



ADEPTICON

BOLT ACTION
COMBAT PATROL

Do not lose this packet! It contains all necessary missions and results sheets required for you to Participate in today's tournament. It is your responsibility to hold onto and not lose this packet during the tournament. If you lose this packet, be prepared to be docked points!



ADEPTICON 2023

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EVENT SUMMARY

- Players will play three, 90-minute games with breaks between rounds.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#). The models used in your army must meet the “Tabletop Standard” – three color minimum plus basing. No unpainted or unbased models will be allowed in the event per the [AdeptiCon Model Policy](#).
- If illegal units or rules violations are found in a player's list or during play, at a minimum, the models in violation will be removed from all subsequent play. Tournament points may be deducted, and award eligibility may be forfeited. Please use the feedback form on the [AdeptiCon website](#) to ask any questions you or your club may have regarding rules issues or legal units in advance.
- AdeptiCon Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. AdeptiCon reserves the right to remove players from the event or AdeptiCon itself without refund.

HOUSE RULES & TERRAIN

- **Turret Jam** – The Turret Jam rule will **not** be used.
- **Wrecks** - Leave the wrecks of all knocked-out vehicles on the table. The wrecks count as *passible* Hard Cover.
- **Terrain** will be preset and locked by TOs.

AWARDS

Medals will be awarded for:

- **Best Overall** - Player with the highest total points.
- **Best Painted** - Player with highest Paint score.
- **Best Battlefield** - Table with most Best Battlefield votes.
- **Player's Choice** - Player with most Player's Choice votes.
- **Best Allies** - Player with highest Allies score, that is not Best Overall.
- **Best Axis** - Player with highest Axis score, that is not Best Overall.

SCORING

A maximum of 125 Tournament Points may be earned:

- **Battle (60 points max)** – 20 points for a Win, 10 points for a Draw, 5 points for a Loss, 0 points for a Withdrawal.
- **Paint (30 points max)** – Scored against a painting rubric. Points are awarded through criteria including basing, conversions, free-hand, display board, weathering, decals and above-basic level painting techniques. Written background info explaining your army is also included in the Paint score.
- **Theme/Comp (5 points max)** – Each army list submitted by the deadline is automatically granted 5 Theme/Comp points. If the army list contains a force construction more appropriate for a WAAC competitive event, points will be deducted.
- **Sportsmanship (30 points max)** – Each player is automatically granted 10 points per game with sportsmanship infractions resulting in a reduction in total score.



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SPORTSMANSHIP SCORING

Be gracious in victory and defeat.

Operating on the assumption that all players are good sports, opponents are automatically granted 10 points for Sportsmanship for each game. If opponents turn out to be less than good sports players need to report it to the TO's table before the start of the next round using the following categories and examples as a guideline. **Keep in mind:** everyone gets a little salty now and then, forgets (or misplaces) their tape measure once in a while, misremembers how a rule works, or changes their mind about a decision, etc.

Salty Attitude: Complain a lot. Constantly ask to see your rules—even for basic things. Act put-out if you ask to see their rules. Do not communicate intentions or establish agreement with regard to movement, line of sight, etc. Are impatient, dismissive, curt, etc.; sore losers or ungracious winners.

Unprepared for Play: Show up *very* late. Haven't read the tournament rules. Haven't read the mission description. Don't have the majority of the things needed to play the game (have to borrow a lot).

Incompetent Play: Unable to execute the core rules of the game without frequent referencing or coaching. Spend inordinate time looking things up (i.e. do not have materials prepared, marked, or printed for quick reference).

Questionable Play: Not quite cheating, but not above-board either. 'Generous' measurements or movement. Frequently take back movement or other decisions after they are in process. Not clearly distinguishing between similar units. Not keeping track of scoring. Abuse 'playing by intent' by failing to establish what their intent is, but taking advantage of what it 'could have been'.

Sportsmanship Deductions: In all cases, the judge(s) will decide whether the described behaviors are Minor, Major, or Extreme instances.

- Minor instances will be minus 1-4 points each.
- Major instances will be minus 5-9 points each and a visit from a TO.
- Extreme instances will be minus 10 points and a visit from the Head TO.

SCHEDULE

3:00 PM – 3:25 PM	Check-in
3:25 PM – 3:30 PM	Briefing
3:30 PM – 5:00 PM	Game 1
5:00 PM – 5:45 PM	Break and Players Choice Voting
5:45 PM – 7:15 PM	Game 2
7:15 PM – 8:00 PM	Break and Best Battlefield Voting
8:00 PM – 9:30 PM	Game 3
9:30 PM – 10:00 PM	Scoring and Awards



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GAME 3: KING OF THE HILL

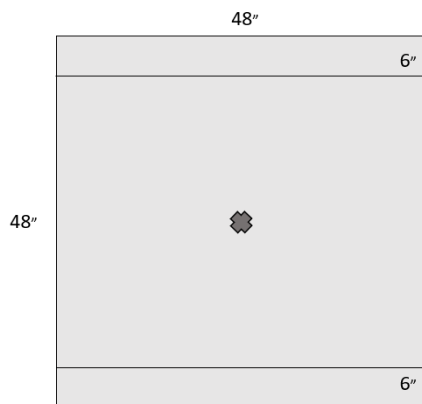
*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

Hold the objective at all costs.

