



ADEPTICON 2023

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 2023 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 2023 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 knocked-out vehicles, including soft-skins, on the table. The wrecks count as impassible Soft 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/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.
- **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 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 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

4:00 PM – 4:25 PM	Check-in
4:25 PM – 4:30 PM	Briefing
4:30 PM – 6:00 PM	Game 1
6:00 PM – 6:30 PM	Break and Players Choice Voting
6:30 PM – 8:00 PM	Game 2
8:00 PM – 8:30 PM	Break and Best Battlefield Voting
8:30 PM – 10:00 PM	Game 3
10:00 PM – 10:30 PM	Scoring and Awards



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BOLT ACTION COMBAT PATROL

GAME 3: FLARE!

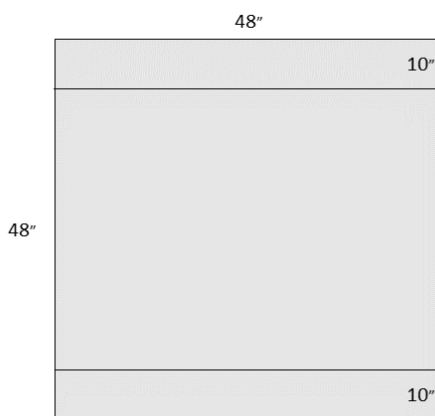
*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

SET-UP

Night operation. Search and destroy.

Mission Set Up: Create two 10" 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 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. There are **no** Reserves.

Flare! This battle takes place in almost pitch-black darkness. At the start of each Turn, line of sight is only 12". The line of sight remains at 12" until the Flare Order Die is pulled. When the Flare Order Die is pulled, a flare has gone up and lights the entire battlefield, line of sight is immediately no longer reduced for the remainder of the Turn. When 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. Line of sight is once again reduced to 12" until the Flare Order Die is pulled.

TURN I

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

OBJECTIVE

Destroy the enemy and take the ground.

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

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

At the end of the game, players score **3 VP** for each friendly unit wholly within their opponent's Deployment Zone. *Empty* Transports and Tows do **not** score in the enemy Deployment Zone.

Units are **not** allowed to exit the table.

VP CRITERIA	NUMBER OF UNITS
Units Destroyed – 1 VP each	
Units in Enemy Deployment Zone - 3 VP each	
Total VP	





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BOLT ACTION COMBAT PATROL

RESULTS FOR GAME 3: FLARE!

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.



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BOLT ACTION COMBAT PATROL

GAME 2: SCATTERED DROP

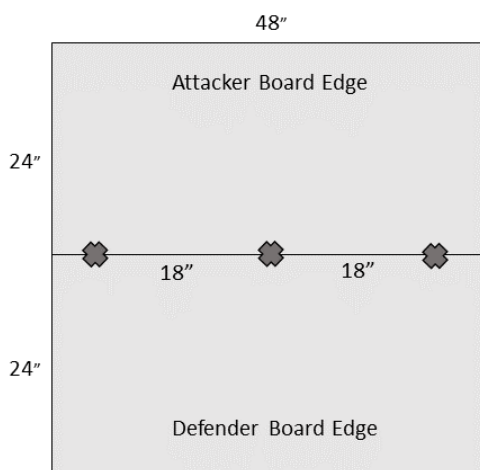
*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

SET-UP

Bad drop – the LV is hot!

Mission Set Up: Place the first Objective in the middle of the table. Place the second and third Objectives 18" to the left and right of the first Objective.

Deployment: Both players roll a die, the player who rolls highest is the Attacker. The other player is the Defender. The Attacker chooses a "long" table edge. The other player will deploy opposite.



Scattered Drop: Starting with the Attacker, each player selects half of their force (rounding up) to Airdrop. The selected units cannot be vehicles. The units not selected to Airdrop will arrive via Reserves (no Outflank). Put all Reserve units to the side along with their Order Dice. Put the Order Dice for all the Airdrop units into the bag.

Pull an Order Die. That player then places one model from an Airdrop unit anywhere on their half of the table. Once the model has been placed, scatter it 2d6" in a random direction. If the model would scatter off the table, place the model on the edge of the table and the unit then takes d3 hits (no Pins). Once the model is placed, "deploy" the rest of the models in the unit within 3" of the first model.

Spotters – If you airdrop a gun/team with a Spotter, place both the Spotter and the gun/team on table as desired (they do not need to be placed together) and then roll to scatter each separately.

