Issue 2

HOUR OF GLORY

KILLING TIME

BUNKERSTORM SPECIAL

"War does not determine who is right - only who is left."
Bertrand Russell

Game Expansions and News
All rules included require Hour of Glory Basic Stronghold Kit to play.

warm acre

editorial

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Miniatures featured in this publication are products of Warm Acre Forge and were designed and painted by Gavin Tyler.

Send your electronic communications to bunkerworld@warmacre.com or exchange intelligence on our forum at www.warmacre.com

The metal figures featured in this publication can be ordered from www.warmacre.com/forge.htm

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We've devoted this issue to Hour of Glory's 'little brother' Bunkerstorm.

Although they are played in the same Stronghold environment and share many common mechanics, there are significant differences between the two games. Hour of Glory is a social, character-driven game, where each turn offers a clear set of decisions. Determination, common sense and a bit of luck should put you on the right track, then it's all about enjoying the ride as you race against the clock. Games can be tense and action-packed but players generally report that they have enjoyed themselves even if it all went horribly wrong.

Bunkerstorm, on the other hand, offers a greater range of tactical options and is an aggressive tournament game. The smiles that surround a game of HoG are often replaced by frowns of intense concentration. The first game Gav and I play-tested, he beat me soundly and I responded by throwing my dice at the wall (narrowly missing his smug face) growling, "How do you expect me to kick your ass while I'm checking the rules? I want a rematch!"

Players who are attracted to HoG might be disinclined to try Bunkerstorm because of this attitudinal difference. To such players I would say – "Stop being such a co-operative operative and try some mayhem!"

Wolfrik Galland

January 2007

SIT REP 2006

The year ended well for Hour of Glory, our range has expanded over the last twelve months and we were able to showcase new products in the later shows.

Bovington '06

1st - 2nd July, Dorset

Our first trip to this amazing venue was a very enjoyable affair. Taking new agents through their first Stronghold raid, surrounded by real WWII battle tanks was a great experience.

WARFARE '06

20nd - 21st November, Reading

Unfortunately, we were too busy playing games at Reading this year to take any photos. However, the release of the new Bunkerstorm miniatures (US Rangers and Gebirgsjäger) went well and we won third prize for "Best Game in Show" for HoG with the 3D bunker!

HOUR OF GLORY BUNKERSTORM

WORLD WAR TWO

Command the world's elite

Prove your skills as a leader and take the Stronghold by storm.

Take Command

- Control a team of 5 elite soldiers in a desperate mission to capture and hold your objective.
- Choose your tactics and improve your troops' skills during play.
- Command Point system lets you explore limitless strategies.

Take cover

- The advanced combat system increases the mayhem with new rules for precision, stopping power and penetration.
- Use cover and flanking manoeuvres to gain the upper hand.
- Drag your wounded buddies out of the line of fire to safety.

Take & hold

- Clear rooms of enemy troops and secure them for your team.
- Set up aid stations to assist your casualties. Your whole team can help severely wounded troops fight their way back from Death's Door.
- Entrench your team in secured rooms for added protection.

Take the initiative

- Move your troops rapidly and stealthily through secured areas.
- Mount cunning ambushes and flank attacks.
- Slug it out room by room or go straight for the enemy's HQ.

This expansion contains:

- Bunkerstorm Battle Manual
- 5 metal 28mm Fallschirmjäger miniatures
- 5 metal 28mm British Paratrooper miniatures
- 1 deck of playing cards
- 2 play sheets
- 5 dice

You will require a copy of Hour of Glory to play this game.

For 2 players, age 12 to adult.

warmacre.com

Join the covert community at www.warmacre.com and enhance your Hour of Glory experience!

Register on our forum to read other players news and views. If you have any questions, log on to our Q&A section where they will be answered by fellow players or one of the designers themselves.

Find out where we will be showcasing our games at conventions around the UK where you can play Hour of Glory in our 3D Bunker!

View new sculpts and painted examples of our miniatures and order our miniatures and games from our web store.

GLORY DAYS

The Evolution of Hour of Glory

Bunkerstorm is part of an ongoing 'covert ops' project that has been gathering momentum over the last decade. Here's a potted history of Hour of Glory from Gav Tyler, Warm Acre's miniature maker/ graphic designer.

I met Wolfrik ten years ago in a gloomy Nottinghamshire mining town where Games Workshop had set up its production facilities. I was working as a graphic designer on the company's fanzine and Wolfrik joined as features writer/sub-editor.

After establishing a strong professional friendship (drinking too much and playing war games), we discovered a shared passion for the shadier side of war and created various espionage / black ops scenarios using the second edition of Warhammer 40,000.

Wolfrik returned to London after a year with GW and, during his freelance wanderings, was commissioned by Carlton Books to write World of Warhammer, an encyclopedia of Games Workshop's fantasy mythology. I then left GW, came down south and found myself designing the graphics for the same book.

We quickly recommenced our covert wargames project and, no longer constrained by the shackles of Warhammer, decided to set it in another milieu that appealed to us: World War II.

Things really got started when I received a very excited invitation to Wolfrik's studio. He'd been busy making things from paper and card - which was unusual in itself because he's a self-confessed slacker when it comes to modelling.

