

FAQ & ERRATA

We have compiled a list of errata for *Bolt Action* dealing with the various rules questions that have arisen including corrections of points values. We have not thought it worthwhile to correct minor typographical or layout errors except where these might affect the reading of the rules. We have also not dealt with any representational queries along the lines of 'Why does such and such a tank have such and such a value?' as these are matters of judgment within the parameters of the game and not mistakes within the rules as such. No doubt we shall expand upon this list over time and add clarifications where players feel the need.

BOLT ACTION RULEBOOK – ERRATA

Page 39, Order summary table. Change rule in the table for Down to read "...gain an extra -2 to be hit".

Page 67, Fixed special rule, fourth paragraph. The sentence should be changed to read as follows:

When ordered to Run, fixed weapons move the normal 12" over open ground or 6" over rough ground, obstacles etc.

Page 67, Flamethrower special rule, last paragraph on page. The first sentence should be changed to read as follows:

A unit hit by a flamethrower must check its morale once firing has been worked out and pin markers allocated, as described above.

Page 79, Assaulting through terrain. The second paragraph will be followed by a third paragraph, as follows:

[...] Note that the defenders will also benefit from the 'defensive position' bonus in the ensuing fight, as explained above.

Note also that, if the target unit is more than 6" away, and the assaulting unit could move up to 12" and reach its target by going around rough ground or an obstacle, the assault is allowed (though the defensive positions bonus still applies as the defenders have time to see the enemy running around the rough ground or obstacle).

Page 86, Warplane Type Chart, Strafing Fighter. The first and second sentences should be replaced by the following:

The target unit takes one additional pin marker and suffers 2D6 hits with a +2 Pen value.

Page 86, Warplane Type Chart, Fighter-bomber. The D6 Roll column text is wrong and should be 3 or 4 (rather than 2 or 4).

Page 90, Motorbikes. The penultimate sentence should be changed as follows:

Should they win the combat they can regroup 2D6" rather than D6".

Page 96, Re-crewing Guns. The following paragraphs will be added:

If the new crew is reinforcing an existing crew, they immediately become the same rating as the existing crew, regardless of what they were before (and also lose any other special rules they might have had).

If they are crewing an abandoned gun, then they keep their own Morale rating and special rules.

Page 103, Reverse Moves paragraph. A vehicle can reverse straight backwards, without any pivots, at up to half its standard Advance rate unless it is a recon vehicle (see page 118). Vehicles cannot mix forward and backward movement in the same turn – either you move forward, or you reverse.

Page 109, Vehicle crew paragraph. Delete tenth sentence: 'Ambushes are normally... trigger ambushes'

Page 119, Escape Reaction. The second paragraph will be changed to read as follows: The enemy's shot is then resolved as normal. If the target has moved out of range or sight then the unit shoots and automatically misses. Note that if firing at a recon vehicle with HE, decide to escape or not right before the firer measures the range to the target, just like a unit deciding to go Down when hit by HE.

Page 122, First line. Change 'at least partially' to 'completely.'

Page 124-125, HE weapons against buildings. The second and third paragraph will be changed to read as follows:

This means that when rolling to hit you ignore any to-hit penalties for cover. All other modifiers apply as normal – for example, Down in this case might represent the unit hiding in the building and if the enemy misses the shot, this might represent the them not having taken the shot at all, and instead still be searching for the target (and similarly a small team is more difficult to spot inside a building...).

If you score a hit, this means that the shell has managed to find – or make – an opening. The unit inside that floor of the building suffers a number of hits equal to the 'damage in buildings' value in the HE chart for that shell (D3, D6, 2D6 or 3D6). If the unit is Down (units in buildings can react by going Down as normal when targeted by HE), the hits are halved as normal, rounding up. When hit by [...]

Page 127, the following paragraph will be added.

OFFICERS IN BUILDINGS

If an officer has entered a building, his morale bonus and his 'You men, snap to action!' ability can be used on friendly units occupying a floor immediately above or below the officer's unit in the same building, or within 6" (or 12", depending on rank) of any opening the officer would be able to shoot out of.

Page 131, Hidden set-up. Second paragraph, the second sentence from the last will be changed to read as follows:

In addition, hidden units can never be chosen as targets for air strikes.

Page 137, Objective, second sentence. Change 'defender's' to 'opponent's'.

Page 137, First Turn. Replace entire paragraph with:

The battle begins. There is no first wave in this scenario. All units not held in reserve are deployed at the start of the game.

Page 153, Force Selection Rules, left column, fourth paragraph. Replace the beginning of the first sentence with:

If a vehicle listed as a transport/tow picks any option that means the transport loses its transport/towing ability, it no longer counts as a transport/tow for the purposes of force selection, [...].

Page 173, M4 Sherman 75mm. Change '134pts (Veteran)' to '234pts (Veteran)'

Page 195, T-34/76 Medium Tank. Change '134pts (Veteran)' to '234pts (Veteran)'.

Page 222, Orders table. Change rule for Down in Orders table to read "...gain an extra -2 to be hit".

ALL BOOKS – ERRATA

Jeeps. In all books where they appear, change the 'Tow' line to read:

Tow: light anti-tank gun, light howitzer, light anti-aircraft gun.

Bofors 40mm and all other heavy automatic cannon artillery units. In all books where they appear, change or add the team line to read:

Team: 4 men.

Stubborn special rule (British paratroopers and all other occurrences). The rule will be changed to the current one on page 91 of the rulebook.

Renault FT tanks. In ANY army list, add the following option:

- The tank can upgrade the MMG to a low-velocity AT gun (+3 Pen) for +30pts.

Stuart M3 light tanks. The earliest variants of the M3 light tanks (i.e. the M3 Stuart Light Tank in Armies of the US, the M3 Stuart I & Stuart II in Armies of the UK, and the land lease Stuart M3 in Armies of the Soviet Union), should all have a single hull-mounted forward-facing MMG and have their cost reduced by 10pts.

In addition, they should add the following options:

- Add a pintle-mounted MMG to the turret for +15pts.

- Add two hull-mounted forward-facing LMGs for +15pts. Note that these .30 cal machine guns are treated as LMGs rather than MMGs to represent the awkwardness of this weapon layout. In addition, these weapons must always be fired against the same target as the vehicle hull-mounted MMG.

Stuart M3A1 light tanks

M3A1 Stuart Light Tank in Armies of the US, and the M3 Stuart III & Stuart IV in Armies of the UK should all add the following option:

- If the recce option is not taken, the tank can replace the hull-mounted MMG with a hull mounted forward-facing flamethrower for +40pts. This also makes it more vulnerable to damage. as normal for flame-throwing tanks.

M3/M5 Half-track. In all books where they appear, change the 'Tow' line to read:

Tow: any anti-tank gun or anti-aircraft gun; light or medium howitzer.

LVT-4 Buffalo. In all books where it appears, change the transport line to:

Transport: 30 men, or a jeep or bren carrier, or a light/medium artillery unit.

ARMIES OF GERMANY – ERRATA

Page 30, Luftwaffe Field Division infantry squad. The following option will be added:

- Up to 1 man can have a light machine gun for +20pts – another man becomes the loader.

Page 52, Tiger II. Add the following option:

- May have additional pintle-mounted MMG for +15pts

Page 71, SdKfz 250/9. Delete the Open-topped special rule.

ARMIES OF THE UNITED STATES – ERRATA

Page 25, Ranger squad. Change 'Rangers Lead the Way!' Special Rule to:

Rangers lead the way! Units of Rangers are allowed to make a Run move after both sides have finished set-up, but before the first turn of the game. During this move, the unit cannot assault enemy units, and cannot be targeted by enemies in Ambush.