If the model scatters into terrain (woods, building, etc.) the unit will "deploy" in the terrain.

Pull the next Order Die and continue until all Airdrop units have been deployed.

TURN 1

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

TURN 2

Add the Order Dice for units in Reserve in the bag. Reserves may arrive via the player's "long" table edge.

OBJECTIVE

Capture the objectives.

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

The player that holds the most Objectives at the end of the game is the winner. If both players 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 within 3" of the Objective at the end of a Turn. *Empty* Transports and Tows **cannot** capture or contest Objectives.

Best Battlefield Voting

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



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RESULTS FOR GAME 2: SCATTERED DROP

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.

BEST BATTLEFIELD VOTING

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



ADEPTICON 2023

BOLT ACTION COMBAT PATROL

GAME 1: PRISONER CAPTURE

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

SET-UP

A captured enemy is worth his weight in gold to HQ.

Deployment: Both players roll a die, the player who rolls highest chooses a “long” table edge. The other player will deploy opposite. Starting with the player that picked sides, choose at least half of your force (rounding up) to be First Wave. The rest of your units (if any) will arrive via Reserves. Reserves **can** Outflank.

Scout the Enemy: The primary goal is to discover as much information as possible about the enemy force. At the end of each Turn (before Order Dice are added back to the bag) both players’ Lieutenants identify every enemy unit in open ground or soft cover within line of sight and 24” of the Lt. (draw line of sight as if conducting a Fire Order). Multiple enemy units may be simultaneously identified.

If the Lt is Down, they **cannot** identify enemy units. If the Lt is aboard a Transport, they **cannot** identify enemy units. When identifying an enemy Transport, only the Transport is identified, **not** the unit/s aboard. Mark each identified unit with one of the provided tokens. Once a unit is identified, it stays identified. The Lt is **not** required to keep the identified units within line of sight and/or 24”.

Prisoner Capture: If you defeat an enemy Infantry or Artillery unit in assault, an enemy soldier has been captured. Add one model from the defeated unit to the victorious unit to represent the prisoner. The prisoner does **not** count as a member of the unit in any way. The model is only a token. Each unit can only capture one prisoner at a time.

If a unit with a prisoner is destroyed, the prisoner is lost and does **not** score VPs.

TURN 1

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

TURN 2

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

OBJECTIVE

Identify the enemy and capture prisoners.

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

Players score **1 VP** for each enemy unit identified. Each unit can only be identified once.

At the end of the game, players score **3 VP** for each captured prisoner and **5 VP** for a captured Lieutenant. Note, a captured Lt is worth a *total* of 5 VP, not 8 VP.

VP CRITERIA	NUMBER OF UNITS
Units Identified - 1VP each	
Prisoners Captured - 3 VP each	
Lt Captured - 5 VP	
Total VP	

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 1: PRISONER CAPTURE

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.



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FAQS

GAME 1: PRISONER CAPTURE

- Your Lt cannot spot enemy units when aboard a Transport or if they are Down at the end of the Turn. You check for spotting at the end of the Turn, before Order Dice are picked up.
- For spotting, to determine if the enemy unit is in Hard Cover (because you cannot be spotted when in Hard Cover), check just like you would for a Fire Order made by the Lt. If the enemy would get Hard Cover, you can't spot them.

GAME 2: SCATTERED DROP

- **Spotters** - If you Airdrop a Mortar or Artillery piece with a Spotter, the Spotter drops at the same time and is placed independently. Place both the gun/mortar and the Spotter. Then, roll to scatter the gun and then roll to scatter the Spotter.
- Airdropped units only take d3 Pins if they would scatter off the table.
- Yes, it is possible to have Artillery Airdrop into a building. I've seen it happen before. The gun is now stuck in the building for the rest of the game but can fire out.

GAME 3: FLARE!

- **Deployment** - Unless you are a Forward Deployer, all units arrive via First Wave. Forward Deployers are deployed within your 10" Deployment Zone.
- Reminder, line of sight is 12" until you pull the Flare Order Die. When you pull the Flare Order die, line of sight is immediately no longer reduced for the remainder of the Turn.
- The player who pulls the Flare Order Die, pull a second Order Die.
- Line of sight resets to 12" each Turn, until you pull the Flare Order Die.
- **Indirect Fire** - If you are already ranged in with Indirect, you can fire without needing line of sight. But if you are not ranged in and you can't see the target, you cannot fire.