

# BOLT ACTION INDEX

## A

Advance .....	20, 25, 31
Advance, vehicles .....	81, 82
Air Superiority (AoUS).....	20
Aircraft type .....	67
Airstrike chart .....	65
All or Nothing .....	59
Ambush .....	20, 24, 31, 40
Ambush casualties .....	41
American Special Rules .....	145-146
Amphibious .....	97
Amphibious, Vehicle .....	97
Anti tank .....	48
Anti tank grenades.....	70, 91
Anti tank guns .....	48
Anti-tank team 3-for-1 rule (AoSU).....	58
Appendix .....	209-216
Armor Damage Table .....	87
Armored targets .....	38
Armored targets, roll to damage .....	86
Armoured all around (AoSU).....	47
Artillery .....	73
Artillery Barrage Chart .....	64
Artillery in Buildings .....	104
Artillery Line of Sight .....	76
Artillery, Arc of Fire .....	77
Artillery, Close Quarters .....	78
Artillery, Damage Taken .....	77
Artillery, LoS .....	77
Artillery, measuring .....	74
Artillery, movement .....	74
Artillery, re-crewing .....	78
Artillery, sight .....	74
Artillery, terrain .....	75
Artillery, towing .....	76
Assault .....	50
Assault boat (AoUS).....	75
Assault rifle .....	47
Assaulting buildings, infantry .....	104
Assaulting buildings, tanks .....	104
Assaults .....	59, 60
Assaults, Draws .....	60
Assaults, infantry VS tanks .....	90
Assaults, obstacles .....	60
Assaults, regroup .....	60
Assaults, resolution .....	59, 60
Assaults, tanks .....	88
Automatic cannons .....	48
Automatic rifles .....	47

## B

Baptism of Fire (AoSU).....	62,63,64,66,71,73
Baptism of Fire (AoUS).....	57, 58, 59
Barrage, Smoke .....	78
Battle hardened (AoSU).....	67
Behind Enemy Lines (AoSU).....	32
Bicycles (AoG).....	21
Big Shell (AoSU).....	52

Boat (AoUS).....	67, 75
Body Armor (AoSU).....	25
British Special Rules .....	160
Buildings .....	100
Buildings VS vehicles .....	104
Buildings, Artillery .....	104
Buildings, Close Quarters .....	104
Buildings, entering .....	100
Buildings, extra protection .....	103
Buildings, fixed weapons .....	102
Buildings, HE weapons .....	103
Buildings, large .....	101
Buildings, leaving .....	101
Buildings, plunging fire .....	102
Buildings, shooting from .....	102
Bunkers .....	104
Busy turret (AoUS).....	41

## C

Calculating Victory by Attrition.....	119
Canvas screen (DD tank) (AoUS).....	67
Casement Mounted Weapons .....	84
Casualties .....	41
Casualties, ambush .....	41
Cavalry .....	71
Cavalry Carbines (AoG).....	26
Change Direction during Move.....	26
Clapped out (AoSU).....	68,69
Close Quarters .....	56
Close Quarters Sequence .....	57
Close Quarters, 1" gap rule .....	59
Close Quarters, All or Nothing .....	59
Close Quarters, Armored Vehicles .....	88, 91
Close Quarters, Artillery .....	78
Close Quarters, buildings .....	104
Close Quarters, declare target .....	57
Close Quarters, measuring .....	58, 59
Close Quarters, moving .....	58, 59
Close Quarters, outflanked .....	59
Close Quarters, surprise charge .....	57
Close Quarters, target reacts .....	57
Co-Axial mounted weapons .....	84
Command vehicle .....	95
Concealment, unit .....	39
Cover .....	39
Cover, hard .....	39
Cover, shooting from .....	39
Cover, soft .....	39
Culin Hedgerow cutter (AoUS).....	37

## D

D6 (D2, D3, D6, D6+1, etc.).....	8
Damage .....	37, 38
Damage Roll .....	37, 38
Damage Value Table .....	38
Defences (AoG).....	86, 92
Dice .....	8, 9, 10
Dice cup .....	10

# BOLT ACTION INDEX

Direction randomization .....	65
Dismounting from transports.....	93
Disputes .....	39
Distance between models .....	12
Distance between units .....	12
Dividing fire .....	35
Dog mines (AoSU).....	35
Double Sixes (FUBAR) .....	22
Double Sixes (exceptional damage) .....	41
Down .....	21, 22, 24, 40
Down (target reacts).....	34
Down target .....	36
Dual action steering, Recce.....	96

