



BOLT ACTION™

WARLORD
GAMES®

FIELD MANUAL

WAGE WORLD WAR II ON YOUR TABLETOP!



German Grenadiers prepare to meet the advancing Allies in Normandy



*British Infantry
(Late War)*



Tiger Hunt! American Shermans surround and bring down the German 'big cat'

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INTRODUCTION

Welcome to the world of *Bolt Action* – the world’s greatest World War II wargame! Whether you are a wargaming veteran, returning to the hobby or just starting out in your journey of tabletop battles, this guide will give you an introduction to playing atmospheric, fast, fun, and furious games set during World War II.

Bolt Action is a hobby where players collect and paint miniatures to represent armies from World War II, and play tabletop wargames against their opponents. With a huge variety of historical units to choose from, and endless army-building options, you can build your army exactly how you want it.

There are lots of different ways to enjoy *Bolt Action*. Some people prefer to re-enact historical battles such as Pegasus Bridge or the Normandy Beach landings on D-Day, while others prefer to use World War II as the setting and mix early and late war troops to play battles that never took place. There are players who like to have huge collections and choose forces depending on the game scenario, and others who choose not to play but to collect, customise and

paint their miniatures. It’s up to you – you choose how you want to enjoy *Bolt Action*.

This Field Manual gives you information on all aspects of the *Bolt Action* hobby. You’ll build a collection of miniatures, ready to start a bigger army, learn how to paint them and get to grips with the basic fundamentals of the game. Once you’ve mastered all of this, we’ll also show you where to go next.





British Airborne hold Pegasus Bridge against a German counterattack



*German Panzer
Lehr squad*



US troops charge across Utah Beach in the face of withering fire from German defenders

THE BOLT ACTION HOBBY

Wargaming is not just about putting models on a table and rolling dice. There's a whole lot more to immerse yourself in. Starting from your very first decision of which army to collect, before putting together an army list, building your models and painting them, there's a whole lot more to *Bolt Action*!

COLLECT

World War II was massive in scope, involving a plethora of belligerent nations, each with their own uniforms, equipment, weapons and vehicles, all ever-evolving across six years during which technology developed at an alarming pace. The *Bolt Action* miniatures range is similarly expansive, offering stupendous depth and variety, and allowing you to muster a vast array of troops able to tackle any tabletop task.

The way you build armies in *Bolt Action* is intuitive, grouping similar types of units into types of **Platoon**, such as Heavy Weapons, Artillery, Engineer and the all-important Rifle Platoon. As you grow your collection, you'll arm yourself with ever more options, in turn enabling



US soldier



German soldier



Japanese soldier



British soldier



Soviet soldier



Italian soldier

you to tailor your army on a game-by-game basis, or over the course of a campaign, rendering you capable of taking on any and all challengers, no matter the scenario.

Thanks to the wealth of troop types, weapons and vehicles that populated World War II, your ever-growing collection will never be short of new miniatures to paint, or new tactics to try out on a tabletop battlefield.



American forces land on Omaha Beach - the liberation of Europe has begun!

BUILD

From the basic infantryman to the mighty German *Jagdpanther*, *Bolt Action* kits offer a lot of flexibility when you're putting them together, and the end result is that your collection becomes truly one of a kind.

The core of any force is the infantry – *Bolt Action* plastic infantry kits are multi-part, and full of options, giving you a tremendous amount of flexibility when it comes to assembling your squads. You can choose poses and arm your new soldiers as you see fit with a number of weapons options provided on each plastic sprue. A multitude of extra accessories can give your new troops even more character. You can even combine multiple kits to create yet more variety.

It's not limited to infantry either, with vehicle kits often coming with plenty of optional extras, such as stowage, tools and more. Additional accessory packs are also available separately – the potential variety is limitless!

PAINT

There's nothing quite like the spectacle of two (or more) fully painted armies duking it out on a tabletop. Armed with a few acrylic paints of different colours, a paintbrush or two, a palette, and water to wash your brushes with, you'll have enough to get you started.

You can put as much or as little effort into painting miniatures as you like. Perhaps you just want to do enough to start playing games as quickly as possible, or prefer to hone your craft and produce competition-winning miniatures. There is no right or wrong way to paint your models.



Assembling a US Ranger model



Painting a US Ranger model



PLAY GAMES

A typical game of *Bolt Action* is played on a 6' x 4' playing area, but this is by no means a hard and fast rule. Games can be as large or as small as you like, and can be played just as easily on a kitchen table using a couple of books to pose as hills, as they can on a fully kitted out, terrain-filled gaming table.

Many solutions exist, including bespoke gaming mats, lovingly crafted, textured gaming tables made for the explicit purpose of wargaming, or the use of a local gaming club or friendly local gaming store.

Indeed, building up a collection of your own terrain can be as much a part of the hobby as collecting an army itself.

What you *will* need to play are standard six-sided dice, a tape measure for moving your miniatures and enough *Bolt Action* order dice of a single colour as you have units in your army (more on those later).



BOLTACTION.COM

This is the online home of *Bolt Action*. Here you'll find advice and guidance on collecting, painting and playing games, and a repository of all the latest *Bolt Action* articles. It's the first port of call to find out all the latest news, upcoming miniature and book releases, and much more besides.



A gorgeous, thematic table like this one elevates your games to the next level, and is surprisingly easy to achieve with readily available products such as MDF buildings and resin stone walls – all available from Warlord Games.

THE SECOND WORLD WAR

The history of World War II is vast, and certainly too much to present in the space we have available here. Suffice it to say that 'World War' is a truly apt title, encompassing nearly every environment and climate on Earth over six years of fighting. From the blasted dry heat of the North African desert, the dense tropics of Burmese jungles, across bitter European winters on the Ostfront, the amphibious assaults on D-Day and the brutal city fights of Stalingrad and Budapest, *Bolt Action* allows you to recreate all of these battles and more.

GERMANY STRIKES!

On 1st September, 1939, Germany shattered the peace of Europe by invading Poland. The following year they swept across the Low Countries and into France itself with their famous *Blitzkrieg* tactics, and in less than two years became the undisputed masters of mainland Europe.

Early-war armies look and feel significantly different to other *Bolt Action* armies. Whilst the core tenets of gameplay remain the same, the equipment used and the tactical doctrines employed differ significantly. A *Blitzkrieg* German army looks very different to a late war German army, for instance.



Blitzkrieg
German infantry

You could also field the French in their defence of their homeland, the British Expeditionary force or the plucky armies of Belgium or Poland and try to stem the seemingly unstoppable *Blitzkrieg*!



DUEL IN THE SUN

The battles in and around the Mediterranean theatre may seem inconsequential when measured up against the more well-known theatres of the war, but they were vital. The initial clashes between British and Italian armies in Crete, the desperate battles against German paratroopers on that island, and the epic duels between legendary commanders in the deserts of North Africa all had far-reaching consequences for the war at large for both the Allies and the Axis.

Desert-clad British Commonwealth and Afrika Korps armies are especially popular amongst wargamers, with plenty of scope for tank battles, reconnaissance forces and special forces such as the British SAS.



*British
8th Army
infantry*

After driving the Axis from North Africa, Allied forces invaded Italy via Sicily, but it proved tougher than expected. Despite the Italian Armistice of 1943, dogged German defenders fought right up until war's end. Amphibious landings, airborne raids and entrenched defensive actions provide plenty of inspiration for collectors of the British Commonwealth, the US Army, the Italian Army (both Axis and post-armistice Allied) and the German Army.



*Afrika Korps
infantry*



OSTFRONT

The Soviet Union proved a step too far for Hitler's ambitions, and with troops spread thin, supply lines straining and meeting an unexpectedly stoic resistance, the advance faltered. The Battle of Stalingrad cemented the fate of the Axis forces on the *Ostfront*, with the Soviets subsequently pressing west, eventually into Berlin itself.

The *Ostfront* provides plenty of variety for games of *Bolt Action*. As well as German forces, you might consider fielding Hungarian, Italian, Finnish or Romanian troops against the might and massed manpower of the Soviet Union. Bitter city-fighting goes hand in hand with battles over rural plains and dilapidated farmland. The harsh weather conditions also allows the choice of theming your troops for winter or (slightly) warmer climes.



Germans advance through the bitter winter weather



Soviet infantry



EMPIRE IN FLAMES

You may be forgiven, when thinking of the Pacific theatre, for only picturing the amphibious operations conducted by US forces as they swept the Japanese from a seemingly endless series of tiny islands in some of the most ferocious battles of the entire war. However, Japanese armies also faced British and Commonwealth opposition in their invasions of Burma and New Guinea.

In addition to featuring the forces of Imperial Japan, the US Army and the United States Marines Corps, the conflict in the Pacific allows *Bolt Action* players to do battle with forces a little more niche, such as British Chindits, Gurkhas and the Australian Army. With these forces you can recreate all the famous battles of the Far East, such as Guadalcanal, Okinawa, Singapore, the Philippines and Iwo Jima.



US steel trundles through the jungle



Japanese infantry



BATTLEGROUND EUROPE

Germany's complete and utter control of Western Europe was shattered in June 1944, when Allied forces conducted the most audacious invasion in military history. D-Day saw the largest seaborne invasion ever enacted, supported by an extensive airborne operation which resulted in the German defenders being swept back from the Atlantic Wall and the liberation of France. Such scenes have been immortalised in the popular consciousness thanks to the likes of *Saving Private Ryan* (some of the heads on the US Rangers sprue in this set are modelled upon that film's characters) and the TV series, *Band of Brothers*.

D-Day laid the foundation for Germany's eventual surrender, but the war was not yet done. Bitter fighting through the winter of 1944 in the Ardennes, the abortive landings at Arnhem and the push into Berlin itself provide plenty of wargaming and hobby inspiration. For instance, there are the winter-clad troops for the Battle of the Bulge, infantry-focused US or British airborne forces, and various flavours of increasingly desperate German troops as the Allies approach Berlin.



Americans neutralise Hitler's defences in Normandy



German Volkssturm





The US Army, with air support, batters German defences in France



Endgame - A Soviet field gun targets German defenders on the streets of Berlin

BUILDING MINIATURES

TOOLS YOU NEED

- Clippers
- Plastic Glue

Optional:

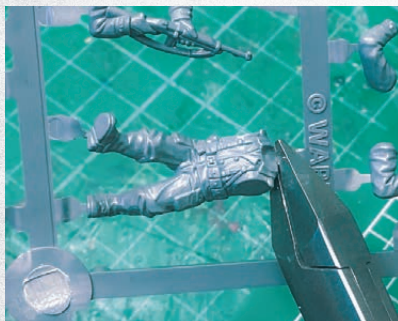
- Craft Knife
- Mould Line Scraper

IDENTIFYING PARTS

Using the sprue guide, you can identify which parts and equipment you will need to clip out to assemble your models. This guide will tell you what parts to assemble for each miniature as it progresses. Sprue guides for the US Rangers sprue and German Grenadiers sprue can be found on pages 20–21.

When you grow your collection, planning out what equipment you want to give your miniatures is best done before assembly. The unit entries found in the *Armies of...* series of supplements provide information for which models can be equipped with which equipment.

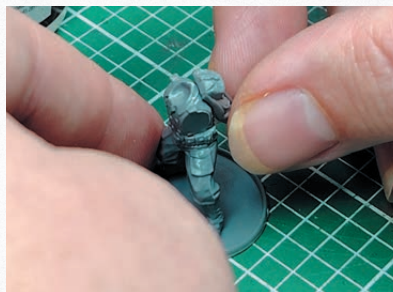
USING CLIPPERS



The most useful clippers for model builders are those which have a flat back. These allow you to clip close to the part and remove most of the connecting plastic without too much

additional work. Clip as close to the miniatures as possible, taking care not to clip any parts of the model.

CHECK FIT



will look when complete, and allows you to experiment with different poses and equipment options.

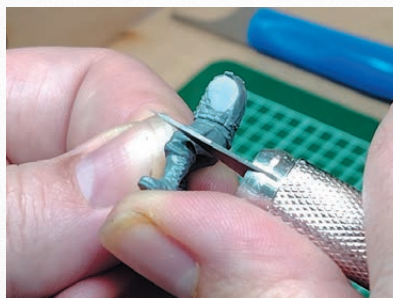
Before you start gluing your miniatures together, it is a good idea to check that they fit as expected. This affords you an opportunity to check how your models

GLUING PARTS TOGETHER



Apply a small amount of plastic glue to each side of the parts you are gluing together. Hold the parts together until a bond has been formed. Be aware that plastic glue takes time to set.

CLEANING MOULD LINES



Mould lines, almost inevitable in plastic miniatures, are easily cleaned up. Using a craft knife or a mould line tool, gently scrape along the mould line until it is gone.

Clippers



Plastic Glue



Craft Knife



Mould Line Scraper



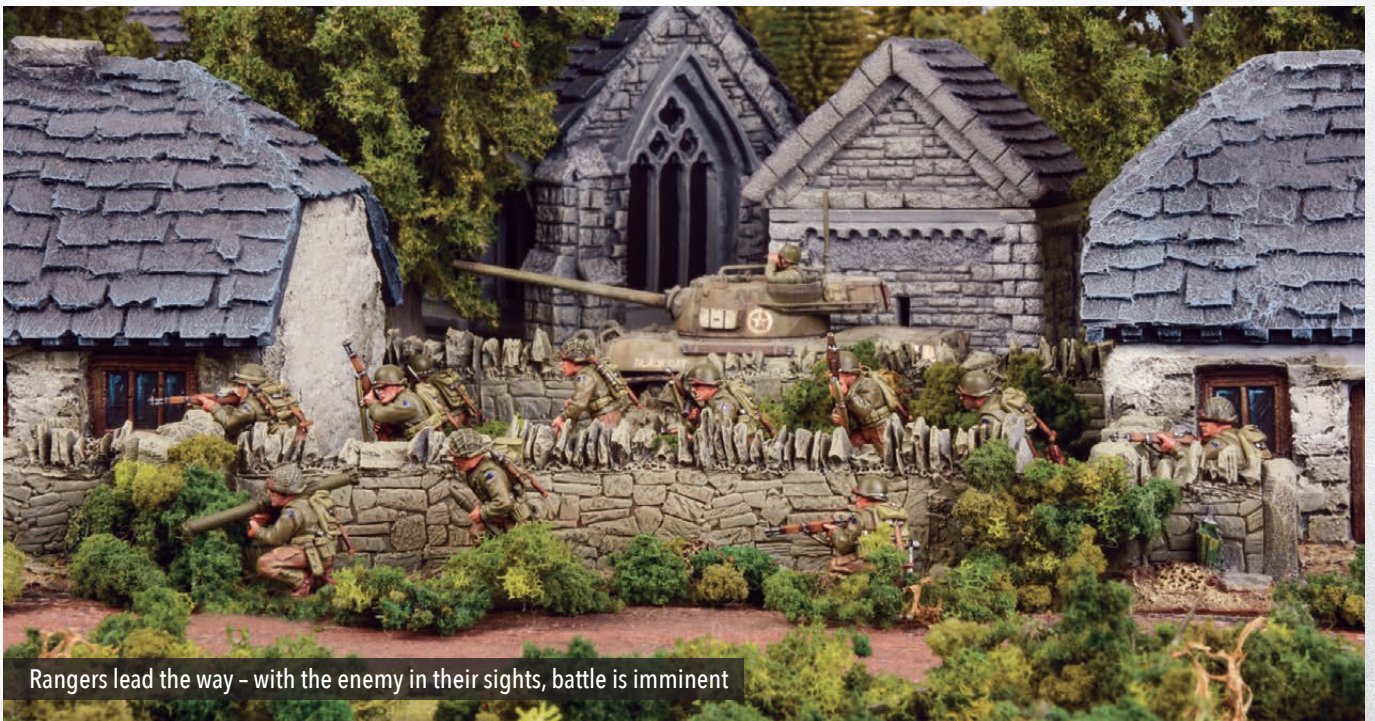
Mission accomplished! The German guns are burning!



