

BOLT ACHTUNG!

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An Unofficial Achtung! Cthulhu Supplement for Bolt Action

By

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Introduction

This document introduces new rules, new units and even strange creatures from the Cthulhu Mythos and Modiphius Entertainment's Achtung! Cthulhu Weird War Two setting to Warlord Games' Bolt Action miniatures game.

New Unit Special Rules

Several of the new models, units and creatures introduced in this document make use of special rules to reflect their supernatural nature.

Spellcaster

A model with this rule has a range of options when given a *Fire* order. Instead of attacking with a weapon they may attempt to cast a magic spell from the following list. Other models in this unit can fire their weapons normally.

To cast a spell the model must pass an order test (even if they have no pin markers). The magic of the Cthulhu Mythos is dangerous however. If the result of the Order test roll is a double, resolve the effects of the spell (if the test was passed) and then make a damage roll on the caster.

- **Cause Fear** – Inflict 1D3 pin markers on an enemy unit within 12" and line of sight.
- **Cause Madness** – One enemy unit within 12" and line of sight must roll on the FUBAR table.
- **Withering** – Roll to damage one enemy infantry model within 24" and line of sight. This is exceptional damage.
- **Black Flame** – Make an attack as with an infantry flamethrower. After resolving the effect of the spell, roll a D6. On a roll of a 1 or 2 the caster has lost control of the dark fire and is consumed themselves. Remove the caster as if he had fallen casualty. Unless the unit has the *Individualists* special rule, remove the entire unit.
- **Resurrection** – replace one casualty in a friendly infantry unit within 6".
- **Summoning** – Remove a model in this unit as a casualty (other than the caster). One friendly *Summoned* unit waiting in reserve may immediately enter play within 6" of the caster. The unit may be given orders as normal later in the turn.

Summoned

A model or unit with this rule does not begin the game in play. It must begin in reserve. Summoned units can only enter play by use of the Summoning spell by a model on the table, and may only be given Down orders until that point as if they were remaining in reserve. Summoned units do not enter play from a table edge. Instead they are placed within 6" of a model with the *Spellcaster* rule. Once in play, the unit can be given orders and act normally.

Horriying

An enemy unit must pass an order test in order to charge a model or unit with this rule. An enemy unit charged by a model or unit with this rule must pass an order test in order to use reaction fire.

Mindless

A model or unit with this rule must pass an order test in order to perform any action, even if it has no pin markers.

Individualists

A model or unit with this rule has no need of a leader or NCO and never suffers the -1 leadership penalty for losing a leader.

Fearless

A model or unit with this rule is utterly without fear or any sense of self preservation, either because it is completely insane, undead or utterly alien. The unit never receives pin markers or takes morale checks for any reason.

Flying

Whether using its own wings or arcane levitation, a model with this rule can fly. Flying creatures are treated as cavalry for movement and close combat, but treat all terrain except buildings as Open Ground.

Aquatic

Models with this rule treat water terrain features such as rivers or lakes as Open Ground.

Toughness

A model or unit with this rule is only ever damaged on a roll of a 6+ (Penetration bonuses apply as normal). Attacks from flame weapons or magical sources ignore this rule.

Multiple Wounds (X)

A model with this rule is not automatically removed as a casualty when damaged. They must sustain X wounds before being killed. It may take many shots to kill a model with this rule. Often the best way to deal with them is with HE weapons or Flamethrowers. A model with this rule always rolls its current number of wounds as attack dice in an assault.

Regeneration

Each time it activates, a model with this rule regains one lost wound up to its maximum.

New Units

Armies of Germany

Note: A force cannot contain units from both Black Sun and Nachtwolfe.

Black Sun Master/Canon

A secret occult society within the SS, Black Sun draws on fearsome supernatural powers.

Cost:

Captain (Master): 150pts (Regular), 175pts (Veteran)

Major (Canon): 175pts (Regular), 200pts (Veteran)

Team:

1 officer and up to 2 further men

Weapons:

Pistol, submachine gun, rifle, or assault rifle as depicted on the models.

