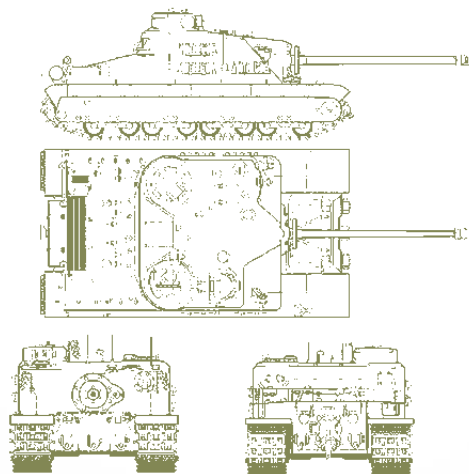




BOLT ACTION
VEHICLE DESIGN SYSTEM



Credits

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INTRODUCTION

VEHICLE DESIGN GUIDELINES

This PDF introduces a new and exciting way to play Bolt Action. These guidelines have been reverse engineered from vehicles listed in the 'Armies of...' books. I do not claim them to be infallible and not all vehicles follow these guidelines!

The idea of these guidelines is that they will help you construct appropriately pointed vehicles to fill in any gaps or correct any injustices in the vehicles in Bolt Action or Conflict 47.

Note: They can only be used with your opponent or Event Organiser's consent!

They are not designed to allow you to make the *uber-mega-tank of doom™* for no points but to mitigate omissions or 'what-if' tanks.

If you wish to use these guidelines then the first thing to understand is the onus is on YOU to provide the evidence that your construct is reasonable. Remember that even existing real tanks, particularly infantry tanks, can be devastatingly good, so use them with care and don't use these rules as an excuse to be 'that guy'.

The lists are simple – pick a hull, add special rules, add weapons, sum up points and adjust for crew experience level.

Thanks is due to Dave 'Ubergruber' Hunter for the groundwork and Roger 'Maddox' Travis-Evans for checking

Regards and play nice,

Rich H



▲ A39 Tortoise, a British heavy assault tank. Model by Richard Humble available from JTFM miniatures. Painted by Jacob Richards

HULL

The hull type is based on the main frontal armour thickness of the hull, the values given are a guide only. Slope appears to be generally ignored. Sometimes it may be appropriate to consider the thickness of the turret if it's significantly thicker or thinner than the hull. This may adjust the armour value up or down a value.

Armoured all around is appropriate if the tank armour is similar on all faces, (The top armour is not considered as it's always thinner).

Enhanced frontal armour is for where a tank has significantly thicker armour on the front face than its class would suggest or it is significantly sloped.

HULL		
Type	Points	Notes
Soft Skin	15	No Armour protection
Armoured Carrier (7+)	50	<25mm
Armoured all round	10	7+ armour on all faces
Extra Frontal armour	10	8+ frontal armour
Light Tank (8+)	70	<50mm
Armoured all round	20	8+ armour on all faces
Extra Frontal armour	20	9+ frontal armour
Medium Tank (9+)	110	<75mm
Armoured all round	40	9+ armour on all faces
Extra Frontal armour	40	10+ frontal armour
Heavy Tank (10+)	190	<150mm
Armoured all round	80	10+ armour on all faces
Extra Frontal armour	80	11+ frontal armour
Super Heavy Tank (11+)	350	150+mm
Armoured all round	120	11+ armour on all faces
Extra Frontal armour	120	12+ frontal armour

SPECIAL RULES		
Rule	Points	Notes
Wheeled or Tracked	0	
Half Tracked	5	
Amphibious	5	Can float
Dual-Directional Steering	5	Rear facing driving position
Easily Catches Fire	-10	Noted for flammability
1-Man Turret (6+/7+/8+)	-10	Commander is also gunner and loader
1-Man Turret (9+/10+/11+)	-20	Commander is also gunner and loader
Open-Topped	-5	No or ineffective overhead protection
Recce	10	Recon vehicle
Slow	-10	under 20km/h
Slow...pitifully Slow	-15	under 10km/h
Slow Load	-5	separate charge and shell with no assistance
Slow Traverse	-5	notably slow turret traverse
Thin Sides	-10	Significantly thinner sides for the class of tank
Transport Capacity	2	Per seat for a fully equipped soldier
Unreliable	-20	has a notably poor serviceability record
Vulnerable	-20	Riveted or poor quality construction
Command Vehicle	25	Equipped for platoon command
Waterborne	20	For boats and ships only.
Tow Capacity	0	Restricted to transports and tows only
Experimental	-10	For prototype vehicles (See below)