German Grenadiers



Soviet Assault Engineers



Rangers lead the way - with the enemy in their sights, battle is imminent

PLAYING GAMES

The most important thing to remember about *Bolt Action* is that there is no wrong way to play, so long as you're having fun! As you enter the wider *Bolt Action* community, you'll find there are some common ways in which people like to play, which have a few differences - all are great, and you'll likely find yourself drawn to one or more types quite quickly, but it's always fun to try something new!

PICK-UP GAMES

'Pick-up' games are probably the most common, and certainly the simplest way to play *Bolt Action* - you just turn up at your local gaming club or store with your army and ask 'does anybody want a game?'. You'll find a wide range of new opponents this way, and no two games will ever be the same!

NARRATIVE PLAY

'Narrative' games are those in which players look to recreate or refight a specific battle or campaign from World War II, often using specially designed tables and armies to match history as closely as possible. These games are often linked



Your local gaming store is a great place to meet like-minded players and enjoy regular games

together into entire campaigns, or played as 'mega-games' at large events and conventions, with many players on each side.



Fire and ice - a deadly confrontation during the Battle of the Bulge

COMPETITIVE PLAY

Competitive play is aimed at players who want to test their mettle in head-to-head tournaments. Competitive armies often look very different from their historical counterparts, and are fine-tuned for performance on the tabletop. Tournaments are designed to provide fun and challenging gameplay, and there's a thriving competitive scene all over the world.



The Bolt Action Grand Tournament is the pinnacle of competitive play

HOW TO PLAY

A game of *Bolt Action* is played across a number of turns. These follow a really simple sequence, which is shown below. After a set number of turns, the game ends – hopefully with your army victorious.

URNS

Bolt Action is played in turns. A game typically lasts six to seven turns. Unlike other games you may have played, *Bolt Action* uses a unique system of order dice to randomise the sequence of player actions within the turn. We'll discuss these fully in a moment, but be prepared to act at any time in the turn.

TURN SEQUENCE

Orders Phase

In this phase, you draw an order die from the dice bag, and the player controlling that die resolves a unit's activation with it, as summarised by the Order Table opposite. Once that order die has been completed, you draw again until all dice have been removed from the bag.

This system ensures that so long as each player has at least one die in the bag, you never know who's going to go next.

ORDER TABLE

ORDER	SUMMARY OF ACTION
FIRE	Fire at full effect without moving
ADVANCE	Move and then fire
RUN	Move at double speed without firing; also used for assaulting
AMBUSH	No move or fire, but wait for the opportunity to fire
RALLY	No move or fire, but lose all pin markers
DOWN	No move or fire, but gain an extra +2 cover save modifier

Turn End Phase

Once all the order dice have been removed from the bag and used to activate units, the turn ends – at this stage, you can perform certain actions which carry over into the next turn.



A Bolt Action dice bag and dice. Some players like to have themed dice bags.



A German convoy trundles along the featureless Russian steppe

ORDER DICE

Order dice are at the very core of *Bolt Action* – they’re what makes the game tick. Each face of these six-sided dice is printed with a different order, corresponding to the actions your units can perform. Each of your units will have an order die assigned to it – as will your opponent’s units.

For learning with this Introductory Set, the player controlling the American units uses olive drab coloured order dice, and the player controlling the German units uses grey coloured order dice.

LOSING DICE

At the start of each turn, each player puts one of their dice in the bag per unit they have in the game. As they lose units, the number of dice that go back in the bag at the start of each turn will diminish.

PINS AND PIN MARKERS

The other core mechanic of *Bolt Action* that it’s important to be aware of is pinning. We’ll go into this in more detail once the shooting starts, but in brief, pinning represents the demoralising effect of being shot at. As a unit takes more fire, it can accumulate more and more pin markers.



Order Dice for German units



Order Dice for American units



End up with too many, and you might find your unit refusing to obey orders, or even running away.

You’ll find a set of cardboard pin markers included on the punchboard in this set, but there are many kinds in use throughout the community, from plastic ‘dial’ type markers to simple dice – the crucial thing is, they clearly show how many pins a unit has.



BASIC CONCEPTS

Bolt Action utilises some key concepts across many aspects of the game – at certain times as you read and play, you'll need to make use of these. You can always refer back to this section if you're not sure what to do.

ROLLING DICE

We use six-sided dice in *Bolt Action* to determine the outcome of many situations – they represent the fortunes of war. The usual way to see these dice represented is 'D6' – if three dice are needed, you'll see '3D6', and so on.



When you need to roll a die, you'll also have a 'target' score – normally you need to roll equal to or above that target number in order to succeed at whatever you're attempting. For example, a roll requiring a 4+ would succeed on a 4, 5 or 6.

MEASUREMENT

All measurements in *Bolt Action* use inches, represented by the " symbol. Use a measuring tape to work out the distances between units and to see how far your models can move and shoot.

UNITS

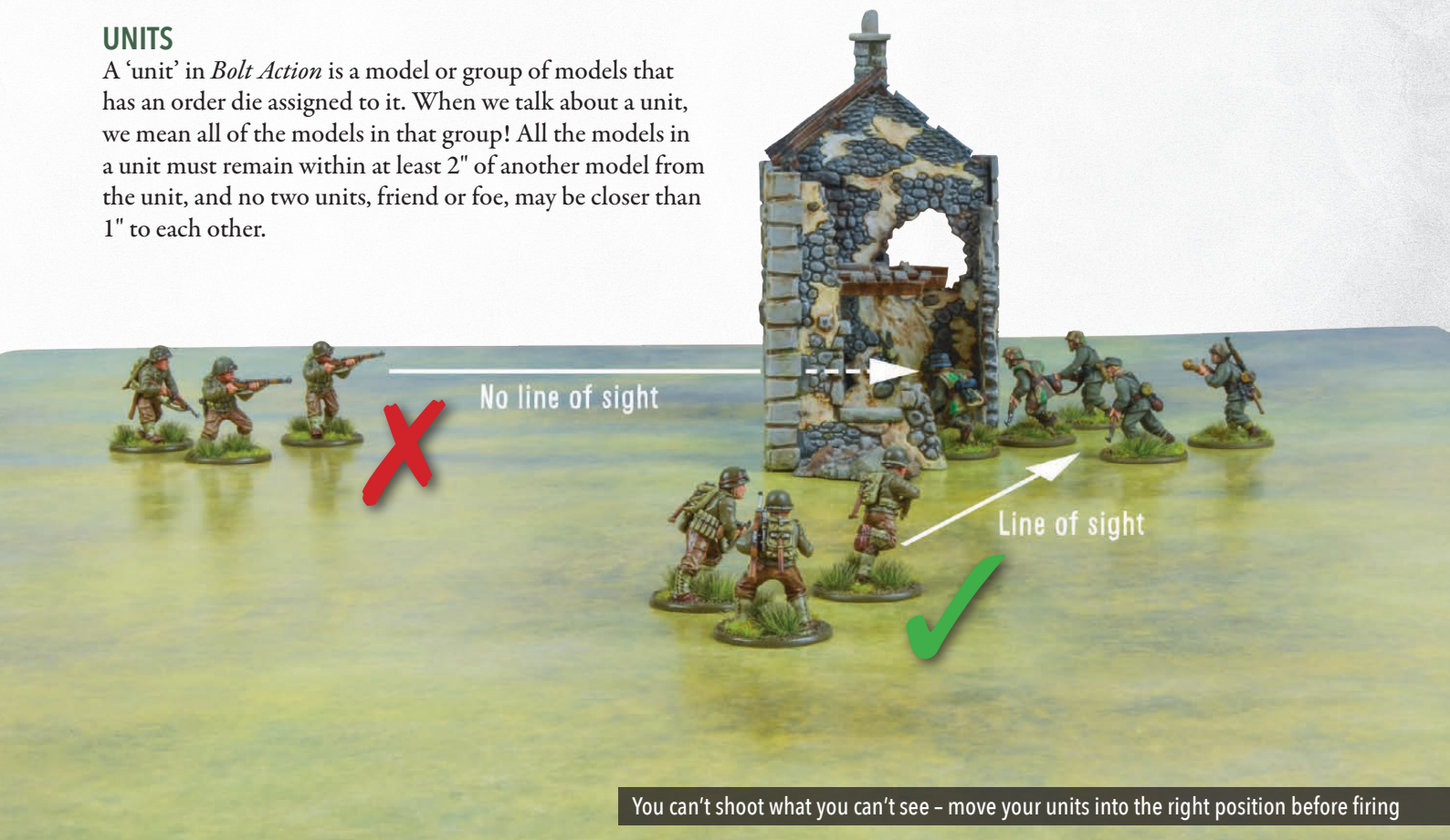
A 'unit' in *Bolt Action* is a model or group of models that has an order die assigned to it. When we talk about a unit, we mean all of the models in that group! All the models in a unit must remain within at least 2" of another model from the unit, and no two units, friend or foe, may be closer than 1" to each other.



LINE OF SIGHT

For a unit to shoot or charge an enemy unit, it has to be able to see its target. In *Bolt Action*, we call this 'line of sight', and it's a very simple but important part of the game.

In most cases, it's fairly obvious if one unit can see another, but sometimes it may not be so clear. In these instances, it's best to crouch down to get a 'model's eye view', and literally see what your unit can see. When it comes to line of sight, we consider that you need to be able to see most of a model, not just a toe or finger peeking out from behind a wall.



MISSIONS

Over the next few pages you'll find a series of introductory missions. These use the models and tokens included in this set, and are designed to be played in order - each introduces a new facet of the game and expands on previous information. Once you've played through them, you'll be ready to take your next steps into the world of *Bolt Action*.

Because these missions are designed to show you how specific aspects of the game work, there are a number of changes from the 'full' game in the first few scenarios. The most noticeable of these is that in the opening missions we'll be using units made up of only a few models. This is so you can get started and have a basic feel for the game without needing to build the entire contents of the box first.

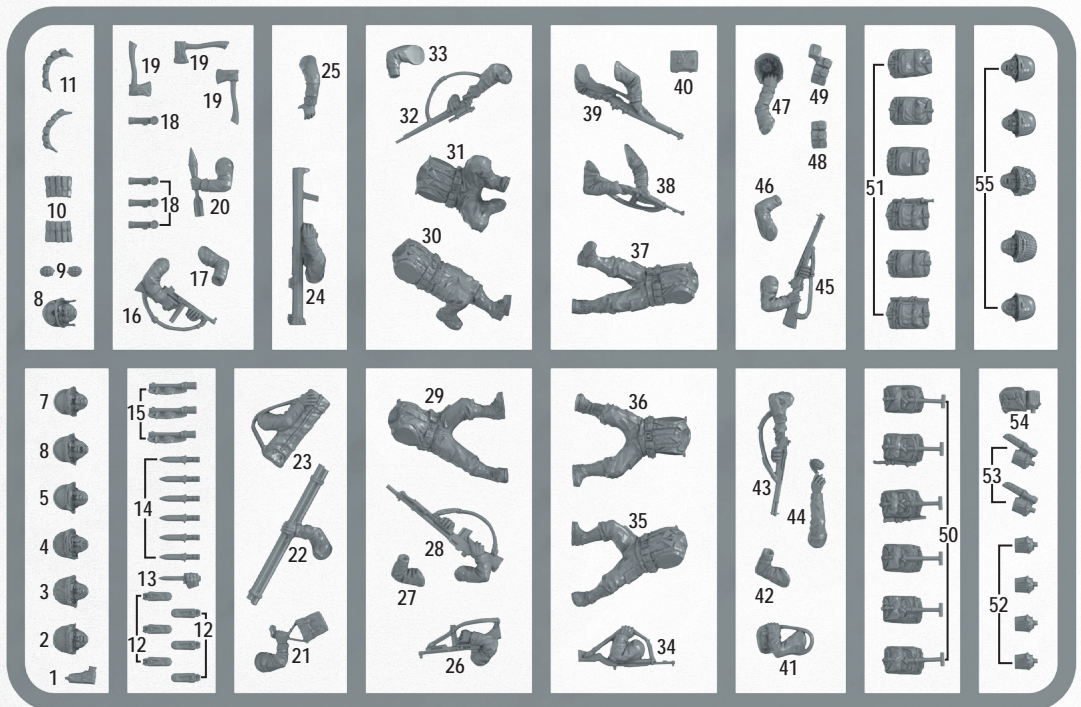
Each mission includes a guide on how to build the models required for that mission. While there is no 'wrong' way to assemble your miniatures, certain combinations of parts

and poses can produce fantastic results with minimal effort. If you follow the guides, you'll find yourself with a pair of great looking forces in no time at all, and from there you can let your creativity take the reins. Below, and on the opposite page, you'll find the full inventory of parts on each of the sprues provided in this set.

In your box, you'll find a paper battle mat - this will be the battleground for your first few missions. Lay it out on a table, desk or even on the floor - any flat surface will do. The mat is double-sided, giving you a choice of terrain to fight on.

