PLATOON BOX CHALLENGE

INTRODUCTION

The Platoon Box Challenge is a fast and fun way to get a new Bolt Action force onto the tabletop.

Using only the contents of a single Platoon Box, build a force of up to 500 points and fight fast-paced, cinematic battles on a smaller battlefield.

Whether you're starting a new army, trying something different, or taking your first steps into Bolt Action, the Platoon Box Challenge is all about getting your models built, painted, and into the action.

BUILDING YOUR FORCE

ONE BOX

Your force may only include models and components contained within your chosen Platoon Box. Cosmetic conversions, such as head swaps, are allowed, but may not be used to represent weapons, equipment or units that could not otherwise be built from the box, except as permitted under the Army Special Rules section.

500 POINTS

Your force may contain up to 500 points, but may not exceed this limit.

4–8 ORDER DICE

Your force must contain at least 4 and no more than 8 Order Dice.

MATCHING EXPERIENCE

All compulsory units within a Platoon must have the same experience level as their Platoon Commander.

LEGAL FORCE

Your force must be a legal Bolt Action force and follow the normal rules for army selection.

ARMY SPECIAL RULES

Where an Army Special Rule requires equipment already available in the Platoon Box to be represented by a different model or component in order to receive the benefit of that rule, appropriate components from outside the box may be used solely to represent that equipment.

For example, the German Support rule for an Italian National Republican Army allows an existing Italian LMG or MMG to be upgraded to a German machine gun. An appropriate MG 34 or MG 42 component may therefore be used to represent that weapon.

This exception allows the replacement of equipment already available in the box. It does not allow additional weapons or equipment unavailable in the Platoon Box to be added from other kits.

PLAYING THE GAME

Platoon Box Challenge games are played using the normal rules for Bolt Action, except where modified by the rules in this pack or by the mission being played.

Instead of selecting a scenario using the rules in the Bolt Action rulebook, players select one of the Platoon Box Challenge Missions presented in this pack.

Each mission provides its own rules for setup, deployment, scoring, and determining the winner. Where a mission-specific rule differs from the normal Bolt Action rules, the mission-specific rule takes precedence.

BATTLEFIELD SIZE

Platoon Box Challenge missions are designed around a 3' × 3' battlefield, providing a compact playing area that keeps the action fast-paced and suits the smaller forces used in this format.

Games may also be played on a 3' × 4' or 4' × 4' battlefield, using the short edges as the opposing players' table edges. However, these larger battlefields may alter the balance of some missions, particularly by increasing the distances between opposing forces and favouring armies with greater access to long-range firepower.

For the intended Platoon Box Challenge experience, a 3' × 3' battlefield is recommended.

INFILTRATORS

When deploying a unit using Infiltration, it must be deployed entirely within the controlling player's Table Half and more than 6" from any Objective.

All other rules for Infiltration apply as normal.

DEPLOYMENT ZONES

Where a mission defines Deployment Zones, their boundaries are measured from the Centreline of the battlefield, rather than from the players' table edges.

This ensures that the distance between opposing Deployment Zones remains consistent when playing on different battlefield sizes.

TABLE HALVES & CENTRELINES

Each mission divides the battlefield into two Table Halves, separated by a Centreline. Unless otherwise stated, the Centreline runs across the battlefield midway between the opposing players' table edges.

Some missions may use a diagonal Centreline, or otherwise define the Table Halves differently. Where this is the case, the mission will explain how the battlefield is divided.



A French infantry platoon advances through woodland.
A complete force is just one box away.

MISSION ONE - SHIFTING PRIORITIES

Two platoons advance cautiously through contested ground, scouting ahead of the main force and identifying positions that may prove important in the battles to come. Crossroads, communications points, defensible positions and potential sites for supply or fuel dumps all have value to the advancing army.

Neither patrol expects to find the enemy here. As opposing troops emerge through the same ground, reconnaissance quickly turns into a firefight. With the situation developing, previously overlooked positions take on new importance and both commanders must adapt their plans to secure the ground before the enemy can.