Page 26, US Marines Squad (Mid- /Late-War). Cost line should be changed to:

Cost: Regular Infantry 70pts or Veteran Infantry 91pts.

Page 26, US Marines Squad (Mid- /Late-War). Weapons line should be changed to:

Weapons: M1 Garand rifles

Page 32, Light Artillery (M1A1) and Medium Artillery (M2A1). Add the following option:

- May add a gun shield for +5 points.

Page 37, M5/M5A1 Stuart. Replace the current HMG option with:

- May have an additional pintle-mounted MMG for +15pts or pintle-mounted HMG for +25pts.

Page 37, Culin hedgerow cutter box-out. The second paragraph should be changed to:

- Any tank that has the option of adding a Culin hedgerow cutter may do so for +10 points per model. A tank so equipped...

Page 41, LVT(A)1. Add option to downgrade the coax HMG to MMG for -10 pts.

Page 45 and 46, all AA vehicles. The option to add an additional rear-facing pintle-mounted machine gun should be ignored.

Page 5, M3 Half-track. The Tow options should be changed to:

Tow: Any anti-tank gun or anti-aircraft gun; light or medium howitzer.

Page 50, Dodge ¾ ton truck. The following option will be added:

- May upgrade the MMG to an HMG for +10pts.

Page 52, LVT-4 'Water Buffalo' landing vehicle. Add following options:

- May upgrade both pintle-mounted MMGs to pintle-mounted HMGs for +20pts
- May have an additional forward facing hull-mounted MMG for +10pts

The entries below replace the M4A2 Sherman 'Zippo' or 'Ronson' Crocodile Flamethrower entry on page 41 of the Armies of the US book.

SHERMAN 'ZIPPO' OR 'RONSON' AND SHERMAN CROCODILE FLAMETHROWER TANKS

In the Pacific Theatre a flamethrower tank was needed to root out the Japanese from their well-protected defensive positions. The M4's main gun was replaced with a heavy flamethrower to create the Zippo variant. In Europe the 2nd Armoured Division also used a version derived from the British Crocodile. The main difference, in this case, was the position of the flamethrower and the separate fuel-trailer with its larger fuel capacity.

Principal service: 1944–45.

Numbers manufactured: unknown ('Zippo'), 4 (Crocodile).

SHERMAN ZIPPO (EARLIER VERSION)

| | |
|----------------------|--|
| Cost | 188pts (Inexperienced), 235pts (Regular), 282pts (Veteran) |
| Weapons | 1 turret-mounted medium anti-tank gun with co-axial MMG and 1 forward facing hull-mounted flamethrower. |
| Damage value | 9+ (Medium Tank) |
| Options | - May add a pintle-mounted HMG on the turret for +25pts. |
| Special Rules | - Internal, volatile fuel tanks makes each tank a potential fireball. Flame-throwing vehicles are more likely to be destroyed by damage, as explained in the rulebook. |

SHERMAN ZIPPO (LATER VERSION)

| | |
|----------------------|--|
| Cost | 140pts (Inexperienced), 175pts (Regular), 210pts (Veteran) |
| Weapons | 1 turret-mounted flamethrower with co-axial MMG and 1 forward facing hull-mounted MMG. |
| Damage value | 9+ (Medium Tank) |
| Options | - May add a pintle-mounted HMG on the turret for +25pts. |
| Special Rules | - Internal, volatile fuel tanks makes each tank a potential fireball. Flame-throwing vehicles are more likely to be destroyed by damage, as explained in the rulebook. |

SHERMAN CROCODILE

| | |
|----------------------|---|
| Cost | 196pts (Inexperienced), 245pts (Regular), 294pts (Veteran) |
| Weapons | 1 turret-mounted medium anti-tank gun with co-axial MMG, 1 forward facing hull-mounted MMG and 1 forward facing hull-mounted flamethrower. |
| Damage value | 9+ (Medium Tank) |
| Options | - May add a pintle-mounted HMG on the turret for +25pts. |
| Special Rules | - Jettison fuel trailer. The normal bonus for trying to damage flamethrowing vehicles does not apply to the Sherman Crocodile. - Slow. A Sherman Crocodile is Slow as it tows the fuel on a trailer – its move is reduced to 6" advance and 12" run. |

ARMIES OF GREAT BRITAIN – ERRATA

Page 24, Paratroop section. The following Option and Special rule should be added:

- The entire squad may be mounted upon bicycles or welbikes for +1 pt per man

Bicycle/Welbike-mounted infantry: These follow the same rules as infantry, except when moving entirely on a road, in which case they double their Run move to 24" (this move cannot be used to assault). In addition, the first time they receive any order other than Run, or if they receive a pinning marker, they dismount and abandon their bicycles for the rest of the game – replace the models with models on foot.

Page 24, Paratroop section. Change the second sentence of the 'Stubborn' rule to read:

If forced to check their Morale, then they always test on their full morale value, ignoring any pin markers.

Page 25, Commando section. The submachine guns option will be changed as follows:

NCO and any other soldiers may have a submachine gun for +2pts each.

Page 42, Cruiser Tank Mk VIII Centaur CS. Delete '1 hull-mounted MMG'. The points values is correct as is.

Page 44, Infantry Tank Mk IV Churchill I-VI & IICS. Change the fourth Option to read:

- May replace the 6-pdr with a 95mm medium howitzer at no points cost (making the vehicle a Churchill Mk V)

Page 45, Infantry Tank Mk IV Churchill VII-VIII. Replace the armament Option to read:

- Replace the 75mm gun with a 95mm medium howitzer for - 10pts (making the vehicle a Churchill Mk VIII)

Page 51, Bishop and Sexton. Add the following option to both vehicles:

- May add AT rounds for the main gun for +10 pts. These allow the light howitzer to be alternatively fired as a light

anti-tank gun. Declare which round is chambered if the vehicle is put on Ambush.

Page 56, M8 Greyhound. Add the following Option:

- May instead replace the light anti-tank gun and coaxial MMG with a pintle-mounted HMG with 360° arc of fire (M20 variant) for a reduction of -30pts.

Page 60, M5 Half-track. The Tow options should be changed to:

Tow: Any anti-tank gun or anti-aircraft gun; light or medium howitzer.

Page 62, LVT-4 Buffalo. Add following options:

- May upgrade both pintle-mounted MMGs to pintle-mounted HMGs for +20pts
- May have an additional forward facing hull-mounted MMG for +10pts

Page 69, Raiders! Selector. The anti-tank team entry will be changed as follows:

0-1 Anti-tank team: Boys anti-tank rifle team, PIAT team.

Page 76, Fall of Singapore selector. Add all transport and tows options from the Burma theatre selector on page 67.

Page 77, Burma selector. The anti-tank team entry will be changed as follows:

0-1 Anti-tank team: Boys anti-tank rifle team, PIAT team.

Page 80, Normandy selector. The Infantry sections entries will be changed to:

2 Infantry sections: Regular Infantry sections (mid-/late-war), Inexperienced Infantry sections, Veteran Infantry sections (late-war), Paratroop sections, Commando sections.

0-4 Infantry sections: Regular Infantry sections (mid-/late-war), Inexperienced Infantry sections, Veteran Infantry sections (late-war), Paratroop sections, Commando sections.

ARMIES OF THE SOVIET UNION – ERRATA

Page 28, Siberian Squad. Change the cost to the following:

Cost: Regular Infantry 50pts or Veteran Infantry 65pts

Change the first line in the options to:

- Add up to 7 additional soldiers at +10pts each (Regular) or +13pts each (Veteran).

Page 32, Assault Engineer Squad. Add the following option:

- Up to two soldiers can have a (captured) panzerfaust in addition to their weapons for +5pts each.

Page 33, Motorcycle squad. Remove the Tank Hunters rule, as this squad does not have the option to purchase anti-tank grenades.