US RANGERS SPRUE GUIDE

- 1: Colt 1911 pistol in M1916 holster
- 2: Private Jackson's head
- 3: Private First Class Reiben's head
- 4: Private Mellish's head
- 5: Private First Class Caparzo's head
- 6: Technical Sergeant Horvath's head
- 7: Captain Miller's head
- 8: Head in M1 steel helmet/ M44 goggles
- 9: Hand grenades
- 10: Thompson SMG magazine pouches
- 11: Ammunition bandoliers
- 12: M1938 wirecutters
- 13: Right hand with M3 trench knife
- 14: M3 trench knife in scabbard
- 15: M1910 pick-mattock
- 16 & 17: Arms carrying Thompson SMG
- 18: TL-122 flashlight
- 19: M1910 axe
- 20: Left arm holding Bazooka rocket
- 21: Right arm carrying satchel charge
- 22: Right arm carrying M1A1 Bangalore torpedoes
- 23: Left arm with Bazooka rocket bag
- 24 & 25: Arms with M1 Bazooka
- 26: Right arm holding Thompson SMG
- 27 & 28: Arms with Browning Automatic Rifle



- 29: Lunging body
- 30: Running body
- 31: Crouching body
- 32 & 33: Springfield 1903A4 sniper rifle
- 34: Left arm with shouldered M1 carbine
- 35: Striding body
- 36: Braced body
- 37: Advancing body
- 38: Arms carrying M1 carbine

- 39: Arms firing M1 Garand rifle
- 40: Map case
- 41: Left arm with M1936 musette bag
- 42 & 43: Arms holding M1 Garand rifle
- 44: Right arm throwing grenade
- 45 & 46: Arms carrying M1 Garand rifle
- 47: Left arm carrying helmet
- 48: M1937 BAR ammunition pouches
- 49: M1937 BAR ammunition pouches with first aid pouch

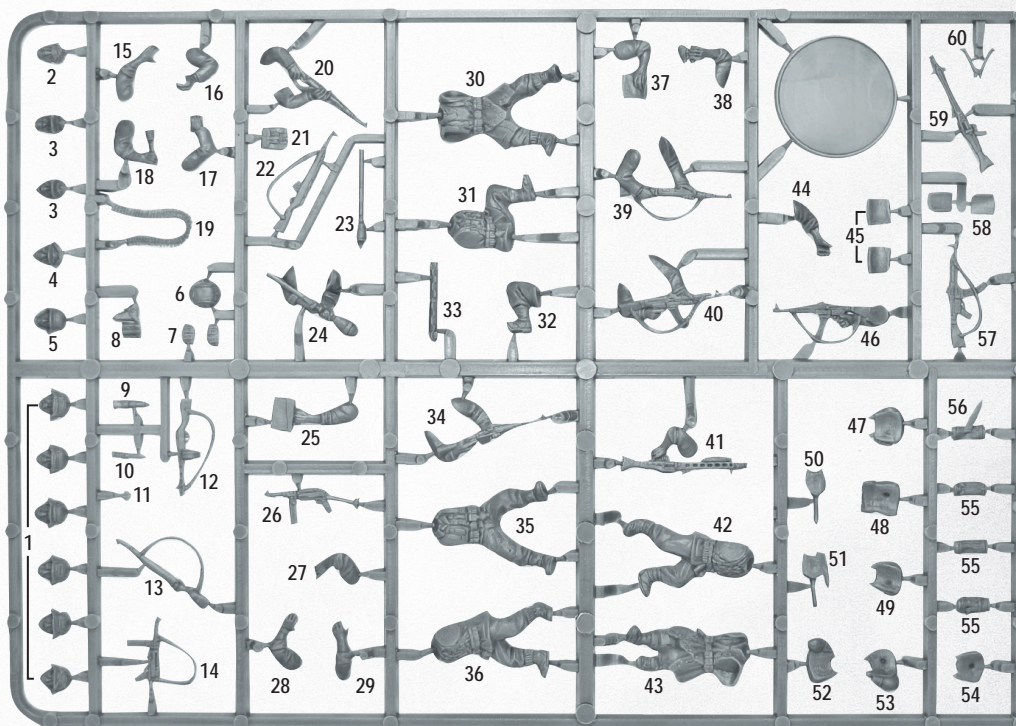
- 50: M1928 haversack with M1910 entrenching tool
- 51: M1928 haversack
- 52: M1910 canteen
- 53: M1910 canteen and 225Q combat knife
- 54: M1910 canteen with M1936 musette bag
- 55: Heads in M1 steel helmet



US Rangers engage Germans in a fierce firefight

GERMAN GRENADIERS SPRUE GUIDE

- 1: Head in covered stahlhelm
- 2: Bare head
- 3: Head in field cap
- 4: Head in officer's peaked cap
- 5: Head in stahlhelm
- 6: Spare covered stahlhelm
- 7: Gewehr 43 ammunition pouches
- 8: MG 42 accessory pouch & pistol holster
- 9: Rifle grenade attachment
- 10: Bayonet
- 11: Iron Cross medal
- 12: Soviet PPSH submachine gun
- 13: Kar 98K rifle
- 14: MP 40 submachine gun
- 15: Carrying arm
- 16 & 17: Weapon arms advancing
- 18: Grenade throwing arm
- 19: MG 42 ammunition belt
- 20: Arms firing Kar 98k rifle
- 21: Officer map case
- 22: Gewehr 43 semi-automatic rifle
- 23: Panzerfaust anti-tank weapon
- 24: Arms firing Panzerfaust
- 25: Arm with MG 42 ammunition case
- 26: MP 40 submachine gun
- 27: MP 40/MG 42/Assault rifle right arm
- 28: MP 40 left arm
- 29: Assault rifle/MG 42 left arm
- 30: Body in Zeltbahn tent quarter poncho
- 31: Kneeling body
- 32: Leg for kneeling body
- 33: MG 42 spare barrel case



- 34: Arms with Gewehr 43
- 35: Body in M99 uniform
- 36: Advancing body
- 37: Left arm holding map
- 38: Right arm with field glasses
- 39: Arms holding Kar 98K rifle
- 40: Arms with StG 44 assault rifle
- 41: MG 42 carrying arm

- 42: Advancing body
- 43: Body in Zeltbahn tent quarter poncho advancing
- 44: Left arm for StG 44 assault rifle
- 45: StG 44 assault rifle ammunition pouches
- 46: Right arm with StG 44 assault rifle
- 47-54: Personal equipment

- 55: Gas Mask case
- 56: Gas Mask case and bayonet
- 57: StG 44 assault rifle
- 58: MP 40 submachine gun ammunition pouches
- 59: MG 42 light machine gun
- 60: MG 42 bipod

MISSION 1 – FIRST CONTACT

This mission introduces you to the core of *Bolt Action* - movement and shooting.

UNITS

Both players command a unit of three models with rifles.

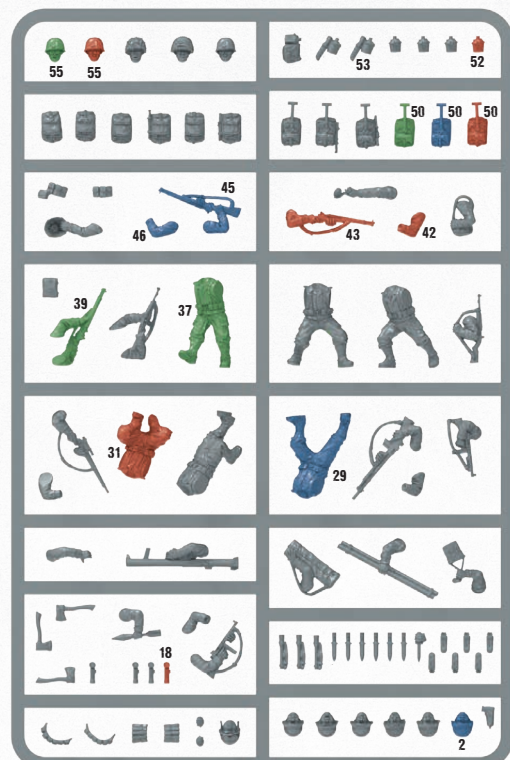
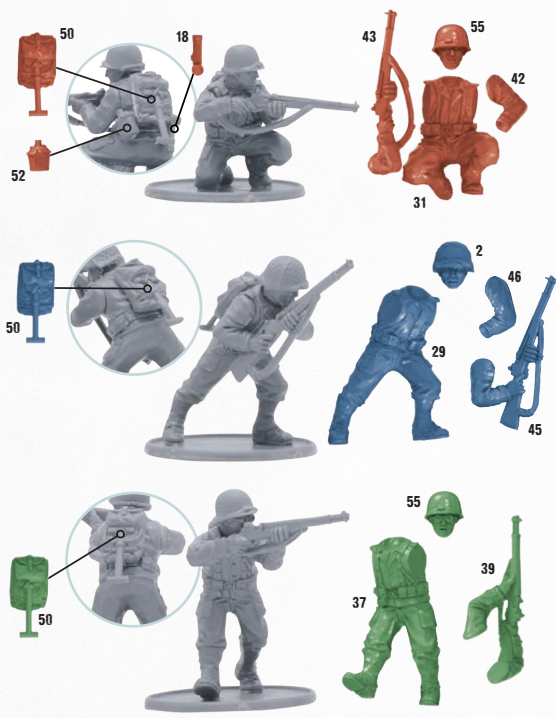
UNIT PROFILE

Each unit has the following profile:

Composition	3 men
Weapons	Rifles - range: 24"; 1 shot

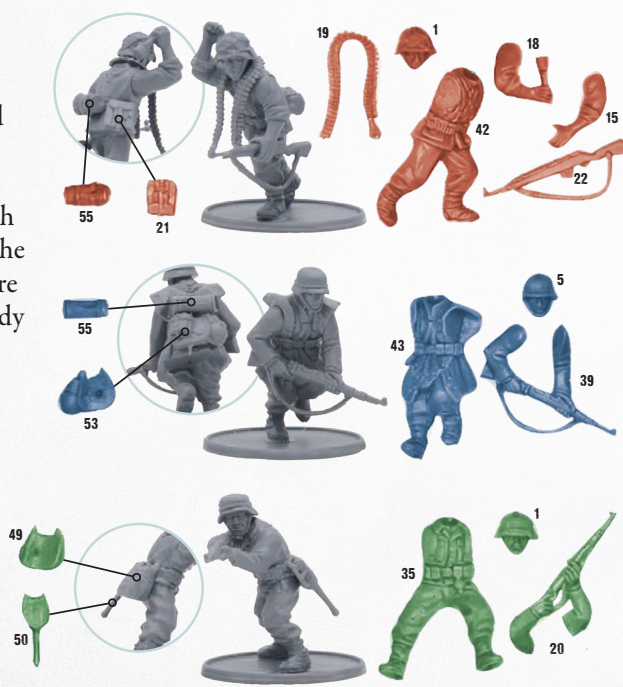
American Models

For this mission, you'll need to assemble three American soldiers, each armed with a rifle. We suggest you use the components outlined here.



German Models

You'll also need three German soldiers, again each armed with rifles - follow the steps shown here to get them ready for action.



SET UP

Each player sets up their units as shown on the map (right), and places one of their order dice into the dice bag.

OBJECTIVES

Be the first to destroy an enemy unit.

FIRST TURN

One player draws a single order die from the dice bag, without looking. The player whose die is drawn may now issue an order to one of their units.

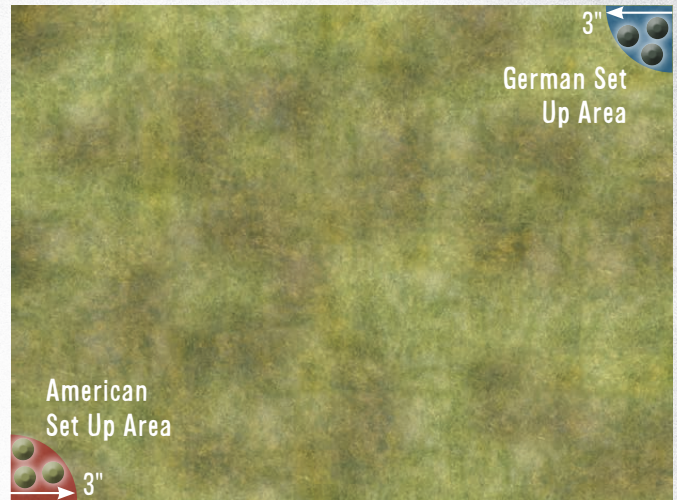
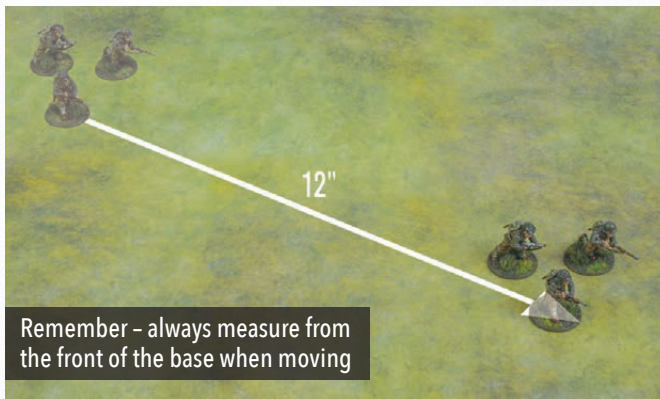
ORDERS

For this scenario, three orders may be given as follows:



Sometimes you want your troops to move forward as quickly as possible, to secure a strategic position or to get the heck out of Dodge. To do so, you can issue a *Run* order.

When a unit is ordered to *Run*, it may move up to 12" in any direction. Measure from the front of your model's base in the



direction you want it to travel, then move it up to 12" so that the base edge is not placed past this maximum distance. You don't have to move the entire 12" if you don't want to!

Repeat this process for each of the models in your unit, ensuring that, when they have completed their move, no model in your unit is further than 1" away from another model in the same unit, and that no models in the unit are within 1" of any enemy model.

Stay in Formation!

Models within a unit must remain 'within formation' – no single model can be further than 1" from at least one other model in the unit. Soldiers fight in units so it's important that they stay close together on the battlefield to support each other.





Most of your men are armed with rifles. The most accurate soldier is one who isn't moving, taking the time to aim at their target. This is achieved by issuing a *Fire* order.

When a unit is ordered to *Fire*, it may not move, but may shoot with all the weapons it is equipped with. For this first mission, all men are equipped with rifles, with a maximum range of 24".

First, choose a target. To check you are within range to shoot, first measure between the closest base edge of the model firing and the base edge of the nearest model in the target unit. If this distance is 24" or less then you're in range to shoot.

Repeat this process for each model in the firing unit. For each model found to be in range, roll a dice – for each roll of 4+ they've hit their target.

We'll then need to see if those hits become wounds. For each hit scored roll a further die. On another 4+ a model in the target unit is killed and removed from the table. The target unit's controlling player chooses which of their models is removed.