## E

Early Panther (AoG).....	81
Easily catches fire (AoUS).....	38, 39, 40
Effective long range (AoG).....	52
End turn .....	18
Escape .....	96
Exceptional Damage .....	41
Exceptional Damage (Medics).....	62
Extra protection .....	103
Extra protection (vs flamethrower).....	51
Extra Selection (AoSU).....	34
Extra Selection (AoUS).....	27

## F

Fanatical defense (AoSU).....	75
Fanatics .....	70
FAO .....	62, 64
Field of Fire .....	51
Fighting across obstacles .....	60
Fire (Fire Order).....	20, 31
Fire and Manoeuvre (AoUS).....	20
Firing Arcs, vehicle .....	83, 84
Firing smoke .....	78
Fixed field of fire .....	51
Fixed weapon .....	50
Fixed weapons, Buildings .....	102
Fixed weapons, vehicles .....	83
FLAK .....	67
Flamethrower .....	51, 52
Flamethrower, ROKS-2 (AoSU).....	36
Flamethrowers .....	48
Formation .....	16
Forward Air Observers .....	64
Forward Air Obs, Setting Up.....	118
Forward Artillery Observers .....	62
Forward Arty Obs, Setting Up.....	118
Friendly fire .....	22
FUBAR .....	22
Fuel shortages (AoG).....	95

## G

Gap .....	16
German Special Rules .....	126
Giving Orders .....	18

Great Patriotic War (AoSU).....	21
Green .....	70
Gun Field of Fire .....	51
Gun Shields .....	77
Gun Shields (vs flamethrowers).....	51
Gyro-Stabilizers (AoUS).....	20

## H

Hard cover .....	37, 39
Headquarters .....	62
Heavy frontal armour (AoG).....	48, 52
Heavy machine gun .....	47
Hedgerow cutter, Culin (AoUS).....	37
High Explosives (HE) .....	53
Hit modifiers .....	35
Hitler's Buzz Saw (AoG).....	19
Howitzer .....	49, 54
HQ Units .....	62
Hull mounted weapons .....	84

## I

Improved ballistics (AoSU).....	40
Indirect fire .....	53
Inexperienced .....	22, 36
Infantry anti-tank .....	48
Infantry assaulting tanks .....	90
Initiative training (AoG).....	19
Interpenetration of friendly units .....	26

## J

Just a cart (AoSU).....	50
-------------------------	----

## K

## L

Large buildings .....	101
Late arrival (AoUS).....	67
LCVP (AoUS).....	67
Lend-Lease (AoSU).....	56
Less than ideal (AoSU).....	41
Light machine gun .....	47
Line of Sight .....	13
Line of Sight, Artillery .....	76
Long Range .....	36
Long Range, vehicles .....	86

## M

Machine gun, heavy .....	48
Machine gun, light .....	47
Machine gun, medium .....	47
Machine gun, sub .....	47
Markers .....	10
Massed Batteries (AoSU).....	21
Massive damage, vehicle .....	87
Massive shells (AoG).....	42
Measuring distances .....	12
Measuring range .....	34
Measuring range, artillery .....	74

# BOLT ACTION INDEX

Medics .....	62
Medics (exceptional damage).....	62
Medium machine guns .....	47
Mixed quality (AoG).....	28
Modern Communications (AoUS)....	20
Modifiers, 'Down' target .....	36
Modifiers, hard cover .....	37
Modifiers, hit .....	35
Modifiers, inexperienced .....	36
Modifiers, long range .....	36
Modifiers, moving while firing .....	36
Modifiers, nigh impossible .....	37
Modifiers, per pin marker .....	36
Modifiers, pinned .....	37
Modifiers, shooting point blank .....	36
Modifiers, small unit .....	36
Modifiers, soft cover .....	37
Morale .....	22
Morale bonus, Officers.....	62
Morale check .....	42
Morale maximum .....	23
Morale minimum .....	23
Mortars .....	49
Motorbikes .....	71, 72
Motorcycles .....	71, 72
Mounted units .....	93
Mounting transports .....	93
Mounting vehicles .....	93
Movement .....	25
Movement, Advance & Run.....	26
Movement, vehicles .....	81
Moving off table .....	27
Moving on table .....	27
Moving through friendly units .....	26
Moving while firing .....	36
Multiple launcher .....	54
Multiple targets .....	84, 85

## N

Nigh impossible .....	37
No measuring before deciding .....	13
Not sure? .....	39
Not One Step Back (AoSU).....	21

## O

Obscured targets.....	39
Observer.....	62, 64
Obstacle.....	28
Obstacles, Fighting across.....	60
Officers.....	62
Officers, vehicles.....	81
One inch gap.....	16
Open Ground.....	28
Open topped.....	87, 98
Open topped armor vehicle.....	87, 98
Order, Advance.....	20, 25, 31
Order, Ambush.....	20, 24, 31, 40
Order, Down.....	21, 22, 24, 40