Options:

- The officer may be accompanied by up to 2 men at a cost of + 10pts per man (Regular) or + 13pts per man (Veteran)

Special Rules:

- Fanatics
- Spellcaster (Officer only)

Force Selection:

A Black Sun Canon or Master takes up the senior officer slot in the force selector.

Black Sun Gefallenen (The Fallen)

Reanimated corpses of battle casualties. The classic Nazi zombies.

Cost:

Inexperienced Infantry 60 pts

Composition:

5 Gefallenen

Weapons:

Broken rifles and rusty blades

Special Rules:

- Mindless

- Fearless
- Individualists
- Toughness
- Horrifying

Options:

- Add up to 5 additional men at +12pts each

Force Selection:

A Gefallenen squad is an infantry squad for the purposes of force selection.

Black Sun Toten

Silent, faceless killers, created in dark rituals from the most fanatical volunteers.

Cost:

Veteran Infantry 25pts

Composition:

1 Toten

Weapons:

None

Special Rules:

- Fearless
- Individualists
- Toughness
- Tough Fighters
- Blood Curdling Charge – Enemy units cannot react to an assault by shooting at die Toten.
- Up and at 'em – *die Toten* always pass order checks to charge into close combat.

Options:

- Add up to 4 Toten at +25pts each

Force Selection:

A *die Toten* squad is an infantry squad for the purposes of force selection.

Nachtwolfe Force Master

Nachtwolfe is Black Sun's greatest rival, exploring ancient and alien technology to aid the war effort.

Cost:

Force Master: 50pts (Regular), 65 pts (Veteran)

Team:

1 Force Master and up to 2 additional men.

Weapons:

Pistol, submachine gun, rifle, or assault rifle as depicted on the models. Force Plates (Force Master only).

Options:

- The Force Master may be accompanied by up to 2 men at a cost of + 10pts per man (Regular) or + 13pts per man (Veteran)

Special Rules:

- Tank Hunters
- Fanatics
- Force Plates (Force Master Only):
Force plates are a Nachtwolfe evolution of Atlantean force technology. A pair of hand held iron discs powered by strange blue crystals that manipulate the forces of gravity and electromagnetism. They can be used in two ways:
 - Make a ranged attack with a range of 12” on a fire or advance order. A successful hit does no damage but inflicts an additional 1D3 pin markets on the target unit (for a total of 1D3+1)
 - In close combat against a vehicle force plates are an assault weapon with a Pen of +5

Force Selection:

A force master is an anti-tank team for the purposes of force selection.

Nachtwolfe Field Tester

Nachtwolfe is constantly developing new weapons, including the terrifying Draugr Gas.

Cost:

Field Tester: 150pts (Regular), 175 pts (Veteran)

Team:

1 Field Tester and up to 2 additional men.

Weapons:

Pistol, submachine gun, rifle, or assault rifle as depicted on the models.

Options:

- The Field Tester may be accompanied by up to 2 men at a cost of + 10pts per man (Regular) or + 13pts per man (Veteran)

Special Rules:

- Fanatics
- Field Test – The Field Tester is present to observe the performance of a new experimental weapon. They follow the rules for a Forward Artillery Observer, but instead of HE or smoke, once per game they can call in a barrage of Draugr gas shells. This is treated exactly like a

smoke barrage, but if any infantry models are within the cloud (or enter it before it dissipates) roll for damage against them. If any casualties are caused, place a Draugr model within 1" of one of the fallen models. It has the Multiple Wounds (X) rule, where X is the number of casualties caused by the gas. If the gas drifts in subsequent rounds (or if models are foolish enough to move into it) then it is possible for more Draugar to be created.

Force Selection:

A Nachtwolfe Field Tester is Forward Observer for the purposes of force selection.

