

# The Demo Gamers on Buildings

A Bolt Action discussion by The Demo Gamers



## OVERVIEW

The rules for Buildings in Bolt Action are contained on pages 100-104, and FAQ pages 4 and 6. (Thank you Bolt Action Index)

We use a lot of really great MDF buildings and many of them, especially those from 4Ground, have interior walls, doors and stairs. Also, many are larger than single story country building. This means many of the generalisations used in the rules don't allow us to get the benefit of all the cinematic options of fighting inside buildings.

We use a number of customisations when we have run our many demo games over the last two years which we think improves the use of buildings in our Bolt Action games. These have been play tested in all of our public participation games and work very well.

This article provides a streamlined summary of the rules and our clarifications to allow for easy reference.

Enjoy.

## TACTICAL CONSIDERATIONS OF BUILDINGS

Buildings have both strengths and weaknesses - like pretty much everything in Bolt Action.

### Strengths:

- They are great for units to defend as they receive the extra protection of a 6+ to be killed.
- Buildings with extra floors provide height advantages for observation and firing.
- All close combat will be across an obstacle.
- Extra protection against indirect HE (from above)

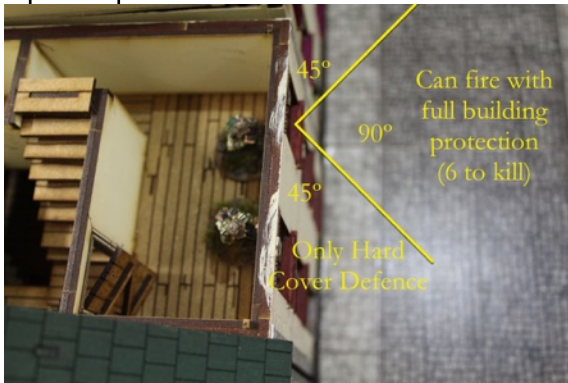

### Weaknesses:

- Units can still be pinned just the same.
- Infantry can be trapped in buildings through pinning and fear of exposure to the open that normally surrounds buildings.
- No chance of reaction fire when being assaulted from within the building
- HE hitting units in a building is as if it is in the open.
- Buildings can be destroyed by large enough HE hits.
- Blind sides of buildings with no openings.

## BUILDING RELATED RULES AND DEMO GAMER CLARIFICATIONS

Area	Page	Standard Bolt Action	Demo Gamers Clarifications
Entering Buildings	100	Infantry unit must have a RUN order	Units can RUN or ADVANCE into a building via the door, or ADVANCE via a window. A unit winning an assault can use its regroup (D6) distance to move into a building. This is consistent with allowing them to "arrange themselves into a less exposed position" (pg 60)
	100	All models must be within 1" of the building and at least one reach an opening.	Measure the distance. Models move as far as they can reach. If this means some in and some out, that is fine. The cover protection when firing on the unit is the same as usual - if half or more are in cover, all get the cover protection.
	100	A single unit occupies each floor.	Models fit into whatever room they can fit in. This may mean they split between rooms.
	101	Floors occupied by enemy troops can only be Assaulted.	If you wish to enter the same ROOM, you must assault. Otherwise you can move into adjoining rooms and shoot instead, with cover (-2) and Point blank (+1) chance to hit, with a standard 6 to kill for being in a building.
Leaving Buildings	101	Unit must be ordered to ADVANCE or RUN to leave a building	



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	101	Measure the unit's move from the opening on the ground floor.	Measure the unit from where it is. Movement through a house is normal speed (12" RUN or 6" ADVANCE). Ruined houses are treated as Rough Ground (ADVANCE only - pg 28). Exit via a door can be RUN or ADVANCE, via a window can only be exited as an ADVANCE order. (like an obstacle (pg 27).
Orders to Troops inside buildings	101	ADVANCE to leave a building or move one floor or adjoining building, RUN to go two floors or leave a building or Assault.	Move through buildings at ADVANCE or RUN using available doors, openings and stairs. Measure using a flexible tape measure or string.
Large Buildings	101	Treat as several buildings of 6" x 6" or 8" x 8".	If the building has interior walls use them.
Shooting from buildings	102	Units may shoot from any opening. Two men fire per window/door. Units can divide fire for different sides of the building.	Fire out of a window or door is at a 90 degree arc like a fixed weapon. If fired at more acute angles (up, down or sideways) the firing unit only gets hard cover deduction and normal Kill roll. After all, he is hanging out the window to get the shot. This means a unit can get under the window to reduce the fire, and the firer has to take a risk to get him.
			
