



ADEPTICON

BOLT ACTION
DOUBLES

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

- Teams will play three, 2.5-hour 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 is **not** used.
- **Wrecks:** Leave the wrecks of all knocked-out vehicles on the table. The wreck counts as *passable* Hard Cover.
- **Command Vehicle:** Players **must declare** their Command Vehicle when it is deployed or arrives from Reserve.
- **Tiger Fear:** Tanks that cause Tiger Fear are not affected by Tiger Fear.
- **Terrain** will be preset and locked by TOs.

AWARDS

Prizes will be awarded for:

- **Best Overall** - Team with the highest total points.
- **Best Painted** - Team with highest Paint score.
- **Best Battlefield** - Table with most Best Battlefield votes.
- **Player's Choice** - Team with most Player's Choice votes.
- **Best Allies** - Team with highest Allies score, that is not Best Overall.
- **Best Axis** - Team 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 Team 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 the TO.
- Extreme instances will be minus 10 points and a visit from the Head TO.

SCHEDULE

8:15 AM – 8:55 AM	Check-in
8:55 AM – 9:00 AM	Briefing
9:00 AM – 11:30 AM	Game 1
11:30 AM – 1:30 PM	Break and Players Choice Voting
1:30 PM – 4:00 PM	Game 2
4:00 PM – 4:45 PM	Break and Best Battlefield Voting
4:45 PM – 7:15 PM	Game 3
7:15 PM – 7:45 PM	Scoring and Awards



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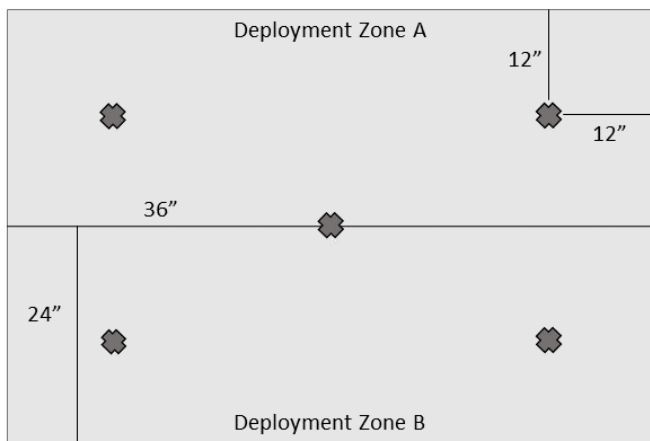
GAME 3: COMMUNICATION BREAKDOWN

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

Communication is key.

SET-UP

Mission Set Up: Place five objectives as shown. Place one objective in the exact middle of the table and the other four in each corner, 12" up and in from the table edge. Before rolling for sides, discuss terrain and align with your opponents.



Deployment: Both players on each Team roll a die, the Team that rolls the highest total chooses a long table edge. The other Team will deploy opposite. Starting with the Team that picked sides, select which units, if any, will be held in Reserve. This may be up to half of each players' units.

Units in Reserve can Outflank. Any units not in Reserve will arrive via First Wave.

There is no Forward Deployment.

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.

GAME DURATION

The game ends after Turn 5.

COMMUNICATION BREAKDOWN

At the end of **Turn 2**, one unit per player must remain Down or on Ambush. Do not return the Order Dice to the bag.

At the end of **Turn 3**, one unit per player must remain Down or on Ambush. Do not return the Order Dice to the bag.

At the end of **Turn 4**, two units per player must remain Down or on Ambush. Do not return the Order Dice to the bag.

If not enough of a player's units are Down or on Ambush at the end of the Turn, the opposing Team picks a unit and changes their Order Die to Down.

OBJECTIVE

Capture the objectives.

VICTORY

The Team that holds the most objectives at the end of the game is the winner. If both Teams hold the same number of Objectives, the result is a Draw.

To capture an objective you must have a unit from each member of a Team within 3" of the edge of the objective with no enemy units from each Team 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 objectives.

At the end of each turn, note the objectives that have been captured. Those objectives remain captured until an enemy unit from each member of a Team ends the turn within 3" of the objective. In other words, units do not need to remain on the objective to hold it. If you hold an objective at the end of the Turn it stays yours until an enemy unit from each player on a Team (except for *empty* Transports and Tows) moves within 3" and either contests or captures the objective.



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RESULTS FOR GAME 3: COMMUNICATION BREAKDOWN

YOUR NAMES	OPPONENT'S NAMES	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 opponents 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: PRIORITY TARGETS

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

Light 'em up!

SET-UP

Mission Set Up: Before rolling for sides, discuss terrain and align with your opponents.

Deployment: Both players on each Team roll a die, the Team that rolls highest chooses a long table edge. The other Team will deploy opposite. Except for units with Forward Deployment, **all** units will arrive via First Wave.

