

Bolt Action Doubles – AdeptiCon 2025

Event summary

Teams will play three, 2 hour and 45 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.

Schedule – Friday, March 28, 2025

- 8:15 – 8:55am – Check-in
- 8:55 – 9:00am – Welcome and Operation Briefing
- 9:00 – 11:45am – Game 1
- 11:45 – 1:00pm – Break and Player's Choice voting
- 1:00 – 3:45pm – Game 2
- 3:45 – 4:45pm – Break and Best Battlefield voting
- 4:45 – 7:30pm – Game 3
- 7:30 – 8:00pm – Scoring and Awards

Terrain

Terrain will be preset and locked by Tournament Organizers. Please treat this terrain with respect as it is generously provided by your fellow gamers.

Awards

Prizes will be awarded for:

- **Best Overall** - Team with highest total points.
- **Best Painted** - Team with highest Paint score.
- **Player's Choice** - Team with the most Player's Choice votes.
- **Best Battlefield** - Table with the most Best Battlefield 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.
- **TBA New Team Spirit Award** - Difficult to define, this award is for to the Team with the most "team spirit", the most Hanoswag, a certain je ne sais quoi. The Team that demonstrates what AdeptiCon Bolt Action Doubles is all about. More to come on the day of the event.

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 (20 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 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.

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, 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 a TO.
- Extreme instances will be minus 10 points and a visit from the Head TO.

Communication is key.

Mission Set Up: One Player rolls a d3 + 4. This is the number of objective markers used in this game. Next both players will roll a die. The player who rolled highest will place the first objective marker. Players will then alternate placing Objectives. All objective markers must be more than 12" from each other and more than 6" 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 or that are not using the Infiltrator rule will arrive via First Wave.

Pre Deployment: Put all order dice in the bag for units using the **Infiltrator** rule. Pull the order dice one at a time until all units using the Infiltrator special rule are deployed. This can be found on page 173 of the Bolt Action rulebook.

Turn 1: The battle begins, put the Order Dice for all units **not** in Reserve the bag and begin.

Turn 2: Add the Order Dice for the units in Reserve into the bag.

Game Length: The game ends after Turn 5.

Objective: Capture the objectives.

Incomplete Intelligence: While your force knows the approximate location and contents of the objectives, nothing in warfare is ever for sure. The first time any unit ends their activation within 3" of each objective, scatter the objective 2D6" in a random direction. However:

- If a double 6 is rolled, the objective is moved 12", BUT the direction is selected by the opposing team.
- If any other double is rolled, the objective is immediately removed from the game and is worthless.

Please note, this only happens once for each objective the first time ANY unit comes within 3" of them. If a unit with the Infiltrator rule is deployed on an objective, complete this scatter roll immediately before pulling the first dice on Turn 1.

Scoring: 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 the game. Additionally, one of the units controlling the objective must be Infantry or Artillery. *Empty* Transports and Tows cannot capture and cannot contest objectives.

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Game 3 Score Sheet

Your names: _____

Opponent names: _____

Battle points – Circle one

Win – 20 points

Draw – 10 points

Loss – 5 points

Withdraw – 0 points

Number of Order Dice *your force* lost: _____

Number of opponent turrets jammed: _____

-----Complete independent of your opponent-----

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.

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



Deployment: All four players roll a die. The individual that rolls the highest chooses a table quarter to deploy in. Their partner will deploy in the diagonally opposite quarter. i.e One team will be deploying in A1 and A2 while their opponents deploy in B1 and B2. The team that selected table quarters must each deploy one unit immediately.

Put the Order Dice for all remaining units in the bag. Pull an Order Die and deploy a unit in their respective table quarter. As shown on the map above, units must not be deployed within 12" of the center point of the table.

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

Continue to pull Order Dice until all units have been deployed.

Forward Deployment: Forward deploying units with the **Infiltrator** rule can deploy within their table quarter OR in the middle circle only. They are to be deployed at the same time as all other units as dice are pulled from the bag.

Turn 1: The battle begins, put all Order Dice in the bag and begin.

Game Length: The game ends after Turn 5.

Objective: Destroy the enemy and control the battlefield.

Scoring: 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 **1VP** for each enemy unit destroyed.

Teams score **1VP** for each unit that ends the game **WHOLLY** in their teammate's deployment zone.

Teams score **1VP** for each unit that ends the game **WHOLLY** in an opponent's deployment zone.

Teams score **3VP** for a platoon that ends the game with one or more unit in **EVERY** deployment zone.

The middle 12" Radius circle does **NOT** count as part of any deployment zone for scoring purposes.

Game 2 Score Sheet

Your names: _____

Opponent names: _____

Battle points – Circle one

Win – 20 points Draw – 10 points Loss – 5 points Withdraw – 0 points

Number of Order Dice *your force* lost: _____

Number of opponent turrets jammed: _____

-----Complete independent of your opponent-----

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.

Best Battlefield Voting:

When you finish Game 2 submit your vote for Best Battlefield.

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Game 1 – The Firefight

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.

Starting with the Team that picked sides, select up to half of each player's units to be held in Reserve. Units in Reserve can Outflank. Any units not in Reserve will arrive via First Wave.

Forward Deployment: There is no Forward Deployment.

Turn 1: The battle begins, put Order Dice for units NOT in reserve in the bag and begin.

Turn 2: Put all Order Dice in the bag and continue as normal.

Game Length: The game ends after Turn 5.

Objective: Destroy the enemy.

Scoring: 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.

Teams score additional VPs as Follows:

Teams score **1 additional VP** for every Platoon Commander or Command Vehicle destroyed.

Teams score **2 additional VPs** for every Company Commander destroyed.

Teams score **3 additional VPs** for each enemy Platoon which was entirely destroyed.

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Game 1 Score Sheet

Your names: _____

Opponent names: _____

Battle points – Circle one

Win – 20 points

Draw – 10 points

Loss – 5 points

Withdraw – 0 points

Number of Order Dice *your force* lost: _____

Number of opponent turrets jammed: _____

-----Complete independent of your opponent-----

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.

Player's Choice Voting:

When you finish Game 1, set up your army for Paint judging and submit your vote for Player's Choice.