



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 2022

BOLT ACTION DOUBLES

EVENT SUMMARY

- Teams will play three, 2.5-hour 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 Teams agree, let Andrew know and he will get you matched up for Game 1.

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.
- **Theme/Army List Submission (5 points max)** – Awarded for bringing 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 Team is automatically granted 10 points per game with sportsmanship infractions resulting in a reduction in total score.



ADEPTICON 2022

BOLT ACTION DOUBLES

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).

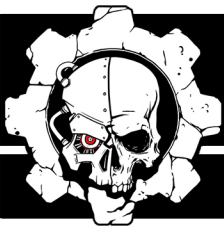
Questionable Play: Not quite cheating, but not aboveboard either. 'Generous' measurements or movement. Frequently take back movement or other decisions after they are in process. Not clearly distinguishing between similar units. Not keeping track of scoring. Abuse 'playing by intent' by failing to establish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

8:00 AM – 9:00 AM	Check-in and Operation Briefing
9:00 AM – 11:30 AM	Game One
11:30 AM – 12:30 PM	Break – Players Choice Voting
12:30 PM – 3:00 PM	Game Two
3:00 PM – 3:30 PM	Break
3:30 PM – 6:00 PM	Game Three
6:00 PM – 6:30 PM	Best Battlefield voting, Scoring and Awards



ADEPTICON 2022

BOLT ACTION DOUBLES

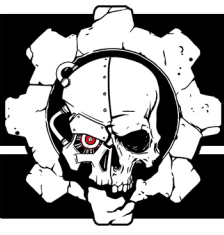
Thank you for playing! We are always looking for ways to improve the event and the player experience. Please take a few minutes to provide feedback on the event.

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 DUBLES

EVENT FEEDBACK CONT.



ADEPTICON 2022

BOLT ACTION DOUBLES

MISSION 3: TAKE & HOLD

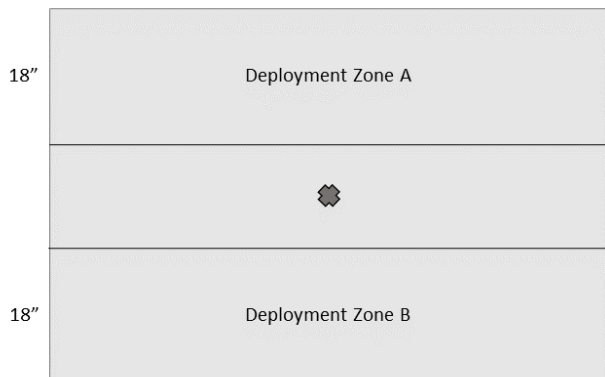
*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

SET-UP

Move out and capture those damn objectives!

Mission Set Up: There are a total of five Objectives. Place Objective 1 in the middle of the table.

One member from each Team rolls a die. The winner places Objective 2. Teams then take turns placing Objectives 3, 4 and 5. Objectives can be placed anywhere on the table, more than 6" from a table edge and more than 12" from another objective.



Deployment: One member from each Team rolls a die. The winner is the Attacking Team. The Attacking Team picks a Deployment Zone (A or B), the other Team is the Defending Team. The Attacking Team then must deploy all units with Forward Deployment anywhere in their Deployment Zone. The Defending Team then does the same. Only units with Forward Deployment are deployed at the start of the game.

All other units arrive via First Wave.

FIRST TURN

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

OBJECTIVE

Capture the Objectives.

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, the game ends at the end of Turn 6.

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 an Infantry or Artillery unit within 3" of the edge of the Objective with no enemy units (excluding empty Transports) within 3" of the Objective at the end of a Turn.

At the end of each Turn, note the Objectives that have been captured. Those Objectives remain captured until an enemy unit ends a Turn within 3" of the Objective. In other words, a friendly unit does 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 (except for empty Transports) moves within 3" and either contests or captures the Objective.

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





ADEPTICON 2022

BOLT ACTION DOUBLES

RESULTS FOR MISSION 3: TAKE & HOLD

YOUR NAMES	OPPONENT'S NAMES	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 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.

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

Vote for your favorite table at the event.

BEST BATTLEFIELD VOTE (MANDATORY)

Table Number:



ADEPTICON 2022

BOLT ACTION DOUBLES

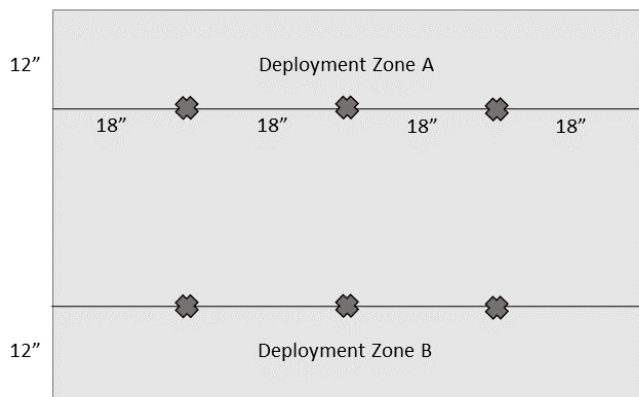
MISSION 2: FUEL SHORTAGE

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

SET-UP

We are dangerously short of fuel. Take what you can and destroy the rest.

