



ADEPTICON 2023

BOLT ACTION COMBAT PATROL

FAQS

GAME 1: PRISONER CAPTURE

- Your Lt cannot spot enemy units when aboard a Transport or if they are Down at the end of the Turn. You check for spotting at the end of the Turn, before Order Dice are picked up.
- For spotting, to determine if the enemy unit is in Hard Cover (because you cannot be spotted when in Hard Cover), check just like you would for a Fire Order made by the Lt. If the enemy would get Hard Cover, you can't spot them.

GAME 2: SCATTERED DROP

- **Spotters** - If you Airdrop a Mortar or Artillery piece with a Spotter, the Spotter drops at the same time and is placed independently. Place both the gun/mortar and the Spotter. Then, roll to scatter the gun and then roll to scatter the Spotter.
- Airdropped units only take d3 Pins if they would scatter off the table.
- Yes, it is possible to have Artillery Airdrop into a building. I've seen it happen before. The gun is now stuck in the building for the rest of the game but can fire out.

GAME 3: FLARE!

- **Deployment** - Unless you are a Forward Deployer, all units arrive via First Wave. Forward Deployers are deployed within your 10" Deployment Zone.
- Reminder, line of sight is 12" until you pull the Flare Order Die. When you pull the Flare Order die, line of sight is immediately no longer reduced for the remainder of the Turn.
- The player who pulls the Flare Order Die, pull a second Order Die.
- Line of sight resets to 12" each Turn, until you pull the Flare Order Die.
- **Indirect Fire** - If you are already ranged in with Indirect, you can fire without needing line of sight. But if you are not ranged in and you can't see the target, you cannot fire.