BOLT ACTION ALLIANCE

2020 MISSION PACK

I n 2016, as part of the Boltaction.net collective, I wrote a series of missions to give Bolt Action players new ways to play the game without changing the rules of the game. Back then, the original rulebook only contained 6 scenarios, all of which we had played to death at that point. As a long-time tournament player, I wanted to design a set of symmetrical, fair missions that players and tournament organisers could use to test their mettle that were fun and gave both players an equal chance to succeed.

As the author of 5 of the 6 missions in the 2016 version of this mission pack, I am overjoyed that scenarios like Heartbreak Ridge and Nuts are still being played across the world today. Given the calls for third edition, we at the Bolt Action Alliance thought that it would be a good time to refresh this mission pack, given years of player feedback, and once again give Bolt Action enthusiasts different ways to play the game without having to adapt or modify the game that we know and love so much.

You will find updated versions of 4 of the 6 missions contained in the original pack plus two "new" missions that missed the release of the 2016 pack but have been used and tested numerous times in Melbourne Bolt Action events since.

If you are using missions from this pack in a multiple game event, we recommend that 2 in 3 missions use objectives and 1 in 3 missions award victory according to units destroyed. You will notice that Break Out is the only mission in this pack that awards victory according to units destroyed, if you are looking for another, we recommend that you use No Man's Land from the Bolt Action rulebook.

In conclusion, I would like to thank Bryan Cook for all of his hard work in laying this document out into an easy to use format, Anfernee Mason for helping to proofread, develop and playtest the original mission pack and Melbourne's War All The Time club for providing the inspiration for Kitty Hawk Down.

We hope that you enjoy these missions and wish you luck on the battlefield.
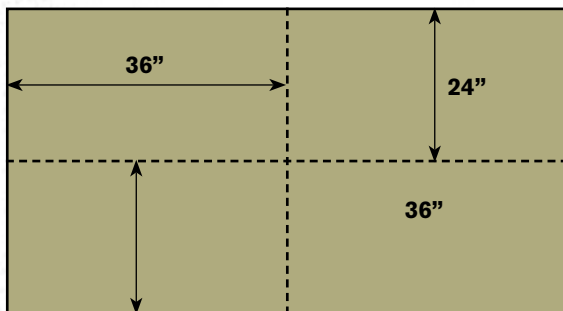
Brad "Old Man Morin"

HEARTBREAK RIDGE

THE SITUATION:

War is often a macabre game of capturing areas of "strategic" importance without losing any ground yourself. The opposing armies lines determine which positions are vital, and need to be taken. As dawn breaks, your commanding officer sends the order to move out. It is time for the grim game of war to begin once again.

SET UP:

This mission uses three 40mm objectives.

One objective is placed in the centre of the table. Then, using this centre point, the board is divided into 4 equal sized quarters.

Both players roll a dice. The player who rolls the highest decides whether to be the attacker or the defender. The defender picks a quarter of the table and places one of the remaining two objectives in this quarter. The objective cannot be within 15 inches of the centre of the board and cannot be within 6 inches of any board edge. The attacker then places the last objective in the diagonally opposite table quarter. This objective also cannot be within 15 inches of the centre of the board and cannot be within 6 inches of any board edge.

The defender must then deploy one infantry unit and one infantry or artillery unit in his table quarter. These units cannot be deployed within 12 inches of the middle of the board. He must then nominate up to half of his remaining forces to come on the board in his first wave. All other units are left in **Reserve** (See Reserves on page 132 of the rulebook). The attacker must then follow the same steps in his table quarter.

OBJECTIVE:

The objective in your own table quarter is worth zero objective points. The objective in the centre of the board is worth one objective point. The objective in your opponent's table quarter is worth two objective points.

The aim is to hold the most objectives at the end of the game. To claim an objective there must be a model from one of your infantry or artillery units within 3 inches of the objective and there must be no enemy infantry or artillery models within 3 inches of the objective.

FIRST TURN:

The battle begins. During turn 1 both players must bring their first wave onto the table. These units can enter the table from any point on their side's long table edge, and must be given either a run or an advance order. Note that no order test is required to move units onto the table as part of this first wave.

