

Bolt Action Solo Play Cards Instructions

By Martin Otten

These cards take the place of your opponent to enable you to play Bolt Action when you don't have someone to play against. The cards themselves follow these instructions.

Game Setup

Set up the table, terrain, etc just like you would in a normal game.

Preparing the cards

There are two types of card:

- Unit Cards(Green), which represent the units from the enemy force organisation selector.
- Order Cards(Orange), which represents the orders given to the enemy units

The cards are used as follows

1. Pick your armies to an agreed point's value.
2. Select a Unit card for each of the units in the enemy force(Command, Infantry etc).
3. Select a total of two Order cards for each order dice in the enemy force (I recommend a ratio of 3:2:1 – 3 Advance, 2 Fire, 1 Run – but these are open to adjustment as appropriate).
4. Shuffle the Unit cards and put them in a pile at the side of the table
5. Shuffle the order cards and put them in a pile next to the unit cards

Sequence of play

Each turn, draw an order dice from the bag as normal.

If you draw an enemy order dice then:

1. Turn over the top Unit Card to see which type of unit is being activated. Choose one of the corresponding enemy units(Command, Infantry, etc).
2. If the remaining unit(s) can only do a specific Order, then give them that order, otherwise turn over the top Order card to see what that unit is going to do.
3. If the unit cannot make that Order (for example, off-table units need a Run or Advance), then put the drawn card to the bottom of the order card pile and draw again until they get an order they can perform.
4. Make any Order Tests as normal – the unit may go Down
5. Carry out the Order as instructed by the Order card

Running out of Order Cards

Whilst unlikely, just shuffle the Order cards and start again.

Rally

If you pick a run order you can if you wish use it to rally or send down any unit within 12" of the activated unit, as long as the unit rallying or going down does not have an order dice already. That unit then gets the order dice: replace the current Combat Level card in the deck and pull out the one matching the Rally-ing unit.

End of Turn

At the end of a turn, make any Recovery tests and replace the Order dice in the dice bag, as normal. Shuffle the Combat Level cards and put them back in a pile at the side of the table then shuffle the Order cards and put them in a pile next to the unit cards.

CARD01

Unit Card

Commander

CARD01

CARD02

Unit Card

Infantry Squad

CARD02

CARD03

Unit Card

Infantry Squad

CARD03

CARD04

Unit Card

Infantry Squad

CARD04

CARD05

Unit Card

Infantry Squad

CARD05

CARD06

Unit Card

Anti-Tank

CARD06

CARD07

Unit Card

MMG Team

CARD07

CARD08

Unit Card

Sniper Team

CARD08

CARD09

Unit Card

Forward Observer

CARD09

CARD10

Unit Card

Tank

CARD10

CARD11

Unit Card

Infantry Squad

CARD11

CARD12

Unit Card

Infantry Squad

CARD12

CARD13

Unit Card

Medic

CARD13

CARD14

Unit Card

HMG Team

CARD14

CARD15

Unit Card

Armoured Car

CARD15

CARD16

Unit Card

Artillery

CARD16

CARD17

Unit Card

Transport

CARD17

CARD18

Unit Card

Transport

CARD18

CARD19

Order Card

Advance

If there is no enemy units in range or line of sight you can perform a Rally or Down order instead of an Advance Order

CARD19

CARD20

Order Card

Fire

If there is no enemy units in range or line of sight you can perform an Advance Order instead of a Fire Order

CARD20

CARD21

Order Card

Advance

If there is no enemy units in range or line of sight you can perform a Rally or Down order instead of an Advance Order

CARD21

CARD22

Order Card

Fire

If there is no enemy units in range or line of sight you can perform an Advance Order instead of a Fire Order

CARD22

CARD23

Order Card

Advance

If there is no enemy units in range or line of sight you can perform a Rally or Down order instead of an Advance Order

CARD23

CARD24

Order Card

Fire

If there is no enemy units in range or line of sight you can perform an Advance Order instead of a Fire Order

CARD24

CARD25

Order Card

Advance

If there is no enemy units in range or line of sight you can perform a Rally or Down order instead of an Advance Order

CARD25

CARD26

Order Card

Fire

If there is no enemy units in range or line of sight you can perform an Advance Order instead of a Fire Order

CARD26

CARD27

Order Card

Advance

If there is no enemy units in range or line of sight you can perform a Rally or Down order instead of an Advance Order

CARD27

CARD28

Order Card

Fire

If there is no enemy units in range or line of sight you can perform an Advance Order instead of a Fire Order

CARD28

CARD29

Order Card

Advance

If there is not enemy unit in range or line of sight you can perform a Rally or Down order instead of an Advance Order

CARD29

CARD30

Order Card

Fire

If there is no enemy units in range or line of sight you can perform an Advance Order instead of a Fire Order

CARD30

CARD31

Order Card

Advance

If there is no enemy units in range or line of sight you can perform a Rally or Down order instead of an Advance Order

CARD31

CARD32

Order Card

Fire

If there is no enemy units in range or line of sight you can perform an Advance Order instead of a Fire Order

CARD32

CARD33

Order Card

Advance

If there is no enemy units in range or line of sight you can perform a Rally or Down order instead of an Advance Order

CARD33

CARD34

Order Card

Run

If there is any enemy unit in range you can choose to Assault that unit instead of performing a Run Order

CARD34

CARD35

Order Card

Run

If there is any enemy unit in range you can choose to Assault that unit instead of performing a Run Order

CARD35

CARD36

Order Card

Run

If there is any enemy unit in range you can choose to Assault that unit instead of performing a Run Order

CARD36

