

F.A.Q

Bolt Action S.H.O Take Cover 2019

Can I take the Schutzen infantry squad from Western Desert with the free LMG because Easy Army lists it within the Generic Reinforced Platoon selector options?

This answer also applies to any and all units from any campaign or supplement books.

Easy Army does not “lock” units into their relative theatre selectors when you select a Generic Reinforced Platoon. It simply gives you every possible unit choice for that army across every published or even fan made work, as if you were playing a “friendly game”. Easy Army does not override, or claim to override, the rules for selecting your army. It is a helpful tool nothing more, nothing less.

All the campaign and supplement books give rules if any particular unit is eligible for selection outside the book. It will specifically state what Selectors it can be part of. If this is missing you can't assume that it is ok and will often find, due to the history being focussed on, these units are “locked” into the selectors contained within the campaign or supplement.

Can I take an 'abc' Platoon instead of a Generic Reinforced Platoon?

No. All players must conform to the limited choices in the Generic Platoon, plus any national rules which build onto that. This includes but is not limited to the Soviet free rifle squad, the free artillery piece for the French, the free Artillery Observer for the British etc.

Do I have to submit an army list?

Absolutely, this is a non-negotiable requirement if you wish to come and play. Don't be shocked if I refuse entry to the event if you haven't got your list to me by the deadline.

Why did you knock my list back?

For this event I have ultimate say in whether any submitted list would be too 'gamey'. An example and explanation were provided in the players pack, but it by no means was the only criteria I am checking against. If I knock back your list I will have given feedback as to why this occurred.

Clarifications

Greeting page – Medic rules

This specifically applies to a Medic selection under HQ units for the force who is subject to the Geneva Convention rule. It does not include units in the Infantry Squads and Teams selections who may, as a benefit of the unit, have the function of medics.

Forces – generic Reinforced Platoon

For clarity this means the Generic Reinforced Platoon on page 153 of the Bolt Action 2nd edition rulebook or its direct copy in the Armies of ... national books.

Forces – Factions

You may use any nation available provided they have units able to fill a Generic Reinforced Platoon in line with this document. You may use any applicable nation rules as normal (so Australians from Africa may select a national rule from the Western Desert book as per page 102 of Western Desert).

Scoring – Bonus objective 5+ Casualties from Fire order (any sort)

This specifically does include an Ambush order that changes to a Fire order

Scoring – Bonus objective 2 infantry squads survive at least 50%

Infantry teams of any sort do not count.

Mission Questions

Resource Drop

Objectives: "Players should roll off for placement of the 2nd objective marker with the 3rd being placed in the opposite 90° arc. An objective must be placed further than 12" but not further than 16" from the centre objective."

Deployment: "Both players put 3 dice in the bag. First drawn dice must place one of their units in a quarter. The opponent now places 1 unit in the opposite corner and players then alternate until all 3 units (each) are deployed. These units may be hidden..."

Find the Informant

Deployment: "There is no forward deployment of any type for this mission (regardless of unit rules). Players roll off..."