DEPLOYMENT TYPE	First Wave
GAME TURNS	Random Game Length (Bolt Action rulebook Page 163)
INFILTRATORS	Yes
OUTFLANKING	Yes
MISSION SPECIFIC RULES	Objective Placement, Objective Scoring, Shifting Priorities
OBJECTIVE	Seize and hold three Objectives positioned across the Centreline of the battlefield.

OBJECTIVE PLACEMENT

Place three 25mm Objective Markers along the Centreline, one at the centre of the battlefield and the others 12" either side.

OBJECTIVE SCORING

Beginning at the end of Turn 2, each player scores 1 Victory Point for each Objective they Control.

An Objective is Controlled by the player with the most models within 3" of its Objective Marker. If neither player has any models within 3", neither player Controls the Objective. If both players have the same number of models within 3", the Objective is Contested and neither player scores it.

SHIFTING PRIORITIES

At the start of Turns 4 and 6, if a player is trailing their opponent by at least 3 Victory Points, they may select one Objective.
That Objective is worth 1 additional Victory Point each time it is scored for the remainder of the game.

The same Objective may be selected more than once.

WINNING THE GAME

At the end of the game, calculate the difference between the players' Victory Point totals.

If one player has at least 2 Victory Points more than their opponent, that player wins. Otherwise, the game is a Draw.

MISSION TWO - PRISONER EXCHANGE

Two opposing forces meet on contested ground to exchange prisoners captured during earlier fighting. Both sides have agreed to bring their prisoners to a designated meeting point, with supporting troops waiting nearby.

But trust is in short supply. As the escorts approach, tensions rise and the exchange breaks down. With neither side willing to release its prisoner, both commanders call their supporting troops forward.

What was intended to be a peaceful exchange quickly becomes a desperate struggle to secure the prisoners and withdraw before the enemy can intervene.

DEPLOYMENT TYPE	First Wave
GAME TURNS	Random Game Length (Bolt Action rulebook Page 163)
INFILTRATORS	No
OUTFLANKING	No
MISSION SPECIFIC RULES	Escort Deployment, Escorting Prisoners, Claiming Prisoners, Extracting Prisoners
OBJECTIVE	Secure and extract Prisoners from the battlefield.

ESCORT DEPLOYMENT

Each player selects one Infantry unit to escort a Prisoner and deploys it in Open Ground, entirely within their opponent's Table Half and within 6" of the battlefield centre.

Place a 25mm Objective Token in base contact with a model in each Escort Unit to represent its Prisoner.

All other units enter using First Wave.

ESCORTING PRISONERS

A unit escorting a Prisoner:
1. Gains the Fanatics special rule, retaining its benefits even when reduced to one model.

2. Cannot Run or assault, and cannot fire during an Advance order.

3. Cannot be targeted by enemy attacks or assaulted during Turn One.

A unit may escort only one Prisoner at a time. After completing an Order, it may voluntarily drop its Prisoner by placing the Objective Token within 1" of a model in the unit.

CLAIMING PRISONERS

An Infantry unit claims an unescorted Prisoner by moving into base contact with its Objective Token. The Prisoner is then escorted by that unit.

Keep the 25mm Objective Token in base contact with an escorting model. If the unit is destroyed, leave the token in place as an unescorted Prisoner.

EXTRACTING PRISONERS

A unit may extract its Prisoner by moving off the battlefield through its own Table Edge.

Extracted Prisoners remain under that player's Control. Either Prisoner may be extracted by either player.

WINNING THE GAME

At the end of the game, each player scores:
1 Victory Point for each Prisoner being escorted or already extracted at the end of the game.

2 additional Victory Points for each Prisoner extracted.

If one player has at least 2 Victory Points more than their opponent, that player wins. Otherwise, the game is a Draw.

MISSION THREE: SIGNAL INTERFERENCE

Reliable communications can mean the difference between victory and defeat.

Across the battlefield, a network of radio relays provides vital links between frontline troops and their commanders, allowing orders and intelligence to pass through the chaos of battle.

Both forces have been ordered to secure these communications points, ensuring their own transmissions get through while denying the enemy the same advantage. As the fighting intensifies, competing signals and deliberate interference threaten to overwhelm the network, leaving even the most securely held positions cut off from command.