Page 75 onwards. In all theatre selectors from the Battle of Stalingrad onwards, add the KV-8S tank to any that include a KV-8 tank.

ARMIES OF IMPERIAL JAPAN – ERRATA

Page 14: Reinforced Platoon. Add the following line to the list of units:

0-1 Kempeitai Political Officer.

Page 17: Forward Observer. In the list of weapons available, change 'assault rifle' to 'rifle'.

Page 26: Suicide anti-tank team. Add the following Special Rule:

Tank Hunters

Page 36: Type 92 tankette. Change the Weapons line to read as follows:

Weapons: 1 turret-mounted MMG and 1 forward-facing hull-mounted HMG

ARMIES OF FRANCE AND THE ALLIES – ERRATA

Page 47, Bofors 40mm L/60.

Page 59, Bofors 40mm.

Page 82, Bofors 40mm. Amend (or add) the weapon's Team entry to read:

Team: 4 men

Page 21, Renault FT. Add the following option:

• Upgrade the MMG to a low-velocity anti-tank gun (+3 Pen) for +30pts.

Page 27, AMC Schneider P16 Half Track. Change the Recce special rule to read:

- Recce (dual direction steering)

Page 61, Cars and Light Utility Trucks. Change the vehicle's weapon line to:

Weapons: None

Add the following to the list of Options:

- Add a forward facing or rear facing hull-mounted light anti-tank gun for +50pts

Page 69, Norwegian Inexperienced Infantry Squad. The basic cost of the unit is listed as 70 pts. Change this to 35 pts.

Page 77, 10th Motorized Cavalry Brigade Infantry Section. Change the second option entry to read:

• Up to 1 man can be armed with a BAR automatic rifle for +5 pts.

Page 86, The Battle of Poland 1939. Add to the Transport and Tows section the following missing line:

0-1 Tow from: C4P half-track tractor, C2P artillery tractor, C7P artillery tractor

Pages 93 & 94, Greece army list and Battle of Greece selector. Add to the available Transports and Tows an artillery tractor, which uses the same entry as the Laffly heavy tractor on page 31 of the same book.

Pages 94, Battle of Greece selector. Add Cavalry Troop to the units that can be chosen for the 0-4 additional infantry units.

Page 97, Partisan Reinforced Platoon. Delete the '0-1 Captain or Major' line line.

Page 100, Inexperienced Partisan Squad. Delete the option to make the Inexperienced Partisan squad Shirkers at -3 pts per model. (Partisans cannot be shirkers, otherwise they simply wouldn't have joined the partisans, would they?)

Page 103, Partisan Infantry teams. Add the following entry:

SNIPER TEAM

This entry represents anything from an untrained civilian out for revenge on the occupiers to a seasoned hunter that has decided to join the resistance.

Cost: 35 pts (Inexperienced), 50 pts (Regular), 65 pts (Veteran)

Team: 2 (sniper and assistant)

Weapons: Sniper has a rifle and assistant has a pistol

Special rules:

- Team weapon
- Sniper

ARMIES OF ITALY AND THE AXIS – ERRATA

Page 1, Credits. Sincere apologies to Jonathan Baber, whose name was omitted from the credits of the book. The Credits will be amended as follows:

Written by: Steven MacLauchlan, Judson MacCaul, Jonathan Baber, Vesa Nenye, Anton von Wirtzenau and Peter Munter

Panzerfaust. In all instances in the book, the cost of the panzerfaust option will be changed to +5 pts (rather than +10pts).

Page 15, Camicie Nere militia infantry section. The last sentence of the 'Non Testati' rule has been truncated and should be reworded as follows:

Apply the ability before resolving the shooting or close combat. The result rolled then applies for the rest of the game.

Page 17, Paracadutisti. The 'ski troops' rule should be deleted, as the Paratroopers don't have the option to take skis.

Page 28, Trucks. Under the heading 'Tow:' the second instance of 'light anti-tank gun' will be changed to 'light anti-aircraft gun'.

Page 30, 1940-41: The Invasion of Greece.

Page 31, 1940-43: The War in Africa. In both of these selectors, change '75/36 heavy AA gun' to '75/46 heavy AA gun' in the Artillery section.

Page 33, 1941-43: The Eastern Front. Under 'Tanks, Self-Propelled Guns and Anti-Aircraft Vehicles', remove the following line:

0-1 vehicle from Semovente 47

Page 44, Kaukopartio squad. The Deep Strike Mission rule will be reworded as follows:

Deep Strike Mission: when a Kaukopartio unit that is Outflanking as described on page 119 of the BA rulebook becomes available, it may enter the battle from anywhere along either the right/left table edge (depending on the chosen side) or any point along the enemy's own table edge. For example, if a Kaukopartio decided to outflank left, it could enter from any point along the left table edge (regardless of the turn it became available), or any point along the enemy's table edge.

Page 46, Panzerschreck team. Add the following option to the unit listing:

- The team may be equipped with skis for +2 pts.

Pages 56-60, Finnish Theatre Selectors. All instances of '0-1 Allied Infantry' will be deleted.

All Finnish Theatre selectors, except for the Winter War, should include the option for an air observer as an alternative to the artillery observer.

Page 61, War in Lapland. The selector is missing the Artillery entry. Use the same one of the selector on page 60 (i.e. the same artillery guns, anti-tank guns and anti-aircraft guns).

Page 61, War in Lapland. The Special rules will be reworded as follows:

Best in Reserve. Only tanks and assault guns can be bought as Veterans.

Page 65, Infantry Section. Remove the special rule which states that units gain Tank Huters if equipped with a Panzerfaust.

Page 66, Bulgarian Mounted Section, Special Rules. The second sentence should read:

Bulgarian cavalry units may not move into contact with an enemy unit while mounted.

Page 68, 20mm Flak 38. The following should be added to the Special Rules:

- Gun shield.

Page 68, Renault R35 tank. The entry is incorrect. Use instead the entry for 'Captured Renault R35' on page 24-25 of the same book (Italian list), which is correct.

Page 70, 1941-44: Occupation Force

'Sd Kfz 232 (8-rad)' should be changed to 'Sd Kfz 231 (8-rad)'.

Page 74, Infantry Section. Change the Special Rule to read:

- Tank Hunters if unit equipped with anti-tank grenades.

Page 76, Hungarian Mounted Section, Special Rules.

The second sentence should read:

Hungarian cavalry units may not move into contact with an enemy unit while mounted.

Page 78, 40mm Bofors Anti-aircraft gun. Amend the weapon's Team entry to read:

Team: 4 men

Page 82, Axis Vehicle in Hungarian Service special rule.

Remove the following vehicles:

Panzer IV H, StuG III G, Panther A or G, Hetzer

Page 89, Late War Infantry Section, Cavalry Section, motorized infantry section. Remove the special rule which states that units gain Tank Huters if equipped with a Panzerfaust.

Page 89, Romanian Mounted Section, Special Rules. The second sentence should read:

Romanian cavalry units may not move into contact with an enemy unit while mounted.

Page 90, Heavy Mortar. The 'Weapon' line should be changed to

Weapon: 1 heavy mortar

Page 92, Renault R35 tank. The entry is incorrect. Use instead the entry for 'Captured Renault R35' on page 24-25 of the same book which is correct.

TANK WAR – ERRATA

Page 13, Vehicles and Pinning box-out. The entire box-out has been superseded by BA 2nd edition and no longer applies. It will be deleted and replaced with a pretty picture of tanks in action.

Page 39, Michael Wittmann. In his list of skills, change Bloodlust to Eye for Terrain.

Page 59, Hell's Highway. Under Set-up, replace the second sentence with:

The German player chooses at least half of his force and deploys it within 6" of either or both long table edges. German reserves may move in from either long table edge when they become available.