Nachtwolfe Stalkers

Cost:

Veteran Infantry 28pts

Composition:

1 Stalker

Weapons:

Assault rifle and Panzerfaust

Special Rules:

- Fanatics
- Individualists
- Toughness
- Tough Fighters

Options:

- Add up to 4 additional stalkers at +28pts each
- Any stalker may exchange their Panzerfaust for a 1-shot infantry flamethrower for +10pts
- The entire squad may be equipped with experimental Feuerflugel ammunition for +5 points per model. This gives their assault rifles +1 Pen.

Force Selection:

A Stalker squad is an infantry squad for the purposes of force selection.

Armies of Great Britain

Britain's contribution to the occult war effort is provided by Section M, a top secret department within the SOE.

Section M Cell

Composition:

1-5 Agents

Cost:

10pts (Regular) or 13pts (Veteran) per agent

Weapons:

Pistol

Special Rules:

- Behind Enemy Lines -When Outflanking as described on p 119 of the Bolt Action rulebook, units of Section M Agents ignore the -1 modifier to the Order test for coming onto the table
- Stiff Upper Lip – Section M Agents have experience of the horrors of the Cthulhu Mythos, and therefore ignore the effects of the Horrifying special rule.
- Individualists

Options:

- Any Agent may have a rifle or SMG in addition to their pistol for +3 pts
- The entire cell may have anti-tank grenades for +2pts per model
- One operative may be a Spellcaster for +30 pts

Force Selection:

A Section M Cell is an HQ unit for Force Selection purposes, taking up the senior officer, forward observer or medic slot.

Armies of the United States

The United States' occult intelligence unit is a department within the OSS codenamed Majestic (MJ). It is somewhat better funded and equipped than its British counterpart, and tends to take the view that any problem can be solved with the application of sufficient firepower.

Majestic Cell

Composition:

1-5 Agents

Cost:

10pts (Regular) or 13pts (Veteran) per agent

Weapons:

Pistol

Special Rules:

- Behind Enemy Lines -When Outflanking as described on p 119 of the Bolt Action rulebook, units of Majestic Agents ignore the -1 modifier to the Order test for coming onto the table.
- Individualists

Options:

- Any Agent may have a rifle, Shotgun or SMG in addition to their pistol for +3pts

- Up to 2 Agents may have BAR automatic rifles in addition to their pistols for +8pts
- The entire cell may have anti-tank grenades for +2pts per model
- One Agent may be a Spellcaster for +30pts

Force Selection:

A Majestic Cell is an HQ unit for Force Selection purposes, taking up the senior officer, forward observer or medic slot.

Armies of the Soviet Union

Odtel MI Cell

Odtel MI, the premiere Soviet occult group is part of the NKVD and is considerably more hierarchical than its British and American counterparts.

Composition:

1 Brother and 2 Candidates (The Brother is treated as an NCO).

Cost:

60pts (Regular) or 75pts (Veteran)

Weapons:

Pistol

Special Rules:

- Behind Enemy Lines -When Outflanking as described on p 119 of the Bolt Action rulebook, units of Odtel MI agents ignore the -1 modifier to the Order test for coming onto the table.
- Spellcaster (Brother only)

Options:

- Add up to 3 Candidates at a cost of + 10pts per man (Regular) or + 13pts per man (Veteran)
- Any model may have a rifle or SMG in addition to their pistol for +3pts
- The entire cell may have anti-tank grenades for +2pts per model

Force Selection:

An Odtel MI Cell is an HQ unit for Force Selection purposes, taking up the senior officer, forward observer or medic slot.

Mythos Horrors

Ranging from crazed human cultists to alien intelligences from beyond time and space, the horrors of the Cthulhu Mythos are many and varied. Game rules and army list entries are presented here for a variety of mythos entities. These may be used in one of two ways. They may be added to an army in the same way as the units described previously at the points values given, or they may be used in special scenarios, perhaps under the control of an umpire or game master.

Many of these creatures are perhaps most commonly encountered in alliance with Axis forces, which have proven themselves willing to plumb any depths in search of military advantage, although in desperate circumstances even the allies may make common cause with creatures of the Mythos.

