

AIDE MEMOIRE for BOLT ACTION: ON THE MOON!

In space, no one can hear you leak...

By David Burden.

The tables below summarises the *Bolt Action: Moonside* changes.

ORDERS

Extra Orders test for Down or Run actions. If fail take 1 Pin, if rolled double-six then take one casualty from suit/helmet breach.

MOVEMENT

No changes – risks from movement covered by extra Orders roll.

Treat crater rims as being Obstacles, and being in a crater gives Hard Cover.

SHOOTING

All shooting is at +1.

Add a +1 DM to all Damage rolls.

HE

Double the size of all HE templates.

Penetration modifier is unchanged due to lack of blast effect

Add 1 to Pins to reflect the greater debris.

SMOKE

All smoke stays in place for the whole of the rest of the game.

VEHICLES

All vehicles should be counted as soft-skinned, and open-vehicles should suffer the “Open-Topped” and “Open-Topped Hit by Indirect Fire” rules even for direct fire.

Players who make a 90 degree turn take the additional Orders/Fumble test if under a Run order (but not otherwise). If failed then roll D6 and 1-5 count as Crew Stunned on the Vehicle Damage Table, and 6 counts as Immobilised – they did a bit more than bend the fender!

CLOSE-QUARTER BATTLE

Apply a +2 to the Damage roll (i.e. Regular damages on 2+ not 4+)

BUILDINGS

Airlocks: Take 1 turn to cycle, i.e. enter in Turn 1, cycle in Turn 2, exit into the interior in turn 3.

Above ground buildings when hit by HE loose integrity and any personnel inside not in vacc-suits are killed. Non-metal/concrete buildings does not protect against HE shells that explode just outside and include the building in the template. Assume fragments penetrate as though hit.

Part-buried buildings count as Bunkers.

WEAPONS LIST

The table below presents a set of generic near-future **Bolt Action: Moonside** weapons to get you started, but feel free to add your own.

| WEAPON | RANGE (") | SPECIAL RULES |
|--|--------------------|-----------------------|
| Pistol | 18" | |
| SMG | 36" | |
| Automatic/Battle Rifle | 90" | |
| Assault Rifle | 54" | |
| LMG | 108" | |
| MMG | 108" | |
| HMG | 108" | |
| Lt Cannon | 144" | HE 2" |
| Hvy Cannon | 216" | HE 2" |
| Man-portable anti—tank missile | 180" | 1 Shot, +5 pen, HE 2" |
| Carl Gustav style anti-tank/structure short recoilless rifle | 180" | 1 Shot, +4 pen, HE 4" |
| Medium anti-tank guided Missile | Unlimited on table | 1 Shot, +7 pen, HE 2" |