



# ADEPTICON 2024

BOLT ACTION COMBAT PATROL

## FAQS

### GAME 1: SEARCH & DESTROY

- Banzai, Up and At 'em and Vengeance **do not** work against the objectives. Tough as Boots and Tough Fighter **do** work against the objectives.
- Tank Assault has no effect on the objectives. Vehicles cannot destroy the objectives.
- The objectives **always** require two hits to be destroyed. They do not take "wounds" from one combat to another. If a unit scores one hit, the next time a unit assaults an objective it will still require two hits to destroy the objective.

### GAME 2: 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 on Turn 1. When you pull the Flare Order die on Turn 1, the flare goes up and line of sight is immediately no longer reduced until the Flare Order Die is pulled on the following turn (the flare goes out).
- Line of sight changes turn to turn as follows:
  - Turn 1** – Line of sight is 12" until the Flare die is pulled (Flare goes up).
  - Turn 2** – Line of sight is unlimited until the Flare die is pulled (Flare goes out).
  - Turn 3** – Line of sight is 12" until the Flare die is pulled (Flare goes up).
  - Turn 4** – Line of sight is unlimited until the Flare die is pulled (Flare goes out).
  - Turn 5** – Line of sight is 12" until the Flare die is pulled (Flare goes up).
  - Turn 6** – Line of sight is unlimited until the Flare die is pulled (Flare goes out).
- After a player pulls the Flare Order Die they pull a second Order Die.
- **Indirect Fire** - If you are already ranged in with Indirect Fire, 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.

### GAME 3: KING OF THE HILL

- As a reminder, the game may end after Turn 4. This is not a mission to sit back. Push that objective!
- If both players have an Infantry or Artillery unit with 3" of the objective at the end of a turn then no roll is made to end the game. You only roll to end the game if the objective is controlled by one player.