FREQUENTLY ASKED QUESTIONS

In early army books, AA Bofors gun and other similar guns don't have the 'platform mounted' description, even if the models are very obviously platform mounted (for sound historical reasons!). Are we really supposed to use these guns with just a 45° arc of fire or can they be used with 360°?

Base the use of the gun onto the actual model. If the gun is sold mounted on a turntable or rotating mount, then follow the rules for 360° arc of fire.

If an artillery unit is deployed in rough ground (like a forest), and it receives an Advance order, can it turn to fire?

Yes, it can, but it cannot move from its position with a Run move.

Let's imagine a sniper is located in a building and it shoots from a window. If in the following turn it wants to shoot through another window, does it count as having moved?

No, the sniper can indeed fire as a sniper from any opening on that floor with a Fire order. Only infantry with fixed weapons (i.e. with limited arc of fire) must be ordered to Advance from one opening to another.

What angle of fire should infantry squads, snipers and similar units get when firing from windows and doors, 180° or something else? Do fixed weapons like MMGs get their usual 45° on each side of the barrel?

As inside a building we cannot see the model and its position is abstract, we suggest using 180° for all weapons, including fixed ones.

If an artillery unit is deployed inside a building and therefore chooses an opening to fire out of, can it choose a different opening after receiving an Advance or Run order?

Yes, the artillery unit can choose a different opening to fire from if given an Advance order. On the other hand, it cannot leave the building it's deployed in, so there is no point issuing a Run order to it.

When a vehicle with more than one weapon fires, I must choose all the targets BEFORE I start shooting, or I can shoot a weapon and if I want I can choose to shoot the same objective or another one?

Declare all targets before you resolve fire.

Some units from first edition books, like Sgt Kenshiro, or Polish lancers, have additional attacks. And most of these are tough fighters too. How does this work in the second edition?

If a rule states that a unit has additional attacks in melee, that rule applies as normal, literally (so lancers get two attacks rather than one). Then, if the unit are also Tough Fighters, they get to re-roll all hits as normal.

The rules give the carrying capacity of a Schwimmwagen as 3 men and if you fit an MMG the vehicle loses all transport capacity. Does this mean the vehicle is not an empty transport and is permanently

'FULL' when fitted with the MMG, which also means it would NOT have to be removed if closer to an enemy unit than a friendly unit at the end of the move.

Correct, as the transport no longer count as a transport (see page 152-153), it loses both weakness of empty transports, as explained on page 114-115 of the rulebook – so it is not destroyed by the proximity of enemies and can fire all weapons.

Page 153 says the transport loses 'transport/tow' capacity, but the Jeep entry (page 176) just says it loses 'transport capacity'. Which one is it?

All vehicles that lose transport capacity also lose tow capacity, as they can no longer carry the crew of the towed weapon, and basically change their role from that of transports into that of mobile weapons platforms.

When allocating orders out by using an officer's 'You men, snap to action' special ability, can I allocate Order dice to other officers' teams within range? If so, can these other officers also then in turn use their 'You men, snap to action' special ability to order more units within range (including potentially other officers and so on?)?

Yes, you can.

Can all AA guns fire all around?

No, only the ones that are described as mounted on a pintle, turntable or rotating platform.

If a unit with a gun shield (or body armour) is inside a building, do the +1 modifiers to the damage value stack up? For example, what is the damage value of a regular unit with gun shield inside a building: 5+ or 6+?

The bonuses do not stack up, and the same is true for body armour and any similar rule. So in the example, a Regular unit with body armour or a gun shield inside a building is damaged on 5+.

Does a 'free' unit take up a Force Selection slot? Or could a British player with two reinforced platoons field three artillery observers? If not does that mean the Russian or French 'free' squad counts towards the maximum number of squads per platoon?

The free units are additional to the Selectors. In each cases it's +1 per army, not per platoon.

The Guidelines to Force Selection sometimes contradict the Force Selection Rules (e.g. Guidelines say a captain can be fielded in place of a lieutenant, one heavy weapon per three infantry squads, best if no more than one Forward Observer, maximum of one tank, light armour, artillery per three infantry squads, etc.). Is the Force Selection Rules section the one we should follow and are the guidelines merely 'developers' thoughts rather than actual rules?

The Guidelines are developer's notes and intended to help out players who do not wish to use the Selectors.

On page 65 of the United States Army book, in the Anzio selector, the infantry options are listed as: 'inexperienced infantry squads, regular Infantry squads, Ranger Squad, Paratrooper Squad.' Is the difference between plural (Squads) and singular (Squad) a typo? Does it mean we can mix squad skill levels? Are WE only allowed 1 Ranger squad out of the 4?

It is indeed a typo. They should all be in plural, as in any reinforced platoon you can mix experience levels and number of squads. When a selector limits a squad to a maximum number, it does state so.

I want to collect an army of paratroopers. However there are no specific paratrooper officers, snipers, MMG teams, etc to go with my paratroopers squads. The same goes for all units of infantry with special rules, like commandos, gurkhas etc.

We assume that the special rules only apply to the 'proper' (and normally larger) squads of paratroopers, but not to their HQs and support teams, as they are not big enough for the rule to 'come into play', or that their tactical role is different, as represented by their own special rules or specialised weaponry. So, we normally just select officers and support teams of the same quality as the relative infantry squads – in the case of paratroopers for example, choose all of your officers and support teams as Veterans – they are not going to be as hard as the men, but still not bad. Also, when possible equip them with weapons that make them as similar as possible to their 'main troops'. For example, equip Gurkha HQs with submachine guns, so they become exactly as effective as Tough Fighters in close quarters.

If my platoon includes cavalry squads, can I mount an officer and the men in his team on horses?

That sounds reasonable; in a platoon that includes one or more cavalry squads, any HQ team can be mounted on horses at the cost of +5 pts per man, getting the Cavalry special rule.

After the Armies of XXX is released, can I still use the XXX army list from the rulebook or from one of the free PDFs on the Command Post?

The Armies of XXX army list replaces the relative list in the rulebook or the PDF. However, if a player does not own the Armies of XXX book, he is of course free to use either the list in the rulebook or the PDF. In events like tournaments and other organized play, normally the organisers will clearly state which army lists are 'sanctioned' for use in the tournament – the norm being that the Armies of XXX series takes precedence over any other list.

There doesn't seem to be anything to prevent infantry operating a Fixed Team weapon from assaulting. Is this intentional? Should medium and heavy mortar crews, MMG and HMG crews be able to assault? As they may not fire during an Advance Order, is that meant to imply they cannot Run and so cannot Assault?

There is absolutely nothing stopping them from assaulting – you can assume they leave their weapon behind and assault, only to recover it later (assuming they survive the fighting). In general, this is not going to happen very often, as they are normally much better off firing their weapon at the enemy (in the case of machine gun teams), or simply running away from enemies that get too close (in the case of mortar teams).

If a unit has an option to upgrade from normal infantry to another mode of transportation (cavalry, bicycles or motorbikes), and the player pays the point to upgrade the squad, does that mean that the unit automatically gets the special rules related with that mode of transportation?

Yes, if a unit is upgraded with mounts (normally horses or motorbikes) it gets the Cavalry or Motorbikes rules on page 71 of the rulebook. If upgraded with bicycles, it gets the Bicycles rules (see for example page 21 of the Armies of Germany book).

Can I legally move into cover, or behind a line of sight breaking obstacle, such as a building, with an escape move, if that location is closer to my enemy than from where I began. Or, am I required to move into cover that is also further away from the enemy.

You can move closer to the enemy if that is in order to get out of sight or behind cover. You are not allowed to move closer to the enemy staying in the open.

