BOLT ACTION ALLIANCE

2023 MISSION PACK

Three years ago, we combed through community feedback while updating the *2020 Bolt Action Alliance Mission Pack* and realised how widely used the original missions were across our global community. The initial pack was designed to be a set of symmetrical, fair missions that players and tournament organisers could use to test their mettle, were fun, and gave both players an equal chance to succeed. Those missions were community tested over many years and the feedback we received was used to tighten up and clarify those missions.

In the process of rewriting the initial pack I realised that I had notes and ideas that I thought could form the core of a new pack. The feedback and requests that we got from you, the wider community, and ideas found in these notes became the basis of this, the *2023 Bolt Action Alliance Mission Pack.* Supply Drop, for example, is a refinement and combination of several of the initial missions that came about because of the notes that we got from several tournament organisers over the years. This new group of scenarios was initially intended to be released in 2022, but we wanted to be as careful and complete with our playtesting as our previous work. Every mission in this document has been extensively played and has been used in one or more organised Bolt Action events and has been refined using player feedback.

In this pack you will find 6 entirely new balanced and fair Bolt Action missions plus three bonus "fun" scenarios. These bonus scenarios are not as symmetrically designed as the other missions and may not be aimed at strict tournament play. That said, we really like them and we hope you do too.

If you are using missions from this pack in a multiple game event, we recommend that 2 in 3 missions use objectives and 1 in 3 missions award victory according to units destroyed.

As always, we would like to thank everyone who has taken the time to play any of our missions over the years. We would like to say a special thank you to those who sent us their thoughts after playing them. We appreciate it! I would like to thank Bryan Cook for all of his efforts laying the document out into an easy-to-use format and the rest of the Bolt Action Alliance for their continued support.

As always, we hope that you enjoy these missions and wish you luck on the battlefield.

Brad "Old Man Morin"

JUMP TO ACTION

THE SITUATION:

Being able to redeploy battlefield resources at a crucial moment is often critical to ensure success in battle, especially if you can prevent the opposition from doing the same. You have been ordered to reposition your troops to capture important locations on the battlefield while simultaneously disabling as much of your opponent's force as possible.

SET UP:

Divide the table into four quarters, as shown on the map. Then both players roll a die. The player who rolls higher decides whether to be the attacker or the defender. The defender picks a quarter of the table and deploys up to half of their forces within that quarter. They may not deploy units within nine inches of the centre of the board. Units starting on the board at the beginning of the game can use the hidden set-up rules. The attacker then deploys up to half of their forces within the opposite table quarter according to the same rules. All other units are left in **Reserve**. For the first turn, both players put an Order die in the bag for every unit that is not in reserve and has been deployed on the table. From turn two on, all order dice go in the bag as usual.
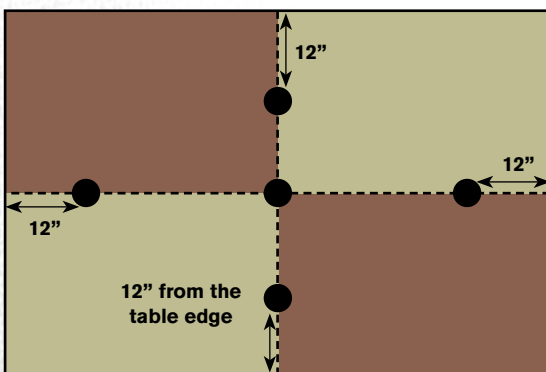
OBJECTIVE:

This mission uses 5, 40mm objectives.
Place one objective in the centre of the table. Then place an objective on each table quarter edge, 12 inches from the table edge, as shown on the map. This should make a cross in the centre of the table.

The aim is to score as many victory points as possible by claiming as many objectives as possible at the end of the game, it is also to destroy as many enemy units as possible as well. To claim an objective there must be a model from one of your infantry or artillery units within 3 inches of the objective and there must be no enemy infantry or artillery models within 3 inches of the objective. A unit can only claim one objective at a time.