GAME DURATION:

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a dice. On a result of 1, 2, or 3 the game ends. On a roll 4, 5, or 6 play one further turn.

VICTORY!

The side with the most controlled objective points at the end of the game is the winner. If no side controls any objective points the game is a draw.
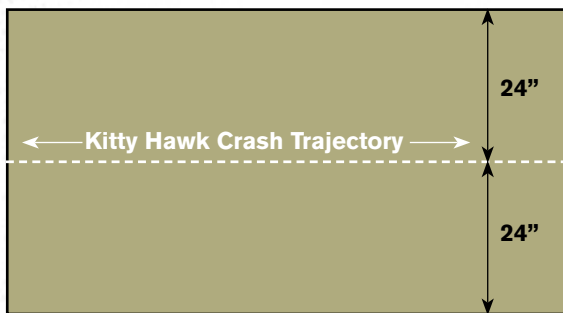
BOLT ACTION ALLIANCE

KITTY HAWK DOWN

THE SITUATION:

A solitary plane is tasked with carrying important captured intelligence about the enemy's forces to command. Along the way it has taken fire and is slowly going down over no man's land. Both sides rush to grab what is left, although no one is exactly sure where it will actually land.

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                              24"
←——— Kitty Hawk Crash Trajectory ———→
                              24"
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SET UP:

Both players roll a die. The player who rolls the highest, picks a table side.

No units are set up on the table at the start of the game. Both sides must nominate at least half of their force to form their first wave. This can be the entire first wave if desired. Any units not included in the first wave are left in **Reserve** (See reserves on page 132 on the rulebook).

OBJECTIVE:

The Kittyhawk crashes at the beginning at turn 4 before any dice are pulled. Nominate one side of the board (the left side of the board or the right). On the roll of a 1, 2, or 3 the plane comes in on the nominated side. On the roll of 4, 5, or 6 it comes in on the opposite side. Roll 10d6 and add up the results. Measure that distance, in inches, from the determined side of the board. Place a crater at the centre of the impact point exactly 24 inches from both long table edges. Craters should be roughly 120mm or 5 inches in diameter (or the size of a DVD or compact disc).

Any unit under the crater when it lands counts as getting hit by a medium howitzer (having a crashing plane land on you hurts!). Any unit not under the crater but within 12 inches of the impact point (not the crater) must roll on the chart below.

1: The unit or vehicle sustains 1 pin

2-3: The unit or vehicle sustains 2 pins

4: The unit or vehicle sustains 3 pins

5: The unit or vehicle counts as though it is hit by a light howitzer

6: The unit counts or vehicle as though it is hit by a medium howitzer

FIRST TURN:

The battle begins. During turn 1 both players must bring their first wave onto the table. These units can enter the table any point on their side's table edge, and must be given either a run or advance order. Note that no order test is required to move units onto the table as part of the first wave.

GAME DURATION:

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of 4, 5, or 6 play one further turn.

VICTORY:

The player who has more infantry or artillery units within 3 inches of the impact point at the end of the game wins. If both players have the same number units or if neither player has units within 3 inches the game is a draw.

BOLT ACTION ALLIANCE
NUTS!

THE SITUATION:

The battle has raged for days and your supplies are starting to dwindle. Just when things are starting to look grim you hear the drone of a plane. The needed supplies are being dropped but unfortunately for you they are heading for no man's land. Your soldiers race to collect the needed provisions and ammunition. Enemy troops have the same idea.

SET UP:

The mission uses five 40mm objectives.