Order, Fire.....	20, 31
Order, Rally.....	21, 22
Order, Run.....	20, 25
Order dice.....	10
Order test.....	21, 22
Orders, End turn.....	18
Orders, Giving orders.....	18
Orders, Orders phase.....	18
Orders phase.....	18
Orders, Preparing to Play.....	18
Orders, Terminology.....	24
Orders, Turn End Phase.....	18
Orders, Turn Sequence.....	18
Orders, Transports.....	92
Orders, Troops in buildings.....	101
Orders, Vehicles.....	80
Outflanked.....	58
Outflanking Manouvre.....	119

## P

Panic.....	22
Panzer 35R (AoG).....	86
Party Indoctrination (AoG).....	29
Passengers, transports.....	93
Penetration (PEN).....	44
Pin markers.....	21, 23, 36
Pinned.....	21, 22, 37
Pinning.....	21, 22
Pinning, Vehicles.....	81
Pintle mounted weapons.....	84
Pistols.....	47
Plunging fire.....	102
Point blank.....	36
Premeasuring, No.....	13
Preparing to play.....	18
Preparatory Bombardment.....	118

## Q

Quantity has a Quality (AoSU).....	21
------------------------------------	----

## R

Rally.....	21, 22
Randomizing direction.....	65
Rangers lead the way (AoUS).....	25
Reacts, Target.....	34
Rear armor.....	86
Recce.....	95
Recce, Dual action steering.....	96
Reconnaissance.....	95
Reconnaissance vehicle.....	95
Regroup.....	60
Regular.....	22
Reinforced armour (AoUS).....	37
Reinforced rear armour (AoG).....	46
Reinforcements (AoUS).....	71, 74
Re-rolls.....	10
Removing Order Dice (destroyed).....	18
Requisition Points.....	124, 119

# BOLT ACTION INDEX

Reserves Special Rule.....	119
Resolve Draws, In Close Combat.....	60
Resolving disputes.....	39
Retaining orders.....	23
Reverse moves, vehicles.....	82
Riders, vehicles.....	93
Rifle, assault.....	47
Rifle, automatic.....	47
Rifles.....	47
Roads.....	27, 28
Rocket mortar (AoG).....	54
ROKS-2 (AoSU).....	36
Role of transports.....	92
Roll to damage.....	37, 38
Roll to damage, vehicles.....	85
Roll to Hit.....	35
Roll to Hit, vehicles.....	85
Rough Ground.....	28
Routed units.....	23
Run.....	20, 25
Run rate escape move.....	96
Run, vehicles.....	82
Russian Special Rules.....	174-175
Snipers, Setting Up.....	118
Snow (AoSU).....	56
Soft cover.....	37, 39
Soft skinned.....	38, 86
Special Rules, American.....	145-146
Special Rules, assault.....	50
Special Rules, British.....	160
Special rules, fixed weapons.....	50
Special rules, flamethrower.....	51, 52
Special Rules, Germany.....	126
Special Rules, High Explosive.....	53
Special Rules, howitzer.....	54
Special Rules, indirect fire.....	53
Special Rules, multiple launcher.....	54
Special Rules, One Shot.....	50
Special Rules, Russian.....	174-175
Special Rules, Shaped charge.....	51
Special Rules, spotters.....	54
Special Rules, Team.....	50
Splitting fire.....	35, 84, 85
Spotters.....	54
Spotters, Setting Up.....	118
Squad Leaders.....	22
Squeeze bore (AoG).....	40, 63
Sub Machine Guns (SMGs).....	47
Surprise charge.....	57

## S

Scenarios.....	106-124
Schurzen (AoG).....	44
Shaped charge.....	51
Shirkers.....	70
Shooting.....	31
Shooting and moving.....	36
Shooting, declare target.....	32
Shooting from buildings.....	102
Shooting from cover.....	39
Shooting point blank.....	36
Shooting procedure.....	32
Shooting through cover.....	39
Shooting through enemy units.....	34
Shooting through friendly units.....	34
Shooting through same unit.....	32
Shooting through terrain.....	39
Shoots, Who?.....	32
Shotgun (AoG).....	26
Side armor.....	86
Sight.....	13
Sight, vehicles.....	80
Ski troops (AoSU).....	29
Slow load (AoSU).....	49
Slow traverse (AoSU).....	51
Slow vehicle.....	95
Small unit.....	36
Smoke.....	78
Smoke barrage.....	78
Smoke barrage chart.....	64
Smoke barrage size chart.....	78
Smoke effects.....	78
SNAFU.....	23
Snipers.....	70