FIRST TURN:

The battle begins. Note there is no first wave in this scenario. All units held in reserve can be deployed anywhere along their owning player's long table edge. Units may outflank from the sides of the board as normal. Units held in reserve start testing to come on the board from turn two as normal.

GAME DURATION:

Keep count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of a 4, 5, or 6 play one further turn.

VICTORY!

The side which has scored the most victory points at the end of the game is the winner.

Objectives touching the owning player's quarter edge are worth one victory point each to that player at the end of the game. The centre objective is worth two victory points at the end of the game. Objectives touching the opposing player's quarter edge are worth two victory points each at the end of the game.

Additionally, players can score one additional victory point for every three enemy order dice destroyed over the course of the game. *For example, if a player has destroyed 7 opposing units during a game, that player would score 2 additional victory points; one for each of the three dice they had destroyed.*
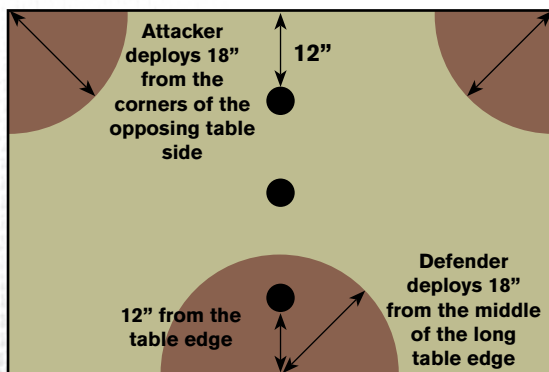
BOLT ACTION ALLIANCE

PINCER MOVEMENT

THE SITUATION:

Your force is moving forward to capture a crucial position on the battlefield but as you near your destination, you realise that opposing forces are seeking to envelop your units as they also try to capture the same area of the battlefield.

SET UP:

Both players roll a die. The player who rolls higher decides whether to be the attacker or the defender. The defender picks a long table edge and deploys up to half of their forces within 18 inches of the centre of that long table edge. Units starting on the board at the beginning of the game can use the hidden set-up rules. The attacker then deploys up to half of their forces within 18 inches of either, or both, of the opposite long table edge corners. All other units are left in **Reserve**. For the first turn, both players put an Order die in the bag for every unit that is not in reserve and has been deployed on the table. From turn two on, all order dice go in the bag as usual.

Attacker deploys 18" from the corners of the opposing table side

12"

12" from the table edge

Defender deploys 18" from the middle of the long table edge

OBJECTIVE:

This mission uses 3, 40mm objectives.

Place one objective in the centre of the table. Then place an objective 12 inches from the centre of each long table side towards the centre of the board.

The aim is to score as many victory points as possible by claiming as many objectives as possible at the end of the game. To claim an objective there must be a model from one of your infantry or artillery units within 3 inches of the objective and there must

be no enemy infantry or artillery models within 3 inches of the objective. A unit can only claim one objective at a time.

FIRST TURN:

The battle begins. Note there is no first wave in this scenario. All units held in reserve come onto the table anywhere along their owning player's long table edge. Units may outflank from the sides of the board as normal. Units held in reserve start testing to come on the board from turn two as normal.

GAME DURATION:

Keep count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of a 4, 5, or 6 play one further turn.

VICTORY!

The side with the most controlled objectives at the end of the game is the winner. If no side controls any objectives, or if both sides control an equal number of objectives, the game is a draw.

SHIFTING OBJECTIVES

THE SITUATION:

Borders are often arbitrary lines drawn on a map. You have been ordered to take and hold the edge of the enemy's territory, and to drive into it if possible. It appears the enemy has had the same idea and seems bent on getting there first.

SET UP:

Both players roll a die. The player who rolls the highest picks a table side. No units are set up on the table at the start of the game. Both sides must nominate at least half of their force to form their first wave. This can be the player's entire army if desired. Any units not included in the first wave are left in **Reserve**. There is no Forward Deployment in this mission.