On occasion, you'll want the best of both worlds, moving your troops into position whilst laying down enough fire to keep your opponents' heads down. An *Advance* order allows your troops to move and fire, but at slightly reduced accuracy.

When a unit is ordered to *Advance*, it may move in the same way as described for a *Run* order, but may only do so up to a maximum distance of 6". The unit may then fire its weapons as described for a *Fire* order. However, being preoccupied with the process of putting one foot in front

Rolling Dice

There's no need to roll dice one at a time. Instead, work out how many of your models are in range and roll that many dice at once. In addition to speeding up and streamlining play, there's a certain satisfaction in rolling a whole fistful of dice...



of another whilst traversing the battlefield, the unit's aim is rattled. This is reflected with a -1 penalty to the 'to hit' roll, meaning each model in the unit will hit on a dice roll of 5+. For any hits scored, roll to wound on a 4+ as normal.

Once the first player has issued their unit an order and completed an assigned action, draw the second order die from the dice bag, and repeat the above procedure for the opposing side – this is the end of your first turn of *Bolt Action*.

DESTROYING A UNIT

If all the models in a unit are killed, that unit is destroyed. Remove an order die from play and place it to one side – it no longer returns to the dice bag.

END OF TURN

Place both order dice in the dice bag – you're ready to start a new turn.

GAME DURATION

The game ends immediately as soon as one unit has been destroyed.

VICTORY

The player who destroys their opponent's unit first wins the game.

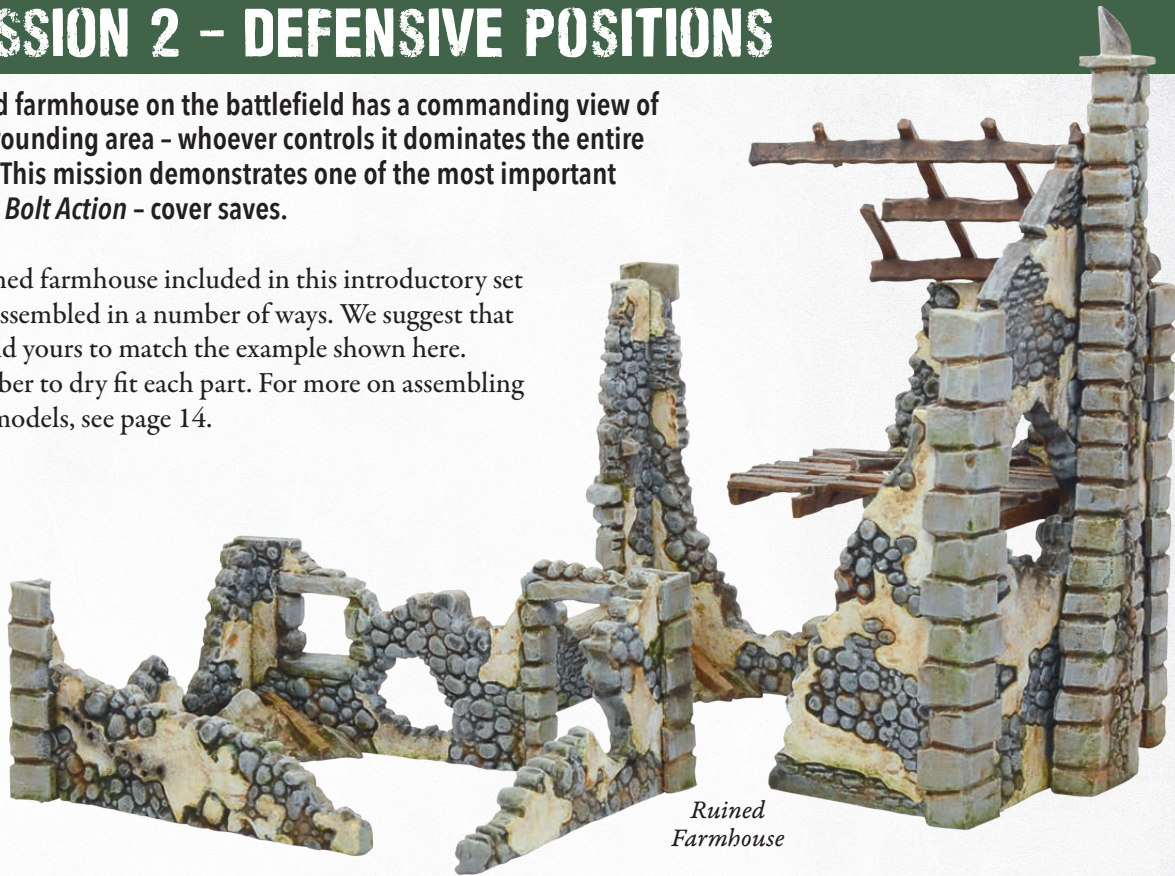


German *Panzergrenadiers* advance, equipped with the latest weaponry and supported by a mighty *Jagdpanzer IV*

MISSION 2 – DEFENSIVE POSITIONS

A ruined farmhouse on the battlefield has a commanding view of the surrounding area – whoever controls it dominates the entire terrain. This mission demonstrates one of the most important parts of *Bolt Action* – cover saves.

The ruined farmhouse included in this introductory set can be assembled in a number of ways. We suggest that you build yours to match the example shown here. Remember to dry fit each part. For more on assembling plastic models, see page 14.



*Ruined
Farmhouse*



A bombed-out village conceals a deadly trap...

UNITS

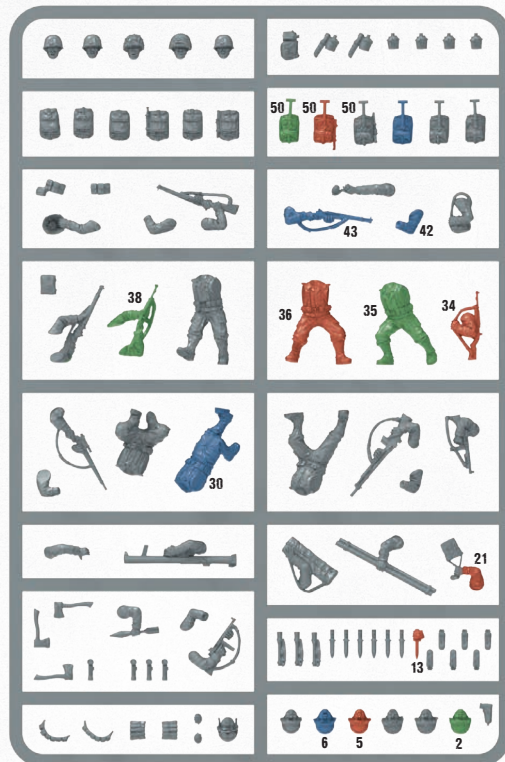
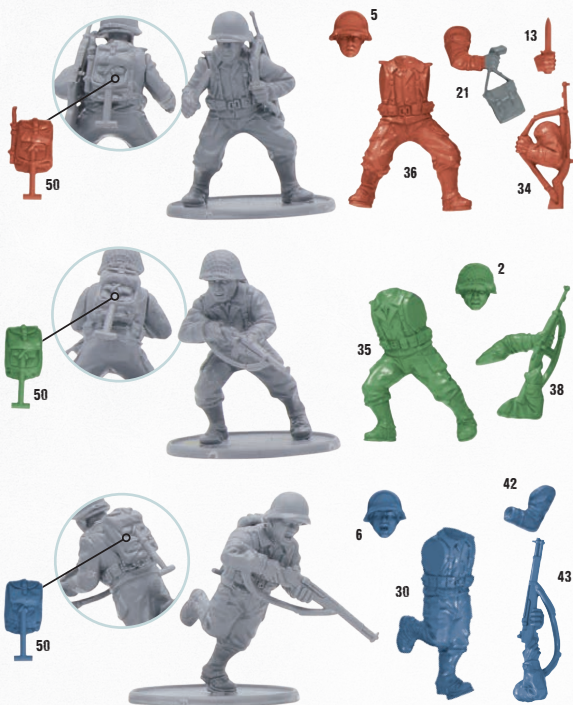
The American player commands two units, each of three men armed with rifles. You've built one of these units already for Mission 1 (see page 22). Details on constructing the other three models are given below.

The German player is outnumbered in this engagement and commands one unit of five men equipped with rifles. Use the three models you've already built for Mission 1 (page 22). Tips on constructing the other two German models are shown below.

American Models

For this mission, you'll need to add a second unit of three men with rifles. Assemble them as shown here.

Note that for the first model shown, you'll need to remove the hand for part 21, and replace it with the hand with the knife (part 13).



German Models

Build two additional soldiers with rifles as shown here to reinforce your troops.



UNIT PROFILES

American Units

Composition	3 men
Weapons	Rifles - range: 24"; 1 shot

German Unit

Composition	5 men
Weapons	Rifles - range: 24"; 1 shot

SET UP

Each player sets up their units as shown on the map shown on the right. The American player places two order dice into the dice bag, while the German player places one.

OBJECTIVES

The American player must drive the Germans out of the ruined farmhouse, while the German player must stop the American attack.

FIRST TURN

Play through this scenario using exactly the same turn sequence and order options as the previous mission. However, there's one very important new feature that's being introduced here – cover saves.

COVER SAVES

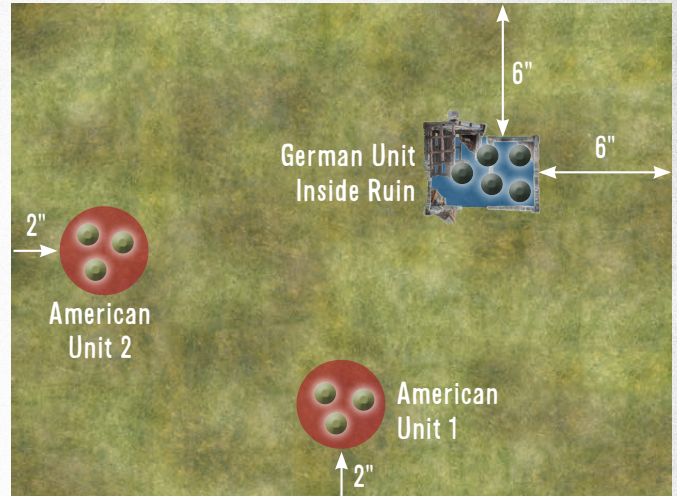
Whilst at least half of the models in the German unit are within the area of the ruined house, all models in that unit gain a 4+ cover save. Roll a D6 for any such model hit and damaged by a shooting attack from the Americans. On a 4+, no damage is suffered from that shot.

Note that if you receive two hits and 'kills', you would need to roll two cover saves, and so on.

The Germans have fewer men (and order dice) than the Americans, so keeping them in cover is a good idea.

RUINED HOUSE

In addition to the rules for cover mentioned above, the ruined house blocks line-of-sight – models can see inside it and out of it, but they cannot see all the way through it.



GAME DURATION

The game lasts until one side has achieved their victory conditions, as described below.

VICTORY

The American player wins if they destroy the German player's unit. The German player wins if they destroy both of the American player's units.



MISSION 3 – THE WHITES OF THEIR EYES

This mission teaches you the art of close-quarters fighting. Charge home and take the enemy down the old-fashioned way, with cold steel!

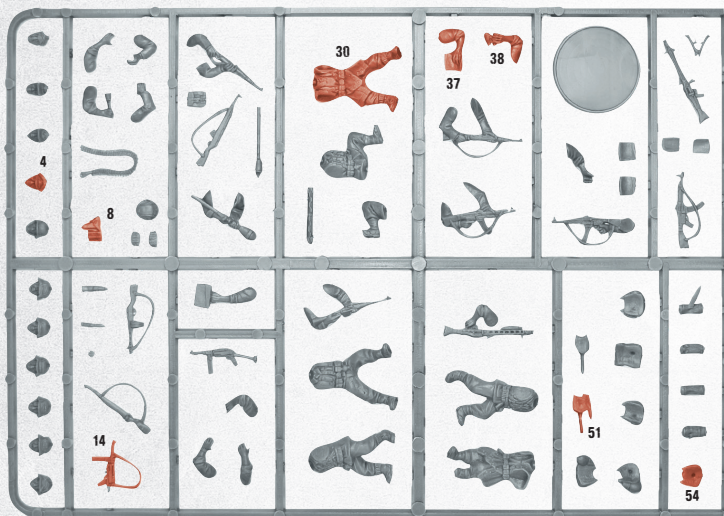
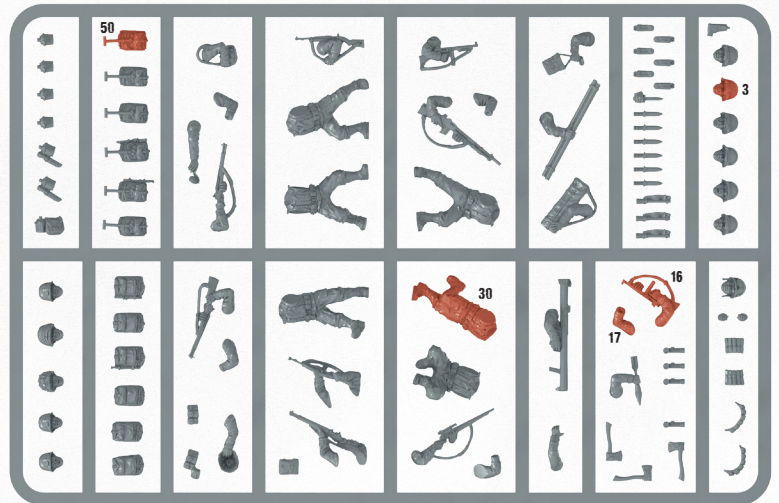
UNITS

The American and German players each have a single unit comprising five men. Four men in each unit are armed with rifles, and you can use some of the riflemen you've built

for the previous missions to represent these. One man on each side is armed with a submachine gun. You'll need to construct the models armed with these weapons, and examples on how to do so are shown below.

American with submachine gun

You only need to build one additional model for this scenario – and he's armed with a powerful submachine gun, using the components shown below.



German with submachine gun

Only a single extra man is required, armed with a submachine gun like his American counterpart and built as shown here.



UNIT PROFILE

Each unit on each side has the profile shown below.

Composition	5 men
Weapons	Rifles - range: 24"; 1 shot Submachine gun - range: 12"; 2 shots, Assault

SET UP

Each player sets up their units as shown on the map on the opposite page, and places one order dice in the dice bag.

OBJECTIVES

This mission is brutally simple – engage in close combat and destroy the enemy before they destroy you!

FIRST TURN

One player draws an order die at random from the dice bag. The player controlling the unit that is activated must immediately execute a *Run* order – charging their models straight into contact with the enemy unit.