Fixed weapons	102	Fixed weapons (MMG's etc) have the standard fixed arc from a specified window or door.	
Plunging Fire	102	Firing from above at a vehicle within 12" fires at top armour (-1 to armour).	
Shooting at buildings	102	Small arms fire at openings - measure to the window or door. Heavy weapons fire at the building - measure to the closest building edge.	
	103	Units in buildings have hard cover (-2) and can go down (-1) as usual	
Extra Protection	103	Units in buildings require a 6 to kill. This is modified by the firing weapons penetration as usual.	

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Shooting HE against buildings	103	<b>HE fired indirect</b> (artillery, mortars, etc) hit the top storey first. 4,5,6 it hits that level. 1,2,3 goes down to the next level. Roll until the shell explodes or hits the ground.	
	103	HE fired direct aimed as per normal weapons. (-2 Hard cover, -1 down if applicable) If hits, the target is hit as if in the open. Normal kill roll with penetration bonuses as normal.	
	103 & FAQ pg 4	If a weapon with 2D6 or greater hits a unit inside a building, 12+ hits will destroy the whole building and all infantry and artillery units are destroyed. This is the actual hits before any halving for the target being DOWN.	If there are 12+ hits, divide the number of hits to determine how many inches are destroyed. (12 hits = 4" diameter destroyed.) If this is the ground floor, that side or sides of the building collapse. Any infantry or artillery in that area are destroyed. The destroyed area is now Rough Ground. If 2/3 of the building is destroyed it is completely destroyed.
Flamethrowers vs Buildings	103-104	Flamethrowers can only fire via a window or door or similar opening	
	104	Like HE hits, Extra Protection (6 to kill) does not apply	
	104	Building catches fire on a 4,5,6. Infantry immediately abandon the building and artillery units are destroyed.	That side of the building is on fire within 4" of the attack point. Infantry can leave the building as normal on other sides. Fire spreads 4" per turn.
Assaulting Buildings	104	Assaulting is via an opening such as door or window. Fighting is across an obstacle (units roll at the same time)	
	104	Infantry can assault units on the floor above or below or in building adjacent on the same floor.	Measure the range and move accordingly. If the models can reach via the stairs and doors they can reach the extra level above if necessary. Assaulting between buildings can only be done if the intervening wall is considered "breachable" - that is just wood and plaster. If deemed "unbreachable" assaults can only take place within the same building.
	104	Assault is always considered a surprise charge (within 6") so no reaction fire.	If the defenders are on AMBUSH, that is the only time they can fire before being assaulted.
	FAQ pg 4	Assaulted units in buildings are killed using normal values ( <i>Veteran: 5+, Regular: 4+ Inexperienced: 3+</i> )	

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Tanks Assaulting Buildings	104	A heavy or super heavy tank can attempt to drive into a wooden or brick built building. It is treated as an assault against the building's damage value: <i>Wooden</i> = 2D6, <i>Brick</i> = 3D6. The tanks rolls its damage value (10+ <i>Heavy</i> , 11+ <i>Super Heavy</i> ) + D6.	
	104	If building is higher, tank takes superficial damage from Wooden building or normal damage for a brick building.	
	104	If Tank wins, building is destroyed like a HE destruction. 1 pin on tank.	1/3rd Tank's damage roll is the area destroyed, same as with HE destruction.
Artillery in buildings	104	Artillery can only be pre-positioned in buildings at the start of the game.	
	104	Artillery cannot move from designated firing position during the game.	