Forward Deployment: Both players on each Team roll a die, the Team that rolls the highest total deploys the first unit with Forward Deployment (if any). Then alternate placing the remaining units with Forward Deployment (if any).

PRIORITY TARGET

Priority Target: After Forward Deployment, but before pulling any Order Dice for Turn 1, one player from each Team rolls a single die. Add the die values together to determine the first Priority Target of the game. Roll for additional Priority Targets at the beginning of **Turn 3** and **Turn 5**.

Once a Priority Target is rolled, that unit type **remains** a Priority Target for the entire game. For example, if you roll Artillery before Turn 1, Artillery units are Priority Target from Turn 1 until the end of the game.

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.

Priority Target Table	
2d6	Unit
2	HQ (Lt, Medic, FAO, Intel Officer, etc)
3	Artillery
4	Light Vehicle (Armor 6 and 7+)
5	Heavy Vehicle (Armor 8+ and greater)
6-8	Infantry (Squads and Weapons Teams)
9	Heavy Vehicle (Armor 8+ and greater)
10	Light Vehicle (Armor 6 and 7+)
11	Artillery
12	HQ (Lt, Medic, FAO, Intel Officer, etc)

TURN 1

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

GAME DURATION

The game ends after Turn 5.

OBJECTIVE

Destroy the enemy.

VICTORY

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

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

Score an additional **1 VP** if the destroyed unit was a **Priority Target** at the time it was destroyed.

Priority Target	Turn	VPS	
		Team 1	Team 2
	1		
	2		
	3		
	4		
	5		
Total VPs			

Best Battlefield Voting

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



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RESULTS FOR GAME 2: PRIORITY TARGETS

YOUR NAMES	OPPONENT'S NAMES	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 opponents 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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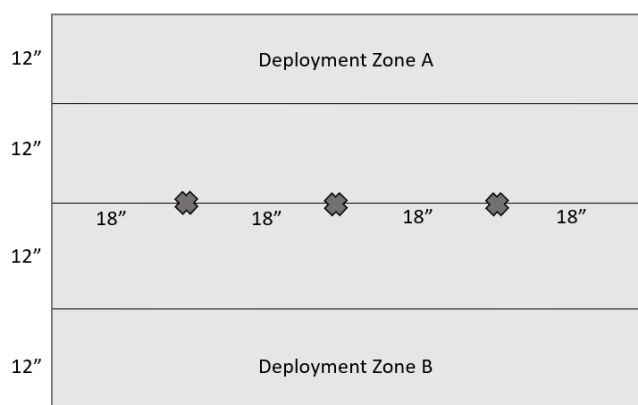
GAME I: THE FIRESTORM

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

Keep it moving.

SET-UP

Mission Set Up: Place three objectives as shown. Place one objective in the middle of the table and one objective 18" to the left and one objective 18" to the right of the middle objective. Before rolling for sides, discuss terrain and align with your opponents.



Deployment: Both players on each Team roll a die, the Team that rolls highest chooses a long table edge. The other Team will deploy opposite. Put the Order Dice for all units in the bag. Pull an Order Die and deploy a unit.

When deploying a Transport or Tow with unit(s) aboard, pull the Order Dice out of the bag for each unit aboard when the Transport or Tow is deployed.

Continue to pull Order Dice until all units have been deployed. There is no Forward Deployment.

TURN I

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

GAME DURATION

The game ends after Turn 5.

OBJECTIVE

Capture the objectives and destroy the enemy.

THE FIRESTORM

At the start of **Turn 3**, before any Order Dice are pulled, remove any unit on the table that is not **wholly** outside of 6" of the long table edges. This area is now impassable for the remainder of the game.

At the start of **Turn 4**, before any Order Dice are pulled, remove any unit on the table that is not **wholly** outside of 12" of the long table edges. This area is now impassable for the remainder of the game.

At the start of **Turn 5**, before any Order Dice are pulled, remove any unit on the table that is not **wholly** outside of 18" of the long table edges. This area is now impassable for the remainder of the game.

Units removed in this manner count as destroyed for the purposes of VPs. Players are **not** allowed to pre-measure the Firestorm.

VICTORY

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

Teams score **1 VP** for every enemy unit destroyed (including any destroyed by the Firestorm).

Teams score **3 VP** for every objective they control at the end of the game.

To control an objective one player on a Team must have an Infantry or Artillery unit within 3" of the edge of the objective with no enemy Infantry or Artillery within 3" of the objective at the end of the game. Infantry or Artillery aboard a Transport or Tow can capture and can contest objectives.

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: THE FIRESTORM

YOUR NAMES	OPPONENT'S NAMES	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 opponents 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.