US Rangers

Note that, ordinarily, your models may not be within 1" of an enemy model (see Units, page 19), but close-quarters combat is an exception. You need to be close to fight hand-to-hand!

CLOSE COMBAT

When two units fight in open ground, they strike each other simultaneously. Roll a D6 for every model in your unit, while your opponent does the same. Each roll of a 4+ kills an enemy model – it's as brutal as that!

The winner of the combat is the unit which kills more enemy models. The losing unit is immediately destroyed entirely, and all its models are removed from play.

If the number of kills is the same for both units, remove the destroyed models, and immediately repeat the process.

SUBMACHINE GUNS

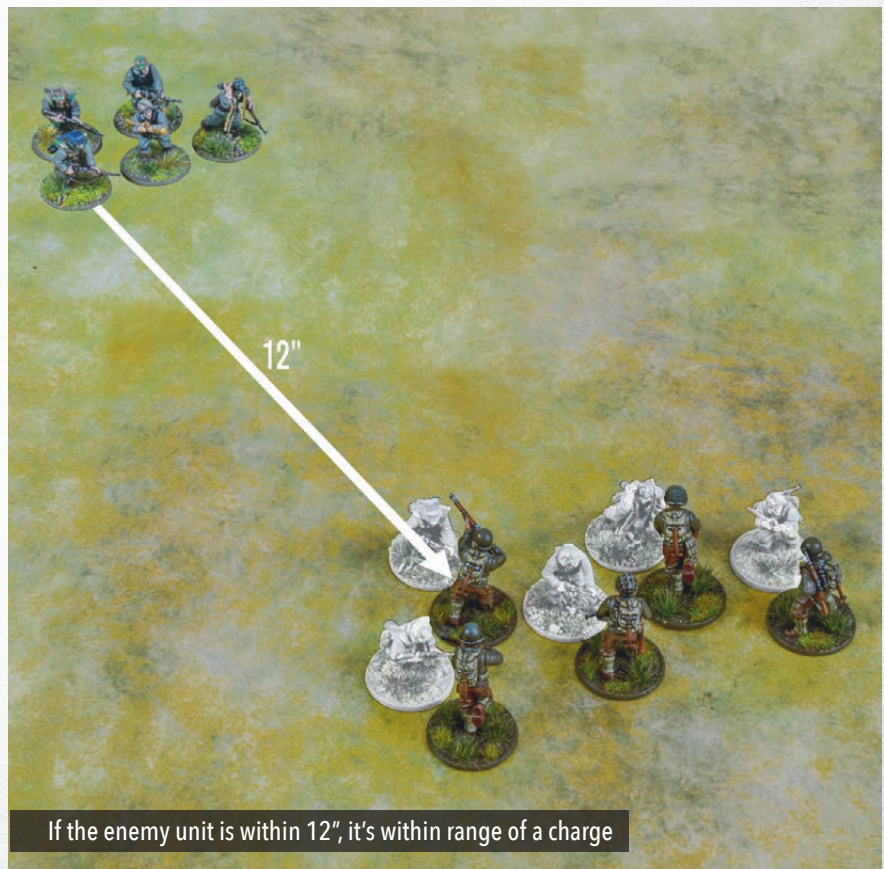
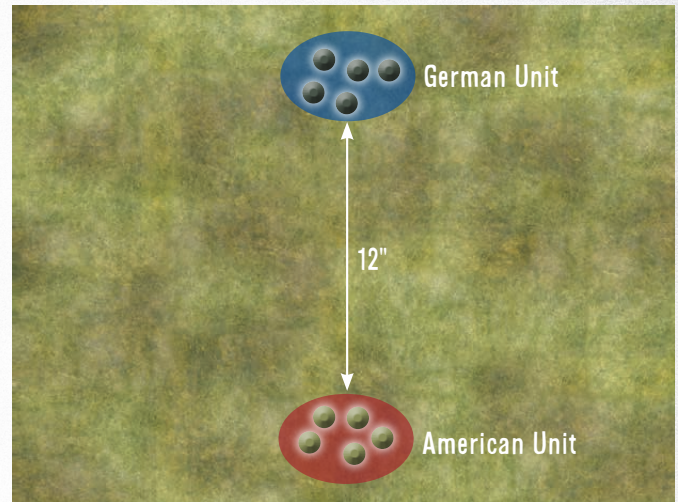
Some weapons, such as submachine guns, have the Assault rule, which means they don't suffer the -1 penalty for moving and firing. In addition, they make models better in close quarters. When fighting the combat as described above, roll the dice for models armed with submachine guns at the same time as the others, but keep them separate. If these dice fail to roll a 4+ 'kill', you may immediately roll them again. Note that the second result stands, even if it's another miss.

GAME DURATION

The game continues until one unit defeats the other in close combat.

VICTORY

The player who destroys their opponent's unit in close combat wins. It is entirely possible that both squads wipe each other out – in this case, it's a draw.



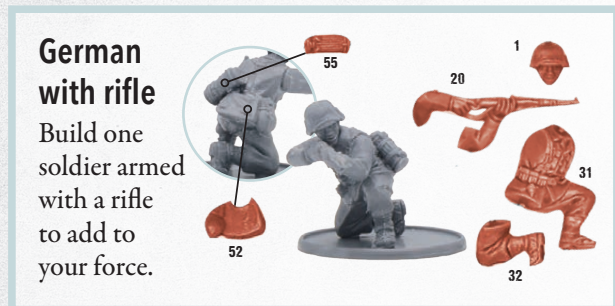
If the enemy unit is within 12", it's within range of a charge

MISSION 4 – WE'RE PINNED DOWN, SIR!

This mission teaches you about one of the most crucial and important mechanics of *Bolt Action*: pinning.

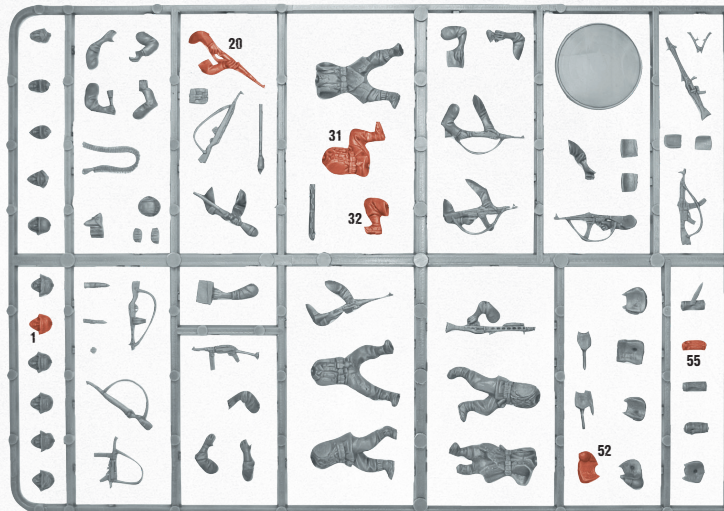
UNITS

Both players each have two units of three men armed with rifles. Use the riflemen models already built for the previous missions. The German player has to construct one extra rifleman for his side.



German with rifle

Build one soldier armed with a rifle to add to your force.



UNIT PROFILE

Composition	3 men
Weapons	Rifles - range: 24"; 1 shot

SET UP

Each player sets up their units as shown on the map below, and places two order dice in the dice bag.

PIN MARKERS

Pinning represents the demoralising effect of being shot at. As a unit takes more fire, it can accumulate more and more pin markers. To demonstrate the effects of pinning, one unit on each side begins the game pinned. After set up, each player chooses one of their units and places two pin markers next to it.



OBJECTIVES

The objective of this mission is two-fold – both players must rally their pinned unit and then destroy the enemy units.

FIRST TURN

One player draws an order die at random from the dice bag and uses it to activate a unit. For the purpose of this mission, four orders can be given: *Fire*, *Advance*, *Run* and *Rally*.

MORALE VALUE

Each unit has a morale value, which is a measure of how likely the unit is to follow orders under fire. For the purpose of this mission, all units have a morale value of 9.

PINNED

Every time a unit is fired at by an enemy unit and suffers one or more hits as a result, place a single pin marker next to it. Each pin marker on a unit decreases its morale value by 1.

If a player wants to activate a unit that is pinned, the unit must take an order test to see if it can summon up the courage to obey. In addition, if any unit is pinned, it suffers a -1 to hit when shooting.

ORDER TESTS

If a unit is required to make an order test, the controlling player rolls 2D6. In order to succeed, the player must roll equal to or below the unit's morale value (which is 9 for all units in this mission), taking into account negative modifiers caused by pins.

If the roll succeeds, the unit removes one pin marker and may carry out the order issued to it. If the roll does not succeed, the unit does not carry out the order – instead, turn its assigned order dice to *Down* as the troops refuse to obey instructions and hit the dirt!

DOWN

If a unit has gone *Down*, it takes no further part in the turn – the troops are too busy taking cover to do anything else! Units which have a *Down* order dice next to them receive a 5+ cover save in open ground.



If a unit would receive a cover save from being in terrain such as the ruined farmhouse, it receives a +2 bonus to its cover save. So a unit in the ruins that goes *Down* receives a 2+ cover save, instead of the usual 4+.

RALLY

Rally is a unique order in *Bolt Action*. It represents the soldiers in a unit gathering their courage, passing around water and ammunition, and generally readying themselves to get back into the fight.



In games of *Bolt Action*, the purpose of this order is to remove pins that have accumulated on a unit, before they become overwhelming.

In order to *Rally*, a unit must take an order test as described previously, but always makes this test using its **unmodified** morale value, ignoring all pin markers. If the test is successful, the unit takes no further action but immediately removes all of its pin markers.

Once the first unit has been activated, repeat the process until all order dice have been drawn and used, then put them all back in the bag (excluding any destroyed units) and repeat.

GAME DURATION

The game lasts until both units from one side have been destroyed.

VICTORY

The victor of this mission is the player who destroys both of their opponent's units – this can be by shooting or close combat.



"Did you hear something?" – An American column marches into a deadly ambush

MISSION 5 – ARMOUR INCOMING!

This mission introduces you to vehicles in *Bolt Action*. While it's primarily a game of infantry combat, vehicles of all kinds can be fielded in support. When used well, they can be powerful assets, but there are many ways to counter them.

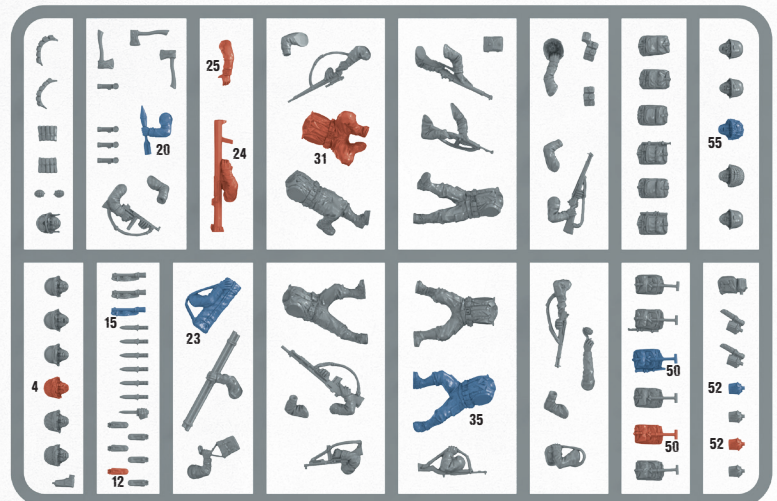
UNITS

The American side has a five-man squad armed with rifles, and one two-man team with one Bazooka and one rifle. The German side has a five-man squad armed with rifles, and one Sd.Kfz. 251 half-track, represented by the cardboard vehicle token.

You have enough models already to represent the riflemen. The American player needs to build the Bazooka weapons team as shown below.

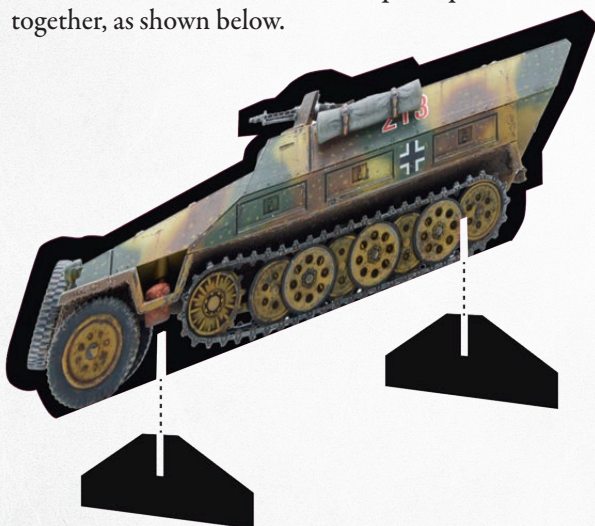


Sd.Kfz. 251 half-track vehicle token



German Half-track

The cardboard vehicle token is simple to put together, as shown below.



UNIT PROFILES

American Riflemen

Composition	5 men
Weapons	Rifles - range: 24"; 1 shot

American Bazooka Team

Composition	2 men
Weapons	1 x Bazooka - range: 24"; 1 shot 1 x Rifle - range: 24"; 1 shot

German Riflemen

Composition	5 men
Weapons	Rifles - range: 24"; 1 shot

German Sd.Kfz 251 Half-track

Weapon	Medium machine gun - range: 36"; 3 shots
--------	--

SET UP

Each player sets up their units as shown right, and places two order dice in the dice bag.

OBJECTIVES

The objective for the American player is to destroy the German player's armoured transport, while the German player must destroy both of the American player's units.

FIRST TURN

The beginning of this mission is a bit different to previous ones. The German half-track is a powerful asset in such a small-scale engagement, so we need to level the playing field a little by providing the Americans with a Bazooka team. This mission also provides an opportunity to demonstrate the last order printed on the order dice – *Ambush*.

Before the start of the game, the American player takes one of their order dice from the bag, and places it next to the Bazooka team, showing the *Ambush* order. Then, begin drawing dice at random as normal.