Mission Set Up: There are a total of six Objectives. Place the objectives as shown.



Deployment: One member from each Team rolls a die. The winner is the Attacking Team. The Attacking Team picks a Deployment Zone (A or B), the other Team is the Defending Team. The Attacking Team then must deploy all units with Forward Deployment anywhere in their Deployment Zone. The Defending Team then does the same. Only units with Forward Deployment are deployed at the start of the game.

Now, each player on the Attacking Team may select up to half their units (rounding up) to hold in Reserve. Reserves can Outflank. Any unit not in Reserve will arrive via First Wave. The Defending Team then does the same.

FIRST TURN

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

OBJECTIVE

Capture and destroy the Objectives.

GAME DURATION

The game ends after Turn 5.

VICTORY

The Team that scores more VPs than their opponent is the winner. Otherwise, the result is a draw.

At the end of every turn, check each Objective for capture. An Objective is captured if you have an Infantry or Artillery unit within 3" of the edge of the Objective with no enemy units (excluding empty Transports) within 3" of the Objective at the end of a Turn. If there is an enemy unit within 3", the Objective is contested. If you have captured an objective, place a die on the Objective to mark it as captured. The number on the die is the number of consecutive turns you have controlled that Objective.

As Objective capture is checked at the end of each turn, you must maintain control each turn. If at the end of Turn you longer have an Infantry or Artillery unit within 3" of the Objective, control is lost. Remove the die from the Objective.

If an Objective is contested at the end of the Turn, control is lost. Neither Team has control. Remove the die from the Objective.

Starting at the **end of Turn 2**, at the end of each Turn, a Team can destroy one or more Objectives they have captured to score the following VPs:

- If the Team captured the Objective this Turn, they score 1 VP.
- If the Team has captured and held the Objective for 2 Turns, they score 2 VP.
- If the Team has captured and held the Objective for 3 Turns, they score 4 VP.
- If the Team has captured and held the Objective for 4 Turns, they score 6 VP.
- If the Team has captured and held the Objective for 5 Turns (since Turn 1), they score 8 VP.

When a Team destroys (scores) an Objective, remove that Objective from the table.



ADEPTICON 2022

BOLT ACTION DOUBLES

RESULTS FOR MISSION 2: FUEL SHORTAGE

YOUR NAMES	OPPONENT'S NAMES	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 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.



ADEPTICON 2022

BOLT ACTION DOUBLES

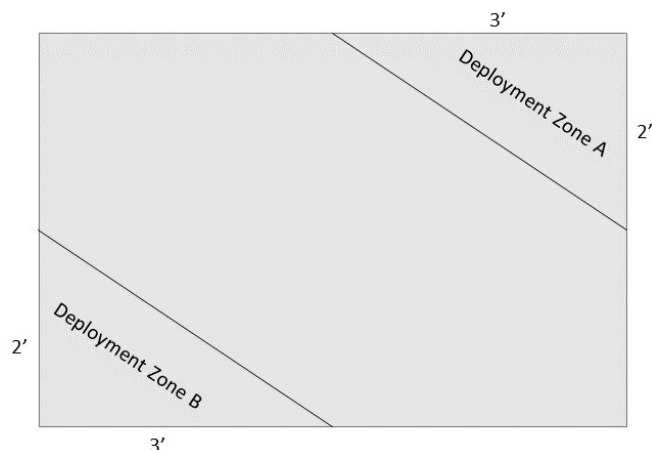
MISSION I: SPEARHEAD

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

SET-UP

The objective is simple. Breakthrough the enemy line and hold the ground.

Deployment: One member from each Team rolls a die. The winner is the Attacking Team. The Attacking Team picks a Deployment Zone (A or B), the other Team is the Defending Team. Starting with the Attacking Team, each player must select half of their units (rounding up) to deploy. The Defending Team then does the same. Put those Order Dice in the bag. The units not selected for Deployment will arrive via Reserves (no Outflank). Place an Order Die next to all the units in Reserve.



With only the Order Dice for the deploying units in the bag, pull an Order Die. That player deploys a unit anywhere in their Deployment Zone. Continue to pull Order Dice until all units selected for deployment have been deployed.

Forward Deployment is not allowed. Any unit with Forward Deployment will deploy inside the Deployment Zone (or arrive via Reserves).

Reserves: Units in Reserve arrive anywhere along their Teams' long table edge.

FIRST TURN

The battle begins, put only the Order Dice for the deployed units in the bag and begin.

TURN 2

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

OBJECTIVE

Take a hold. Move into the enemy Deployment Zone.

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 calculate the winner by adding up Victory Points as follows. The Team 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 (excluding empty Transports) wholly or partially within the enemy Deployment Zone at the end of the game.

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





ADEPTICON 2022

BOLT ACTION DOUBLES

RESULTS FOR MISSION I: SPEARHEAD

YOUR NAMES	OPPONENT'S NAMES	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 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.

-----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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