



# 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 2022

## BOLT ACTION COMBAT PATROL

### EVENT SUMMARY

- Players will play three, 90-minute games with breaks between rounds.
- All players are expected to abide by the [AdeptiCon 2022 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 2022 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 & GRUDGE MATCHES

- **Turret Jam** – The Turret Jam rule will not be used.
- **Terrain** will be preset and locked by TOs.
- Have a grudge to settle? Want to challenge an old friend to battle? That's what Game 1 is for! If both players agree, let Andrew know and he will get you matched up for Game 1.

### AWARDS

Prizes 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.
- **Theme/Army List Submission (5 points max)** – Awarded for bringing Combat Patrol themed, time period-coherent lists with attention paid to historical weapon loadouts, morale levels and balance. Written background info explaining your army is also included in the Theme score.
- **Sportsmanship (30 points max)** – Each player is automatically granted 10 points per game with sportsmanship infractions resulting in a reduction in total score.



# ADEPTICON 2022

## BOLT ACTION COMBAT PATROL

### SPORTSMANSHIP SCORING

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, temporarily forgets 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 regarding 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).

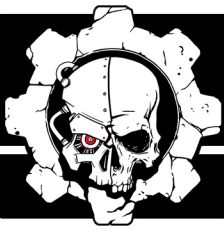
**Questionable Play:** Not quite cheating, but not aboveboard either. 'Generous' measurements or movement. Frequently take back movement or other decisions after they are in process. Not clearly distinguishing between similar units. Not keeping track of scoring. Abuse 'playing by intent' by failing to 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

4:00 PM – 4:30 PM	Check-in and Operation Briefing
4:30 PM – 6:00 PM	Game One
6:00 PM – 6:30 PM	Break – Players Choice Voting
6:30 PM – 8:00 PM	Game Two
8:00 PM – 8:15 PM	Break
8:15 PM – 9:45 PM	Game Three
9:45 PM – 10:15 PM	Best Battlefield voting, Scoring and Awards



# ADEPTICON 2022

BOLT ACTION COMBAT PATROL

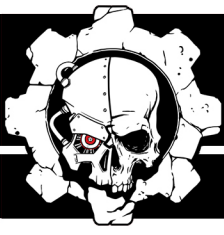
Thank you for playing! We are always looking for ways to improve the event and the player experience. Please take a few minutes to provide feedback on the event.

## EVENT FEEDBACK

Are there any changes you'd like to see next year? What did you like? What needs adjustment? How were the missions? What about the event rules?

For AdeptiCon 2023 we would like to bring back an **optional**, but highly encouraged event theme. Back in 2019 we did "Under the Baking Sun: North Africa" and the plan for 2020 was "The Rising Tide: 1939-40". What would you like? A specific theater? Year? All ideas are appreciated!

**Note:** Combat Patrol and Doubles will **never** require a theme. It will always be optional.



# ADEPTICON 2022

BOLT ACTION COMBAT PATROL

EVENT FEEDBACK CONT.



# ADEPTICON 2022

BOLT ACTION COMBAT PATROL

## MISSION 3: THE CROSSROADS

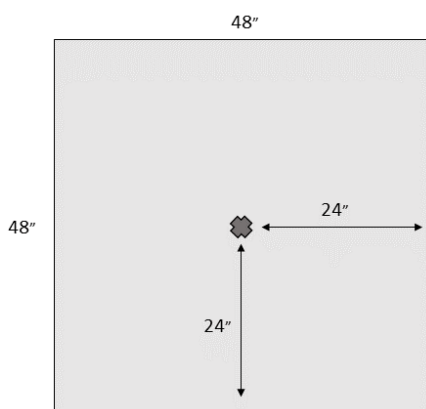
\*\*\* READ THE ENTIRE SCENARIO BEFORE SETTING UP \*\*\*

### SET-UP

*There is one objective. Take it.*

**Mission Set Up:** Place the Objective marker in the middle of the table to represent the crossroads.

Both players roll a die, the winner chooses a “long” table edge. The other player will deploy opposite.



**Scout:** After sides have been picked, but before any units have been deployed, each player selects two Infantry units to be the **Scouts**, starting with the player that picked sides.

**Deployment:** The player that did not pick sides deploys a unit with Forward Deployment (if any) or a **Scout** unit anywhere on their half of the table (up to 24” from their “long” table edge). The second player then deploys a Forward Deployer (if any) or a **Scout** unit. Alternate until all Forward Deploying and **Scout** units have been deployed. Note that Forward Deployers and **Scouts** cannot be deployed within 12” of an enemy unit or the Objective.

All remaining units arrive via Reserves. Reserves **can** Outflank.

### FIRST TURN

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

### OBJECTIVE

Capture the Crossroads.

### GAME DURATION

At the end of Turn 5, roll a die. On a 1-2, the game ends. On a 3-6, play a Turn 6. If a Turn 6 is played, at the end of Turn 6, roll a die. On a 1-3, the game ends. On a 4-6, play a Turn 7. If a Turn 7 is played, the game ends at the end of Turn 7.

### VICTORY

At the end of the game the player that controls the Objective is the winner. If neither player controls the Objective, the result is a draw.

To control the Objective, you must have a model from an Infantry or Artillery unit within 3” of the edge of the Objective and no enemy Infantry, Artillery or Vehicles (excluding empty Transports) within 3” of the edge of the Objective at the end of the game.

**Best Battlefield Voting:** When you finish Game 3, remember to submit your votes for Best Battlefield.





# ADEPTICON 2022

BOLT ACTION COMBAT PATROL

## RESULTS FOR MISSION 3: THE CROSSROADS

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.

