

# MISSION – STORM THE BUNKER!

If you're here, you've probably just finished playing through your first games of *Bolt Action* from the Introductory Set's Field Manual – congratulations, commander! You're well on your way to joining your troops on the front line. Before you depart, though, we've got time for one last training exercise, to make sure you're as prepared as possible for what you'll face 'over there'.

You'll notice that the bottom half of the box that your Field Manual came in is designed to look like a fortified bunker – this extra mission makes use of this to demonstrate some of the principles of buildings in *Bolt Action*. To set it up, simply turn the box base upside down and place it in the centre of the battle mat included within.



Bunker

## UNITS

The American player has one squad of five men – four armed with rifles and one armed with an SMG – and one squad of three men, all armed with rifles.

The German player has one squad of five men – four armed with rifles and one armed with an SMG.

## 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

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

### German Infantry Squad

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

## SET-UP

The American player deploys their squads anywhere in the area of the battle mat indicated on the map (below), while the German player deploys their squad inside the bunker.



A German bunker dominates the battlefield

## All-Out War!

For an even bigger game, you can add the bunker to the ruins included in the Field Manual set, giving you a great start on a table full of fantastic looking terrain!

## UNITS IN BUILDINGS

When a unit enters a building, all the models are assumed to be moving around inside, choosing the best firing positions and taking cover – there is no need to move models around to represent this; simply place them inside the building. In the case of a fully enclosed bunker like the one being used here, you might find it helpful to put one of the models on top of the building, so that you can easily tell who's inside, and set the rest of the unit to one side. When packing up after the game, always double-check that you've not left any men behind!

A unit in a building receives a 4+ Cover Save from incoming fire. If they go *Down*, this save improves to a 2+, making it very difficult to dislodge them by shooting. In addition, if a unit assaults a unit inside a building, the unit inside the building strikes first.

The German defenders are in a very strong position, despite the Americans outnumbering them. However, units in buildings have one crucial disadvantage – only two men

may fire from each window or door. You can see that the bunker has two doors and two windows, and one side has no openings at all. Naturally, units may only enter or exit the bunker via the doors.

## FIRST TURN

The American player places two of their order dice in the dice bag, while the German player places one. Draw the first die at random, and then play through the game as described in the Field Manual.

## GAME DURATION

The game last for six turns or until all units on one side are destroyed.

## VICTORY

If the American player is able to destroy the German unit, the game ends in an American victory. If the German unit survives six turns or the German player destroys both American units, the game ends in a German victory.

## Swapping Defenders

Once you've played through this scenario, you may want to reverse the sides and play it through with the Americans defending – this is very easy to do; just swap the units around so the Americans have one, and the Germans two.



Americans storm a German bunker on D-Day