The result was an enormous floor-plan, with 3D doors and various cards depicting WW2 soldiers and equipment.

"Let me guess, it's Hero Quest in 1944?" I inquired. "Yes and no" was the cryptic reply.

In this prototype we used 54mm Revell plastic soldiers to represent German agents infiltrating an American base. base (we were very influenced by the film and book *The Eagle Has Landed* at that time).

We had a lot of fun playing and coming up with new ideas for mission scenarios but it was still very much a tree-house project. It wasn't long however before we started thinking about sharing it with the wargaming world.

As the rules developed we realised that the range of 54mm plastic figures just wasn't extensive enough to let us do everything we planned. So we decided to go back to what we knew: 28mm metal miniatures.

The first Hour of Glory Stronghold was a bijou residence with a scenic grassy perimeter.

Wargames Foundry had just released a range of Perry twins' WWII miniatures which were perfect - German sentries, officers and a bunch of cool commandos. The Axis agents / Allied defender idea was reversed and we took our inspiration from films like *Where Eagles Dare* and *The Guns of Navarone.*

After getting permission from Foundry's Managing Director, Bryan Ansell, we were ready to go public.

An early game of Hour of Glory in progress.

Production was extremely primitive – we couldn't afford to mass-produce a professionally printed game, so I printed the book, cards and board on my office's Xerox copier, stuck the gameboard sections onto foam-core and trimmed everything by hand – taking me about 3 hours to make each set! Holding down a full time job at the same time made this a tiring exercise.

Our marketing was almost non-existent but we still made modest sales. However, after a couple of years,

we realised that we weren't really going anywhere – and I was exhausted!

Fortunately, we hadn't lost any of our enthusiasm for the game itself so the decision to get a business loan and start professional production was a no-brainer. Given the financial risks, Wolfrik declared that he wanted to make some improvements – I imagined he wanted to tweak some of the rules, but what he had in mind was a total rewrite!

We spent the next year researching, designing and testing the second version of Hour of Glory. At its heart, the game remained a 60-minute covert foray into an enemy stronghold, but just about every element of the game was broken down and reconstructed. One major change was the use of two figures (alter egos) for each agent – one to represent a stealthy, cautious infiltration and the other a desperate all-guns-blazing assault. In general the game became a lot 'sneakier' and avoided the overpopulated bloodbaths that plagued the endgame of HoG Mk 1.

Although we had been happy with using the Foundry's minis, we felt that they weren't quite right for what we wanted and decided to supply cardboard figures instead (which still come with the basic set). This was an economical solution but we soon realised that the game lost much of its character without toy soldiers.

The HoG Mk1 mission timer was a deck of cards. This was the first thing I redesigned in the second edition.

Unfortunately, we did not have the funds to hire a sculptor to design thirty-two miniatures so I took it upon myself to 'have a go'. I'd been making conversions for years and knew how to use 'green-stuff'; so, after spending a few months practicing and learning techniques from other sculptors, I started working on the first official Hour of Glory miniatures.

The evolution of Major Harris (assault mode).

1) Cardboard figure from basic set
2) First sculpt – 2003
3) Second sculpt – 2006

The results were satisfactory and I now had the bug for miniature design, vowing that each subsequent sculpt would be better than the last. Warm Acre finally had creative flexibility – I could make figures for whatever crazed ideas Wolfrik imagined.

One such idea came about after we recalled some of the epic shoot-outs of HoG Mk1. Although we agreed that Hour of Glory should be more about covert operations than mass carnage, we felt there was still room for a some aggressive close quarter battle. In Bunkerstorm Wolfrik created a faster, more ruthless game.

We released Bunkerstorm in November 2005, just five months after the release of the HoG Mk2.

Rachel Knight, one of the new characters who will be appearing in 2007.

Hour of Glory has been our pet project for many years and we are constantly working on modifications and expansions. Several 3D strongholds are planned for our tours of clubs and conventions, new figures are in the pipeline and additional rules will feature in this publication. We also welcome ideas from players, so don't hesitate to send us your house rules, tips, tactics and models. Everyone who plays Hour of Glory is part of its evolution!

Gav Tyler, December 2006

HOUR OF GLORY
BUNKERSTORM
WORLD WAR TWO

WHAT'S THE PLAN, SARGE?

BASIC BUNKERSTORM STRATEGY

So you've read the Battle Manual, set up the Stronghold and deployed your team. What now?

Your mission is to secure more Stronghold rooms than the enemy within 15 (game) minutes. You can shoot, kill and maim to your heart's content but you must never lose sight of your main objective.

Games tend to have a beginning, middle and end – the first and last 5 minutes are usually critical. From the first turn you need some sort of plan. Even it doesn't survive contact with the enemy, you are more likely to succeed if you start decisively and prepare to improvise.

Strategies often reflect your personality. Gav and I have studied various playing styles in an effort to define categories and assess their strengths.

AGGRESSIVE vs. DEFENSIVE

An **aggressive** strategy involves a drive towards the enemy HQ, causing as much mayhem as possible. The goal is not to score high but to deprive the enemy of troops, secured rooms and Command Points.