SPECIAL RULES

If none of the current special rules model a particular feature that you wish to include then create your own, but err on the side of caution when costing that rule; also ensure that your opponent agrees with your new rule!

WEAPONS

Weapon performance is normally based on calibre, however, most weapons can be found on existing vehicles. Regardless of your feelings on the weapon in question's performance you must use the existing profile if one exists. This is to ensure there is parity across the weapons.

► *The Boarhound, a British heavy armoured car. Model by Richard Humble available from JTFM miniatures. Painted by Richard Humble.*



WEAPONS		
Type	Points	Notes
Light Machinegun	5	Same as the infantry weapon
Medium Machinegun	10	Same as the infantry weapon
Heavy Machinegun	20	Same as the infantry weapon
Anti-Tank Rifle	20	Same as the infantry weapon
Light Autocannon	30	<30mm calibre magazine fed automatic cannon
Heavy Autocannon	45	30+mm calibre magazine fed automatic cannon
Light AT Gun	50	<50mm high velocity gun
Medium AT Gun	70	<75mm high velocity gun
Heavy AT Gun	110	<100mm high velocity gun
Super-Heavy AT Gun	190	100+mm high velocity gun
Light Howitzer	50	<75mm low velocity gun on high angle mounting
Medium Howitzer	60	<140mm low velocity gun on high angle mounting
Heavy Howitzer	100	140+mm low velocity gun on high angle mounting
Heavy Howitzer (short)	80	140+mm low velocity gun on direct fire mounting
Flamethrower	50	Vehicle mounted flamethrower
Medium Mortar	55	Same as the infantry weapon
Panzerschreck	65	Same as the infantry weapon
Multiple Launcher	70	Same as the Artillery weapon
PIAT	30	Same as the infantry weapon
Bazooka	60	Same as the infantry weapon

WEAPON OPTIONS		
Type	Points	Notes
AP Gun with Enhanced HE	10	Weapon counts as one class higher for HE rounds
Heavy Shell		No reduction in penetration for range
Heavy weapon fixed mount	-5	A heavy weapon with a single fixed arc of fire
Alternate or Co-ax	-5	Cannot be fired as well as the main weapon
Twinned	-5	Must target the same unit as the main weapon
AT Low Velocity Gun	-10	Reduces Penetration of an AT gun by 1
Pintle Mount	5	Weapon is pintle mounted and gains the Flak rule

VEHICLE EXPERIENCE

Generally a crew needs time to become familiar with a vehicle's performance and to learn to fight with it, therefore in general a vehicle's time in service will determine the crew experience. Obviously a 'what-if', post war or special scenario may negate this.

Vehicles which only existed as prototypes will have the *experimental* or *unreliable* special rule and have an inexperienced crew.

Vehicles which saw limited combat use or less than one year of service can have inexperienced or regular crews.

Vehicles that saw combat use for more than around a year can have inexperienced, regular or veteran crews.

If it can be shown that a particular vehicle crew had more experience than the above suggests then by exception you can use different crew ratings. For example Otto Carius in his Jagdtiger could be considered a veteran. However, prototype tanks should be *experimental* or *unreliable*.

The points above work out the value for a Regular crew.

For a Veteran crew add 20% and round up; for an inexperienced crew subtract 20% and round up.



◀ Soviet Aerosans. Left to right: NKL16 Transport Aerosan, NKL16/42 Armoured Aerosan and an RF-8 Recon Aerosan. Scratchbuilt models by Richard Humble.