OBJECTIVE:

This mission uses 5, 40mm objectives. Place one objective in the centre of the table. Both players roll a die. The player who rolls highest, places the first of the remaining 4 objectives. It cannot be placed within 8 inches of a table edge. It can also not be within 12 inches of any other objective. Once it has been placed, the other player places the 2nd objective using the same rules. Players take turns until all 4 of the objectives have been placed.

Both players roll a die. The player who rolls highest, can reposition one objective up to six inches in any direction. It cannot be placed within 8 inches of a table edge, but it CAN be placed with 12 inches of another objective. The opposing player can now reposition one objective up to six inches in any direction. The second player can reposition the objective marker that that first player moved first if they wish. Each player may only move one objective once.

The aim is to score as many victory points as possible by claiming as many objectives as possible at the end of the game, as well as destroy as many enemy units as possible. To claim an objective there must be a model from one of your infantry or artillery units within 3 inches of the objective and there must be no enemy infantry or artillery models within 3 inches of the objective. A unit can only claim one objective at a time.

FIRST TURN:

The battle begins. During turn 1 both players must bring their first wave onto the table. These units can enter the table any point on their side's table edge and must be given either a run or advance order. Note that no order test is required to move units onto the table as part of the first wave.

GAME DURATION:

Keep count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of a 4, 5, or 6 play one further turn.

VICTORY:

The side with has scored the most victory points at the end of the game is the winner.

Objectives are worth one victory point each. Additionally, players can score one additional victory point for every three enemy order dice destroyed over the course of the game. *For example, if a player has destroyed 7 opposing units during a game, that player would score 2 additional victory points. One for each of the three dice they had destroyed.*

BOLT ACTION ALLIANCE
SUPPLY DROP

THE SITUATION:

Supplies are crucial to keep your side in the fight. As a supply plane flies overhead, you scramble to be in position for the needed parachute drop. Unfortunately, you are not the only one to see the plane and your enemy is also deploying to intercept the drop.

SET UP:

Both players roll a die. The player who rolls higher decides whether to be the attacker or the defender. The defender picks a side of the table and deploys up to half of their forces within 6 inches of their table edge. The attacker then deploys up to half of their forces within 6 inches of the opposite table edge. All other units are left in Reserve. For the first turn, both players put an Order die in the bag for every unit that is not in reserve and has been deployed on the table. From turn two on, all order dice go in the bag as usual.

OBJECTIVE:

There are no objectives on the board at the beginning of the game. At the start of turn 4, before any dice are pulled, place one 40mm objective in the centre of the board. Then roll three, six-sided dice and an order die. Add the results of the three, six sided dice to nine (3D6+9). This will give you a distance between 12 and 27 inches. Then place a 40mm objective marker that far from the centre of the board in the direction shown by the arrow on the rolled order die. Then place another 40mm objective marker the same distance from the centre of the board in the opposite direction shown by the arrow on the order dice. This process should result in three objectives being deployed in a line across the board. If the roll results in an objective going off the table, roll all the dice again. If an objective is going to be placed in impassable terrain or in a building, roll an order die and place the objective touching the outside of that terrain piece in the direction of the arrow on that die.

The aim is to hold the most objectives at the end of the game. To claim an objective there must be a model from one of your infantry or artillery units within 3 inches of the objective and there must be no enemy infantry or artillery models within 3 inches of the objective. A unit can only claim one objective at a time.

FIRST TURN:

The battle begins. Note there is no first wave in this scenario.

GAME DURATION:

Keep count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of a 4, 5, or 6 play one further turn.

VICTORY!

The side with the most controlled objectives at the end of the game is the winner. If no side controls any objectives, or if both sides control an equal number of objectives, the game is a draw.

THE THIN RED LINE

THE SITUATION:

Two opposing forces sight each other's units from a distance. As the fighting begins, both forces probe each other's lines looking for suitable positions to hold and block the opposition's advance.