If this sort of anti-social behaviour appeals, here are some tips:

- Choose to set up first / **go second** if you have the option. The last turn of the game gives you an excellent opportunity to clear empty enemy rooms with no reprisals.
- Upgrade **combat** skill early for increased mobility. You also want your first shots to be decisive.
- First contact is often in the centre room – beware of getting bogged down in a tit-for-tat bloodbath here.
- Always get as **close** as possible to a target before opening fire. Don't throw away spare dice making up range; you need them for penetration and stopping power.
- Co-ordinate your team to **flank** targets and negate their cover.
- Don't hesitate to spend a CP on 'GO-GO-GO' to get all your troops into firing positions.
- Rooms should be secured en route but never in preference to shooting down an enemy.
- Killing the enemy's agents (particularly the leader) depletes his CPs, but shooting to **wound** also has merits. A severely wounded agent is useless and blocks a reinforcement slot.
- Secure rooms on the North-South axis and ghost-walk your reinforcements to the front-line.
- Remember: a 1-0 victory is still a victory.

A well-executed aggressive strategy can be so demoralizing that your opponent concedes the game in the first five minutes. Try not to look too smug if this happens!

Note: The weakness of an aggressive strategy is that if it fails, it often fails spectacularly. Nothing buggers up an assault like bad dice rolls.

For the **defensive** player the mission takes precedence over creating carnage.

Your troops defend your secured rooms, while your secured rooms protect your troops. This reciprocity is the foundation of the defensive strategy. Once your territory is secured and your troops are in position, you can stand your ground or launch a counteroffensive.

- Choose to set up second / **go first** if you have the option. This gives you the best chance of securing the centre room first.
- Upgrade **technique** early to increase your chance of securing rooms. This also improves your entrenchment and first aid.
- Each agent should end his movement either in **cover** (junctions and doorways) or entrenched in a secured room. Never leave your men exposed!
- Pick your secured rooms with care to create a network you can **ghost-walk** your troops around. Securing the centre room and 'linking' it to your HQ is highly recommended.

- If the enemy fails to clear one of your secured rooms, be ready to ghost-walk into it and **sneak-attack** his troops. Your troops get their normal turn's activity after doing this; a well executed ambush can yield a massive body count!
- Think: *expansion*. Thinking small will leave you defending nothing but your HQ.
- If you manage to secure 6 rooms, hold onto them. Don't expose your troops to danger by being greedy – only consider taking more rooms if you have the enemy on the ropes.
- Defensive play can reduce the pace of your assault but don't be over-cautious or indecisive. If half of your troops spend a turn doing nothing, you need to revise your plan.

HARD vs. FLUID

These strategies are concerned with the generation of Command Points.

A **hard** player spends cards directly from his hand but prefers not to give up secured rooms. He keeps track of his score constantly throughout the game.

- Consider spending CPs on skill upgrades early.
- If you have no intention of upgrading certain skills during the game, don't hesitate to spend the corresponding tactical cards to generate CPs.
- Keep track of your cards. What sort of score are you aiming for? An aggressive (low scoring) game will give you more cards to sacrifice. You'll need exceptional skill (and luck) to play hard *and* score high.
- Get the most from your secured rooms – ghost-walk to maximise your mobility and use casualty evacuation to keep your fatalities to a minimum.

Patching up wounded troops in secured rooms saves CPs.

A defensive strategy shouldn't be passive. In this example the British Paras ● are in a very intimidating position.

This soldier has been kept back to re-secure rooms as they are converted into CPs.

A **fluid** player uses secured rooms to generate CPs but does not like to deplete his hand.

- Spend your first batch of room CPs to upgrade **technique**, which will increase your chance of re-securing them.
- Take as many rooms as possible during the game. If a room is left undefended, it is better to spend its card, rather than leave it for the enemy to clear.
- Use key agents to stay in rooms and recycle CPs throughout the game. But remember – you'll still need active agents to expand your territory and engage the enemy.
- Beware the end-game! If you've been spending constantly from your rooms, you may reach the final minutes with a low score. You'll then find yourself in a desperate scramble to clear enemy rooms.

HOUR OF GLORY
BUNKERSTORM
WORLD WAR TWO

STORM FORCES

Who would you send into a close quarter city fight? World War II saw the formation of many specialized units trained for this type of unconventional warfare. In this article we ll look how they fit into Bunkerstorm.

SCOUTS

Scouts are characterised by their independence; individual agents often become detached from their main unit and have to operate alone behind enemy lines.

This category is typified by the airborne troops described in the Bunkerstorm Battle Manual.

Base: 5+	**K** (Combat)	**Q** (Technique)	**J** (Stealth)	**Jk** (Survival)
Upgrade: 4+	**2** CPs	**3** CPs	**2** CPs	**3** CPs

FALLSCHIRMJÄGER

Germany was the first nation to make extensive use of paratroopers. Unlike the airborne soldiers of other nations, Fallschirmjäger belonged to the German air force.

Among their many notable achievements was the capture of Eben-Emael. This 'impregnable' Belgian fortress was seized by 85 glider-deployed paratroopers.