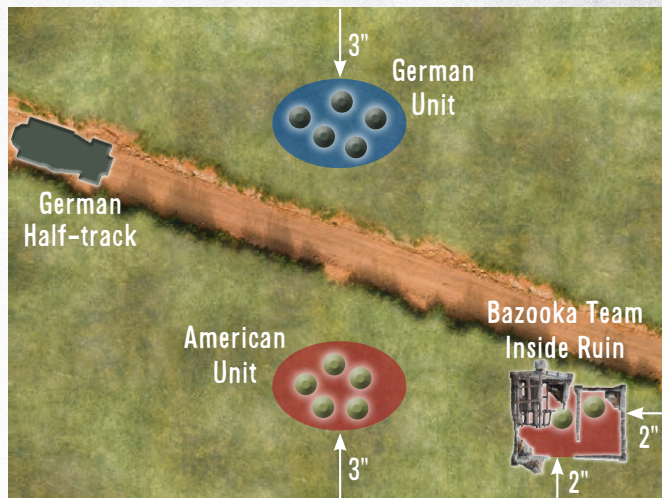
AMBUSH

Ambush is a powerful order in *Bolt Action* as it allows a unit to act outside of the normal turn sequence, interrupting another unit's activation.



The order represents your troops quite literally setting up an ambush – biding their time and waiting until an enemy enters their sights before firing.

Units that are in *Ambush* can interrupt any move made by any enemy unit to shoot at it. The ambushers can interrupt at any point during the move, as long as they can see the target at that point – before, during or as soon as movement is complete.



The player whose units are in *Ambush* declares when they want their troops to open fire, and the target unit is positioned accordingly. The ambushing player flips the unit's *Ambush* order to *Fire* and resolves the shooting as normal.



BAZOOKA TEAM

The Bazooka team has the following statistics:

TYPE	RANGE	SHOTS	PEN	SPECIAL
Bazooka	24"	1	+5	-

The Bazooka team is made up of two men, but the loader is too busy assisting the gunner to fire any weapon of his own – the team only fires one shot per turn from the Bazooka.

If the Bazooka team suffers a casualty, remove the loader first – the gunner will keep firing alone. This is a simplification of the full rules for team weapons for the purpose of this scenario, but you'll still want to be careful about exposing your only anti-tank weapon.



Here comes that half-track! Get the Bazooka ready - we don't wanna miss this one!

ARMoured VEHICLES

Armoured vehicles use a slightly different set of rules to infantry, particularly concerning how they are damaged. We're presenting a streamlined version of the vehicle rules here to give you an idea of how they work. You can find the full vehicle rules within the *Bolt Action* rulebook.

For this game, when the half-track is activated, place an *Advance* order next to it. It will move 6" per turn straight along the road on the battle-mat, and may then fire its medium machine gun.



MEDIUM MACHINE GUN

The half-track mounts a medium machine gun (abbreviated to MMG), designed to suppress enemy infantry. For the purposes of this scenario, the medium machine gun has a 360 degree arc of fire and has the following statistics:

TYPE	RANGE	SHOTS	PEN	SPECIAL
MMG	36"	3	-	-

DAMAGING THE HALF-TRACK

For the purpose of this scenario, only the American Bazooka is strong enough to damage the German half-track. The Bazooka is a powerful weapon and if it hits will likely cause significant damage.

When firing the Bazooka at the half-track, roll a single die to hit as normal. If a hit is scored, we'll assume that the powerful weapon automatically defeats the armour of the half-track – roll a D6 and consult the Full Damage Table on the right.

If the vehicle suffers an Immobilised result, use the marker provided in the set to show its status.



GAME DURATION

The game lasts until the half-track reaches the opposite side of the field, or is immobilised or knocked out.

VICTORY

To win the game, the American side must immobilise or knock out the half-track before it reaches the end of the road. The German player must prevent them from doing so.



US Bazooka anti-tank team

FULL DAMAGE TABLE

D6 ROLL EFFECT

- 1 Crew Stunned**
The crew is stunned or momentarily overcome by smoke or shock.
- Add 1 additional pin marker to the vehicle.
- Place a *Down* order die on the vehicle, if it does not have one yet, or change its current order die to *Down* to show that it is halted and cannot take a further action that turn.
- Further Crew Stunned results in the same turn simply add an additional pin marker to the vehicle.
- 2 Immobilised**
Part of the vehicle's tracks are blown apart.
- Add 1 additional pin marker to the vehicle.
- The vehicle cannot move for the rest of the game. Place the Immobilised marker by the vehicle to show this.
- If the vehicle has already taken an action this turn, flip the order die to *Down* to indicate it has been brought to a halt.
- If a further Immobilised result is suffered, the crew abandon the vehicle and it is considered Knocked Out (see below).
- 3 On Fire**
The hit ignites either the vehicle's fuel or ammunition. The crew are driven into a blind panic, fearing to be trapped in a burning wreck.
- Add 1 additional pin marker and then make a morale test for the vehicle.
- If the test is passed the fire has been put out or fizzles out of its own accord. Place a *Down* order die on the vehicle or change its current order die to *Down* to show that it is halted and cannot take a further action that turn.
- If the test is failed, the crew abandon the vehicle and it is considered Knocked Out (see below).
- 4-6 Knocked Out**
The vehicle is destroyed and becomes a wreck.
- Remove the vehicle's order dice from play, and the token from the board – it has been comprehensively taken out!



German vehicles perform a recon on the eve of battle



German Grenadiers



Check those corners! US Airborne take no chances while advancing through a French town

MISSION 6 – ALL OUT WAR!

You've learned the basics of fighting a *Bolt Action* battle – now it's time to put them all into action.

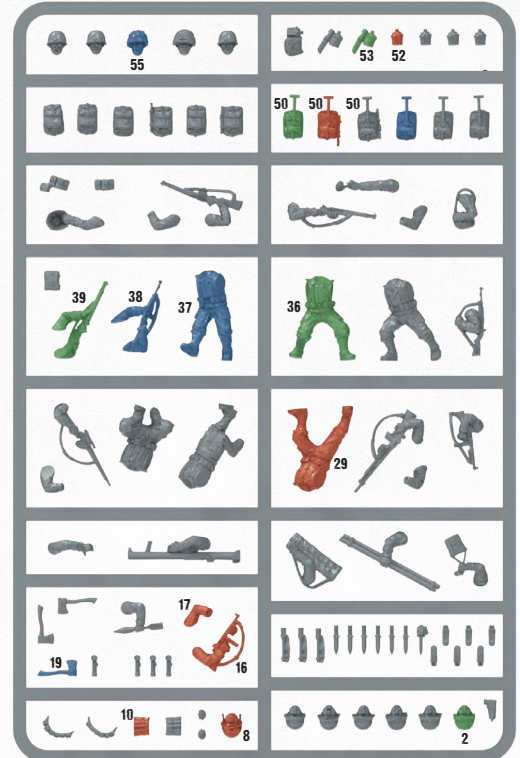
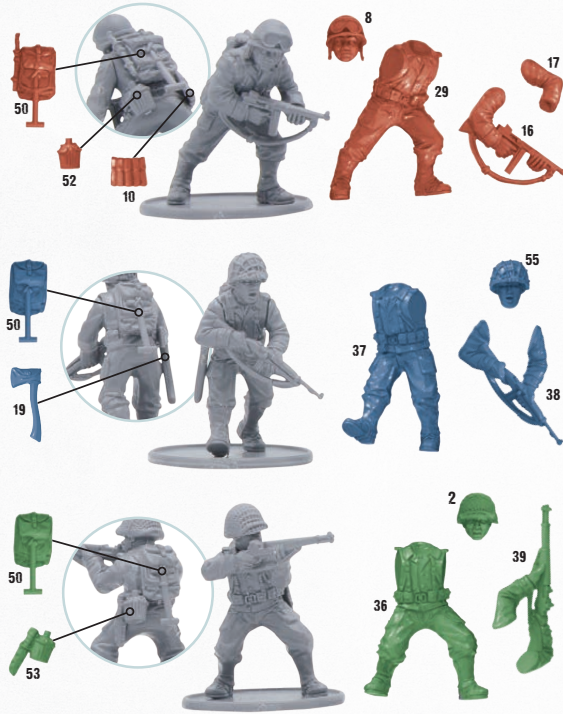
UNITS

The American side has two five-man infantry squads, each armed with one submachine gun and four rifles, plus a two-man Bazooka team.

The German player has two six-man infantry squads, each armed with one submachine gun and five rifles, as well as the Sd.Kfz 251 half-track which acts exactly as it did in Mission 5.

American Models

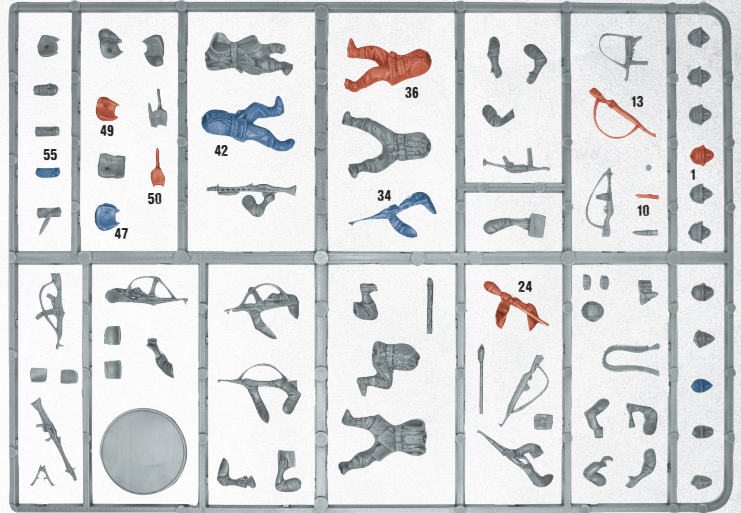
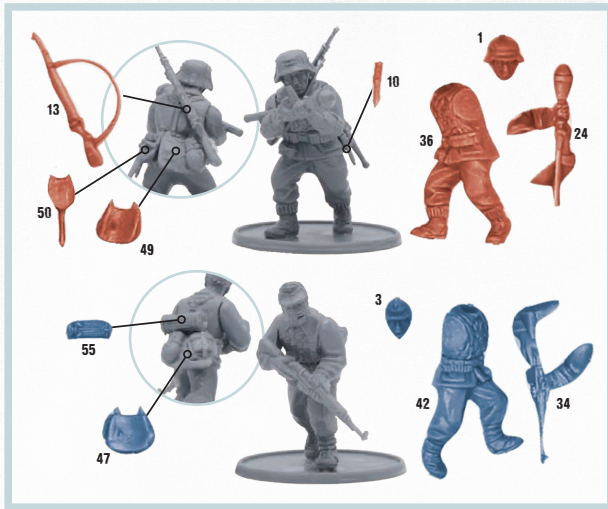
Assemble your remaining troops as shown here, equipping one with a submachine gun and two with rifles. Now you're ready for some serious action!



German Models

Complete your force by assembling four men armed with rifles, and one with a submachine gun. It's now time to enter the crucible of battle.





Panzerfausts

You'll notice that two of the German models introduced for this mission are armed with powerful *Panzerfaust* anti-tank rockets in addition to their rifles. For the purpose of building your first models, this is simply to provide some visual variety, but as you progress on your *Bolt Action* journey, you'll find that they'll come in very handy indeed when the Allies bring up heavy armour of their own.



UNIT PROFILES

American Infantry Squads

Composition	5 men
Weapons	4 x Rifles - range: 24"; 1 shot 1 x Submachine gun - range: 12"; 2 shots, Assault

American Bazooka Team

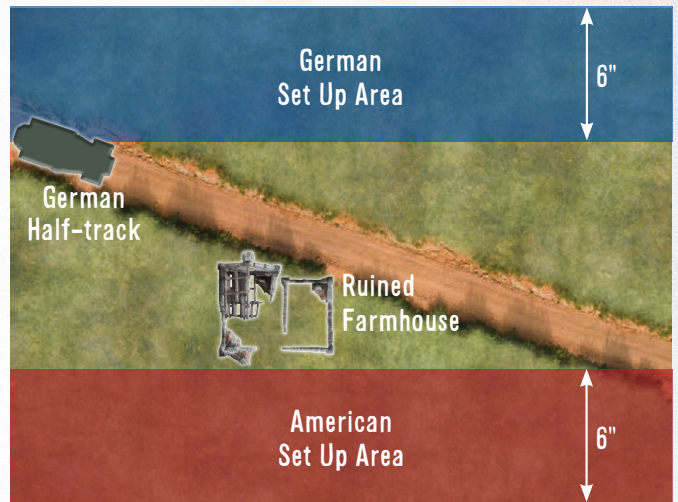
Composition	2 men
Weapons	1 x Bazooka - range: 24"; 1 shot 1 x Rifle - range: 24"; 1 shot

German Infantry Squads

Composition	6 men
Weapons	5 x Rifles - range: 24"; 1 shot 1 x Submachine gun - range: 12"; 2 shots, Assault

German Sd.Kfz 251 Half-track

Weapon	Medium machine gun - range: 36"; 3 shots
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SET UP

Each player sets up their units as shown on the map, above, and places three order dice in the dice bag.

OBJECTIVES

The objective for this mission is brutally simple – deploy all your resources and knowledge, and wipe your opponent's forces out!

FIRST TURN

Draw an order die at random out the dice bag. The player whom it belongs to activates a unit first.

THE HALF-TRACK

The vehicle follows the same rules found on page 34.

GAME DURATION

The game lasts until one side achieves their victory conditions as described below.

VICTORY

The winner is the player who destroys all enemy units.

PAINTING GUIDES

Painting miniatures is a hobby in its own right. It not only makes your models look even better, it can be very rewarding as you learn new techniques and improve your skills. Some people paint purely for enjoyment, others to make sure their battlefields look as amazing as possible. Whichever you prefer, this introduction to painting *Bolt Action* miniatures will help you get started. Whilst this set doesn't include any paint, we've added this section to help you on your way.

BEFORE YOU BEGIN

PAINT

We recommend using water-based acrylic paint for painting your *Bolt Action* miniatures. These are generally the easiest to work with and easy to clean up. There is a huge variety of manufacturers and colours to choose from.

BRUSHES

There are a wide selection of brushes available. Depending on what you are painting and what stage you are at will dictate the best brush for the job. Painting base coats? Choose a medium brush. Painting a tank? Choose a big brush. Painting smaller details? Choose a small brush.

Our website has a fantastic range to choose from – go to warlordgames.com and have a look for yourself.

WATER

Essential for cleaning your brushes, having a water pot nearby is highly recommended. Paint water gets dirty often so should be changed regularly so as not to contaminate the other colours you are painting on your miniature.

PALETTE

Palettes are perfect for thinning your paints on and mixing colours. It is rare to find a painting set up without one. From old tiles and plates to wet palettes, there is a solution for everyone.

You may already have a collection of paints, some of which may be close enough to the colours listed on the following pages to be suitable for use in painting US Rangers or German Grenadiers. The techniques are the same, whatever the manufacturer. Check out our handy paint conversion chart at: boltaction.com



A great hobby set up – just add miniatures!

