

ANSWERS FOR QUESTIONS for Fighting Patrol

Note that this is subtly different from last month's Fighting patrol deck but operates in an identical fashion:

1. 400 rounds
2. Corporal Baker
3. 20 minutes
4. 800 metres
5. False
6. Thermal Sight
7. The Patrol Leader and Radio Operator
8. Three
9. Romeo Ten
10. True

For every two questions answered correctly, the patrol may ***re-roll one die during the game***. No die may be re-rolled more than once and the result must be kept even if it is worse than the original roll.