DEPLOYMENT TYPE	First Wave
GAME TURNS	Random Game Length (Bolt Action rulebook Page 163)
INFILTRATORS	Yes
OUTFLANKING	Yes
MISSION SPECIFIC RULES	Quarter Deployment, Relay Placement, Signal Allocation, Signal Interference
OBJECTIVE	Control communications relays to score Victory Points.

QUARTER DEPLOYMENT

Players roll off, with the winner choosing one of the four Table Quarters. Their opponent is assigned the diagonally opposite quarter.

When entering the battlefield using First Wave, units may enter from either of the two Table Edges bordering their assigned quarter, up to the halfway point along each edge.

The Centreline runs diagonally between the two unoccupied corners of the battlefield.

RELAY PLACEMENT

Divide the battlefield into four equal quarters and place a 25mm Objective Token at the centre of each quarter. These represent Communications Relays.

SIGNAL ALLOCATION

At the end of Turn One, both players secretly allocate exactly 3 Signal Points between the four Communications Relays, recording their allocations. Each Relay may receive between 0 and 3 Signal Points.

At the end of each subsequent turn, reveal both players' previous allocations, resolve scoring, then secretly reallocate their 3 Signal Points for the next turn.

SIGNAL INTERFERENCE

Each Communications Relay awards Victory Points equal to its combined Signal Points to the player controlling it, to a maximum of 2 VP.

If a Relay has 3 or more combined Signal Points, it is Jammed and awards no Victory Points that turn.

A Relay is controlled by the player with the most models within 3" of its Objective Token. If neither player has models within 3", or both have an equal number, it is uncontrolled and awards no Victory Points.

WINNING THE GAME

At the end of the game, calculate the difference between the players' Victory Point totals.

If one player has at least 2 Victory Points more than their opponent, that player wins. Otherwise, the game is a Draw.

MISSION FOUR: SUPPLY DROP

A vital supply drop has gone badly wrong, scattering crates of food, ammunition and valuable military intelligence across contested ground. Both forces have been ordered to recover whatever they can before the enemy gets their hands on it.

With supplies running low and the fighting intensifying, commanders must decide whether to preserve their precious cargo or put it to immediate use. Every crate could help turn the tide of battle, but only those recovered and held will contribute to victory.

DEPLOYMENT TYPE	Prepared Positions (more than 12" from the Centreline)
GAME TURNS	Random Game Length (Bolt Action rulebook Page 163)
INFILTRATORS	Yes
OUTFLANKING	Yes
MISSION SPECIFIC RULES	Supply Placement, Recovering Supplies, Using Supplies
OBJECTIVE	Recover and retain Supply Crates to score Victory Points.

SUPPLY PLACEMENT

Players alternate placing three 25mm Objective Tokens each, representing the six Supply Drops.
Supply Crates must be placed more than 6" from the table edges and wholly within 12" of the Centreline. Additionally, Supply Crates must be placed at least 3" apart.

RECOVERING SUPPLIES

Starting from Turn Two, an Infantry unit may recover a Supply Crate if it finishes its Order in base contact with its Objective Token. Each unit may only recover one Supply Crate per turn.

When a Supply Crate is recovered, roll a D6 to determine its contents:

1-3	Rations
4-5	Ammunition
6	Intelligence

Keep the recovered Supply Crate's Objective Token with the unit. If the unit is destroyed, leave any Supply Crates in place, where they may be recovered by another Infantry unit.

For each Supply Crate recovered by a unit beyond the first, whether used or unused, reduce the unit's total movement distance by 1".

USING SUPPLIES

At any time, a unit may use its recovered Supply Crates to gain the following benefits:
Rations: Immediately remove all Pin markers from the unit.

Ammunition: Re-roll failed To Hit rolls the next time the unit shoots.

Each Supply Crate may only be used once. Mark it as Used.

Intelligence cannot be used.

WINNING THE GAME

At the end of the game, players score Victory Points for each Supply Crate recovered by their surviving units.

Used Rations or Ammunition score 1 Victory Point, while Unused Rations or Ammunition score 2 Victory Points. Intelligence scores 3 Victory Points.

If one player has at least 2 Victory Points more than their opponent, that player wins. Otherwise, the game is a Draw.