BRITISH PARATROOPERS

Britain's first airborne assault was launched in 1941 when 38 volunteer paratroopers of No.2 Commando dropped into Calitri, southern Italy to destroy an aqueduct.

The fighting spirit of these troops is exemplified by their action at Arnhem Bridge (Operation Market Garden). Outnumbered soldiers of the British 1st Airborne division fought to hold their ground, some with nothing but their combat knives.

Fallschirmjäger in the early war Luftwaffe blue jump suit rather than in the later war 'splinter' camo scheme

Alternate colour scheme. Beige beret signifies trooper of the Special Air Service

ASSAULT TROOPS

Assault troops work in small, close teams and are trained to deploy in arduous environments. Commandos, mountain troops and marines belong to this category.

Base: 5+	**K** (Combat)	**Q** (Technique)	**J** (Stealth)	**Jk** (Survival)
Upgrade: 4+	**2** CPs	**3** CPs	**3** CPs	**2** CPs

U.S RANGERS

The 1st Ranger Battalion was formed at the onset of U.S. involvement in WWII as an elite unit. Trained at the famed Commando Training School in Achnacarry, Scotland, the Rangers fought with distinction in North Africa and Italy. Their courage is exemplified by the D-day assault on Pointe du Hoc, a 150 ft cliff which the 2nd Ranger Battalion scaled under heavy fire.

GERBIRGSJÄGER

Germany's tough mountain troops fought in all European theatres during WWII as well as Africa and the Steppes of Russia – not many other corps of specialist troops can say the same. The Gebirgsjäger were identified by the edelweiss insignia worn on their sleeves and caps.

Leader with Luger handgun

Gunner with MP40

Marksman with M1 semi-auto rifle

Gunner with Thompson SMG

Leader with Browning 9mm

This BAR gunner is a conversion of one of our Ranger miniatures using a BAR available from Bolt Action

Marksman with K98 bolt-action rifle

Gunner with STG44

Marksman with G43 semi-auto rifle

Winter pattern camouflage

Splinter camo pattern

Female partisan sculpted for Warm Acre by Paul Hicks. This is the first cast of a new range.

PARTISANS

Partisans are not elite troops but often find themselves fighting in the same arena as special forces. This category covers various paramilitary units such as resistance groups, the British Home Guard and the German Volkssturm.

Starting strength: a partisan team starts the game with **10** agents.
Skills: partisans have not received same level of military training as other Bunkerstorm teams and are inept (6) in all skills. A tactical card increases the corresponding skill to *proficient* (5+).

Base: 6	**K** (Combat)	**Q** (Technique)	**J** (Stealth)	**Jk** (Survival)
Upgrade: 5+	**3** CPs	**3** CPs	**2** CPs	**2** CPs

HOUR OF GLORY
BUNKERSTORM
WORLD WAR TWO

COMPLETE THE ELITE

CUSTOMISING YOUR BUNKERSTORM TEAM

The right equipment and training will give your team the edge it needs to take the Bunker.

RESOURCE POINTS

Each player has 6 resource points (RPs) to spend on resources (special abilities, weapons and other upgrades) for his team. The resources and their costs are listed below.

Important: You do not have to spend all (or any) of your RPs, but those not spent cannot be used later. If one player spends more RPs than the other, he must forfeit some of his command cards at the start of the game.

At the start of the game (before rolling for set-up and priority):

1) Write down your RP purchases on a slip of paper or use the sheet provided on page 20.
2) When you and your opponent have finished, show each other your purchases and their total RP cost.
3) If you have both spent the same number of RPs, proceed to game set-up.
4) If one player spent more RPs he must deduct the difference from his command cards. These are placed on the discard pile before starting the game.

RESOURCES

Some resources have different **RP** costs, depending on the type of troops (see page 8-9) you command. For example British Paras (scout troops) would pay 2 **RPs** for Advanced Recon while Gerbirgsjäger (assault troops) would have to pay 4 **RPs**.

Advanced Recon

Cost: 2 RPs (Scout), 4 RPs (Other)

At the start of the game, after placing your HQ, place a card to secure 1 additional room in the Stronghold, then place one agent from your team in this room.

Note: you may not secure any of the corner rooms this way.

Assault Rifles

Cost: 1 RP per gunner equipped

You may deploy assault-rifle armed gunners at the start of the game. See page 15 for details.

Band of Brothers

Cost: 2 RPs (Assault), 3 RPs (Other)

Any agent who is injured takes his resistance (Survival) test at one grade higher if he is adjacent to another standing agent. This means he passes on a 4+ (3+ with the Jack tactical card in play).

Evacuation of a team member to a secured room gives him a greater chance of survival.

Bayonets
Cost: 1 RP

All **marksmen** have a 2 dice **lethal** attack when fighting. If the marksman moves more than 2 squares in a straight line before attacking, he rolls 3 dice.

Over-strength
Cost: 1 RP (Partisans) 4 RPs (Other)

You do not have to pay additional points for reinforcements over 5 men. See page 15.

Quality Troops
Cost: 3 RP

You do not have to give up **tactical cards** when reinforcing. See page 17 for new rule on reinforcements.