One objective is placed in the centre of the table. Using this as a centre point, the board is divided into 4 equal-sized quarters. Each of the remaining 4 objectives go in each of the four quarters.
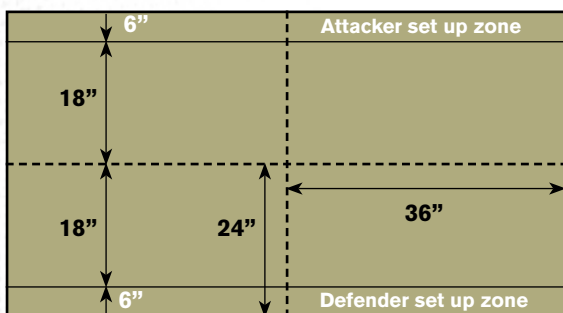
Both players roll a dice. The player who rolls highest, places the first of the remaining 4 objectives. It must be placed in a table quarter that doesn't already have an objective in it, and not within 6 inches of any table edge. It can also not be within 18 inches of the centre of the board or within 12 inches of any other objective. Once it has been placed, the other player places the 2nd objective using the same rules. Players take turns until all 4 of the objectives have been placed.

Both players then roll another dice. The player who rolls higher decides whether to be the attacker or the defender. The defender picks a side of the table and deploys up to half of his forces within 6 inches of his table edge. The attacker then deploys up to half of his forces within 6 inches of the opposite table edge. All other units are left in **Reserve** (See Reserves on page 132 of the rulebook).

OBJECTIVE:

The aim is to hold the most objectives at the end of the game. To claim an objective there must be a model from one of your infantry or artillery units within 3 inches of the objective and there must be no enemy infantry or artillery models within 3 inches of the objective.

FIRST TURN:

The battle begins. Note there is no first wave in this scenario.

GAME DURATION:

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a dice. On a result of 1, 2, or 3 the game ends. On a roll 4, 5, or 6 play one further turn.

VICTORY!

The side with the most controlled objectives at the end of the game is the winner. If no side controls any objectives or if both sides control an equal number of objectives resolve the game using the victory conditions from No Man's Land (Page 134).

BREAK OUT

THE SITUATION:

Sometimes as a soldier you have no choice but to drive forward to try and punch through enemy lines.

SET UP:

Both players roll a die. The player who rolls highest picks a table side and can place up to three non-vehicle units on the table within 6 inches of their board edge. Their opponent then does the same.

Both sides must nominate at least half of their remaining units to form their first wave. This can be the entire army if desired. Any units not included in the first wave are left in **Reserve** (see Reserves p132) although units may NOT outflank during this mission. In addition, units such as observers, scouts and snipers are deployed as regular units in mission and may not be deployed more than 6 inches from their table edge.
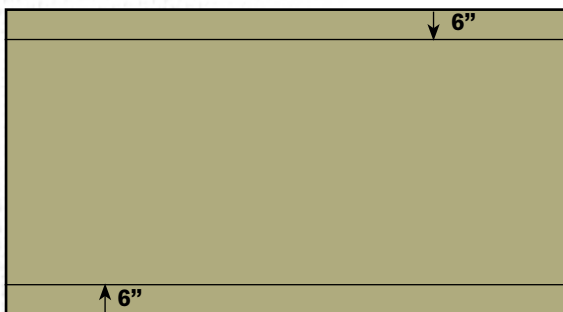
OBJECTIVE:

Players must try to move as many units as they can into their opponent's deployment zone while causing the maximum amount of damage to their opponent's forces and not losing their own forces at the same time.

FIRST TURN:

The battle begins. During turn 1 both players must bring their first wave onto the table. These units can enter the table from any point on their side's long table edge, and must be given either a run or advance order. Note that no order test is required to move onto the table as part of the first wave.

GAME DURATION:

Keep count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of a 4, 5, or 6 play one further turn.

VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared - a draw!

▪ Players score 1 victory point for every enemy unit destroyed.

▪ Players also score 1 victory point for every non-transport vehicle, infantry and artillery unit they have in their opponent's deployment zone. Immobilised vehicles and pinned units in that deployment zone DO count towards this total.

FOG OF WAR

SET UP:

This mission uses 5, 40mm objectives.

One objective is placed in the centre of the table. The remaining four objectives are placed 18 inches from each corner of the board directly between each corner and the centre of the board.

