

AdeptiCon 2026 - 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 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

Wrecks - Leave the wrecks of **all** knocked-out vehicles on the table. The wrecks count as passable Hard Cover.

Terrain will be preset and locked by TOs.

AWARDS

AdeptiCon 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/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 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 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: Complains 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 movements. 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.

SCHEDULE

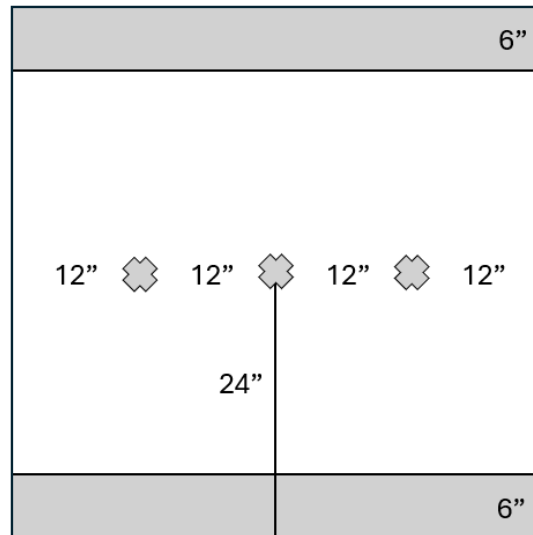
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|--------------------|-----------------------------------|
| 3:00 PM – 3:25 PM | Check-in |
| 3:25 PM – 3:30 PM | Briefing |
| 3:30 PM – 5:00 PM | Game 1 |
| 5:00 PM – 5:45 PM | Break and Player's Choice Voting |
| 5:45 PM – 7:15 PM | Game 2 |
| 7:15 PM – 8:00 PM | Break and Best Battlefield Voting |
| 8:00 PM – 9:30 PM | Game 3 |
| 9:30 PM – 10:00 PM | Scoring and Awards |

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Game 3: Secure Inland Objectives!

"I have full confidence in your courage and devotion to duty and skill in battle. We will accept nothing less than full Victory!" – General Dwight D. Eisenhower,

Set Up: Create a 6" Deployment Zone on each "long" side of the table. Place one objective in the center of the table. Place a second objective 12" to the right and one objective 12" to the left of the middle objective.



Deployment: Both players roll a die, the player who rolls highest chooses a Deployment Zone. The other player will deploy opposite. Starting with the player that picked sides, each player may put up to half their units in Reserve, rounded down. Units in Reserve may Outflank. Any unit not in Reserve will deploy in the Deployment Zone, including Infiltrators. There is no Prep Bombardment.

Turn 1: Put the Order Dice in the bag for all units deployed and begin.

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

Objective: The objectives can be captured from Turn 2 onward. To capture an objective, you must have an Infantry or Artillery unit end their activation within 3" of the edge of the objective with no enemy Infantry or Artillery units within 3" of the Objective. Objectives are sticky - you remain in control until an enemy Infantry or Artillery ends either activation within 3" of the objective.

Game Length: At the end of Turn 5, roll a die. On a 4+, play a Turn 6. The game ends after Turn 6.

Victory: At the end of the game calculate the winner by adding 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.

Each objective controlled at the end of the game is worth 2VPs. Each enemy Order Die killed is worth 1VP. If an objective is contested, no player will score points for it.

****Note**** No unit may contest or control multiple objectives.

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Results for Game 3: Secure Inland Objectives!

Your Name: _____

Your Opponents Name: _____

Table No: _____

Battle Results. (circle one)

Win
20 points

Draw
10 points

Loss
5 points

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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Game 2: Push up and Take that Beach Objective!

"May God have mercy upon my enemies, because I won't." – Gen. George S. Patton.

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

Set Up: Place one objective in the center of the table.

Deployment: Both players roll a die, the player who rolls highest chooses a "long" side to deploy onto. The other player will deploy onto the opposite side. Units may arrive via First Wave, with a maximum of one unit deploying as an Infiltrator. Starting with the player that chose sides, select what units (if any) will be Reserves. This may be up to half a players' units, rounded down. Units in Reserve may Outflank.