Self-sufficiency
Cost: 1 RP (Scout) 2 RPs (Other)

You do not lose a CP is a **leader** is killed.
Note: you still need a leader to spend CPs.

Shock Troops
Cost:1 RP (Assault) 2 RPs (Other)

All **gunners** take **reaction** tests as if their survival was one grade higher.
This is cumulative with the Joker card.

Snipers
Cost: 2 RP (Scout) 4 RPs (Other)

All **marksmen** take **cover** tests as if their stealth was one grade higher.
This is cumulative with the Jack card.

Tactical Cards
Cost: as CPs

You can buy tactical cards (skill upgrades) by spending RPs equal to the normal Command Point cost.

Unlimited Grenades
Cost: 2 RPs (Assault) 3 RPs (Other)

Your agents can use **grenades** without paying the normal 1 CP cost per use.

Rules for grenades are found on page 12 of this issue.

HOUR OF GLORY
BUNKERSTORM
WORLD WAR TWO

FIRE IN THE HOLE!

GRENADES IN BUNKERSTORM

We left these out of the Bunkerstorm Battle Manual — what were we thinking? If you want to use these rules you ll need to cut out and glue together the two grenade markers which you can find on page 18 of this issue.

GRENADES

Cost: 1CP per use

Each time you wish an agent to throw a grenade you must spend 1 command point. This cost may be ignored if you purchased *unlimited grenades* in the pre-game setup (see page 10). Throwing a grenade is an **action** and weapon/mobility restrictions apply. There are two ways to throw a grenade: tossing (for precision) and pitching (for range).

Follow the procedures below:

Tossing

1. Place the grenade marker (grenade side up) adjacent to the thrower.
2. Roll 5 dice as a combat skill test.
3. For each pass move the marker in any direction except diagonally. The marker cannot pass through occupied squares, walls, closed doors or any other obstruction. You do not have to move the marker all the squares rolled.
4. When you have finished moving the marker, turn it over to show that it has exploded. Go to the **blast zone** section to check the results.

Pitching

1. Place the grenade marker (grenade side up) adjacent to the thrower.
2. Roll 3 dice as a **combat** skill test.
3. For each pass move the marker 3 squares. Each increment of 3 squares must be a straight line and you must use the full 3 squares for each increment. You do not have to use all the increments. If the grenade would be forced to move into an obstruction, its movement ends immediately.
4. When you have finished moving the marker, turn it over to show that it has exploded. Go to the blast zone section below to check the results.

Blast zone

1. The explosion creates a 3x3 blast zone with the grenade marker at the centre.
2. Any agent within the blast zone must resist a **fatal** wound.
3. If the grenade explodes in a room, any agent in the room but outside the blast must resist a **severe** wound.
4. If the grenade is thrown into a secured room, entrenchment applies to standing agents on the securing side.
5. Any agent who is already wounded (prone) in a blast zone / room must still roll to resist. If the resultant wound is equal or less than their current state, their wound increases by one level (light to severe; severe to fatal). Entrenchment does not protect wounded grenade victims.
6. Taking cover does not protect against grenades. However, see Reaction on page 13.
7. Any agent who resists being killed/wounded by a grenade blast is **suppressed** (see page 14).

Reaction (grenade)

Normal cover does not apply when working out grenade damage. Instead roll 1 die as a survival / reaction test for each agent affected. If the agent passes, he is permitted to move **1 square** under normal movement restrictions. This may allow an agent to leave the blast zone or exit a room. After making this move the agent is **suppressed** (see page 14). If the reaction roll is failed, work out the effects as normal.

Fig 1.

Fig 2.

Example 1: tossing a grenade into a room

The Ranger decides to toss a grenade into the unsecured, enemy-occupied room. The Ranger player pays 1CP, places the grenade marker adjacent to his agent (fig.1), then rolls 5 dice.

He rolls 3 passes and moves the grenade orthogonally as shown in fig. 2.

Gerbirgsjäger A is caught in the grenade's blast zone and must take a reaction test to determine whether he can move out of it (see fig. 3). If he fails, he must attempt to resist a fatal wound. A successful reaction will reduce this to a severe wound.

Gerbirgsjäger B is outside the blast zone but must still test against a severe wound for being in the room. He does not take a reaction test because he has no way of leaving the room in a 1 square move.

Fig 3.

Fig 4.

Example 2: pitching a grenade down a corridor.

The Gerbirgsjäger player has put his troops in a 'clever' position to avoid being shot. The Ranger doesn't fancy going hand-to-hand with the two kraut mountain-boys so he pitches a grenade down the corridor. After paying 1CP the Ranger player places the grenade marker adjacent to his agent (fig.4), and then rolls 3 dice.

Fig 5.

He rolls 2 passes and moves the grenade in increments of 3 squares as shown in fig. 5.

Because the second increment would result in the grenade hitting the wall, it ends its movement in the junction, catching both hapless Gerbirgsjäger in its fatal blast zone. However they may both take reaction tests to get out of harm's way…

HOUR OF GLORY
BUNKERSTORM
WORLD WAR TWO

LOCKED & LOADED?