SET UP:

Both players roll a die. The player who rolls higher decides whether to be the attacker or the defender. The defender picks a side of the table and a corner to deploy in. The defender's deployment zone is 54 inches along the long table edge and up to 9 inches along the short table edge. The defender deploys up to half of their forces inside that deployment zone.

The attacker then deploys up to half of his forces in their deployment zone, which originates from the opposite corner of the board. All other units are left in **Reserve**. For the first turn, both players put an Order die in the bag for every unit that is not in reserve and has been deployed on the table. From turn two on, all order dice go in the bag as usual.

OBJECTIVE:

This mission uses 5, 40mm objectives. These are placed along the centre line of the board between the two players (24 inches from both long sides of the table). Starting from one of the short sides of the board, place these objectives every 12 inches. There should be 12 inches between each objective and all other objectives and the sides of the board. Once this has been done, move the two objectives closest to the edge of the short sides of the table 6

inches towards the long table sides that are not part of either player's deployment zone.

If an objective is going to be placed in impassable terrain or in a building, roll an order die and place the objective touching the outside of that terrain piece in the direction of the arrow on that die.

The aim is to hold the most objectives at the end of the game. To claim an objective there must be a model from one of your infantry or artillery units within 3 inches of the objective and there must be no enemy infantry or artillery models within 3 inches of the objective. A unit can only claim one objective at a time.
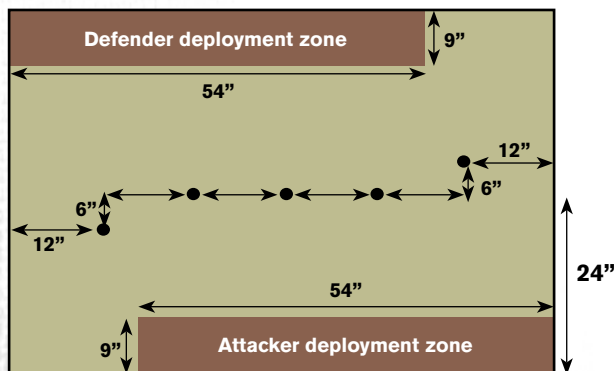
FIRST TURN:

The battle begins. Note there is no first wave in this scenario.

GAME DURATION:

Keep count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of a 4, 5, or 6 play one further turn.

VICTORY!

At the end of the game if you hold more objectives than your opponent you win, otherwise the game is a draw.

BOLT ACTION ALLIANCE

WINDOW OF OPPORTUNITY

THE SITUATION:

The battle has been a stalemate of lousy weather and brutal fighting. The roads between the opposing forces are a bombed out, muddy ruin. As the sun dawns, reconnaissance forces for both sides discover a relatively open path through the quagmire. Eager to take advantage of this, both armies send forces in to take and hold this valuable land before their enemies can do the same.

SET UP:

The mission uses four, 40mm objectives.

Both players roll a die. The player who rolls highest places the first of the 4 objectives. It must be placed on the table so that it is not within 9 inches of any table edge. Once it has been placed, the other player places the 2nd objective using the same rules. Players take turns until all 4 of the objectives have been placed. Objectives can be placed within 12 inches of any other objective.

Both players then roll another die. The player who rolls higher decides whether to be the attacker or the defender. The defender picks a side of the table and deploys up to four of their non-vehicle units within 6 inches of their table edge. The attacker then deploys up to four of their non-vehicle units within 6 inches of the opposite table edge. All other units are left in **Reserve**. For the first turn, both players put an Order die in the bag for every unit that is not in reserve and has been deployed on the table. From turn two on, all order dice go in the bag as usual.

Units coming in from Reserve on the player's long table side do not suffer the -1 penalty to their order check but they do need to successfully pass their check to come on the table. Armies like the United States, that negate this -1 penalty as part of their national rules, do not gain any additional benefit. Conversely, units coming in from Reserve using an outflanking manoeuvre suffer an additional -1 penalty (so a -2 in total) from their order check to see if they can come onto the table.