Can cavalry and motorbikes manoeuvre when executing an escape move or do they have to go in straight line away from the enemy that is targeting them?

They can manoeuvre, but remember that this escape move is executed at normal speed, and not at double speed.

Is it really intended that a Panzer IV costs only 5 pts more than a Stug III? They have the same gun and same armour, but the Panzer has a turret and an extra MMG which are surely worth more than 5 points.

In the case of expensive vehicles, points values are sometimes rounded up or down to the nearest 5, so it is possible that in this case the two vehicles were further apart in cost, but the rounding up/down process has by chance brought them so close together that the difference may not seem enough. In other words, the Panzer IV might have been two points more expensive and the Stug might have been two points cheaper, which would have made the real difference more like 10 points, but the rounding up/down process might have caused them to be only 5 points apart.

Does the Motorcycle with machine-gun sidecar (BMW R75, Zündapp KS 750, etc.) follow the movement rules for armoured cars (wheeled) or for motorbikes?

The rules for wheeled vehicles with the exception specified in its entry.

Cavalry and motorbikes cannot react to shooting by going Down, but can escape move instead, and afterwards are assigned down order. So in fact they're down anyway?

The dice is placed to show Down to mean their turn is over, but as long as they are mounted, they do not get the benefits of being Down.

Can armies use captured vehicles? For example, the Russians used captured German vehicles and vice-versa No, they cannot, at least by a strict application of the rules about forming reinforced platoons. However, we have used 'captured vehicles' (or indeed 'allied vehicles') in many friendly games, and it's very good fun!

It's also helpful to reach a certain amount of points for a game if you have a very 'varied' collection! We normally rule that they should be taken as Inexperienced or at most as Regular, but certainly not as Veteran, as the crew would have less experience with their use...

If a Green unit is upgraded to Regular (and whenever a unit's quality is permanently changed by a special rule), how many pin markers does it take to destroy it automatically?

Count the current 'upgraded' status of the unit. So, to destroy a Green unit upgraded to Regular you need 9 pin markers.

When playing a scenario where a portion of your forces are deployed prior to the start of the game, and a portion are held back to form either a first wave or in reserve, does the spotter and his associated mortar/artillery team count as 1 or 2 units for the purposes of calculating the aforementioned portion?

They count as 1 (because they only have 1 dice).

At what point exactly do units hit by an artillery barrage or by an air strike decide whether to go Down or not?

The principle is that units must normally decide to go Down when they are targeted, before they know whether they have been hit or not. In case of an artillery barrage, you should decide this when the unit has been determined to be within range of the barrage, but before rolling the dice to see whether you suffer a direct hit (6) or not (1-5).

In the case of an air strike, however, we will have to make the exception that the unit must decide to go Down after the 'Here it Comes' result has been rolled, but before the type of Warplane is rolled for.

If player A calls for an airstrike, gets it, and rolls 'Rookie Pilot'.

The opposing player takes it, places it on player A's unit. Should player A have to roll to hold fire of his flak capable weapons? Or could he instead choose to automatically fire his flak at his own plane?

Flak units must test to hold their fire against friendly planes, even if the plane is attacking their own troops by mistake (i.e. Rookie pilot).

If you target a unit in a building or an empty building with a multiple launcher, how do you work out how many templates hit the building?

When firing a multiple launcher against a unit in a building (or an empty building), measure the 6" for additional targets from the building itself. Note that only one of the rockets can hit each building, even if it includes multiple enemy units on different floors. Then resolve a normal indirect fire heavy mortar shot on each target. You cannot fire if any potential target building includes any friendly units.

If a fixed weapon changes firing point from one window/door to another on the same floor of a building, does that count as an Advance (so it can fire with -1) or a Run (no firing)?

An Advance, so they can fire with an additional -1 to hit modifier.

If I shoot at a unit of artillery that has only one or two crew models left, does the 'small team' to-hit modifier apply or not?

The small team rule applies to units made of one or two infantry models (implying 'and nothing else', which should have been stated clearly). So, so as long as there is also a gun model, that unit is not made just of one or two infantry models, but also includes a non-infantry model, so the small team bonus does NOT apply.

If I shoot at a unit that is already Down with an HE weapon, do they get to halve the hits or does this just apply to units that go Down as a reaction to the HE shot?

A unit that is already Down does halve the hits from HE hits, in the same way as it benefits from the -2 modifier to being hit.

Do the 'free' units (like the rifle in USSR or the medium artillery in the French army) give attrition points when you kill them? If so, how many points?

They are worth the points they would cost if you purchased them, so you'll have to calculate this.

I have a query regarding what exactly happens to a unit on a transport if it is assaulted, I know they dismount but...how? How does the unit dismount? Where do you place them? What happens if they win the assault? Can they act if the owning units player gets the next order dice?

The units in the assaulted transport follow the rules for units that are 'forced to dismount' from a transport – so they are placed D6"

away from the transport as per regrouping, and then go/remain Down. The assaulting unit is then considered in assault range, regardless of where the troops are placed – simply move the closest assaulting model to the closest dismounted model that is fighting and then continue as per a normal assault.

If my infantry squad includes a flamethrower, and the squad fires at an enemy, can I choose not fire the flamethrower?

You can decide whether to fire the FT in the unit or not before measuring range to the target. If you fire the FT, then you have to roll to see if it runs out of fuel, even if you find it was out of range.

Can a turreted vehicle in Ambush react to a movement outside the arc of fire of its weapons? Can the turret turn to react to the Ambush trigger?

You cannot trigger the Ambush nor fire against any target whose move is entirely outside all of the vehicle's weapons' arcs of fire (and line of sight). If the move crosses any arc of fire and sight, including the 360° of the turret, you can trigger the Ambush. When you trigger the Ambush and turn the order dice from Ambush to Fire, all of the vehicle's weapons that can draw LOS to the moving unit that triggered the Ambush can fire, including the turret (as long as it's not jammed).

Can a vehicle in Ambush fire at different objectives with different weapons (as per a regular Fire order) or only at the one that triggered the Ambush?

Only at the one that triggered the Ambush.

When I fire a multiple launcher, do I have to hit the target unit in order to then measure range to other targets?

When firing a multiple launcher at a unit, you put the template on the unit as usual and then measure 6" from the edge of it for any other units. You don't have to hit the first unit to be able to target the others, you get to roll a die for each target.

HE weapons can target empty buildings (to demolish them). However, with multiple launchers, because they also can hit anything within 6" of their primary target, they can target an empty building and then be able to hit anything within 6" of that building. Is that correct?

Yes, you can target an empty building with a multiple rocket launcher, just as you would target a unit inside the building. Measure the range to other potential targets from any point of the floor in the target building where the rocket explodes (see rules for indirect fire against buildings). This might indeed make multiple launchers slightly more effective when fired this way.

A unit 'A' is in rough ground (at the very edge of a forest). An attacking unit 'B' is in open ground, 9" away. Attacking unit 'B' orders run to assault the 'A' unit. Does it work?

By the letter of the rules, if the base of the 'closest model' in the target unit is slightly inside the terrain, the attacker cannot move at a run, so the charge is not allowed, even if there is only 1mm of terrain to cross. If the base is even slightly outside it, the charge is allowed. The grey area only arises when the base of the 'closest model' and the edge of the terrain are perfectly overlapping... which I think it's what it's meant by the words 'at the very edge' in the question. In such a marginal situation we recommend rolling a die for it.

Note that this is different from the case of a unit defending a linear obstacle. Such unit can be assaulted at a run of up to 12" as long as the run brings the assaulting unit in contact with the linear obstacle.

Can a medic or an artillery/mortar spotter fire the weapons of a vehicle they are being transported in?