WEAPONS EXPANDED AND EXPLAINED

One aspect of Bunkerstorm that often frustrates new players is the activity/ movement restriction associated with weapons. In this article I'd like to share my thoughts on weapons…

Firstly I'd like to explain the logic behind the mobility restrictions.

Shooting assumes that you are:

- Bracing yourself, bringing the weapon to bear and taking aim.
- Firing several shots and possibly re-loading during the firefight.

Performing other actions assumes you are:

- Making the weapon safe.
- Holstering or slinging the weapon (or putting it down).
- Making the weapon 'ready' again after completing the action.

HANDGUNS

Handguns require only one hand to use and allow even inexperienced combatants considerable mobility.

Colt M1911A1

Luger

Attack:

Reaction: 1 re-roll

Combat Grade		Move&Shoot	Shoot&Move	Move,Shoot,Move	Move&Action	Action&Move	Move,Action,Move	Aimed
Inept	6+	yes	yes	no	yes	yes	no	-
Prof.	5+	yes	yes	yes	yes	yes	yes	+1
Skilled	4+	yes	yes	yes	yes	yes	yes	+2
Expert	3+	yes	yes	yes	yes	yes	yes	+3
Ace	2+	yes	yes	yes	yes	yes	yes	+4

SUB-MACHINEGUNS

Sub-machineguns (or machine-pistols as they were known in the day) combine portability with a good rate of fire. They would be slung on a harness to minimise encumbrance. The shooter needs to brace himself in order to provide an effective burst which is why moving after shooting isn't an option for less experienced combatants.

Thompson

MP40

Attack:

Sustained fire: x3 re-rolls **Covering fire**: 3 attacks

Combat	Grade	Move&Shoot	Shoot&Move	Move,Shoot,Move	Move&Action	Action&Move	Move,Action,Move	Burst
Inept	6+	yes	no	no	no	yes	no	x2
Prof.	5+	yes	no	no	yes	yes	no	x3
Skilled	4+	yes	yes	no	yes	yes	yes	x3
Expert	3+	yes	yes	yes	yes	yes	yes	x3
Ace	2+	yes	yes	yes	yes	yes	yes	x3

RIFLES

There are three categories of rifle: bolt-action, semi-automatic and assault. Rifles are perhaps the least appropriate weapons for close quarter battle but they come into their own if you're having a fire fight in one of the Stronghold's unfeasibly long corridors.

Bolt-action rifles

These weapons have a slow rate of fire but were favoured by sharp-shooters. Includes: Karabiner 98k, Lee-Enfield No.4 and Springfield M1903.

- **Attack:** ⚂⚂⚂⚂⚂
- **Aimed fire:** Column II
- Cannot use *rapid fire* (see page 16).

Semi-automatic rifles

Automatic rifles provide a greater rate of fire than bolt-action weapons. Includes: M1 Garand and Gewehr 43.

- **Attack:** ⚂⚂⚂⚂⚂
- **Aimed fire:** Column I

Assault rifles and LMGs

Assault rifles combine a rifle's range and power with an SMG's devastating rate of fire. Gunners armed with these weapons cost an additional 1 CP to bring into play. Includes: Sturmgewehr 44, Browning Automatic Rifle (BAR)) and the Bren gun.

Cost +1 CP

Attack: ⚂⚂⚂⚂⚂

Sustained fire: x3 re-rolls

Covering fire: 3 attacks

Aimed fire: Column I

Combat	Grade	Move&Shoot	Shoot&Move	Move,Shoot,Move	Move&Action	Action&Move	Move,Action,Move	Aimed I	Aimed II
Inept	6+	yes	no	no	no	yes	no	-	-
Prof.	5+	yes	no	no	no	yes	no	+1	+2
Skilled	4+	yes	no	no	yes	yes	no	+2	+4
Expert	3+	yes	yes	no	yes	yes	yes	+3	+6
Ace	2+	yes	yes	no	yes	yes	yes	+4	+8

HOUR OF GLORY
BUNKERSTORM
WORLD WAR TWO

SUPPLEMENTAL

NEW RULES FOR BUNKERSTORM

Here are some additional rules for Bunkerstorm that will add more flavour to your games!

RAPID FIRE

Rapid fire allows a shooter to use a 'spare' die to increase his firepower. The die does not have to be a pass. Any firearm (except slow loading weapons such as bolt action rifles: Kar 98k, Lee Enfield, Springfield) can use this option.

1) When shooting declare that the 'spare' is being allocated to rapid fire and resolve the effects of the remaining dice as normal. Note: you may only allocate a spare if you have at least 1 other pass allocated to effect and the range is good.
2) You may now shoot again (at the same or a different target) but you must reduce your combat skill by 1 grade unless you are inept (6).
3) You can use rapid fire again with the second shot and subsequent shots thereafter. Keep reducing the combat grade each time if it is better than inept. There is no limit to the number of rapid fire shots you can make in a single turn (if you're lucky!).

SUPPRESSION

Suppressed agents are shocked, shaken or stunned, but still on their feet.

Diving for cover
An agent in cover who is fired upon may opt to dive out of harm's way by declaring himself 'suppressed'. This can be declared after the shooting dice are rolled but must be before the effects are applied.