PAINTING THE MODEL

BASIC TECHNIQUES

Undercoats

It is highly recommended that you use an undercoat of paint as a primer before you start. Typically these are spray cans although you can paint them with a brush or airbrush.

Undercoats are available in a wide variety of colours and choosing the right one can help you on your painting journey. Black and white are the most common – white is normally recommended for when you are painting brighter colours and black for when you are painting darker or neutral colours. If the majority of your army is a specific colour, you can choose an undercoat that matches as it can make the whole process quicker.

Basecoats

After undercoating, the first stage is to paint the base colours on your miniature. These will form the base for all other stages. Apply all of the base colours to the right areas of your miniature in thin, even coats of paint. If needed, apply additional coats if the first looks patchy.

Wash

A wash is a specific type of paint that is a lot thinner than normal paint – it doesn't typically need thinning – and is used to create deeper shadows where light wouldn't reach. They can be painted into the recesses or applied over the entire area depending on the effect you want.

ADVANCED TECHNIQUES

After undercoating and applying base coats and washes to your model, it'll be ready for battle. However, if you want to make it really stand out on the tabletop, there are some additional steps you can take...

1st Highlight

Using a lighter shade, or the base coat with white mixed in, paint the first stage of highlights. This represents the areas

Thin Your Paints

Thinning your paints reduces the chance of obscuring detail when you are painting your models. You can do this with water or a paint medium (approximately two parts paint to one part water/medium is about right). This also helps the paint to flow more consistently and achieve an even finish. With certain paints you may need to apply a second coat. Remember that two thin coats are better than a single thick one.



where light is hitting your miniature and starts to make your miniatures appear more three-dimensional.

2nd Highlight

Selectively adding even lighter shades to the parts of the model where light would hit it the most enhances the effect of the first highlight.

Make it Pop!

Adding in details can really make your miniature stand out. Painting details like buttons and buckles, for example, can make a big difference to the miniature. Additional highlights can also be added at this stage.

Basing

The base of the model brings it to life and provides context for the miniature. What you put on your base depends on the theatre of war in which you want to set your miniatures. Some examples are shown below.



Grass base



Desert base



Snow base



Ruined city base

HOW TO PAINT GERMAN GRENADIERS

Warlord Games Studio Painter, and two-time Golden Demon winner, Kirsten Williams demonstrates how to paint your plastic German Grenadiers quickly, easily and effectively, so that you'll have your new troops battle-ready in next to no time.

PAINTS

For this guide, we have used the following paints. If you have different but similar paints already in your hobby arsenal, you can use the paint conversion chart available at boltaction.com

Basecoats

- German Fieldgrey (V830)
- Oak Brown (AP)
- Khaki Grey (V880)
- German Camo Extra Dark Green (V896)
- Flesh Base (V341)
- Gun Metal (AP)
- Brown Violet (V887)
- Chocolate Brown (V872)

Wash

- Dark Tone (AP)
- Strong Skin Shade (AP)
- Military Shade (AP)

Camo

- Green Skin (AP)
- Cork Brown (V843)

Key

- (V) Vallejo Model Colour
- (AP) The Army Painter

1) Undercoat

Undercoat with Army Painter Matt Black Spray. Aim for an even, thin coverage. Make sure you follow all the safety instructions on the packaging. As we're going to be using a few different colours on these models, a neutral black primer works best as a base for them all.



2) Basecoat

Basecoat the tunic and trousers with German Fieldgrey, and if the model has a camouflaged smock or helmet cover, paint that with Chocolate Brown. A #1 or #2 brush is ideal here.

Paint the gaiters and webbing pouches with Khaki Grey. Pick out the boots, canteen and gun strap with Oak Brown, the mess tin with German Camo Extra Dark Green and the gas mask tin with Brown Violet.

For the gun, paint the wood Oak Brown and the metal in Gun Metal. Finally, paint the skin with Flesh Base.

A large brush is useful for areas such as the main uniform, while for the finer detail a smaller brush is ideal.

3) Shading

Next, shade the miniature with washes, letting them run into the recesses and dabbing away any excess with a clean brush.

Use Dark Tone for the uniform, gun, boots, canteen, gun strap and mess tin, Strong Skin Shade for the flesh and Military Shade for the gas mask tin.

The #2 brush is a great choice for shading larger areas and the #1 works well for smaller ones.



BRUSHES

Painting miniatures is a lot easier when you've got the right tools for the job! We recommend our Wargames Brushes series, available in sizes 2 (the largest), 1 and 0. Having the right brush can massively improve your painting experience. For very fine detail painting, we also supply the Kolinsky Masterclass brush – perfect for really tiny bits!



CAMO

Some of these Grenadiers wear camouflaged helmet covers and smocks, in the iconic German 'splinter' pattern. While camouflage can look like a daunting challenge, don't worry!

Simply follow the steps described below and you'll end up with fantastic looking miniatures that really stand out (or blend in, in this case) on the tabletop.



4) Splinter Camo

To complete your miniature, you'll need to apply the splinter camouflage. To do so simply paint roughly angular shapes across the helmet and smock, using first Cork Brown, followed by Green Skin.

As you are painting a relatively small area, you are best off using a #1 brush, or smaller. Make sure to leave some of the existing dark brown showing. There is no set pattern, which will lead to natural variation between your Grenadiers – this is not only to be expected but encouraged.

With camo applied, your new troopers are almost ready for battle. All that remains is to base them.



Basing

The final step is to base your model – and you can do this any way you want, representing anything from muddy grasslands to war-torn city street streets or snowy tundra.

If you want to follow Kirsten's example, cover the base in watered-down PVA glue and dip into Brown Battleground (AP). Once dry, basecoat it with Charred Brown (V) before drybrushing with Khaki (V).

To finish, using PVA glue, attach some Summer Static Grass (available from Warlord Games) to two or three separate areas, and add a couple of Swamp Tufts (AP).



HOW TO PAINT US RANGERS

Here, Kirsten shows you how to paint the plastic US Rangers with the same ease, allowing you to field them in battle as swiftly as possible.

PAINTS

For this guide, we have used the following paints. If you already have some similar paints in your collection, use the paint conversion chart available at boltaction.com

Basecoats

- Canvas (V314)
- Leather Brown (AP)
- Brown Violet (V887)
- Oak Brown (AP)
- Agate Skin (AP)
- Gun Metal (AP)

Wash

- Soft Tone (AP)
- Military Shade (AP)
- Dark Tone (AP)
- Strong Skin Shade (AP)

Key

(V) Vallejo Model Colour
(AP) The Army Painter

2) Basecoat

Basecoat the jacket, webbing, straps and gaiters with Canvas and the trousers with Leather Brown.

The helmet should be painted with Brown Violet. Use Oak Brown for the boots, gun stock, helmet strap and shovel handle, carefully picking out the strap and handle with a finely tipped brush.

Use Agate Skin for the face and hands. Finally, pick out all the metal parts with Gun Metal – this includes the shovel, buckles, canteen top and the metal parts of the rifle.

A #2 brush is great for the larger areas and a #1 brush gives you more control on the smaller parts.

3) Shading

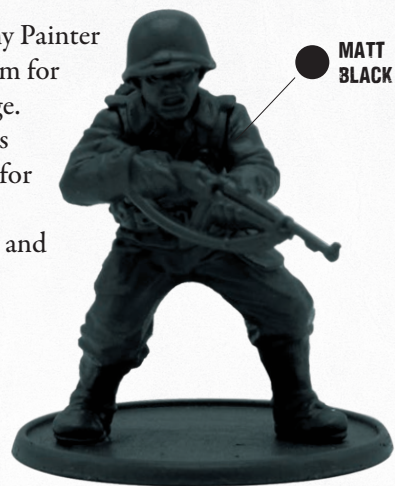
Next, shade the miniature using washes, letting it run into the recesses and dabbing away any excess.

Use Soft Tone for the trousers, Military Shade for the jacket, Dark Tone for the helmet, metals, gun stock and shovel handle, and Strong Skin Shade for the skin. A #2 brush is perfect for this step.

Leave the gaiters, webbing and straps unwashed.

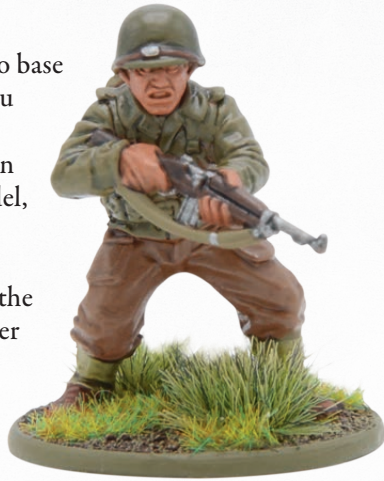
1) Undercoat

Undercoat with Army Painter Matt Black Spray. Aim for an even, thin coverage. A black primer works well as an undercoat for the greens of the US uniform and helmet, and the beige brown of the trousers.



Basing

The final step is to base your model. If you want to use the example shown on the pictured model, on the opposite page, follow the same steps as for the German Grenadier on page 41.



Ready for War!

With the techniques outlined over the last few pages, your new troops will be ready for war in next to no time, and will serve you well in many a tabletop campaign to come. Your painting journey needn't end here though. Painting miniatures is an artform and taking some extra time and steps to really make your models stand out can be a deeply rewarding experience.

If you want to take your US Rangers and Grenadiers to the next level, head to boltaction.com, where you can find more detailed painting guides as free downloads.

All paints mentioned in these guides are available at warlordgames.com



"COME ON, MEN!" American troops storm the beaches of Normandy



British paratroopers prepare for action in Arnhem



SNLF and a Ka-Mi amphibious tank follow the Rising Sun



Soviet tanks scatter the German line with a flank attack

NEXT STEPS

Now that you're familiar with the basics of the battlefield you're ready to plunge into the wider world of *Bolt Action*! A vast array of online resources, books and many, many miniatures to choose from to expand your collection are available to guide you on this exciting new hobby journey.

BOLT ACTION: THIRD EDITION

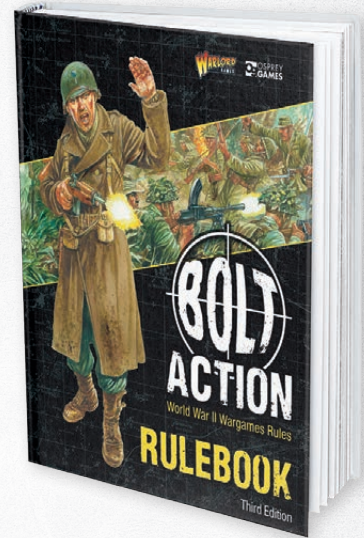
Essential for anyone who wants to play games of *Bolt Action*. This book contains all the rules needed to organise your collection of *Bolt Action* miniatures into armies and refight the great battles of World War II. The included army lists allow you to field a vast array of units from five belligerent nations, with highly versatile force organisation charts allowing you to construct forces that suit your personal play style.

Call upon earth-shaking artillery, iconic armoured vehicle platoons, fast-moving reconnaissance patrols and the backbone of any army – the infantry.

BOLT ACTION.COM

The *Bolt Action* website is the hub for all things *Bolt Action*, where you'll find handy advice on taking further steps into wargaming World War II. There's a breakdown of all the armies you can collect and what each bring to the table, intuitive and comprehensive guides to help you in painting

Once you've got a few games under your belt, the *Armies Of...* series of *Bolt Action* supplements should be your next port of call, containing complete unit profiles and special rules for your chosen army, allowing you to use your growing collection in full.



your miniatures, and all the latest *Bolt Action* articles. It's the first place to learn about all *Bolt Action* news, including events, future releases and a whole lot more.

Find it at: www.boltaction.com



For King and Country! The Desert Rats assault an Afrika Korps position

GROWING YOUR COLLECTION – US

Entering the war after the infamous attack on Pearl Harbor, American forces were soon fighting on several fronts – North Africa, the Pacific and in Europe. With several military branches to call upon, and the industrial might of the United States behind them, *Bolt Action* US players are not starved for choice when putting together their collection. The US Rangers included in this set are perfect for games set in mainland Europe, from D-Day and beyond.

SHERMAN TANKS

The M4 Sherman was the most widely used tank by Allied forces during World War II. Though not quite as technologically advanced as some of its German opponents, it was reliable, cheap to produce and readily available. M4 Shermans and their variants are a staple of many of a US Army collection.



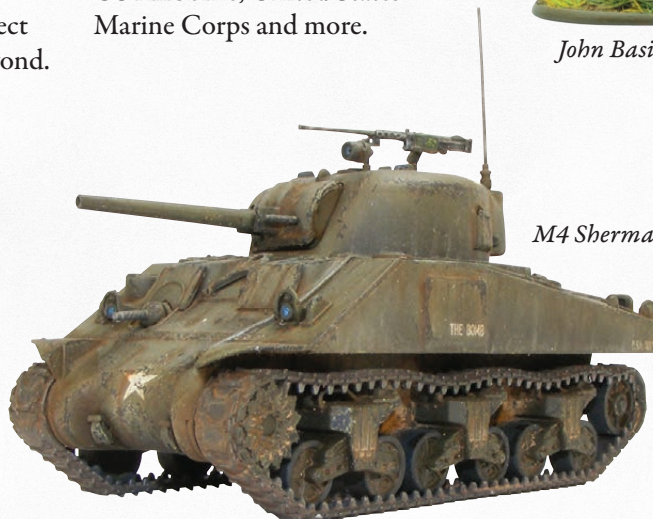
US flamethrower team

ARMIES OF THE UNITED STATES

This book will guide you in collecting and gaming any of the distinct forces available to the United States in World War II, including US Army, US Airborne, United States Marine Corps and more.



John Basilone



M4 Sherman

WEAPONS TEAMS

Infantry weapons teams are a key component of any *Bolt Action* army, providing great tactical flexibility. Anti-tank teams and flamethrower teams are among the most prevalent, presenting your opponent with multiple challenges to overcome.



The US Army advances through France, wary of a German ambush



A US armoured platoon executes defensive manoeuvres as Japanese emerge from the jungle



US Marine Corps



US forces encounter fierce German resistance in Italy

GROWING YOUR COLLECTION – GERMANY

German armies have arguably the greatest wealth of options when it comes to expanding your collections. The plastic German Heer included within this set can be reasonably slotted into any late-war German force, and can represent a wide variety of troop types. *Bolt Action* is extremely versatile when it comes to force selection. Do you want to field an army of elite Veterans, add specialist troops like *Pioniers*, *Fallschirmjäger* or *Gebirgsjäger* to your force, or bring a Panzer Division of iconic German fighting vehicles and *Panzergranadiers* mounted on a fleet of half-tracks? All these options, and more, are open to you.