It's the passengers doing the firing, and therefore medic units, because they 'cannot fire any weapons', cannot fire a transport's weaponry.

Spotters similarly cannot fire weapons and cannot spot while in the transport (extending to them the rules for HQs, which cannot use their special rules while transported).

Some units, like a Soviet IS2, can't use the first die drawn in a turn. However, if a friendly officer uses the dice and then allocates one of his 'Snap to' dice to the IS2, can this fire as you resolve the 'Snap to'?

Yes, it can. Imagine that the officer is concentrating on spotting targets for the vehicle.

If a recce vehicle is on 'Ambush' this turn, and an enemy fires at it, can the recce vehicle do an 'escape move'?

Yes, it can. It's the same as going Down from Ambush.

I have a question about the kettenkrad and lg/41 in the armies of Germany V2 book and the QF6pdr and the Jeep in the armies of great Britain. In both cases they mention the towing vehicle

being able to tow said gun in the intro text, but under the vehicle stats they can't actually tow it with rules as written. In cases like these is it acceptable to have them towed by said vehicle as long as it's theatre specific (i.e. market garden or German paras at Monte Cassino)?

We think it's perfectly acceptable to allow those vehicles to tow them, but you should first agree this with your opponent.

If units with special deployment rules are part of the first wave then their special deployment rules take precedence. However, in certain scenarios with first wave it also says no units are allowed on the board during the start of the game. Do forward deployment units still deploy in that situation? The scenario in question is Key positions, but there are a few others with the same wording.

If they are part of the first wave, these units (snipers, spotters, observers...) can deploy as stated even in scenarios that say 'no units start on the table', because their special rule takes precedence. If instead they're held in Reserve, they cannot.

Would a one-man turret vehicle that fails to come on in the First Wave be moved into reserve automatically, or would it be forced to come on the second turn with the -1 morale test?

The simplest solution is to move it into reserve (no outflanking allowed).

ARMIES OF GERMANY - FAQs

Tiger Fear: does a unit being transported have line of sight to the vehicle causing Tiger Fear if the transport itself has it?

If the transport has LOS to the Tiger Fear-causing vehicle, so have any passengers.

I have a question about Wehrmacht Sturmpanziere weapon – grenade launcher GzB-39. According to rules of indirect weapons I can fire it to other target than rest of the unit. But can I shoot it to other target using its other PEN +3 profile?

No, the anti-tank version cannot be fired at a different target, as it's neither a one-shot weapon nor an indirect fire weapon.

The Panzer 38(t) options say you can upgrade for -30pts ('reconnaissance version'). Does this mean it also gains the 'Recce' special rule? Or is it just called the reconnaissance version?

It's just the name of the different version, the vehicle does not gain the Recce rule.

The Panzerspähwagen P204 (F) (page: 72) is not mentioned in any theatre selectors. In which can be fielded?

Any selector that allows armoured cars from the Operation Barbarossa selector onwards.

In the Sturmtiger rules it says the main gun is 'treated as a heavy howitzer and cannot fire to long range.' This would seem to suggest that the Sturmtiger is only capable of firing its rocket mortar in effective range and so does not suffer the -1 to hit penalty for shots between 18-36 inches. Am I understanding this correctly?

The limit applies only when firing directly over open sights. The range of an indirect fire is not affected. So the range of the Sturmtiger main gun is as follows: 36 (or 36-84)

Do the Tiger I tank and other vehicles armed with 88mm guns have the versatile special rule?

No, only the Flak 36 88mm artillery version of the gun has the versatile rule.

Can a nebelwerfer or other multiple rocket launcher be manhandled?

Yes, they follow the normal rules for artillery units.

Which vehicles are allowed to tow a Nebelwerfer or other multiple rocket launchers?

Treat them as light howitzers for towing purposes.

ARMIES OF THE US - FAQs

According to the book, the M3 White Scout Car is in 'transport & tows' section with an option to be Recce vehicle. In the book's theatre selectors there is no M3 White Scout Car as a 'transport & tows' option, but only as 'armoured car or recce vehicle'. Is it possible to take one M3 White with Recce as 'armoured car or recce vehicle' and one per infantry unit in the reinforced platoon?

The M3 White Scout car should be in the Transport and Tows section of the selectors. If an M3 is upgraded to recce status it counts as the platoon's recce vehicle.

I have a hellcat M18 TD. They were unbelievably fast and you attest on your site, but you have no speed rule listed with it. So how many inches does it move and will you put it into the errata if it's more than the usual 9"? If it is only 9" (normal tracked vehicle), why?

We have chosen not to go into the differences in maximum speed, as it was often a theoretical value and not a reality of real battlefields littered with terrain, mud etc. If we change this policy, of course the Hellcat will be one of the first vehicles we'll look at.

US Engineers squads. In which theatre selector can I take them as Veterans (i.e. late war)?

As the theatre does not offer any strict ruling about whether the engineers are the early or late war ones (i.e. Reg or Vet), you are absolutely free to take either – you make the call, you pay the points. Personally, as I play US myself, I'd use the Infantry in the theatre as a guidance, so if the available infantry is not late war, I'd take the regular engineers, if the available infantry is late war, I'd take the Veteran engineers (so just in the 1945 European selectors and Iwo Jima). But of course one could argue that their training was superior and so one could take them as Veteran even earlier... I would not have a problem with that either, as there is no strict right or wrong 'by the rules'.

If Rangers are deployed on the table in games with Preparatory Bombardment, do they get to 'lead the way' out of the deployment zone before the bombardment is resolved, or must they wait and be bombarded first?

As both the Rangers' special move and the preliminary bombardment happen in-between the Set-up and the First Turn, we think the best (and most exciting!) solution is to leave that on a dice: If you roll a 4+, your Rangers make their move before the bombardment and therefore will escape it if they move out of their

Set-up area. If you roll 3 or less, they are caught flat-footed and will be rolled for during the bombardment, and then make their special move.

If Rangers are in the First Wave, can they make their special Run move before the first turn of the game (and so, are out of the table before the beginning of the game)?

If Rangers are in first wave, they can make their way onto the table AFTER preliminary bombardments, but BEFORE the first dice is drawn.

I was reading the armies of the United States book and under the entry for the 57mm anti tank gun M1 it says the airborne one had a special carriage that allowed it to be towed as if it were a light gun as opposed to a medium one. Is this an actual rule? As currently I have been playing as my jeeps cannot tow the guns, however if they count as light in an airborne army then they could tow them.

It is actually not a rule, because there is no way to tell apart (in rules terms) between a normal Jeep and a Jeep used by airborne troops. With opponent's approval, on the other hand, if you had an all-airborne force including Jeeps, it's perfectly fine to allow your Jeeps to tow a 57mm AT gun.

ARMIES OF GREAT BRITAIN - FAQs

Looking at the 25-pounder model, it looks like the model is platform-mounted, but in the Armies of Great Britain it doesn't have the platform-mounted rule. So is the 25 pdr platform-mounted or not?

No it is not, that rule refers to guns mounted on fast-rotating platforms designed to track aircraft in flight.

Can you clarify how the Gurkhas' Scary Blighters! rule interacts with some other melee rules?

Tough fighters vs Gurkhas? If a unit of tough fighters fights Gurkhas in close combat, they simply halve their initial attacks. For example, ten tough fighters attack a unit of Gurkhas – they roll five attacks instead of ten, but then for any hit scored they can roll to hit again, as normal.

Tough as boots vs Gurkha? The unit calculates its attacks (counting 'tough as boots'), then it halves its attacks.

Tough as boots, some with SMGs, vs Gurkhas? The unit calculates its attacks (counting Tough as Boots), then it halves its attacks, then the player can re-roll as many hits as there are tough fighters (i.e. men armed with SMGs) in the unit.

