ASSAULTING VEHICLES FLOWCHART VI6 orld War II Wargames Rules Created by Valhalla Games Podcast, corrections/comments to; rex@valhallagames.net - https://valhallagames.net/contact Pg 80 Start Finish Finish Failed order test, Regroup move D6' Pg 40- 41 (regardless of assaulting unit goes down (or FUBAR) as outcome) Vehicle has a Finish normal run order dice beside No assault can be made Nο Pg 108 Νo Roll on damage Roll on damage chart as superficial chart as normal Pass an order damage (D6 -3) Assaulting unit Fully enclosed test with an additional tank has tank hunter armoured vehicle? fear modifier rule? Pg 105, of -3? Pg 108 Pg 91 118 Pg 40 Yes Nο Yes Assaulting unit has tank hunter rule? Target reacts? Yes Vehicle has - Reaction fire (> 6", in arc etc)? Pg 75, 120 already activated? - Recce escape move? Fully enclosed Vehicle destroyed armoured vehicle? Yes Assaulting unit Survives and still in range? Assault! Total equals or Move into base contact. exceeds targets front Roll one die for each armour value assaulting unit hitting on a Pg 80 4, 5, 6 or just on a 6 depending on the order Finish (note if out of status of the target vehicle Finish Add die roll result range, assaulting (no modifiers)... D6" regroup move and "Number of hits units runs as far as n" from previous it can then stops) step No ..assaults hit on Vehicle has a 4, 5, 6 Has an advance dice Count the Roll = 1 next to it? number of (a 1 is always a fail) successful hits Number of Roll 1 dice to damage ...assaults hit on a 6 Count the number of successful hits From Bolt Action V2 rulebook pages 112-113 Note, the step in orange depends on how rules are interpreted, you can include or exclude Download the current version here: this step as you see best based on agreement with your opponent. If I get a clarification https://bit.ly/48g4Pwo from Warlord Games I will update this document. Rex 13/09/23