▶ French Dodge 'Tanake' armoured truck. Scratchbuilt models by John Hart, available from Perry Miniatures. Painted by Bryan Cook.

EXAMPLES

The following are examples for 'normal' Bolt Action use.



T-18E2 BOARHOUND

Hull

Frontal armour 2": Light tank 8+. (+50)

Weapons

US 57mm: Medium AT gun (+70)

Co-axial 30-cal (+10 for MMG -5 as co-axial)

Bow 30-cal (+10)

Special Rules

Wheeled (+0)

Limited numbers in use in North Africa for less than one year:

135 Regular

-20% = 108 Inexperienced



A39 TORTOISE

Hull

Frontal armour 9": Super heavy tank (350)

Weapons

32 pdr: Super Heavy AT (190)

Bow MG (10)

Turret mounted twin MMGs (+10 MMG, +10 MMG, -5 twinned, +5 Flak)

Special Rules

No reduction in penetration for range (+10)

Tracked (+0)

Slow (-10)

Experimental (-10)

Prototype only

570-20%=456 Inexperienced

'WHAT IF' EXAMPLES

The following are 'What-if' examples and assume all the vehicles were in full production and service.

BRITISH VEHICLES

A39 TORTOISE

Cost: 464pts (Inexperienced) 580pts (Regular)
696pts (Veteran)

Damage Value: Super Heavy Tank (11+)

Weapons: Casemate mounted 32 pdr Super

Heavy AT Gun, Bow BESA MMG, turreted twin BESA MMG (Flak)

Special rules:

No reduction in penetration for range

Slow

WHAT IF EXAMPLES

🕒 BRITISH VEHICLES (CONTINUED)

A41 CENTURION MK3

Cost: 316pts (Inexperienced) 395pts (Regular) 474pts (Veteran)

Damage Value: Heavy Tank (10+)

Weapons: Turret mounted 20 pdr Super Heavy AT Gun, Co-axial MMG

Special rules:

No reduction in penetration for range

Options: Add a Pintle mounted MMG for +15 points

CENTURION AVRE

Cost: 210pts (Inexperienced) 300pts (Regular) 360pts (Veteran)

Damage Value: Heavy Tank (10+)

Weapons: Turret mounted Heavy Howitzer, Co-axial MMG

Special rules:

Dozer blade – remove any obstacle the tank moves through.

Options:

Fascine – deploy instead of firing to fill in a watercourse or ravine – 5 points.

Cannot fire when carrying a Fascine.

FV4005 STAGE 2

Cost: 161pts (Inexperienced) 230pts (Regular) 276pts (Veteran)

Damage Value: Medium Tank (9+)

Weapons: Turret mounted 7.2" Heavy Howitzer

Special rules:

Enhanced AP Shell +6 penetration vs armoured targets

Cannot fire indirect

OXFORD TRACKED CARRIER

Cost: 72pts (Inexperienced) 90pts (Regular) 108pts (Veteran)

Damage Value: Light Tank (8+)

Weapons: Pintle mounted MMG covering the forward arc.

Transport: 5

Tow: Any AT Gun, Light or Medium Howitzer

Options: Add a Pintle mounted MMG covering the rear arc for +15 points

+ GERMAN VEHICLES

E-25 TANK DESTROYER

Cost: 176pts (Inexperienced) 220pts (Regular) 264pts (Veteran)

Damage Value: Medium Tank (9+)

Casemate mounted 75mm Heavy AT Gun

Options:

Add remote 360 degree MMG +15 points

E-50

Cost: 316pts (Inexperienced) 395pts (Regular) 474pts (Veteran)

Damage Value: Heavy Tank (10+)

Weapons: Turret mounted 88mm Super Heavy AT Gun, Co-axial MMG and bow MMG

Options:

Add 360 degree Pintle MMG +15 points



▶ German Flakpanzer 'Coelian' Model by Warlord Games, painted by Patch.