-----TEAR HERE-----

Vote for your favorite table at the event.

### BEST BATTLEFIELD VOTE (MANDATORY)

Table Number:



# ADEPTICON 2022

BOLT ACTION COMBAT PATROL

## MISSION 2: SCATTERED DEPLOYMENT

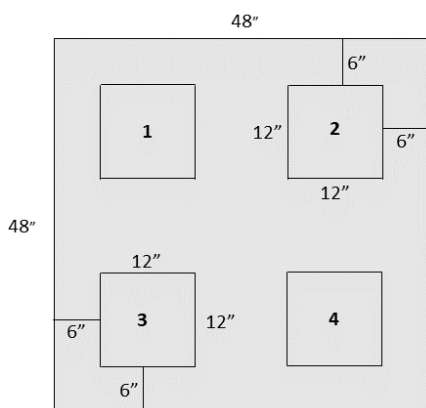
\*\*\* READ THE ENTIRE SCENARIO BEFORE SETTING UP \*\*\*

### SET-UP

*You've missed the drop zone. Linkup and move out.*

**Mission Set Up:** Create four 12" x 12" Sections, each 6" in from the table edge.

**Deployment:** Both players roll a die. The winner is the Attacker. The Attacker picks a pair of Sections – either **1 and 2** or **3 and 4** as their Deployment Zones. The Defender will deploy in the other pair.



The Attacker then places a single unit anywhere in each of their Sections. Put an Order Dice next to each of these units.

To continue deployment, put the remaining Order Dice into the bag. Pull Order Die at random. For each Order Die pulled, deploy a unit. Units **cannot** be consecutively placed in the same Section – players must alternate placing units in each of their paired Sections.

Spotters are deployed at the same time as their weapon team and may be deployed in the same Section as the weapon team. Units can be deployed in Transports. If you wish to do so, pull an additional Order Die and place it next to the Transport to represent the unit inside.

**Scattered All to Hell:** After all units are deployed, the Attacker selects a friendly unit to shift. Roll an Order Die and 2d6 for the unit. The arrow on the Order Die represents the direction and the 2d6 represents the distance in inches the unit shifts. Alternate players and complete a shift for **every** unit. For Fixed weapons and Vehicles, maintain the original facing during the shift. Do *not* shift Spotters. Units inside of Transports shift with the Transport (only roll to shift the Transport).

If the shift distance is **not enough** to clear an obstruction - impassable terrain, a building, another unit (friendly or enemy) or the table edge – end the shift 1" from the obstruction.

When shifting Artillery and wheeled vehicles, you have the option to not shift the unit into any terrain that would immobilize the unit (Rough Ground). Stop 1" from the Rough Ground. In other words, you *can* shift these units into Rough Ground, but you are not required to.

### FIRST TURN

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

### OBJECTIVE

Destroy the enemy.

### GAME DURATION

At the end of Turn 6, the game ends.

### 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. Score 1 additional VP per enemy unit destroyed in close combat.



# ADEPTICON 2022

BOLT ACTION COMBAT PATROL

## RESULTS FOR MISSION 2: SCATTERED DEPLOYMENT

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. Check all that apply. Each check is worth 1 Point.

### 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.



# ADEPTICON 2022

BOLT ACTION COMBAT PATROL

## MISSION 1: DAWN PATROL

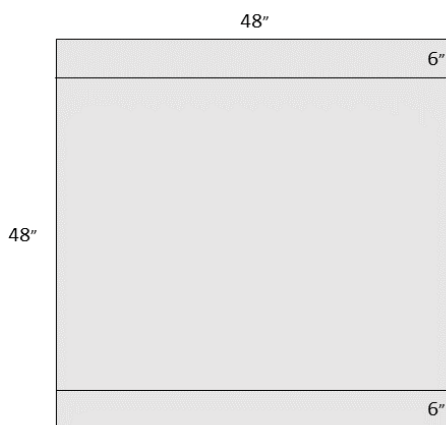
\*\*\* READ THE ENTIRE SCENARIO BEFORE SETTING UP \*\*\*

### SET-UP

*We've been ordered to advance and hold the ground.*

**Mission Set Up:** Create two 6" Deployment Zones along the two "long" table edges.

**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.



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. No units can be held in reserve.

### At the Break of Dawn:

- During Turn 1, line of sight for all units is 12".
- During Turn 2, line of sight for all units is 24".
- During Turn 3, line of sight is not restricted.

### FIRST TURN

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

### OBJECTIVE

Take a hold. Move into the enemy Deployment Zone.

### GAME DURATION

At the end of Turn 6, roll a die. On a 1-3, the game ends. On a 4-6, play a Turn 7. If a Turn 7 is played, the game ends at the end of Turn 7.

### 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 VPs** than their opponent is the winner. Otherwise, the result is a draw.

Players score 1 VP for each friendly unit wholly outside of their own Deployment Zone and 3 VP for each friendly unit wholly within their opponent's Deployment Zone.

**Player's Choice Voting:** When you finish Game 1, set up your army for voting and submit your vote.





# ADEPTICON 2022

BOLT ACTION COMBAT PATROL

## RESULTS FOR MISSION 1: DAWN PATROL

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. Check all that apply. Each check is worth 1 Point.

### 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.

-----TEAR HERE-----

Vote for your favorite army at the event. This is not necessarily the best painted army – it could be the most thematic, the coolest display board, etc.

### PLAYER'S CHOICE VOTE (MANDATORY)

Player Name:		Army:	
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