OBJECTIVE:

The aim is to have more victory points at the end of the game than your opponent. To claim an objective there must be a model from one of your infantry or artillery units within 3 inches of the objective and there must be no enemy infantry or artillery models within 3 inches of the objective. For each objective claimed in this way, player gets one victory point. Players can get an additional victory point if they have a non-vehicle unit in their opponent's deployment zone at the end of the game. Additional units in your opponent's deployment zone give you no additional victory points beyond the first point scored this way.

FIRST TURN:

The battle begins. Note there is no first wave in this scenario.

GAME DURATION:

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends. On a roll 4, 5, or 6 play one further turn.

VICTORY!

The side with the most victory points at the end of the game is the winner. If both sides have an equal number of victory points, the game is a draw.

EXTRACT THE ASSETS

THE SITUATION:

During wartime, saboteurs and spies can be valuable assets that can help manipulate circumstances to aid their side's efforts. This makes their elimination a priority. When these assets' covers are blown, their escape through enemy lines can be fraught with danger. It can be hard to know who to trust. Your forces have been tasked with finding and extracting these freedom fighters before they are captured by opposing forces.

SET UP:

Both players roll a die. The player who rolls the highest picks a table side.

No units are set up on the table at the start of the game. Both sides must nominate at least half of their force to form their first wave. This can be their entire army if desired. Any units not included in the first wave are left in **Reserve**.
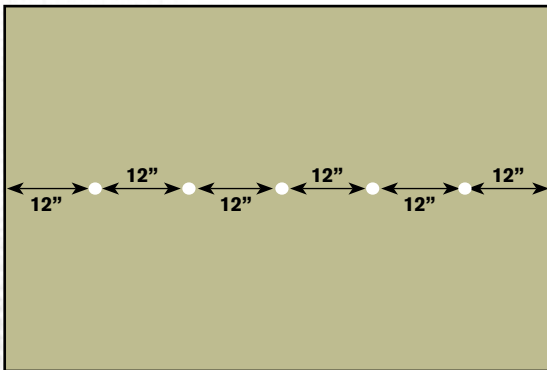
OBJECTIVE:

This mission uses 5, 25-40mm objectives (spare infantry models should ideally be used for this purpose). These are placed along the centre line of the board between the two players (24 inches from both long sides of the table). Starting from one of the short sides of the board, place these objectives every 12 inches. There should be 12 inches between each objective and all other objectives and the sides of the board.

At the start of each turn, for each objective, roll a six-sided die and an order die. Move the objective marker that far in the direction shown by the arrow on the rolled order die. Repeat this process for all five markers. Objectives will move like this at the beginning of each turn until they are claimed by a unit. If an objective is going to be placed in impassable terrain or in a building, stop its movement before it enters the impassable terrain or the building.

The aim is to hold the most objectives at the end of the game. To claim an objective there must be a model from one of your infantry or artillery units within 3 inches of the objective at the end of a turn and there must be no enemy infantry or artillery models within 3 inches of the objective at the time. A unit can only claim one objective at a time.

Once an objective has been claimed, keep it with the owning unit. If that unit is destroyed, the objective goes back to its random movement at the beginning of the next turn. If the unit holding an objective is destroyed by an assault, the objective automatically passes to the winning unit.

FIRST TURN:

The battle begins. During turn 1 both players must bring their first wave onto the table. These units can enter the table at any point on their side's table edge and must be given either a run or advance order. Note that no order test is required to move units onto the table as part of the first wave.

GAME DURATION:

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of 4, 5, or 6 play one further turn.

VICTORY:

The side with the most victory points at the end of the game is the winner. If both sides have an equal number of victory points, the game is a draw.

PENNIES FROM HEAVEN

2023 MISSION PACK

THE SITUATION:

Getting desperately needed supplies parachuted to the troops that need them is a necessary evil of modern warfare. Supply planes face flak, bad weather, opposing aircraft and more when attempting to parachute resources to those on the ground. The results of these drops often seem random and haphazard at best.

SET UP:

Both players roll a die. The player who rolls the highest picks a table side.