WHAT IF EXAMPLES



✚ GERMAN VEHICLES (CONTINUED)

VK 1602 "LEOPARD"

Cost: 148pts (Inexperienced) 185pts (Regular)
222pts (Veteran)

Damage Value: Medium Tank (9+)

Weapons: 1 turret-mounted medium anti-tank gun, Co-axial MMG

Special rules:

Experimental

Recce

E-75

Cost: 444pts (Inexperienced) 555pts (Regular)
666pts (Veteran)

Damage Value: Super Heavy Tank (11+)

Weapons: Turret mounted 88mm Super Heavy AT Gun, Co-axial MMG and bow MMG

Options:

Add 360 degree Pintle MMG +15 points

E-100

Cost: 540pts (Inexperienced) 675pts (Regular)
810pts (Veteran)

Damage Value: Super Heavy Tank (11+)
(Improved frontal armour (+1))

Weapons: Turret mounted 128mm Super Heavy AT Gun, Co-axial MMG and bow MMG

Special rules:

Slow

No reduction in penetration for range

Options:

Add 360 degree Pintle MMG +15 points



German VK 1602 'Leopard' recon tank. Scratchbuilt model by Jakob Lotz and painted by Patch.

KATZCHEN APC

Cost: 84pts (Inexperienced) 104pts (Regular)
125pts (Veteran)

Damage Value: Light Tank (8+)

Weapons: Pintle mounted MMG covering the front arc

Transport: 12 men

Special rules:

Open Topped

Options:

Add pintle MMG covering the rear arc for +15pts

★ USA VEHICLES

T28 SUPER HEAVY TANK

Cost: 476pts (Inexperienced) 680pts (Regular)
816pts (Veteran)

Damage Value: Super Heavy Tank (11+)

Weapons: Casemate mounted 105mm Super Heavy AT gun, 360 degree Pintle mounted Browning .50 HMG

Special rules:

Extra frontal armour (+1)

No reduction in penetration for range

Pitifully slow (No run moves)

M44 APC

Cost: 123pts (Inexperienced) 153pts (Regular)
184pts (Veteran)

Damage Value: Light Tank (8+)

Weapons: MMG covering the front arc, Pintle mounted HMG

Transport: 24 men

Options:

Add pintle mounted MMGs covering the left or right arcs for +15pts

WHAT IF EXAMPLES

SOVIET VEHICLES

IS-7

Cost: 524pts (Inexperienced) 655pts (Regular)
786pts (Veteran)

Damage Value: Super Heavy Tank (11+)

Weapons: Turret mounted 122mm Heavy AT gun (Versatile 2d6HE), 2x co-axial MMG and 1x co-axial HMG, 2x rear turret mount MMG, 2x bow MMG.

Special rules:

Improved frontal armour (+1)

Options:

Add a pintle mounted DShK HMG for +25 points

BTR-152

Cost: 67pts (Inexperienced) 84pts (Regular)
101pts (Veteran)

Damage Value: Carrier (7+)

Weapons: Pintle mounted MMG covering the front arc

Transport: 12 men

Special rules:

Open Topped

Options:

Upgrade the MMG to a HMG for +10 points

Add pintle mounted LMGs covering the left or right arcs for +10pts

SOVIET VEHICLES (CONTINUED)

BTR-40

Cost: 61pts (Inexperienced) 76pts (Regular)
92pts (Veteran)

Damage Value: Carrier (7+)

Weapons: Pintle mounted MMG covering the front arc

Transport: 8 men

Special rules:

Open Topped

Options:

Add pintle mounted LMGs covering the left or right arcs for +10pts

KSP-76

Cost: 92pts (Inexperienced) 115pts (Regular)
138pts (Veteran)

Damage Value: Carrier (7+)

Weapons: Forward facing ZIS-3 Medium AT Gun

Special rules:

Versatile (Can fire as a Light Howitzer)

Open Topped

Experimental

BTR-40A

Cost: 72pts (Inexperienced) 90pts (Regular)
108pts (Veteran)

Damage Value: Carrier (7+)

Weapons: Turret mounted twin HMG

Special rules:

Open Topped

Flak



▲
Soviet SU-5-2 122mm
SPG. Scratchbuilt model
by Richard Humble.