Both players roll a dice. The highest scorer decides whether to be the attacker or the defender. The defender picks a side of the table and must deploy their entire force outside of units held in reserve or units that forward deploy. Their deployment zone is anywhere within 6 inches of their long table edge or anywhere within 9 inches of the table edge on their

Attacker table edge

6"

18"

9"   9"

6"

Defender table edge

right hand side. The defender may hold up to two order dice worth of units in reserve for this mission. These units may outflank if specified before the game begins otherwise, they come on the defender's long table edge as per the normal reserves rules. The attacker must then deploy according to the same rules except that no unit may be placed within 13 inches of an enemy model.

Units that forward deploy (like snipers, etc...) are not considered to be part of the initial force deployed on the table or part of the force held in reserves. They are deployed after deployment ends but before the game begins.

OBJECTIVE:

The aim is to hold the most objectives at the end of the game. To claim an objective a player must have one of their infantry or artillery units within 3 inches of an objective and there must be no enemy infantry or artillery models within 3 inches of that objective.

FIRST TURN:

The battle begins. Note there is no first wave in this scenario. All units not being held in reserve must be deployed at the beginning of the battle.
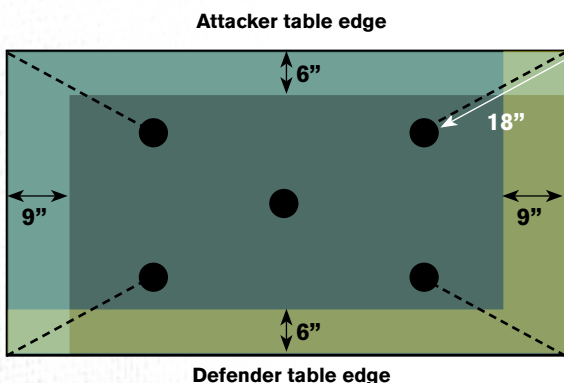
GAME DURATION:

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a dice. On a result of 1, 2, or 3 the game ends. On a roll 4, 5, or 6 play one further turn.

VICTORY:

The object of this game is to control more objective points than your opponent.

Each objective is worth one objective point, the middle objective is worth two objective points.

If both sides control the same number of objective points the game is a draw.

CROSSFIRE

SET UP:

This mission uses 5, 40mm objectives.

One objective is placed in the centre of the table. The remaining four objectives are placed 18 inches from each corner of the board directly between each corner and the centre of the board. The table is then divided in half diagonally.

Both players roll a dice. The highest scorer decides whether to be the attacker or the defender. The defender picks a diagonal side of the table and must deploy up to half of their forces anywhere on that side of the table that is not within 9 inches of the centre line. All other units are left in **Reserve** (See

Attacker table edge
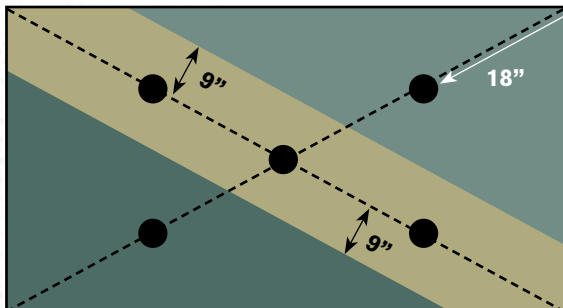
Defender table edge

Reserves on page 132 of the rulebook). The attacker must then follow the same steps on the opposite side of the board.

Units that forward deploy (i.e. snipers or observers) must be deployed on the unit owner's diagonal side of the table but may deploy up to the diagonal line itself. They do not suffer from the normal 9 inch "push back" from the diagonal line.

OBJECTIVE:

The aim is to hold the most objectives at the end of the game. To claim an objective a player must have one of their infantry or artillery units (or a transport including one such unit) within 3 inches of an objective and there must be no enemy unit of any type within 3 inches of that objective.

FIRST TURN:

The battle begins. Note there is no first wave in this scenario. All units held in reserve are deployed along their owning player's long table edge. Units may outflank from the sides of the board as normal. Units held in reserve start testing to come on the board from turn 2 as normal.

GAME DURATION:

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a dice. On a result of 1, 2, or 3 the game ends. On a roll 4, 5, or 6 play one further turn.

VICTORY:

At the end of the game if you hold more objectives than your opponent you win, otherwise the game is a draw.