Cultist Mob

Cost:

Inexperienced Infantry 25pts

Composition:

1 Cult Leader and 4 Cultists (the cult leader is treated as an NCO)

Weapons:

Knives and clubs

Special Rules:

- Fanatics
- Knives and Clubs – Cultists without ranged weapons may not shoot but may roll 1 die per model in assaults.

Options:

- Add up to 8 additional cultists at +5pts each
- Any model may have a pistol or rifle at +2pts
- The cult leader and up to 2 models may have an SMG at +3pts
- The cult leader may be a Spellcaster for +30pts
- Any model may have Molotov cocktails (counting as anti-tank grenades) for +2pts per model

Force Selection:

A cultist mob is an infantry squad for the purposes of force selection.

Ghoul Pack

Cost:

Inexperienced Infantry 25pts

Composition:

Ghoul Elder and 4 Ghouls (The Elder is treated as an NCO)

Weapons:

Filthy claws

Special Rules:

- Tough Fighters
- Horrifying
- Shirkers

Options:

- Add up to 10 additional Ghouls at +5pts each

Force Selection:

A Ghoul pack is an infantry squad for the purpose of Force Selection

Deep One Pack

Cost:

Inexperienced Infantry 35pts, Regular Infantry 50pts, Veteran Infantry 65pts

Composition:

1 Deep One Chieftain and 4 Deep Ones (the Chieftain is treated as an NCO)

Weapons:

Harpoons & Nets (counting as pistols)

Special Rules:

- Aquatic
- Horrifying

Options:

- Add up to 8 additional cultists at +7pts (Inexperienced), 10pts (Regular) or 13pts (Veteran) each
- The chieftain may be a Spellcaster for +30pts

Force Selection:

A Deep One Pack is an infantry squad for the purposes of force selection.

Elder Things

Cost:

Veteran Infantry 45pts

Composition:

1 Elder Thing

Weapons:

None

Special Rules:

- Aquatic
- Spellcaster

- Individualists
- Flying
- Horrifying
- Toughness

Options:

- Add up to 2 additional Elder Things at 45pts each

Force Selection:

An Elder Thing unit is an HQ unit for the purposes of force selection, and can fill either the Junior Officer or Senior Officer slot.

Mi-Go Commander

Cost:

Regular Infantry 80pts

Composition:

1 Mi-Go Commander and up to 2 additional Mi-Go (The Commander is treated as a 1st Lieutenant, although its Leadership bonus applies only to other Mi-Go Units)

Weapons:

Electric Gun (pistol)

Special Rules:

- Flying
- Horrifying

Options:

- Add up to 2 additional Mi-Go at 15pts each
- The commander may be a Spellcaster for +30pts

Force Selection:

A Mi-Go Commander is an HQ unit for the purposes of force selection, and can fill either the Junior Officer or Senior Officer slot.

Mi-Go Scientist

Cost:

Regular Infantry 35pts

Composition:

1 Mi-Go Scientist and up to 2 additional Mi-Go (The Scientist is treated as a Medic)

Weapons:

Electric Gun (pistol)

Special Rules:

- Flying
- Horrifying

Options:

- Add up to 2 additional Mi-Go at 15pts (Regular) each
- The Scientist may be a Spellcaster for +30pts

Force Selection:

A Mi-Go Scientist is an HQ unit for the purposes of force selection, and can fill either Medic or Forward Observer slot.

Augmented Mi-Go

The Mi-Go warrior caste undergo cybernetic enhancement giving them superior armour and weapons, and making them supremely confident of their superiority in battle.

Cost:

Veteran Infantry 25pts

Composition:

1 Augmented Mi-Go

Weapons:

Electric Cannon (Assault rifle)

Special Rules:

- Flying
- Horrifying
- Individualists
- Toughness

Options:

- Add up to 5 additional Augmented Mi-Go at +25pts each

Force Selection:

Augmented Mi-Go are an infantry squad for the purposes of force selection.

