

Unofficial Karl Gerät rules for Bolt Action

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Mörser Karl-Gerät

Type	Tank and Self-Propelled Artillery
Manoeuvre	Tracked
Cost	215 pts (Regular), 258 pts (Veteran)
Weapons	1 forward-facing super heavy howitzer
Damage Value	7+ (armoured car)
Special Rules	<ul style="list-style-type: none">- Open-topped- Slow... pitifully Slow- Slow Load- Oversized Shell: the devastating blast of the Karl Great shell allows the player to re-roll all dice that failed to score damage for the blast, as well as the D6 for the number of pin markers. In addition, it inflicts 4D6 hits on targets inside buildings.
Notes	<p>Super heavy howitzer uses a 5" template</p> <p>These stats are for gameplay purpose, otherwise the Karl-Gerät will have a really too slow rate of fire to be efficient within the parameters of Bolt Action game.</p>