## T

Table, Airstrike.....	65
Table, Aircraft Type.....	67
Table, Armored Targets Damage.....	87
Table, Artillery barrage.....	64
Table, cover.....	39
Table, damage.....	38
Table, smoke barrage.....	64
Table, smoke barrage size.....	78
Table, vehicle movement.....	83
Table, weapons.....	45
Table Boundaries.....	14
Tank fear.....	90
Tank hunters.....	70
Tank reaction.....	91
Tank Riders (AoSU).....	25
Tank Terror.....	90
Tanks assaulting buildings.....	401
Tanks assaulting guns.....	88
Tanks assaulting infantry.....	88
Tanks assaulting tanks.....	89
Tanks, Close Quarters.....	88
Tape measure.....	8
Target reacts.....	34
Target, Morale check.....	32
Targets obscured.....	39
Team.....	50
Team Weapons, Vehicle.....	83
Terrain.....	27
Terrain, Buildings.....	27
Terrain Chart.....	28

# BOLT ACTION INDEX

Terrain Impassible.....	27
Terrain Obstacles.....	27
Terrain Roads.....	27, 28
Terrain Rough Ground.....	27, 28
Terrain, Artillery.....	75
Terrain, Cover.....	39
Terrain, Shooting.....	39
Thin sides (AoUS).....	39
Time line.....	187-208
To hit.....	35
Too Fast to Attack.....	90
Top Armor.....	86
Tough Fighters.....	70
Towing Guns.....	76
Tracked bike (AoG).....	66
Transport passengers.....	93
Transport vehicles.....	92
Transports and Orders.....	92
Transports role.....	92
Transports, dismounting.....	93, 94
Transports, mounting.....	93
Troop quality.....	22, 41
Troops.....	38
Turn End Phase.....	18
Turn Sequence.....	18
Turret Mounted Weapons.....	84
Turret rear MMG.....	95

## U

Unit concealment.....	39
Unit formation.....	16
Unit Special Rules.....	69
Unit Types Artillery.....	16
Unit Types Infantry.....	16
Unit Types Vehicles.....	16
Units, Aboard Transports.....	93
Units, vehicles.....	80
Unreliable (AoG).....	54
Unreliable (AoSU).....	46

## V

Vehicle crew.....	92
Vehicle firing arc.....	83, 84
Vehicle Mounted Weapons.....	83
Vehicle riders.....	93
Vehicle, Command.....	95
Vehicle, massive damage.....	87
Vehicle, Open topped.....	87,98
Vehicle, Recce.....	95
Vehicle, Reconnaissance.....	95
vehicle, Slow.....	95
Vehicles.....	80
Vehicles, Damage Results.....	86
Vehicles Movement Table.....	83
Vehicles VS Buildings.....	104
Vehicles, Advance.....	81, 82
Vehicles, Amphibious.....	97
Vehicles, Dismounting.....	93, 94

Vehicles, Fixed Weapons.....	83
Vehicles, Mounting.....	93
Vehicles, Movement.....	81
Vehicles, Officers.....	81
Vehicles, Orders.....	80
Vehicles, Pinning.....	81, 86
Vehicles, Reverse Moves.....	82
Vehicles, Roll to Damage.....	85
Vehicles, Roll to Hit.....	85
Vehicles, Run.....	82
Vehicles, Shooting at.....	85
Vehicles, sight.....	80
Vehicles, Special Rules.....	95
Vehicles, Team Weapons.....	83
Vehicles, Transports.....	82
Vehicles, Units.....	80
Versatile (AoG).....	38
Versatile (AoSU).....	41
Very soft skin (AoUS).....	75
Veteran.....	22
Vulnerable (AoUS).....	36, 37, 38

## W

Weak side armour (AoG).....	53
Weapons.....	44
Weapons Table.....	45
Weapons, Anti-Tank.....	48
Weapons, Anti-Tank Guns.....	48
Weapons, Assault Rifle.....	47
Weapons, Automatic Cannons.....	48
Weapons, Automatic Rifle.....	47
Weapons, Flamethrower.....	48
Weapons, HE VS Buildings.....	103
Weapons, Heavy Machine Gun.....	48
Weapons, Howitzer.....	49
Weapons, Infantry Anti-Tank.....	48
Weapons, Light Machine Gun.....	47
Weapons, Medium Machine Gun.....	47
Weapons, Mortars.....	49
Weapons, Penetration.....	44
Weapons, Pistols.....	47
Weapons, Range.....	44
Weapons, Rifles.....	47
Weapons, Special Rules.....	44
Weapons, Sub Machine Gun.....	47
Weapons, Type.....	44
Weapons, Vehicle Mounted.....	83
Winners regroup in close combat.....	60

## X

## Y

## Z