Once this is completed, deploy any Infiltrators by rolling a d6, highest deploys their Infiltrator first. Infiltrators can deploy anywhere outside of 12" from the Objective. Infiltrators **cannot** score the objective. There is no Prep Bombardment.

Turn 1: Put the Order Dice in the bag for any deployed Infiltrators plus units in First Wave and begin.

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

Objective: Starting at the end of Turn 2, check for objective control. To control the 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 the Turn. If there is an enemy unit with 3" of the objective, it is contested. Vehicles can contest, but cannot capture the objective.

No unit can be used to capture or contest the objective more than once in the game. You get one capture or one contest per unit.

Game Length: At the end of Turn 6, roll a die. On a 4+, play a Turn 7. The game ends after Turn 7.

Victory: At the end of the game calculate the winner by adding 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.

Starting at the end of Turn 2, and at the end of each following turn, players score **2 VP** for controlling the objective. You can score the objective multiple turns, but remember, no unit can control or contest the objective more than once.

Each enemy unit killed is worth **1 VP**. Each enemy unit killed in close quarters is an additional **1 VP**. HQ unit kills are worth an additional **2 VP**.

Best Battlefield Voting

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

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Results for Game 2: Push up and Take that Beach objective!!

Your Name: _____

Your Opponents Name: _____

Table No: _____

Battle Results. (circle one)

Win
20 points

Draw
10 points

Loss
5 points

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.

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Game 1: Get off the #%&@ing Beach!

"We shall fight on the beaches, we shall fight on the landing grounds..." – Winston Churchill, 1940

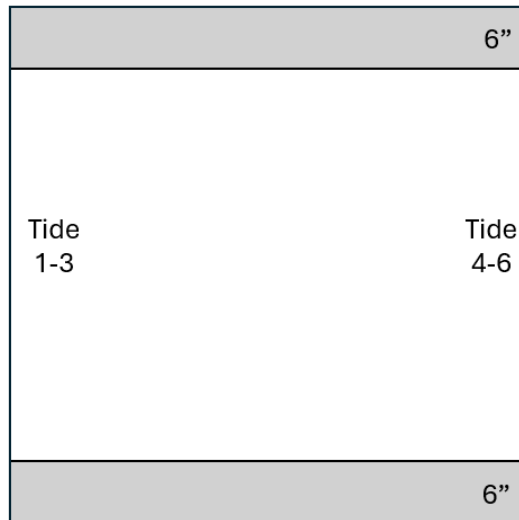
*** READ THE ENTIRE MISSION BEFORE SETTING UP ***

Set Up Part 1: Create a 6" Deployment Zone on each "long" side of the table.

Deployment: Each player rolls a d6, the highest roll chooses which table edge for deployment. Starting with the player that picked sides, each player may put up to half their units in Reserve, rounded down. Units in Reserve may Outflank.

Roll a d6, the highest score will deploy their first Infiltrator (if any), then players will alternate deploying additional Infiltrators. There is no Prep Bombardment.

Set Up Part 2: One player rolls a d6, 1-3 is the left "short side" of the table and 4-6 is the right "short side" of the table. The tide will enter from the designated side.



The Tide: Starting at the end of Turn 1 and at the end of each following turn the Tide moves in from the designated table edge 4". Units in the Tidal Zone are considered to be in Rough Ground and cannot move further than 6" on a Run or Advance Order, regardless of any special rules.

Turn 1: Put all Order Dice into the bag and begin.

Game Length: At the end of Turn 6, roll a die. On a 4+, play a Turn 7. The game ends after Turn 7.

Victory: At the end of the game calculate the winner by adding 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 friendly unit on "dryland" (ends the game outside of the Tidal Zone). Players score 1 VP for every two enemy units killed and an additional 2 VP for every unit killed in close quarters.

Players **lose** 1 VP for every two friendly units that end the game in the Tide zone.

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Results for Game 1: 'Get off the #%&@ing Beach!!!!'

Your Name: _____

Your Opponents Name: _____

Table No: _____

Battle Results. (circle one)

Win
20 points

Draw
10 points

Loss
5 points

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, submit your vote for Players Choice.