Bolt Action Main Rulebook Index

Topic	Page	Topic	Page	Topic	Page
A		Dice, Order	9	High Explosive (HE)	53
Advance	20,26,32,81	Dismounting Transports	93-94	Hit Modifiers	35-36
Air Strike	65-67,F4,F5,F6	Distances, Measuring	12,34	Hit, roll to	35
All or nothing	59	Dividing Fire	35	HMG (Heavy Machine Gun)	45,48,E2
Ambush	20,24,32,40,F9	Down	20-21,22,24,36	Hold Until Relieved	114
Amphibious	97-98	Down, Target	36	Howitzers	45,49-50,54
Anti Tank (AT) Guns	45,48, F8	Down, under HE Fire	53	HQ Units	62
Arc of Fire	77,83-84	E		Hull weapons	84
Armour Vehicles	86	Entering Buildings	100-101	T.	
Armoured Damage	38	Envelopment	108-109,F8	Immobilised	87
Armoured Targets	86	Escape	96,F8	Impassable	27-28
Artillery	74-78,F4,F5	Exceptional Damage	41,F9	Impossible Shots	37
Artillery Advance/Run	74	Extra Protection Buildings	103,F2	Indirect Fire	53-54,F7,F8
Artillery Barrage	64,F4	F	100,12	Indirect Fire – Open Top target	87-88
Artillery Close Quarters	78	Fanatics	70	Inexperienced	22,36
Artillery in Buildings	104	FAO	62-64	Infantry – Unit	16
Artillery Line of sight	76-77	Fighter Bomber	67	Infantry assaulting vehicles	90-91
Artillery Unit	16	Fighting across obstacle	60,F3	Infantry vs Artillery	77
Assault Rifle	45,47	Fire	20,32,F10	Interpenetration of Friendly Units	26
Assault Weapon	45,47	Fire Ambush	20,32,110	Intervening Friends	32,33,34
·	104	Fire For Effect	64		32,33,34
Assaulting Buildings Assaults		Fire on the move	36	K Knocked Out	87
	59,E1,F2,F3,F9,F10				07
AT on Artillan	45,48	Fire, Dividing	35,F10	L anna Duildiana	404 400
AT vs Artillery	77	Firer, Pin markers on	36	Large Buildings	101-102
Attrition	119-120	Firing at vehicles	85	Leaders, Squad	22-23
Automatic Cannons	45,48,E1	Firing Smoke – Artillery	78	Leaving Buildings	101
Automatic Rifle	45,47	Firing through Smoke	68	Lieutenant	62
B		First Round Close Combat	59	Line of sight	13,33,76,77
Battle Scenarios	107-120	Fixed Weapon	50,F7	LMG (Light Machine Gun)	45,47,F8
Bombardment Preparatory	109, 113, 118	Fixed Weapon Building	102	Long Range	36, F8
Buildings	100-104,F2,F5,F10	Flanking	119,F8	Loser is destroyed	60
Buildings - terrain effects	27-28	Flak	66-67,F6,F10	M	
Bunkers	104	Flamethrowers	45,48,51-52,F2,F9	Major	62
С		Flamethrowers vs Buildings	103-104,F2,F10	Man Alone - Team Weapon	50-51
Captain	62	Force Selection Rules	124,F7	Massive Damage	87
Casualties	41,F2	Formation	16	Maximum Attrition	110-111
Cavalry	71,E2,F8,F9	Forward Air Observer	64,F1,F7	Measuring Distances	12,34,E1
Close Quarters	56-60,E1,E3,F2,F3	Forward Artillery Observer	62-64,F1,F7	Medics	62,F6,F7
Close Quarters – Vehicles	88-91,E3,F3	Friendly Fire	22	Miscalculation	64
Co-axial weapons	84	Friendly Units, Interpenetration	26	MMG (Medium Machine Gun)	45,47
Command Vehicle	95	Friends, Intervening	32,33,34	Modifiers, to hit	35-36
Cover	39,E1,F2,F9	FUBAR	22, E1,F3	Morale	22,42
Cover, Soft and Hard	37,39,F2,F9	Full Damage	87-88	Morale, Max & Min	23
Crew Stunned	87	G		Mortars	45,49,F5,F6
D		Green	70,F9	Motorbikes	71-72,E2,F8
D2, D3, etc defined	8	Ground Attack Aircraft	67	Mounting Transports	93,F4
Damage Exceptional	41	Gun Shields	77,F7	Moving and Firing	36
Damage Results Vehicles	86-87,E3	н	,	Moving On/Off table	27
Damage Roll	37-38	Hard Cover	37,39,E1,F2	Moving Vehicles	81-83
Damage Table	38	HE (High Explosive)	53,E1,E2,F2,F10	Multiple Launcher	54,E1
Damage Value Table	85	HE vs Buildings	103,F2	Multiple Targets	84-85
Declare Target	32	Headquarters	62-68	Multiple Weapons	F6
Delay	64	Here it comes	65	N	10
Denolition	116	Hidden Setup	117,F1	NCOs	22-23,F9
		'	117,51		
Dice	8	Hiding during a game	117	Nigh Impossible Shots	37

