

# AdeptiCon 2026 - Bolt Action Doubles

## 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 27, 2026

- 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.
- **Verticchio Valor Award** - TOs Choice Award
- **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.

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## Scoring

A maximum of 115 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 humble in victory and gracious in defeat. - Christopher Earle*

*Not a worry in the world, a cold beer in my hand, Life is good today, life is good today - Zack Brown*

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 intent or establish agreement. Are impatient, dismissive, 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 distinguishing between similar units. Not keeping track of scoring. Abuse 'playing by intent' by failing to establish intent, 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 5-10 points each and a visit from a TO.
- Extreme instances will result in disqualification, and escalation to AdeptiCon leadership as needed.

**We categorically reject all forms of bigotry, hatred, and discrimination.**

AdeptiCon Conduct Policy (full version: <https://tinyurl.com/2026conductpolicy>) expressly prohibits:

- Harassment based on protected characteristics
- Threats, intimidation, and stalking
- Conduct creating hostile environments

Violations will result in immediate removal from the event and may result in a ban from all future AdeptiCon events. Credible threats will be reported to authorities. Please do not hesitate to contact your TO with any concerns.

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## Game 3 – Silence Those Guns!

*Wasting away again in Margaritaville, searching for my lost shaker of salt - Jimmy Buffett*

*I am firmly convinced that our supporting naval fire got us in; that without the gunfire we positively could not have crossed the beaches. — Colonel Stanhope B. Mason*

### **Background:**

The enemy is raining down an unrepentant hail of shells on your position. If you are attacking, this is causing havoc on your ability to break out from your foothold. If you are the defender, this is hampering your ability to bring in reinforcements.

***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 or forward deployed will arrive via First Wave.

**Forward Deployment:** Forward deployment is allowed.

**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 Order Dice for units **not** in reserve in 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:** Eliminate enemy guns and the spotters directing their fire.

**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 each spotter destroyed (**only** count if their assigned unit survived).
- Teams score **2 additional VPs** for each Medium or Heavy Mortar destroyed.
- Teams score **2 additional VPs** for each Platoon/Company Commander destroyed.
- Teams score **2 additional VPs** for each Command Vehicle destroyed.
- Teams score **3 additional VPs** for each Artillery unit destroyed.
- Teams score **3 additional VPs** for each Air/Artillery Observer destroyed.

# AdeptiCon 2026 - Bolt Action Doubles

## 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.

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# AdeptiCon 2026 - Bolt Action Doubles

## Game 2 – The Breakout

*Aruba, Jamaica, ooh, I wanna take you, to Bermuda, Bahama, come on pretty mama - The Beach Boys*

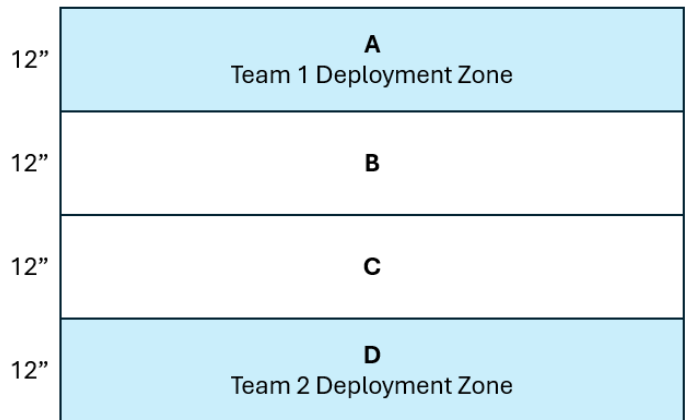
*They're murdering us here. Let's move inland and get murdered. — Colonel Charles D. Canham*

**Background:** It is the morning after a tense, but successful landing. One side is trying to break out to expand their beach head while the other side is trying to drive them back into the sea.

**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, each **Player** declares a single Platoon to deploy at the start of the game, the rest will be in Reserves. No Outflanking is allowed.

**Forward Deployment:** Infiltrators are allowed, but only if the unit is part of the Platoon selected for deployment.



**Deployment:** Put Order Dice in the bag for all units to be deployed on the table to start the game. Units must be deployed wholly within 12” of their team’s long table edge.

**Turn 1:** The battle begins, put Order Dice for units **not** in reserve in 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.

**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.

Measure and split the board into four Sectors as per the map above. Determine the Sector each unit is in. If a unit is straddling two Sectors, they count as being in the **lower** scoring Sector for both normal VPs and the bonus for controlling a Sector. You **cannot** premeasure the Sectors during the game.

If one Team has units from both Players in a Sector and **no** units from the other Team in this Sector, then **double** the VPs scored within this Sector.

	Team 1	Team 2
<b>Zone A</b>	1 VP per unit	4 VPs per unit
<b>Zone B</b>	2 VPs per unit	3 VPs per unit
<b>Zone C</b>	3 VPs per unit	2 VPs per unit
<b>Zone D</b>	4 VPs per unit	1 VP per unit

# AdeptiCon 2026 - Bolt Action Doubles

## 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.

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### Best Battlefield Voting:

When you turn in this score sheet, take a voting slip and vote for Best Battlefield.

# AdeptiCon 2026 - Bolt Action Doubles

## Game 1 – Key Lime Positions

*You put the lime in the coconut, you drink them both up — Harry Nilsson*

*We'll start the war from right here! — Brigadier General Theodore Roosevelt*

**Background:** In the early phase of this landing, troops from both sides fight to capture and control key (lime) positions.

***Before doing anything else, discuss terrain and align with your opponents.***

**Mission Set Up:** One Player rolls a d3+4. This is the number of objective markers used in this game. Then, both players on each Team roll a die, the Team that rolls the highest total places the first objective marker. Teams will then alternate placing Objectives. All objective markers must be more than 12" from each other and more than 6" from the table edge.

**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 Key (Lime) Positions.

To capture an objective, you must have a friendly Infantry or Artillery unit from within 3" of the edge of the objective with no enemy units (of any type) within 3" of the objective at the end of the game. *Empty* Transports and Tows cannot contest objectives.

**Scoring:** The Team that scores the most victory points at the end of the game is the winner. If both Teams score the same number of points, the result is a Draw.

Teams score **1 VP** for every objective controlled

Teams score an **additional 1 VP** for every controlled objective that has a unit from **both** players on the team within 3". The additional friendly unit can be a vehicle, excluding **empty** Transports and Tows. Thus, if an Infantry unit controls the objective, then their teammate's vehicle can count for this additional VP.

# AdeptiCon 2026 - Bolt Action Doubles

## 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.

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## Paint Judging & Player's Choice Voting:

When you finish Game 1, set up your army for Paint judging.

When you turn in this score sheet, take a voting slip and vote for Player's Choice.