



ADEPTICON 2023

BOLT ACTION DOUBLES

FAQS

GAME 1: SECTORS

- You are scoring *Sectors*, not units. You earn VPs for the Sectors.
- **Both** Teams can score the **same** sector. There is **no** contesting.
- **Both** players on a Team need a unit in the same Sector to score the Sector. You *cannot* score alone.
- Measure for the Sectors at the end of the game. You **cannot** measure them during the game.
- During deployment, if you want to deploy a unit inside a Transport or Artillery in a Two, place both units. That counts as your “drop”.

GAME 2: FUBAR!

- After you roll for sides – the Attacking Team picks one player to fully deploy and one player to arrive 100% First Wave. If you have a Tank Platoon/Armored Platoon you must arrive via First Wave and cannot be the one to deploy. The Attacking Team makes their pick, and then the Defenders do the same.
- Then, the two players deploying alternate deploying one unit at a time. No Reserves. No Forward Deployment.

GAME 3: COMBINED ARMS

- You need a unit from **both** players on a Team to hold/contest an Objective. You *cannot* score alone.
- Units of any kind can secure/contest within 6” of an Objective. Only exception is empty Transports and Tows.
- Note the control of every Objective at the end of every Turn. If you capture an Objective, it stays captured until units from **both** players on a Team get within 6” and either capture or contest.