



# ADEPTICON 2024

BOLT ACTION DOUBLES

## FAQS

### GAME 1: THE FIRESTORM

- Once the Firestorm hits, units can no longer enter that area of the table. It has become impassable. At the start of:
  - **Turn 3** – The area 6" up from both long table edges is impassable.
  - **Turn 4** – The area 12" up from both long table edges is impassable.
  - **Turn 5** – The area 18" up from both long table edges is impassable.
- An Infantry or Artillery unit from only **one** player per Team is required to capture/contest an objective. You *can* score or contest alone.
  - Only Infantry and Artillery can capture and contest an objective.
  - Infantry and Artillery aboard a Transport or Tow can capture or contest an objective. To determine if an occupied Transport or Tow controls or contests an objective, measure from the nearest points of the Transport or Tow.

### GAME 2: PRIORITY TARGETS

- Use your scoresheet to track Priority Targets and VPs.
- If a duplicate Priority Target is rolled, re-roll **once**. If the re-roll also results in a duplicate Priority Target, the roll stands. No new Priority Target is added.
- When rolling for Priority Targets, have one player from each Team roll a die and add the die values together to determine the Priority Target unit type.

### GAME 3: COMMUNICATION BREAKDOWN

- Units left Down at the end of a Turn remove d3 Pin markers.
- At the end of Turn 2, Turn 3 and Turn 4, roll off to determine the order of unit selection. The Team that rolls highest picks first. Alternate selections as needed.
- You need a unit from **both** players on a Team to capture or contest an objective. You *cannot* score or contest alone.