After suppression is declared:
1. The shooter works out the effect and AP as normal but may not use precision.
2. Each (remaining) cover die automatically counts as a pass (no need to test stealth). Resistance dice (if needed) are rolled as normal.
3. If the target is killed or wounded, no special rules apply.
4. If the target is still upright after the effects are calculated, he must move 1 square so as to be out of the shooter's line of sight.
5. Place a marker beneath the target to indicate that he is suppressed.

Effects of suppression
An agent with a suppression marker can perform no activity (including ghost-walk) until he has shaken off the effects of suppression.

Divng for cover example: the Ranger (in cover) is shot at by a Gerbirgsjäger marksman who rolls enough for a fatal wound. The Ranger declares himself 'suppressed!' in a bid to stay alive.

The Gerbirgsjäger states the effect as a fatal wound with 1 AP.

The 2 remaining cover dice pass automatically, which reduces the wound level to light. The Ranger now rolls 2 dice to resist and gets 1 pass, negating the injury completely. He moves inside the room and a marker is placed beneath him – he's shaken but very much alive!

In your activity phase roll endurance dice as a survival test for each of your agents suffering from suppression. Then consult the table below.

Passes	Result
0	No activity this turn. Marker remains in play.
1	No activity this turn. Remove the marker.
2	May move or perform an action this turn. Remove the marker.
3+	Normal activity. Remove the marker.

Grenades
Any agent that is affected by a grenade will end the turn suppressed – irrespective of how he survived the wound. See page 12.

REINFORCEMENTS

The following rules replace those in the Bunkerstorm Battle Manual.

1. Reduced troop quality
Bringing in new blood can deplete the fighting spirit and effectiveness of your original Bunkerstorm team. To represent this you must pay for reinforcements by taking **tactical cards** back into your hand before drawing CPs from secured rooms or discarding.

Example: a Fallschirmjäger player loses two of his agents and opts to replace them in his Admin phase. He had previously boosted his troops' combat and stealth but the rookies' arrival is going to undermine his team's tactical confidence. He must take the King and Jack back into his hand to pay for them.

Quality troops
If your team takes the Quality troops resource (see page 11), you do not have to pay for reinforcements out of your tactical cards. Regimental pride overrides squad snobbery.

2. Team composition
As you collect Bunkerstorm miniatures you are free to alter the makeup of your team from the 'normal' roster (1 leader, 2 gunners and 2 marksmen).

If you want to start with a team made up entirely of gunners, that's fine. Taking leaders isn't compulsory but is recommended since you can't generate CPs (for anything other than reinforcements) without them.

3. Extra reinforcements
You can now increase the size of your team above the normal maximum of 5 agents. However, for each agent after the fifth you must pay an increasing CP cost to bring them into play.

Agent	CP cost
6th	+1 (2)
7th	+2 (3)
8th	+3 (4)
9th	+4 (5)
10th	+5 (6)

Example: a Ranger player has 7 agents in play and opts to bring in an 8th man in his Admin phase. The additional points (+3) are added to the normal CP cost for a total cost of 4 CPs.

Conversions
I converted this Ranger to show that he is about to toss a grenade into a doorway. Here you can see where I repositioned the arms and added 'green-stuff' to the bare metal miniature. Converting miniatures like this is a great way to personalise your Bunkerstorm BS team.

GERMAN GEBIRGSJÄGER

LEADER

Command

- The Leader must be in play to spend CPs (except on reinforcements).
- If killed, you must immediately pay 1 Command Point.

Luger 9mm handgun

Attack dice
Fast re-roll reaction

		Activity						
		move & shoot	shoot & move	move–shoot–move	move & action	action & move	move–action–move	aimed fire
Combat Skill	Proficient **5+**	✔	✔	✔	✔	✔	✔	+1
with King	Skilled **4+**	✔	✔	✔	✔	✔	✔	+2

MARKSMAN

Karabiner 98k Rifle

Attack dice
Fighting
Deathblow

		Activity						
		move & shoot	shoot & move	move–shoot–move	move & action	action & move	move–action–move	aimed fire
Combat Skill	Proficient **5+**	✔	✖	✖	✖	✔	✖	+2
with King	Skilled **4+**	✔	✖	✖	✔	✔	✖	+4

MARKSMAN

Gewehr 43

Attack dice
Fighting
Deathblow

		Activity						
		move & shoot	shoot & move	move–shoot–move	move & action	action & move	move–action–move	aimed fire
Combat Skill	Proficient **5+**	✔	✖	✖	✖	✔	✖	+1
with King	Skilled **4+**	✔	✖	✖	✔	✔	✖	+2

GUNNER

MP-40 Sub-machinegun

Attack dice
Burst fire re-roll up to 3 range or attack dice
Covering fire attack up to 3 different targets

		Activity						
		move & shoot	shoot & move	move–shoot–move	move & action	action & move	move–action–move	aimed fire
Combat Skill	Proficient **5+**	✔	✖	✖	✔	✔	✖	–
with King	Skilled **4+**	✔	✔	✖	✔	✔	✔	–

GUNNER

Sturmgewehr 44 *

Attack dice
Burst fire re-roll up to 3 range or attack dice
Covering fire attack up to 3 different targets