Can the free Regular Artillery Forward Observer from the Artillery Support special rule (page 17) be upgraded to Veteran by paying the difference in points? Particularly in the Market Garden selector, where it is mandatory (if possible).

No, the free Observer is included in the army as normal, but cannot be upgraded, not even in Market Garden.

Can the free British Artillery Observer be accompanied by one or two men as normal? If so, are they also free or do I need to pay for them?

The free observer can indeed pay additional points to add one or two Regular soldiers to his unit.

In the Armies of Great Britain book, the last sentence of the Artillery Support rule (page 17) refers to selectors that do not include FAO (like a small Commando force, for example). However, there are no such selectors in the book...

That's right, so the free FAO is allowed in any of the selectors included in the book. This exception to the rule will therefore only

apply in selectors that we may publish elsewhere, or that people may create themselves.

If I field a model of a British light howitzer that is not a 25-pdr (like a 3.7-inch mountain howitzer, for example), can I use the same AT shell rule as the 25-pdr?

Yes, as you pay the same points. We assume that some AT shells were available to all guns of this type.

If a unit with 'Blood Curdling Charge' assaults a unit which is in Ambush, can the unit in Ambush shoot the assaulting unit as they came in?

The Blood-curling Charge rule only refers to the Target Reacts section of an assault, not to Ambush. So if a unit is in Ambush it can fire.

Are there rules for Tulip Sherman rocket launchers?

No, but how about trying the following rules with your opponent's consent:

'Tulips' are allowed in the 1945 – Into the Reich British army book selector and optional for all Sherman tanks.

Options: May add one or two additional tulip rockets for +25 pts per rocket

Special Rules:

Tulip rockets. These count as a turret-mounted heavy howitzer with the following additional rules:

- inaccurate. The tulip only hits on a 6, no modifiers apply.
- one-shot rocket
- complex operation: the tank may fire either one rocket or the main gun per turn.

Could you clarify how the AVRE mortar is used? I am not clear about the long distance in indirect fire.

The Petard mortar can only be fired at targets within short range, that is within 36", so it cannot be fired indirectly at all.

ARMIES OF IMPERIAL JAPAN - FAQs

If I mount my senior Japanese officer on a horse, can I mount any of his attendants on horses as well?

Normally, the option can only be taken by an officer without any attendants. However, if the platoon includes cavalry squads, then the other men in the officer's team can have horses at +5 pts per model.

Banzai charge (p.14 Armies of Imperial Japan and p.201 of Bolt Action Rulebook) states: '...If a Japanese infantry unit is ordered to run (or charge) the closest visible enemy, any order test for that move is automatically passed as if the unit had rolled a double one.' Does this trigger Incredible Courage (p.42 BA2 Rulebook) on the auto double one and the unit would also lose D6+1 pins, or not?

No, it does not, the unit only loses 1 pin marker – the words 'as if the unit had rolled a double one' refer just to the to the passing the

test automatically (just as if it had rolled a double 1), not to the other effects of rolling a double 1.

In a Banzai move the unit must move directly towards the enemy or can it go around rough ground?

The unit must go around impassable terrain and friendly vehicles, but must otherwise go through other types of terrain, which can slow it down. So, for example a squad in rough ground can use the Banzai rule to Run/charge 6" towards the nearest enemy.

Does a squad NCO modelled with a sword count as an officer for the purposes of gaining the Tough Fighters special rule?

No, only the officers do. There is a big difference between carrying a sword and being trained to use it!

ARMIES OF THE SOVIET UNION - FAQs

Does the body armour bonus apply against hits suffered in close combat? And what about against hits from a destroyed transport the engineers were riding in?

Yes to both, as most damage in close combat is caused by small arms, and damage from burning transports does not have a Pen value and thus counts as small arms fire.

Does the body armour stack with the Extra Protection special rule?

No, troops in building with body armour are still damaged on 6.

In the book Armies of the Soviet Union, on Page 56, it is possible to use other Tanks via Lend Lease. But which variants can I use? For Example: M4 Sherman is a substitute for the T-34, but which variants of the M4 Sherman or Stuart (for T-70) etc, can be used? All Variants like the M3A1, M3A3 etc? Or only the original M3?

We suggest using only the most common variants of these vehicles. If you look at the production quantities of the US and British vehicles, stick to the ones produced in thousands rather than the ones produced in hundreds. For example, Shermans equipped with 75mm and 76mm guns are fine, and maybe even the most common 105mm version, but do not include the rarer ones like the Jumbo, the Zippo, the Calliope...

In the Stalingrad selector, can I make use of the Fanatical Defence special rule to modify the free Soviet Inexperienced squad?

Yes, you can.

Leningrad selector: '[...] Scout squads or a maximum of 2 Assault Engineers squads, Ski Troops squads'. It's not clear if the maximum of 2 applies only to the Engineers or also to the Ski Troops.

Only to the Engineers.

In the 'Siege of Sevastopol' selector there are Veteran squads allowed amongst other infantry units. At the end of the selector there is the special rule 'Baptism of fire: No Soviet forces can be veteran'. So the question is: Can I field Veteran units in this selector?

No Soviet forces (except for veteran infantry squads, see above) can be Veteran.

I have recently purchased a Soviet starter box and an additional Soviet trooper box, as well as the Soviet forces book. On the weapons sprue, there are Automatic Rifles, however in the Armies of the Soviet Union book, there are no options for that weapon. Is it this correct that the Soviet units cannot take Automatic Rifles?

Correct, treat the Tokarev semi-automatic rifle as a normal rifle. If you prefer, you are welcome to agree with your friends to use for the Tokarev the same rules as a Garand M1 rifle from the Armies of the US (i.e. no penalty for moving and firing).

ARMIES OF ITALY AND THE AXIS - FAQs

For the Italian rule 'Avanti Savoia', do Veteran infantry go to 'Super-Vet' at morale 12, or does it simply stay at 10 when the rule swings to the positive modifier

The morale goes higher, and can then be modified down by pin markers and other modifiers to tests. However, do remember that a result of 11 or 12 on a test is always a failure, regardless of modifiers.

On page 22, the 90/53 flak gun's entry states: 'this entry can also be used for German 88mm Flak 36 in use by Italians'. Is that the 'model' to use? Or is the intent to use the listing from the German book?

It means you can use the profile of the 90/53 Dual-Purpose AA Gun to represent a German 88mm model crewed by Italian artillerymen. It does not allow you use of the entry from the Armies of Germany book. Players may of course want to allow this instead, as long as they both agree!

If I play with an Italian army in an attacker-defender scenario, the enemy can't do a Run order in the first turn if the Italian is the defender. Can an artillery unit move onto the board in the first turn if it is in the first wave (it only can move with a run order)? And a fixed weapon (it only can move with a run order)?

By a strict application of the rules, those units would not be able to enter the game, so you must leave them in Reserve instead, even in scenarios that do not allow reserves.

Finnish Sissi recon squad and snipers have the Master of the Hunt rule meaning they can advance and go into ambush. Mixed with the trained huntsman which gives them a +1 to-hit bonus, this would mean a non-moved unit in ambush would be hitting on a 2 (plus addition hit modifiers). My question, as the ambush rule is: The unit does not move or fire. When the sissi recon squad open fire from ambush after advancing that turn, do they count as having moved (do they get the -1 to hit for moving and shooting) and if they do count as moving. Would a Finnish sniper be allowed to use his scope?

No, they do not count as having moved, they count as stationary (so yes to sniping and no -1 penalty for moving and firing).

Do the additional German units in a Hungarian army, for example, benefit from the German army special rules?

Yes, they would benefit from all four German army special rules.