Bolt Action Main Rulebook Index

Topic	Page	Topic	Page	Topic	Page
0		S		Troop Quality	22,F1
Objectives (Defined)	112	Scenario Rules	117-120	Turn Sequence	18
Observers and snipers setup	118,F1,F5,F7,F10	Scenarios	107-120	Turret Rear Mounted weapon	95
Obstacles	27-28	Setup Observers and snipers	118,F1	Turret Weapons	84
Officers	62,F9	Shaped Charge Weapon	51	U	
Officers in Vehicles	81	Shirkers	70	Unit Types	16
On Fire	87	Shooting	32-42	Units on Transports	93,E3
One Inch Gap	16	Shooting at/from Buildings	102-104	V	
One Shot Weapon	50	Shooting at Vehicles	85	Vehicle Advance	81-82
Open Top hit by Indirect Fire	87-88	Shooting Point blank	36	Vehicle and Officers	81,E2
Open Top Pinning	86	Shooting Procedure	32	Vehicle Damage	38,E2,F10
Open Topped	98	Shots	44,45	Vehicle Damage Results	86-87
Order Dice	9,F2	Side Armour	86	Vehicle Damage Table	85
Order Phase	18,20	Sight	13	Vehicle Fire Arcs	83-84
Order Tests	21-22,F1	Skies are empty	65	Vehicle Fixed & Team weapons	83
Orders – units in buildings	101	Slow	95	Vehicle Movement	81-83,F3
Orders Transports	92	Small Arms vs Artillery	77	Vehicle Pinning	81,E2,E3,F3
Outflanked	58	Small Unit	36,F5	Vehicle Sight	80
Outflanking	119	SMG (Sub Machine Guns)	45,47	Vehicle target modifiers	86
D	110	Smoke – Artillery/Mortars	78	Vehicle Unit	16
Panic	22	Smoke Barrage	64,68	Vehicles	80-98,F3,F4,F8
Pass through friendly Units	26	Snipers	70-71,E2,F1,F7	Veteran	22
Pen (Penetration)	44,45,F2	Soft Cover	37,39,E1,F2	Victory by Attrition	119-120
Pin Markers	9,21,23,36	Soft Skin Damage	37,39,⊏1,F2	W	119-120
Pinned	21-22,37,81,86,E3	Soft Skin Pinning	86	Weapons	44-54
		•	86	•	
Pintle Weapons	84	Soft Skinned Targets Spotters		Weapons Chart	45
Pistols	45,47		54,F1,F5,F10	Weapons Type	44,45
Plunging Fire Point Blank	102 36	Squad Leaders Strafing Fighter	22-23 67	Winners regroup	60
Point Defence				Awar Liete	
	112-113	Superficial Damage	86-87 57	Army Lists:	106
Preparatory Bombardment	109, 113, 118	Surprise Charge	51	Germany United States	126 145
R	20-21,22	Table Boundaries	14	Britain & Commonwealth	160
Rally	,				174
Range	44,45,F2	Tank Fear	90-91	Soviet Russia	174
Re-crewing Guns	78	Tank Hunters	70		
Re-Roll	9	Tanks assaulting infantry	88,F3		
Rear Armour	86	Tanks assaulting Vehicles	89,E3		
Recce	95-97,E3,F3,F4,F9	Tanks vs Buildings	104		
Regroup Winners	60,F10	Tape Measure	8		
Regular	22	Target – Armoured	86		
Requisition Points	119, 124	Target – Soft Skinned	86		
Reserves	119,F1,F9	Target and Terrain	39		
Resolve Draws	60	Target Casualties	41		
Retain Order Dice	23-24,F2	Target is down	36	1-125 = Page in Main Rule Bo	ok
Reverse Moves Vehicles	82	Target Morale	42	E1 - E3 = Errata	OK .
Rifles	45,47	Target Reacts	34,E3	F1 - F10 = Frequently Asked (Duestions
Roads	27-28	Target, Declare	32		
Rocket Launcher	54	Team Weapon	50-51,E1		v1.5
Roll to damage	37-38	Terrain	27-28		
Roll to hit	35	Too fast to attack	90		
Rookie Pilot	65	Top Armour	86		
Rough Ground	27-28,F2	Top Secret	115,E3	EDemo	MY
Routed Units	23-24	Tough Fighters	70	Gamers	A
Run	20,26,32,82	Towing Guns	76,F4		
		Transport Vehicles	92-94,E3,F4,F8	TheDemoGamer	s.blogspot.com.au