		Activity						
		move & shoot	shoot & move	move–shoot–move	move & action	action & move	move–action–move	aimed fire
Combat Skill	Proficient **5+**	✔	✖	✖	✔	✔	✖	–
with King	Skilled **4+**	✔	✔	✖	✔	✔	✔	–

Skill	Grade	Tactics			Activity
Stealth	**5+**	3 CPs	**Jack**	**4+**	Ghost-walk, Take cover, Clear room
Technique	**5+**	3 CPs	**Queen**	**4+**	Secure room, Entrench, First aid
Combat	**5+**	2 CPs	**King**	**4+**	Fight, Shoot, Sneak-attack, Coup de grace
Survival	**5+**	2 CPs	**Joker**	**4+**	React, Resist, Recover

Movement	Strength	Endurance

ORDER OF PLAY

1. Stealth	Ghost-walk, sneak-attack.
2. Activity	Move + Action (shoot, fight, open door, secure room).
3. Recovery	Check status of all KO'd and wounded agents.
4. Administration	Reinforce (1CP/agent), buy tactics cards, clear rooms.
4a. Take Time	Second player takes one minute from the Mission Timer. When the timer reaches **00**, the game ends.

RESOURCES

Resource	Cost (Assault)
Advanced Recon	4 RPs
* Assault Rifles	1 RP per gunner
Band of Brothers	2 RPs
Bayonets	1 RP
Over-strength	4 RPs
Quality Troops	3 RPs
Self-sufficiency	2 RPs
Shock Troops	1 RP
Snipers	4 RPs
Tactical Cards	as CP
Unlimited Grenades	2 RPs

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HOUR OF GLORY BUNKERSTORM WORLD WAR TWO

US RANGERS

LEADER

Command

- The Leader must be in play to spend CPs (except on reinforcements).
- If killed, you must immediately pay 1 Command Point.

Browning M1911A1 handgun

Attack dice	⚀⚀⚀⚀
Fast	re-roll reaction

		move & shoot	shoot & move	move–shoot–move	move & action	action & move	move–action–move	aimed fire
Combat Skill	Proficient 5+	✔	✔	✔	✔	✔	✔	+1
with King	Skilled 4+	✔	✔	✔	✔	✔	✔	+2

MARKSMAN

M1 Garrand

Attack dice	⚀⚀⚀⚀⚀
Fighting	⚀⚀⚀
Deathblow	⚀⚀⚀

		move & shoot	shoot & move	move–shoot–move	move & action	action & move	move–action–move	aimed fire
Combat Skill	Proficient 5+	✔	✖	✖	✖	✔	✖	+1
with King	Skilled 4+	✔	✖	✖	✔	✔	✖	+2

MARKSMAN

M1903 Springfield

Attack dice	⚀⚀⚀⚀⚀
Fighting	⚀⚀⚀
Deathblow	⚀⚀⚀

		move & shoot	shoot & move	move–shoot–move	move & action	action & move	move–action–move	aimed fire
Combat Skill	Proficient 5+	✔	✖	✖	✖	✔	✖	+2
with King	Skilled 4+	✔	✖	✖	✔	✔	✖	+4

GUNNER

Thompson Sub-machinegun

Attack dice	⚀⚀⚀⚀
Burst fire	re-roll up to 3 range or attack dice
Covering fire	attack up to 3 different targets

		move & shoot	shoot & move	move–shoot–move	move & action	action & move	move–action–move	aimed fire
Combat Skill	Proficient 5+	✔	✖	✖	✔	✔	✖	–
with King	Skilled 4+	✔	✔	✖	✔	✔	✔	–

GUNNER

BAR *

Attack dice	⚀⚀⚀⚀⚀
Burst fire	re-roll up to 3 range or attack dice
Covering fire	attack up to 3 different targets

		move & shoot	shoot & move	move–shoot–move	move & action	action & move	move–action–move	aimed fire
Combat Skill	Proficient 5+	✔	✖	✖	✔	✔	✖	+1
with King	Skilled 4+	✔	✔	✖	✔	✔	✔	+2

Skill	Grade	Tactics			Activity
Stealth	5+	3 CPs	Jack	4+	Ghost-walk, Take cover, Clear room
Technique	5+	3 CPs	Queen	4+	Secure room, Entrench, First aid
Combat	5+	2 CPs	King	4+	Fight, Shoot, Sneak-attack, Coup de grace
Survival	5+	2 CPs	Joker	4+	React, Resist, Recover

Movement	Strength	Endurance
⚀	⚀⚀	⚀⚀

ORDER OF PLAY

1. Stealth	Ghost-walk, sneak-attack.
2. Activity	Move + Action (shoot, fight, open door, secure room).
3. Recovery	Check status of all KO'd and wounded agents.
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Self-sufficiency	2 RPs
Shock Troops	1 RP
Snipers	4 RPs
Tactical Cards	as CP
Unlimited Grenades	2 RPs

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HOUR OF GLORY BUNKERSTORM WORLD WAR TWO

RESOURCE TABLES

Resource	RP
Total cost:	

Resource	RP
Total cost:	

Resource	RP
Total cost:	

Resource	RP
Total cost:	