In 'Armies of Italy and the Axis' – (page 40) the Finnish Army Special Rule 'Sisu' states: '...Veteran units increase their base Morale to 11..' While... in the Second Edition Bolt Action Rulebook, in the 'Maximum and Minimum Morale' section (on page 43) – it states: 'Regardless of...bonuses or penalties...a unit cannot have a morale value of greater than 10 or less than 2. Ten is the best value possible.' So... do Finnish Veterans get bumped-up to 11, or do they stick at 10?

Special rules always trump core rules, so the Finnish Veterans 'in Sisu' make exception and have Morale 11, as stated.

ARMIES OF FRANCE AND THE ALLIES - FAQs

If a vehicle with the One-man Turret special rule is in reserve, does it need to take two separate tests to advance onto the table? And what if it's in a first wave instead?

A vehicle in Reserve already has to take a test with a -1 modifier anyway, so the One-man Turret rule effectively has no effect on vehicles in Reserve. If the vehicle is in a first wave, it must take an order test before it can enter the table. If the test is failed, the vehicle is placed in reserve (and it cannot outflank, of course).

Does the Fanatic rule on the Polish HQ units have any effect, as these units are so small?

Only in the rarest of circumstances – when a three-man HQ team loses an assault by suffering a single casualty! So yes, the rule is

there more for colour than for real effect.

The Partisan list states all captured vehicles must be Inexperienced. How does this work with vehicles that don't have an Inexperienced cost (such as Panzer III Ausf L, M or Panzer III Ausf N)?

These vehicles cannot be included in the list.

The Partisans' special rule in Armies of France and the Allies says that an enemy unit moving within 6" from the bombs token is hit by the equivalent of a heavy howitzer 3D6 hits (if a 6 is scored). In second edition BA should we use the 3D6 or the howitzer HE template?

3D6 hits, as if the target unit was in a building.

LAST LEVY: THE DEFENCE OF BERLIN BOXED SET - FAQs

What are the rules for the Luftfaust and for the Krumlauf assault rifle?

These weapons will be covered by future supplement books, but in the meantime use the following get-you-by rules.

Luftfaust: Any unit included in the 1945 – Last Levy selector of the Armies of Germany book can take Luftfaust rocket launchers. Up to two models in the unit that have been equipped with a panzerfaust can replace their panzerfaust with a Luftfaust for free. The Luftfaust counts as a light autocannon that only fires HE rounds and has a range of 24" instead of 48". It also has the Flak and One-shot special rules.

Krumlauf assault rifle: Any unit included in the 1945 – Last Levy selector of the Armies of Germany book can take a Krumlauf assault rifle. Up to one model in the unit can replace his weapon with a Krumlauf for +10pts. The Krumlauf counts as an assault rifle. In addition, when the unit has a Down order, every time you remove the Down order from the unit at the end of the turn (or even if you decide that the unit stays Down for the next turn), the model with the Krumlauf can fire his weapon as normal. This represents him firing the weapon while remaining in cover.

TANK WAR - FAQs

When you are using Crew Skills the vehicle starts at Inexperienced and is bought at the Inexperienced cost. once they have two skills, the vehicle goes up a level to Regular. do you then pay the increase in cost for it? E.g. if you buy an Inexperienced Chinese Panzer I for 56 points and then get two skills, do you then pay 70 points for it, or do you get the Regular upgrade free?

If you need to 'buy' the vehicle again (or just in order to balance forces), use the points for the relative Quality level – so pay for a regular vehicle if the crew is now regular, and veteran cost when the crew is veteran.

Does the Force Selector on page 11 override theatre selectors (e.g. Soviets take extra armour choices in the Berlin theatre, Americans can take 3 MGs, etc.)?

Yes, if you use the Armoured Platoon selector, you are not using another selector. Army special rules still apply however (so the Soviets get an additional inexperienced squad for free, but remember that you must buy a transport for them).

For a Radio Network (p.13/14) it mentions taking the three compulsory vehicles from the same entry, does this mean the variant doesn't matter? i.e. you can take three Churchills and get the Radio Net regardless of taking a Churchill Mk I, Mk II and Mk III?

Absolutely yes. The variant does not matter, if the tanks are taken from the same entry in the book (as is the case for the MkI, II and III Churchill tanks).

What theatre selectors can the Legendary Crew be used in? And what about ARVs?

Assume that they are available in the theatre selectors that their base vehicle is available to.

What do I do if a vehicle gets enough skills to be promoted to veteran, but the selector I'm using does not allow veteran versions of that vehicle?

Such unique veteran vehicles are allowed, overruling the limitations for the selector.

THEATRE & CAMPAIGN BOOKS – ERRATA & FAQs

With the few exceptions in the section below, there are no plans to consistently compile all errata and FAQs for these books. Rather, only the major errata&FAQs will be covered.

This is because, even more than the rest of the BA range, these books are written in a spirit of fun and cooperation between the players. Some of the rules in them are fairly extreme and game changing (amphibious assaults, snow & ice, Maginot Line fortifications...), and to be honest the normal rules of BA struggle to accommodate such different situations and had to be pushed to the limit... and beyond! We assume therefore that players will resolve any conflict arising from rules included in these books in a friendly and fun manner, or roll a die and move on with the game.

For example, when using a legendary, named character (such as John Frost, Wittmann, or Dick Winters), what slot do they take

in a reinforced platoon? Well, use common sense. For example, if they are an officer, they should use up the slot that most closely represents their rank. If the character fought with several different ranks throughout the war, choose the rank that best suits your force.

For this reason, when organising a Bolt Action tournament, we recommend to choose armies from the '**Armies of series of books only**' (as well as this **Errata & FAQs PDF** and the **Additional Units PDF**). The other books are more suitable for themed campaign days and other non-competitive events.

Of course, organisers are free to add more books/armies/units to their tournaments, as long as they are ready to resolve any rules queries that might arise on the day.

OSTFRONT

Page 79. Strafbattalion Penal Infantry Squad. The first line in the options should be changed to:

- Add up to 5 additional men with rifles at +7pts each (Inexperienced) or +10pts each (Regular)

BATTLEGROUND EUROPE

Page 75. Wasp flamethrower carrier. The Small Vehicle Flamethrower rule should be changed to:

- The Wasp flamethrower is somewhat less powerful than those mounted on larger vehicles, so the number of hits it causes is D6 instead of D6+1.

NEW GUINEA

Can the Lone Sniper use his LMG as 'Sniper' weapon – meaning it does exceptional damage, ignore cover etc?

No, the LMG does not use the sniper rule. He only uses the sniper rule when firing his rifle.

ROAD TO BERLIN

On page 52 and 53, KEDYW SQUAD & AK MILITIA SQUAD. Add to both entries the following:

Up to 2 men can be armed with submachine guns at +3pts each

Page 109, Extended Last Levy theatre selector. Add STRAFBATTALION PENAL SQUADS to the list of units available under 0-4 Infantry Squads.

Pages 22 and 23. *I took interest in the new motorcycle units. But as I read their options they comment that any LMG is considered to be on a motorcycle with sidecar. But I don't see the option for the unit*

to buy the LMG. So I was wondering if that was something that was missed and needs errata saying they can take one or two at 20pts or something.

It is indeed a mistake, the squads can indeed buy up to two LMGs at +20pts each.

Page 67 – bottom right – Transports and Tows. *'0-1 Transports per infantry unit in the reinforced platoon' – it doesn't say which ones. Should it just be 'Truck' which is mentioned under 'Tows'?*

Yes, that's correct.

OPERATION MARKET GARDEN

Page 18-19, US Reinforced Parachute platoon. Add the following to Special Rules:

Jeeps can tow 57mm AT guns.

Page 22 and 23. Add to both selectors:

Armoured Cars

0-2 Airborne Recce Jeeps