No units are set up on the table at the start of the game. Both sides must nominate at least half of their force to form their first wave. This can be the player's entire force if desired. Any units not included in the first wave are left in **Reserve**.

OBJECTIVE:

There are no objectives on the board at the beginning of the game. At the start of turn 3, before any dice are pulled, place one 40mm objective in the centre of the board. Then roll 3 six-sided dice and add 9 (3D6+9). This will give you a distance between 12 and 27 inches. Then roll an order die and place another 40mm objective marker that far from the centre of the board in the direction shown by the arrow on the rolled order dice. Repeat this process three more times. If the roll results in an objective going off the table, roll all the dice again. At this point you should have five objectives on the table.

If an objective is going to be placed in impassable terrain or in a building, roll an order die and place the objective touching the outside of that terrain piece in the direction of the arrow on that die.

The aim is to hold the most objectives at the end of the game. To claim an objective there must be a model from one of your infantry or artillery units within 3 inches of the objective and there must be no enemy infantry or artillery models within 3 inches of the objective. A unit can only claim one objective at a time.

FIRST TURN:

The battle begins. During turn 1 both players must bring their first wave onto the table. These units can enter the table from any point on their side's long table edge and must be given either a run or an advance order. Note that no order test is required to move units onto the table as part of this first wave.

GAME DURATION:

Keep count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of a 4, 5, or 6 play one further turn.

VICTORY:

The side with the most controlled objectives at the end of the game is the winner. If no side controls any objectives, or if both sides control an equal number of objectives, the game is a draw.

ROLLING THUNDER

THE SITUATION:

Many battles begin with massed artillery barrages meant to soften up enemy positions prior to an attack. These frightening displays of firepower are terrifying to behold and recovering from them is not an easy prospect, especially if you are being assaulted by opposing soldiers. As effective as these tactics can be on the battlefield, unfortunately, sometimes the barrage can hit units on both sides of the conflict.

SET UP:

Place the objectives first (See **Objective** section below), then both players must choose 5 units from their army to deploy. Both players roll a die. The player who rolls higher chooses a long table side and places the first unit on the board. Players then alternate deploying units until all ten units are deployed on the table. 3 of each player's units must be deployed within 9 inches of the owning player's long table side. The remaining 2 units must be placed within 12 inches of the owning player's long table side. Units cannot be placed within 18 inches of an opposing unit. All other units are left in **Reserve**.

For the first turn, both players put an Order die in the bag for every unit that is not in reserve and has been deployed on the table. From turn two on, all order dice go in the bag as usual.

OBJECTIVE:

This mission uses 3, 40mm objectives. Both players roll a die. The player who rolls highest places the first of the 3 objectives. It cannot be placed within 12 inches of a table edge. It can also not be placed within 12 inches of any other objective. Once it has been placed, the other player places the 2nd objective using the same rules. Players take turns until all 3 of the objectives have been placed.

The aim is to score as many victory points as possible by claiming as many objectives as possible at the end of the game. To claim an objective there must be a model from one of your infantry or artillery units within 3 inches of the objective and there must be no enemy infantry or artillery models within 3 inches of the objective. A unit can only claim one objective at a time.

PREPARATORY BOMBARDMENT:

In this mission a Preparatory Bombardment automatically occurs and hits both players. When rolling to determine the effects of the preparatory bombardment on each unit, if a unit is more than 6 inches from a long table edge, add one pin to its results. *For example, if a unit would normally take two pins and is 8 inches from the table edge, instead it would take 3 pins. This means that a unit more than 6 inches from a table edge will always take at least one pin.*

FIRST TURN:

The battle begins. Note there is no first wave in this scenario. All units held in reserve are deployed along their owning player's long table edge. Units may outflank from the sides of the board as normal. Units held in reserve start testing to come on the board from turn two as normal.

GAME DURATION:

Keep count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of a 4, 5, or 6 play one further turn.

VICTORY:

The side with the most controlled objectives at the end of the game is the winner. If no side controls any objectives, or if both sides control an equal number of objectives, the game is a draw.