



FIREFIGHT!

Unofficial Bolt Action Skirmish Rules



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"These skirmish rules allow you to play a different game of Bolt Action, one that uses a more limited area and fewer models. Each model acts individually (i.e. it is a unit, as opposed to being part of a unit) and the scope is limited to infantry and soft-skin vehicles. Except for that, these rules can be treated as a light version of the full Bolt Action rules."

Force Selection:

Players create a force using the generic reinforced platoon selector on page 124 of the Bolt Action core rulebook or one of the many theatre selectors printed in our fantastic supplements.

We suggest keeping this force very small – around 200 points or so should be a good starting point.

The only exceptions to the normal force selection rules are that your force **must** consist of an officer, a single section, and no more than one specialist team. It **cannot** include:

- » Captains or higher ranks
- » Artillery (i.e. field artillery, anti-tank guns and anti-aircraft guns)
- » Armoured vehicles (i.e. any vehicle with an armour value of 7+ or better)



"Andrew is creating a US Ranger force for a skirmish."

He begins by choosing a veteran first lieutenant for 90 points. He then fulfils his mandatory choice with a veteran Ranger squad, costing 70 points.

This leaves him with 40 points to spend. He considers taking a veteran .30 cal machine gun team, but then decides to drop this in favour of a regular bazooka team.

As this pushes the total 20points over; he elects to reduce the officer to a veteran 2nd Lt and with the remaining 5 points adding a BAR to the Ranger squad.

A total of 200 points, for an eight-man strong force."

Units & Order Dice:

For the purpose of this skirmish version, each man from a squad acts as a 'unit' and moves individually. These units do not have to stay in formation. When you prepare to play, your force gets one order die for each model it comprises of.

Grouping for Orders:

An NCO or Officer can command more than just themselves.

If you choose to activate an Officer then before you choose an action you have the opportunity to activate all the individuals within 12" with one command (pull the correct amount of order dice out the bag) they must all then be given the same order as the officer in question and act simultaneously with the chosen action.

An NCO can issue orders in the same way but has a command range of 6"

Army Special Rules:

For reasons of balance and fairness, the only safe way to deal with these is to say that in games of Firefight, **no army special rules apply**, unless the players agree otherwise.

We assume that at such small scale, the differences between armies become much less relevant, as these rules often reflect the effects of training and organisation at a much higher organisational level.

Engaging Small Targets:

As every man is obviously a small target, there is a -1 penalty to all shooting attacks.

The only exception if the designated target is a vehicle.



British Commandos stand by for action!

Teams:

If a weapon has the Team Weapon special rule, this rule is ignored and replaced by the following:

One model is always operating the weapon, while the other crewmen are armed with rifles or pistols.

When the weapon is fired, if there is a crewman model within 1" of the firing model (or the weapon itself, for the sake of aesthetics) who has not yet received an order this turn, you can declare that the crewman is acting as the assistant gunner or loader.

When the weapon is fired, place the appropriate order die next to the model firing it, and an identical order die next to the crewman that is helping to fire it. This die is taken from the dice bag, and the crewman's action is therefore spent for the turn. If no crewman helps with the firing, then the weapon suffers a -1 to hit.

In addition, if the model carrying the team weapon is killed, any crewman of that team within 1" can pick up the weapon as they would be equally familiar with it (simply swap the models and remove the crewman model instead). If the model carrying the weapon is killed by Exceptional Damage, however, the other crewmen cannot pick up the weapon and so would continue to fight as a rifleman.

HE:

HE weapons normally inflict a variable number of hits. Instead, in Skirmish they inflict a single hit against the model that they are targeted at, and a single hit against all models (friends and foes!), within a certain range of the original target. This range varies with the size of the explosion, using the templates.

Pinning & Morale:

If a unit is under fire and a hit is achieved, put a pin marker next to the actual man who is the target. If he survives then when he is next activated, he has to take a leadership check at -1 to be issued the order, otherwise he must remain down – If the affected individual is within 6" of an NCO or 12" of an officer then use their leadership, if higher.

Break Point:

When your force has lost half or more of the models/dice it started the game with, it has reached its breaking point.

Whenever your force suffers a casualty from then on (including the casualty that caused your force to reach the breaking point), you must take a Break test.

This is the same as a Morale check and is always taken by the force's Officer. If the officer is not on the table, then one of the NCOs will do so. If there are no NCOs on the table, then the friendly model with the highest Morale currently on the table will take the test, but with an additional -1 Morale modifier.

This Break Point rule replaces the negative modifier for Morale checks for losing Squad Leaders explained on page 23 of the Bolt Action rules, which does not apply at all in games of this type.

If your force passes the Break test, the game continues as normal. If you fail a Break test, then your force surrenders, disperses or retreats – you immediately lose the game.

Scenarios:

When playing a Firefight! scenario, you could play any of the scenarios in the Bolt Action rulebook.

However, the type of scenario that best suits these small scale skirmish actions is Scenario 2: Maximum Attrition. Play a few games using this scenario to get to grips with the ins and outs of the new rules.

We'll be releasing plenty of scenarios over the course of our gargantuan D-Day 75th Anniversary Campaign. These scenarios are designed to be tightly focussed and challenging - and will provide a nice interlude between standard games of Bolt Action.

"Enterprises must be prepared, with specially-trained troops of the hunter class, who can develop a reign of terror down these coasts, first of all on the "butcher and bolt" policy..." - Winston Churchill