HALF-TRACK

German armoured half-tracks are as instantly recognisable as their Panzer brethren. Such transports afford your troops some protection as they advance, as well as the supporting fire of their own weapons.

Sd.Kfz 251-1D
half-track



ARMIES OF GERMANY

Containing unit profiles for every German unit available in the game, and the special rules required to field them, from the early stages of *Blitzkrieg* all the way to the defence of Berlin, this is an invaluable resource for German Army collectors.



Schmeisser Schmitt

Panzer IV
Ausf. H



PANZER

The German ‘big cats’, as they became known, are some of the most renowned military vehicles of all time. The precursors to the famed Tiger and Panther heavy tanks were the Panzers I, II, III and IV. They offer a *Bolt Action* force mobility, resilience and impressive firepower.

WEAPONS TEAMS

German weapons teams lend your collection even more versatility when building your army, flamethrowers, sniper rifles and the iconic German Panzerschreck amongst them.

Sniper
team



Panzerschreck
team



Flamethrower
team





Another French town falls to the unstoppable German Blitzkrieg



*Fallschirmjäger
squad*



Winter war - a German patrol catches advancing Americans by surprise

OTHER NATIONS

World War II was a truly global conflict, involving a plethora of nations – each with their own soldiery and equipment. You can collect almost any belligerent nation of World War II with *Bolt Action* miniatures.

GREAT BRITAIN & BRITISH COMMONWEALTH

When Germany invaded Poland on 1st September 1939, Britain would declare war two days later. The British Expeditionary Force was ill-prepared for German *Blitzkrieg* tactics, but came back strong, with the forces of Britain and the Commonwealth fighting in North Africa, Burma, Italy and eventually into Europe as part of the D-Day landings. Many avenues are open to collectors: the aforementioned early-war BEF, Canadians, desert-styled 8th Army and elite Commandos to name but a few.





Who do you think you are kidding...? The British Army stands ready to defend the coast against a possible German invasion



British infantry



JAPAN

Following the assault on Pearl Harbor, the Imperial Japanese military saw action across Asia, from the capture and defence of the islands of the Pacific to the occupation of territory in China and Burma.

Japanese technology didn't advance at a commensurate rate compared to that of the United States, with their weapons and armour soon becoming outclassed. A Japanese *Bolt Action* army thus has a wholly unique feel, both tactically and aesthetically, and utilises every possible avenue to gain victory, from ambush tactics to the infamous Banzai charges.



The Burmese jungle swarms with Japanese soldiers



Banzai! Only the bravest troops can withstand a fearsome Japanese charge



Japanese Marines counter-attack a US position on Saipan



Japanese infantry



SOVIET UNION

The Soviet Union was a step too far for Hitler, with its populace putting up much more of a fight than he expected. Whilst you can build any type of *Bolt Action* army with any nation, there are none that excel in the mantra of quantity over quality quite as well as the Soviet Union. The Soviets can also call upon some of the more unusual weapons of WWII, and boasts the ubiquitous T-34 series of tanks, as well as some absolutely monstrous vehicle-mounted weapons capable of taking down the heaviest German armour.



Armour on the move! Soviet tanks rumble through a Russian village



Soviet infantry



To victory, Comrades! Soviet flesh and steel prove an invincible combination



A German patrol faces fire from all fronts in the ruins of Stalingrad



ITALY

In June 1940, Italy made its first offensive action of WWII, with forces going on to fight in France, North Africa, on the Eastern Front and in defence of their homeland. The Italian Army range is robust and diverse, from the elite mountain troops known as the *Alpini* to the grandly feathered *Bersaglieri*, an Italian Army unit is enormously satisfying to collect and paint. With many Italians opting to fight on the side of the Allies following the Italian Armistice, they can even be fielded on both sides of the war.



Bersaglieri motorcyclists scout the endless sands



Italian Alpini



A force of Italians, supported by African irregulars, begin the march from camp to face their enemies in the desert



Italian commanders plan how to stall the Allied advance into their homeland



OTHER ALLIES

Many other nations joined the fight against Germany and the Axis. The armies of France, Poland, Greece, Norway, Holland and Belgium all stood against the German *Blitzkrieg*, and organised partisan resistance soon sprung up in the aftermath of German occupation on all fronts. Such forces provide a wholly different feel to other collections and come with their own special rules, equipment and, of course, miniatures to collect and do battle with.



Brave Belgians nervously await the oncoming German onslaught



French Resistance Fighters



A deadly game – French partisans take aim against an unsuspecting German patrol



Polish troops surge forward in defence of their homeland



OTHER AXIS

While many nations flocked to the side of the Allies, others joined forces with Germany as part of the Axis. Whilst some technologies were shared amongst these nations, the armies of Hungary, Bulgaria, Romania and Finland also bring their own equipment and unique special rules to games of *Bolt Action*.



Finnish troops prepare to move out on patrol



Hungarian Honvéd squad



The Hungarian army surges forward, eager to get into the thick of the fighting



A Romanian Panzer IV slugs it out with Soviet armour







GAMING TABLES

One of the most satisfying aspects of the hobby is playing iconic battles on a fully kitted out table, making for an increasingly immersive experience. There's no right or wrong way to go about this, but here's a few options to consider.

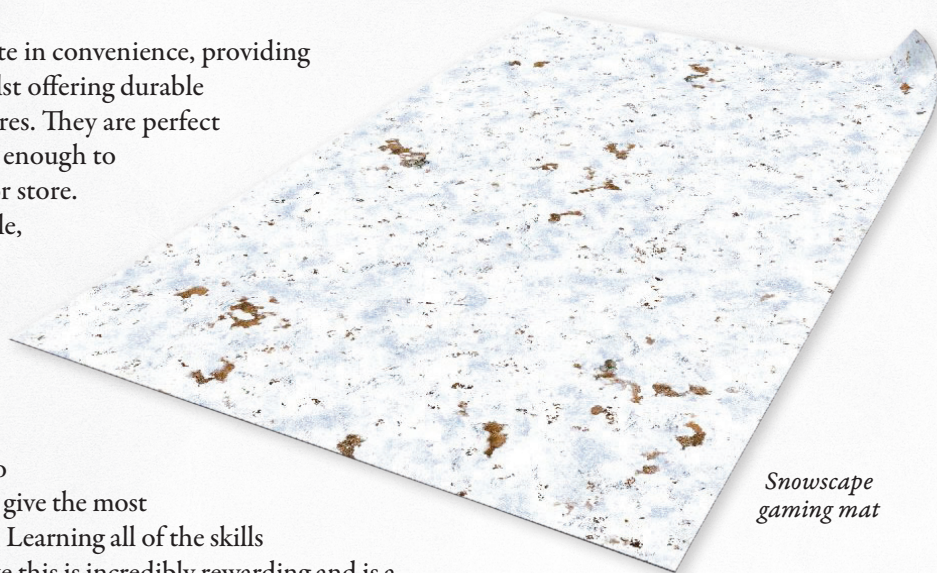
GAMING MATS

Neoprene gaming mats are the ultimate in convenience, providing the colour palette of a battlefield, whilst offering durable protection for both table and miniatures. They are perfect for your dining table, and lightweight enough to take along to your local gaming club or store.

With a wide variety of designs available, you can tailor games to your preferred theatre or army.

TEXTURED GAMING TABLES

Fully textured gaming tables are a sight to behold. Whilst they require more time to make and space to store than a gaming mat, they really do give the most immersive tabletop gaming experience. Learning all of the skills and techniques used to build a table like this is incredibly rewarding and is a hobby in itself.



Snowscape gaming mat



A gaming table set up in the Warlord Games store in Nottingham. Let's play some *Bolt Action*!

SCATTER TERRAIN

Terrain is important in *Bolt Action*. You'll want plenty of it to afford your troops some cover. One of the easiest ways to achieve this is with scatter terrain – this might take the form of dense forested sections of the battlefield, hedgerows or ruined buildings. You can purchase these or make your own.

Stalingrad factory front



Barmaley Fountain, Stalingrad



German barricade



One advantage of a neoprene gaming mat is that it can be rolled up for easy storage without damage to the mat.

Buying Terrain from Warlord Games

As well as a wide range of bespoke plastic terrain kits, Warlord Games also supplies a wealth of terrain accessories, such as MDF scenery kits, many of which come pre-painted. Some of these are generic, suitable for various types of battlefield, whereas others represent specific historical buildings. Remember, a well populated battlefield is an immersive battlefield.

Sandbag defences



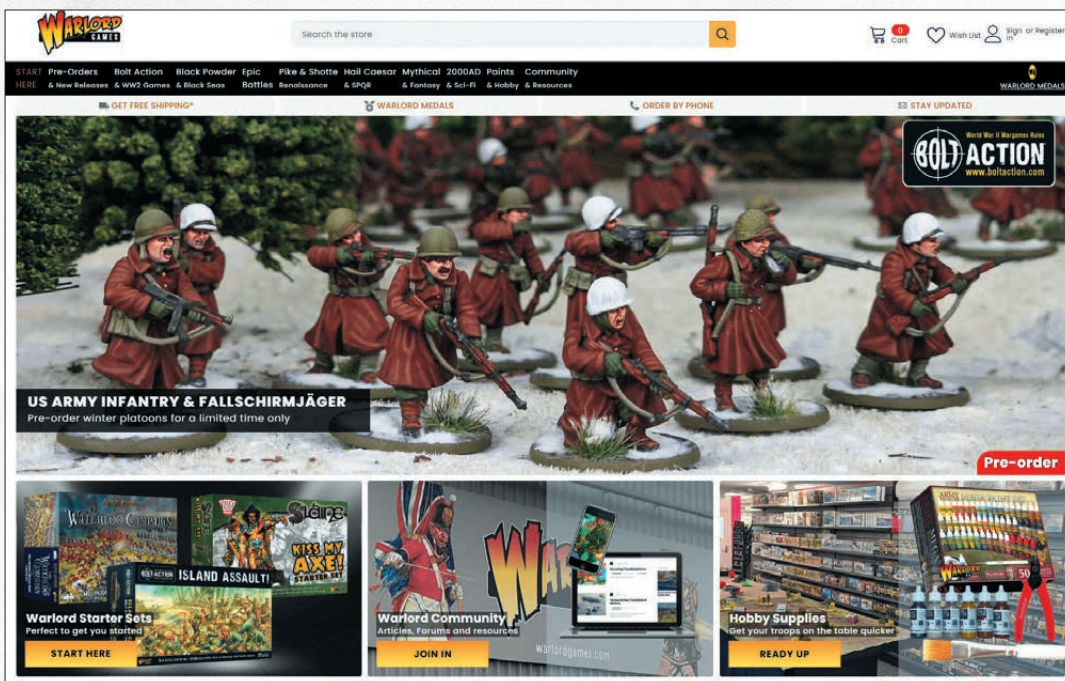
THE WARLORD GAMES WEBSTORE

The Warlord Games webstore has the full range of *Bolt Action* miniatures, books, games and supplements, as well as all the paints, modelling equipment and gaming accessories you need to get your army ready for the field of battle.

WARLORDGAMES.COM



Last Rites



A hive of activity at the annual Warlord Games Open Day

Events are great fun to take part in, putting you firmly in the mix and playing games. You'll find *Bolt Action* events at stores and gaming conventions all around the world. Such gatherings include competitive high level tournaments, demonstration games, immersive recreations of some of the most important and well-known battles of World War II, and much more besides.

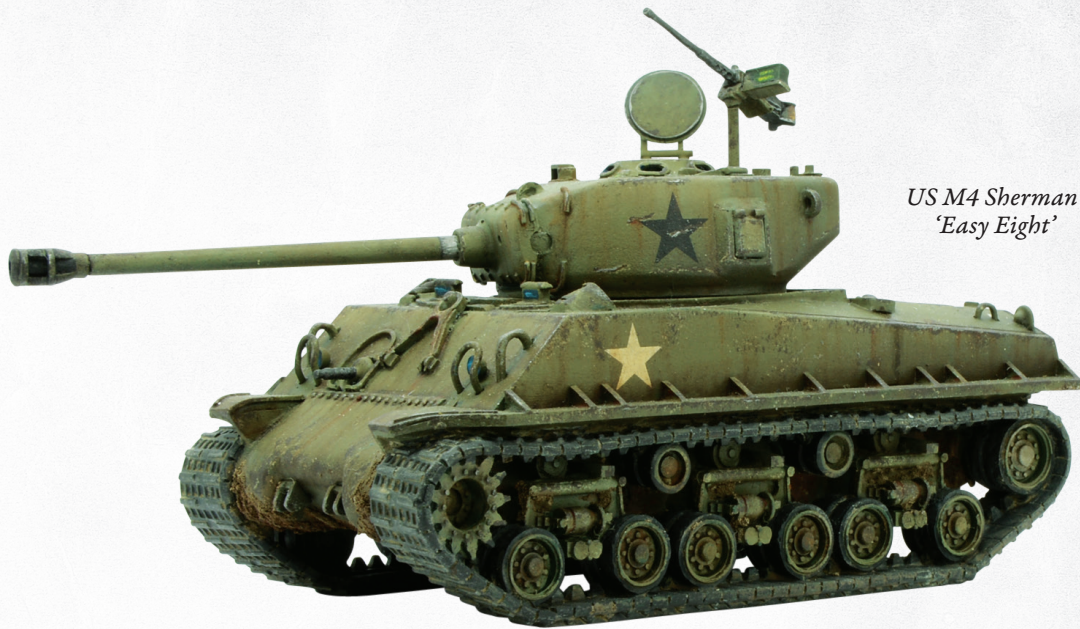
There are *Bolt Action* events for every type of wargamer. Look for how you can get involved by regularly checking Warlord Games' online Events Calendar:

WARLORD-COMMUNITY.WARLORDGAMES.COM/EVENTS/



German medic and machine gun team





US M4 Sherman
'Easy Eight'

STORE FINDER

Friendly local gaming stores are some of the best places to discover communities of like-minded *Bolt Action* players, and we have stockists all over the world. Find out if your local gaming store carries Warlord Games products at:

WARLORD-COMMUNITY.WARLORDGAMES.COM/STOCKISTS/



The Warlord Games HQ store, Nottingham

THIS IS JUST THE BEGINNING...



WARLORDGAMES.COM
BOLTACTION.COM



Engage and destroy! - US Marines close in on an encroaching Japanese battalion



*Italian Army
Blackshirts*



Blitzkrieg! A German column advances, ready to take the fight to the enemy



BOLT ACTION™

WAGE WORLD WAR II ON YOUR TABLETOP!



Component Code: 4070000062

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