Servitors of Nyarlathotep

Cost:

Regular Infantry 75pts

Composition:

1 Overlord and 2 Servitors (The Overlord is treated as an NCO)

Weapons:

- Servitors – Razor sharp claws
- Overlord – pistol, SMG, rifle or assault rifle as depicted on the model

Special Rules:

- Horrifying
- Spellcaster (Overlord Only)
- Tough Fighters
- Tank hunters (Servitors only)

Options:

- Add up to 2 additional Servitors at 13pts each

Force Selection:

Servitors of Nyarlathotep are an infantry squad for the purposes of force selection.

Night Gaunts

Cost:

Veteran Infantry 18pts

Composition:

1 Night Gaunt

Weapons:

Claws

Special Rules:

- Summoned
- Flying
- Individualists
- Horrifying
- Tough Fighters

Options:

- Add up to 4 additional Night Gaunts at +18pts each

Force Selection:

Night Gaunts are an infantry squad for the purposes of force selection.

Hounds of Tindalos

Cost:

Veteran Infantry 30pts

Composition:

1 Hound of Tindalos

Weapons:

Teeth and Claws

Special Rules:

- Summoned
- Cavalry
- Individualists
- Horrifying
- Toughness
- Tough Fighters
- Tank Hunters
- Fearless
- Relentless Hunters – When summoned, the caster must nominate one enemy unit anywhere on the battlefield. The hounds must attempt to seek out and destroy the target. Each time the Hounds are activated, take an order test. On a success, the unit must be given a run order and move as fast as possible towards its target, assaulting if able. On a failure, the Hounds turn on their summoner. The unit must be given a run order and moves as fast as possible towards the caster who summoned it, assaulting if able. If the nominated target is destroyed, or if the caster is no longer in play when the Hounds fail an order test, the unit is immediately removed from play as the Hounds return to their native dimension.

Options:

- Add up to 2 additional Hounds of Tindalos at +30pts each

Force Selection:

Hounds of Tindalos are an infantry squad for the purposes of force selection.

Shoggoth

Cost:

Regular 120pts

Composition:

1 Shoggoth

Weapons:

Tentacles and gaping maws.

Special Rules:

- Multiple Wounds (10)
- Horrifying
- Toughness
- Mindless
- Tank Hunter
- Regeneration

Force Selection:

A Shoggoth is a Tank for the purposes of force selection.

Die Draugar

Cost:

None – Only enters play upon deployment of a Draugr gas barrage.

Composition:

1 Draugr (Inexperienced)

Weapons:

Bone spikes, Teeth and Claws

Special Rules:

- Horrifying
- Toughness
- Mindless
- Fearless
- Multiple Wounds (X)
- Uncontrollable – Once in play the Draugr is independent. Add one order die to the pool (ideally of a different colour, but if this is not available use the same colour as the controller of the barrage). When the Draugr activates, it must be given a run order and will attempt to assault the nearest non-vehicle unit, friend or foe.
- Absorbition – Each time der Draugr causes a casualty in an assault, increase its current wounds (and attacks) by one.

Force Selection:

Die Draugar are not chosen as part of the army list, and are only used if a Nachtwolfe Field Tester is part of the force.

Dark Young of Shub Niggurath

Cost:

Regular 50pts

Composition:

1 Dark Young

Weapons:

Tentacles

Special Rules:

- Summoned – Dark Young may only be summoned within 6" of a wood.
- Multiple Wounds (6)
- Horrifying
- Toughness

Options:

- A Dark Young may be a Spellcaster for +30pts

Force Selection:

A Dark Young is an armoured car for the purposes of force selection.

Bloodborn Swarm

Cost:

Inexperienced 40pts

Composition:

1 Swarm

Weapons:

Razor sharp limbs

Special Rules:

- Summoned
- Flying
- Horrifying
- Mindless
- Multiple Wounds (3)
- Bloodborn – If a Bloodborn Swarm causes casualties in an assault place another bloodborn swarm model within unit coherency.

Force Selection:

A Bloodborn swarm is an infantry squad for the purposes of force selection.