SET-UP

Create two 6" Deployment Zones along the two "long" table edges. Place the objective in the middle of the table. Before rolling for sides, discuss terrain and align with your opponent.

Deployment Both players roll a die, the player who rolls highest chooses a "long" table edge. The other player will deploy opposite. Deployment Zones are 6" from the "long" table edge. Starting with the player that picked sides, select which units, if any, will be held in Reserve. This may be up to half your units (rounding down). Units in Reserve can Outflank. Any unit not in Reserve will deploy on the table before Turn 1.



Put the Order Dice for all units not in Reserve and not Forward Deploying in the bag. Pull an Order Die and deploy a unit. Continue to pull Order Dice until all units not in Reserve and not Forward Deploying have been deployed.

Forward Deployment: Both players roll a die, the player who rolls highest deploys the first unit with Forward Deployment (if any). Then alternate placing the remaining units with Forward Deployment (if any).

TURN 1

The battle begins. Put the Order Dice for all units not in Reserve in the bag and begin.

TURN 2

Add the Order Dice for the units in Reserve into the bag.

OBJECTIVE

Capture and hold the objective. To capture the objective you must have an Infantry or Artillery unit within 3" of the edge of the objective with no enemy units within 3" of the Objective at the end of a Turn (with the exception of empty Transports/Tows). *Empty* Transports and Tows cannot capture and cannot contest the objective.

GAME LENGTH - VARIABLE

At the end of **Turn 4** check to see if **one** player controls the objective. If the objective is controlled by one player, the controlling player rolls a die. On a **6** the game ends.

At the end of **Turn 5** check to see if **one** player controls the objective. If the objective is by one player, the controlling player rolls a die. On a **5+** the game ends.

At the end of **Turn 6**, check to see if **one** player controls the objective. If the objective is controlled by one player, the controlling player rolls a die. On a **4+** the game ends.

The game ends after **Turn 7**.

VICTORY

At the end of the game calculate the winner as follows. The player that controls the objective is the winner. If neither player controls the objective when the game ends, the player with the most unit kills is the winner. If both players have the same number of unit kills, the result is a draw.





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RESULTS FOR GAME 3: KING OF THE HILL

YOUR NAME	OPPONENT'S NAME	TABLE NO

BATTLE RESULTS (CIRCLE ONE)

Win 20 Points	Draw 10 Points	Loss 5 Points	Withdraw 0 Points

Number of Order Dice *your force* lost:

Have your opponent double check your results above.
Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____

***** STOP *****

Please fill out the following in private.

SPORTSMANSHIP

*Before making your decision, reference the **Sportsmanship Scoring** section of this event packet.*

Did your opponent behave in the manner expected of an event participant (circle one)?

Yes

No

If you circled **No**, speak with the TO after submitting the scoresheet.

Please turn in this sheet, with your opponent, at the judge's booth after the game.



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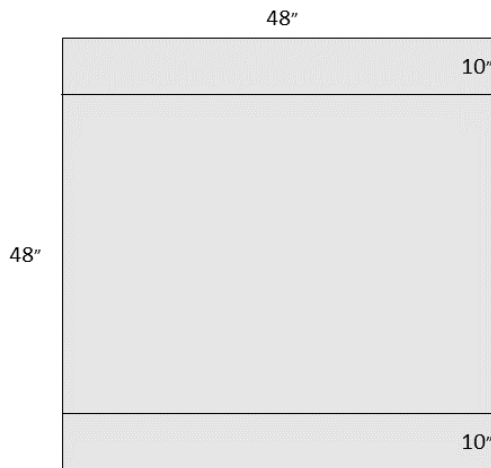
GAME 2: FLARE!

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

Night operation. Watch for flares.

SET-UP

Mission Set Up: Create two 10" Deployment Zones along the two "long" table edges. Before rolling for sides, discuss terrain and align with your opponent.



Deployment: Both players roll a die, the player who rolls highest chooses a "long" table edge. The other player will deploy opposite. Deployment Zones are 10" from the "long" table edge.

The player that did not pick sides deploys a unit with Forward Deployment (if any) in their Deployment Zone. The other player then deploys a Forward Deployer (if any) in their Deployment Zone. Alternate until all Forward Deploying units have been deployed.

All other units will arrive via First Wave.



TURN 1

The battle begins. Put the Order Dice in the bag and begin.

FLARE!

This battle takes place in almost pitch-black darkness.

At the start of Turn 1 line of sight is reduced to 12". When the Flare Order Die is pulled a flare has gone up and lights the entire battlefield and line of sight is no longer reduced. Line of sight remains unreduced until the Flare Order Die is pulled on Turn 2 (the flare has gone out). When the Flare Order Die is pulled on Turn 2 line of sight is immediately reduced back to 12". Continue in this manner for the remainder of the game.

After a player pulls the Flare Order Die they pull a second Order Die. At the start of each turn put the Flare Order Die back into the bag.

