at which point they do not benefit from any rules outlined here. A motorbike unit moves 12" at an Advance and 24" at a Run with the same movement rules and restrictions for wheeled vehicles, except that bikes are allowed to make any number of turns as they move. While mounted, units cannot enter buildings or board transport vehicles.

Motorbike units cannot react to enemy attacked by going Down. However, they can react by making an immediate escape move in the same way as a recon vehicle (at normal speed, not double speed).

A motorbike unit can dismount as part of any Advance move. Troops cannot remount once they've dismounted. Motorbike riders can carry infantry small arms but cannot shoot while moving. All weapons can only be fired when stationary (i.e. Fire action).

Motorbike units cannot assault and if assaulted they can make an immediate escape move as for other recon vehicles. If attacked in close quarters motorbikes fight as infantry. Motorbike units role 2D6 for consolidation moves after winning assaults (vs. the normal D6).

SHIRKERS: Unit must always take an order test (even when not pinned) when given an order and counts each Pin marker as -2 (instead of -1).

SLOW: When shooting on a Fire or Ambush order, can choose to fire using the scope. If so, range is increased to 36" but there is a 12" minimum range (targets closer will be automatically missed). Shooting ignores negative to hit modifiers, except for pins on the unit and if the team is missing the assistant (reduced to a single model). Shooting ignores gun shields and extra protection for buildings.

A successful hit counts as exceptional damage (pick any model in the target unit as a casualty). When not firing with the scope, all team members can fire their weapons normally (and use them normally as assaults).

STUBBORN: Unit ignores negative modifiers for Pins when taking a morale test (does not apply to an order test which is different).

TANK HUNTERS: If a tank hunter unit wins an assault and scores damage against an armoured vehicle, roll damage for a normal AT penetration versus a superficial damage result.

TOUGH FIGHTERS: When a model inflicts a casualty in close quarters against enemy infantry/artillery, immediately make a second damage roll.

VEHICLE SPECIAL RULES

AMPHIBIOUS: An amphibious vehicle can use an Advance order to directly forward over impassable deep water at 1/3 speed (vehicle cannot turn, reverse, and ignores rules that would oblige it to reverse or go Down). A vehicle that is immobilized while in the water is sunk/destroyed along with any occupants. Vehicles can shot while in water, unless otherwise stated in supplemental rulebooks (e.g. equipped with flotation screens cannot fire hull-mounted weapons).

COMMAND VEHICLES: The command vehicle adds a morale bonus of +1 to itself and to any other friendly armoured vehicle within 12" (cannot use Snap to Action extra die).

OPEN-TOPPED: Open-topped armoured vehicles are pinned by hits from small arms fire in the same way as soft-skinned vehicles and infantry. If assaulted by infantry, open-topped armoured vehicles are destroyed automatically if the vehicle is damaged.

If hit by indirect fire, add +1 to the damage result roll. All hits upon the top armour of a vehicle gain the +1 Pin modifier regardless of if open-topped or not.

Armoured vehicles that fire a pintle-mounted weapon count as open-topped until the end of the turn.

RECELS: When reversing, either voluntarily or because of a failed order test (with enemy in its front arc), a recon vehicle can reverse at its full Advance rate rather than at 1/3 rate, and can maneuver as if driving forward (e.g. including normal turning rules).

Vehicles with dual direction steering can reverse at their Run rate. If they fail an order test, these vehicles will always reserve at a Run rate.

Recon vehicles spot hidden enemy units when moved or deployed within 12" (instead of the normal 6").

Escape reaction: A recon vehicle that has not acted this turn can react to enemy shooting with an escape move that is the same as described for an infantry or artillery unit going Down, except that before going Down the vehicle makes an escape reaction.

An escape move is done at the Advance rate or Run, which may be forward or reverse, as long as it results in the escaping vehicle ending of a LOS of the attacking enemy, or in cover from the attack, or at least further away from the attacker than when the attack is declared. This movement cannot be used to assault enemy units. When the move is complete, mark the unit with a Down order.

After moving, the enemies shot is resolved normally. If the escaping unit has moved out of LOS the shot automatically misses. If firing at the recon vehicles using HE, first determine if the vehicle would be hit before deciding to escape or not.

When an enemy unit declares an assault against a recon vehicle that has taken no action yet that turn, the vehicle may make an escape move as previously described. If the recon vehicle decides not to escape, it can react normally to the assault (e.g. defensive fire). After an escape move, the assaulting unit will move towards the recon vehicle. If contacted, the assault is successful and resolved normally, otherwise the unit just moves as close to the recon vehicle as possible (respecting the 1" separation rule).

Recon vehicles cannot execute an escape move if they are towing anything. Additionally, escape moves cannot be used in response to an artillery barrage or air strike.

SLOW: A slow vehicle has a basic move rate of 6" when Advancing and 12" at a Run.

SLOW LOAD: The vehicle cannot be given an order until at least one other unit from the same side has been given an order (successful or not).

If all remaining units from one side have the slow load rule, when the first order dice is drawn for that side, return it to the bag. The next die drawn for that side of the bag can then be used to order units.

TURRET REAR-MOUNTED MACHINE GUN: When firing, first select a resolve the main gun shot (turning the turret as necessary). Only after can the turret rear-mounted machine gun fire into the opposing arc (from where the main gun is pointing).



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