MISSION FIVE: SABOTAGE

An attacking force has been dispatched to sabotage three strategically important installations behind enemy lines. Their orders are simple: plant enough explosives to cripple the enemy's operations before the defenders can intervene.

But the defenders are already on alert. As the attackers fight their way towards their targets, defending troops must identify and neutralise the explosives before the installations are lost. With limited demolition charges available, every successful placement and every defused charge could decide the outcome.

DEPLOYMENT TYPE	Sabotage uses a special deployment type that differs between the Attacking and Defending forces.
GAME TURNS	Random Game Length (Bolt Action rulebook Page 163)
INFILTRATORS	No
OUTFLANKING	No
MISSION SPECIFIC RULES	Special Deployment, Installations, Demolition Charges, Planting Charges, Defusing Charges
OBJECTIVE	Plant or defuse Demolition Charges to score Victory Points.

SPECIAL DEPLOYMENT

Before the game starts, players should roll off to decide who is the Attacker and who is the Defender, with the winner of the Roll being the Attacker unless there is an army special rule, or both players agree otherwise.

The Defender chooses a table edge, and then the Attacker secretly records whether they will enter from their left or right table quarter. This choice remains secret until the Attacker's first unit enters the battlefield.

The Defender then deployes their enteir force in their Table Half, more than 12" from the Centreline.
The Attacker's force will enter from their chosen table quarter using the Meeting Engagement rules for First Wave during the first turn of the game.

INSTALLATIONS

Place three 25mm Objective Tokens along the Centreline to represent the target Installations, one at the centre of the battlefield and the others 12" either side.

Each Installation has three Demolition Charge slots and provides Soft Cover to units when a shot's Line of Fire passes within 1" of the Installation.

DEMOLITION CHARGES

The Attacker has 12 Demolition Charges to distribute among their Infantry units before deployment, with a maximum of three per unit. Unused Charges carried by destroyed units, and Charges successfully defused, are permanently removed from play.

PLANTING CHARGES

At the end of its Order, an attacking Infantry unit within 3" of an Installation may attempt to plant one of its Demolition Charges by passing a Morale Check. An Installation may never hold more than three Charges.

DEFUSING CHARGES

A defending Infantry unit within 3" of an Installation may attempt to defuse one Demolition Charge by completing a Rally Order and passing a Morale Check. If successful, remove one Charge from the Installation.

WINNING THE GAME

Each empty Demolition Charge slot scores 1 VP for the Defender, and each slot containing a Demolition Charge scores 1 VP for the Attacker.

If one player has at least 2 Victory Points more than their opponent, that player wins. Otherwise, the game is a Draw.

MISSION SIX: MEAT FOR THE GRINDER

The battle has descended into a brutal war of attrition. As casualties mount and formations are wiped out, fresh replacements are thrown into the fighting to hold the line and keep the enemy under pressure.

But the reserves are running thin. Experienced soldiers are replaced by hastily trained recruits, and eventually even the most reluctant troops are pressed into service. Victory will belong to the commander who knows when to commit fresh troops and when to accept their losses.

DEPLOYMENT TYPE	Fog of War
GAME TURNS	Random Game Length (Bolt Action rulebook Page 163)
INFILTRATORS	Yes
OUTFLANKING	No
MISSION SPECIFIC RULES	Meat for the Grinder
OBJECTIVE	Destroy enemy units to score Victory Points.

MEAT FOR THE GRINDER

When an Infantry unit is destroyed, its controlling player may choose to recycle it. If they do, their opponent immediately scores 1 additional Victory Point.

The recycled unit returns at its original strength and with its original equipment, but with its experience reduced by one level:

Veteran becomes Regular.

Regular becomes Inexperienced.

Inexperienced gains the Shirkers special rule.

A unit already Inexperienced with Shirkers retains those characteristics when recycled again.

Return the recycled unit's Order Die to the bag and immediately place the unit in its controlling player's Reserves.

WINNING THE GAME

Players score 1 Victory Point for each enemy unit destroyed, plus any additional Victory Points awarded through Meat for the Grinder.

If one player has at least 2 Victory Points more than their opponent, that player wins. Otherwise, the game is a Draw.