OBJECTIVE

Destroy the enemy and secure the enemy Deployment Zone.

GAME DURATION

The game ends after Turn 6.

VICTORY

At the end of the game calculate the winner by adding up Victory Points as follows. The player that scores at **least 2 more VP** than their opponent is the winner. Otherwise, the result is a draw.

Players score **1 VP** for each enemy unit destroyed.

Players score **3 VP** for each friendly unit wholly within their opponent's Deployment Zone. *Empty* Transports and Tows do not score any VP in the enemy Deployment Zone..

Best Battlefield Voting

When you turn in your results Game 2, submit your vote.



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RESULTS FOR GAME 2: FLARE!

YOUR NAME	OPPONENT'S NAME	TABLE NO

BATTLE RESULTS (CIRCLE ONE)

Win	Draw	Loss	Withdraw
20 Points	10 Points	5 Points	0 Points

Number of Order Dice *your force* lost:

Have your opponent double check your results above.
Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____

***** STOP *****

Please fill out the following in private.

SPORTSMANSHIP

*Before making your decision, reference the **Sportsmanship Scoring** section of this event packet.*

Did your opponent behave in the manner expected of an event participant (circle one)?

Yes

No

If you circled **No**, speak with the TO after submitting the scoresheet.

Please turn in this sheet, with your opponent, at the judge's booth after the game.

BEST BATTLEFIELD VOTING

After you turn in this sheet for Game 2, submit your vote for Best Battlefield.



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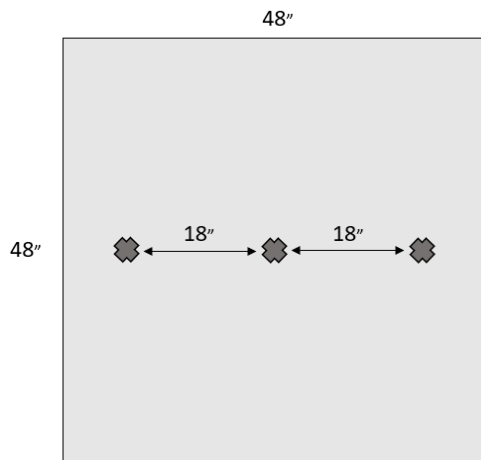
GAME I: SEARCH & DESTROY

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

You cannot allow the objectives to fall into enemy hands. Destroy them.

SET-UP

Deployment: Place the three objectives as shown. Place one objective in the middle of the table. Place one objective 18" to the right and one objective 18" to the left of the middle objective.



Before rolling for sides, discuss terrain and align with your opponent.

TURN 1

The battle begins. Put all Order Dice in the bag and begin.

TURN 2

At the start of Turn 2 and each following turn, for each objective still on the table, roll 2d6 and an Order Die. Move the objective that many inches in the direction shown by the arrow on the Order Die. Repeat for each remaining objective. Objectives will move like this at the beginning of each turn until they are destroyed.

If an objective would be placed in impassable terrain, a building, a unit, or off the table, stop its movement before it reaches the terrain, building, unit, or leaves the table.

OBJECTIVE

Destroy the objectives and the enemy.

To destroy an objective you must assault it with an Infantry or Artillery unit. The assaulting unit must have line of sight to the objective. Declare a Run Order and work out movement like you would when assaulting an enemy unit.

In one round of close combat the assaulting unit must score two hits to destroy the objective. Objectives are hit on a 5+. If the objective is destroyed, remove it from the table. If the objective is not destroyed in one round of combat, keep the objective on the table.

No matter the outcome, the assaulting unit makes a consolidation move after the assault. If the objective was **not** destroyed, move the objective d6" in a random direction (**after** the assaulting unit consolidates). Unless assaulting, units may not move within 1" of an objective.

GAME DURATION

The game ends after Turn 6.

VICTORY

At the end of the game calculate the winner by adding up Victory Points as follows. The player that scores at **least 2 more VP** than their opponent is the winner. Otherwise, the result is a draw.

Players score **1 VP** for each enemy unit destroyed.

Players score **3 VP** for each objective destroyed.

Player's Choice Voting

When you turn in your results Game 1, set up your army for voting and submit your vote.



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RESULTS FOR GAME I: SEARCH & DESTROY

YOUR NAME	OPPONENT'S NAME	TABLE NO

BATTLE RESULTS (CIRCLE ONE)

Win 20 Points	Draw 10 Points	Loss 5 Points	Withdraw 0 Points
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Number of Order Dice *your force* lost:

Have your opponent double check your results above.
Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____

***** STOP *****

Please fill out the following in private.

SPORTSMANSHIP

*Before making your decision, reference the **Sportsmanship Scoring** section of this event packet.*

Did your opponent behave in the manner expected of an event participant (circle one)?

Yes

No

If you circled **No**, speak with the TO after submitting the scoresheet.

Please turn in this sheet, with your opponent, at the judge's booth after the game.

PLAYER'S CHOICE VOTING

After you turn in this sheet for Game 1, set up your army for Paint judging and submit your vote for Player's Choice.