



ADEPTICØN

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 2023

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 2023 Conduct Policy](#).
- The models used in your army must meet the “Minimum 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.
- **Tiger Fear** – Tanks that cause Tiger Fear are not affected by Tiger Fear.
- **Command Vehicle** – Players will declare their Command Vehicle when it is deployed or arrives from Reserve.
- **Wrecks** – Leave the wrecks of knocked-out vehicles, including soft-skins, on the table. The wrecks count as impassable Soft Cover.
- **Terrain** will be preset and locked by TOs.

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. Written background info explaining your army is also included in the Paint score.
- **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.
- **Sportsmanship (30 points max)** – Each Team 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

8:15 AM – 8:55 AM	Check-in
8:55 AM – 9:00 AM	Briefing
9:00 AM – 11:30 AM	Game 1
11:30 AM – 1:00 PM	Break and Players Choice Voting
1:00 PM – 3:30 PM	Game 2
3:30 PM – 4:15 PM	Break and Best Battlefield Voting
4:15 PM – 6:45 PM	Game 3
6:45 PM – 7:15 PM	Scoring and Awards



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BOLT ACTION DUBLES

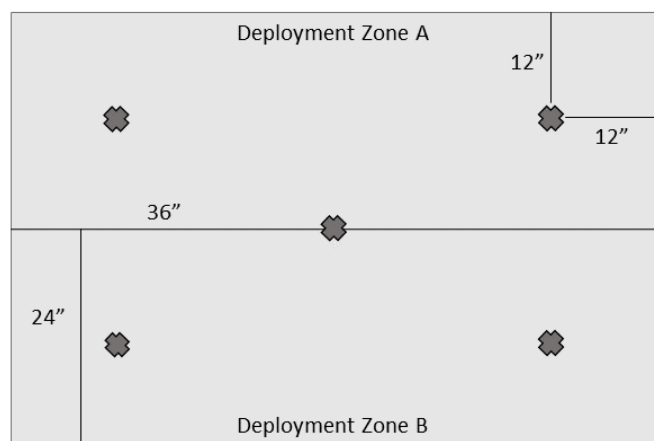
GAME 3: COMBINED ARMS

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

SET-UP

Move out and capture those damn objectives!

Mission Set Up: Place five objectives as shown. Place one Objective in the exact middle of the table and the other four in each corner, 12" up and in from the table edge.



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. Except for units with Forward Deployment, **all** units will arrive via First Wave.

Forward Deployment: Both players on each Team rolls a die, the Team who rolls highest deploys the first unit with Forward Deployment (if any). Then alternate placing the remaining units with Forward Deployment (if any).



TURN I

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 1-3, the game ends. On a 4-6, 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

Combined Arms: To capture an Objective, **both players on a Team** must have a unit within 6" of the edge of the Objective with no enemy units from **both players on a Team** within 6" of the Objective at the end of a Turn. *Empty* Transports and Tows cannot capture and cannot contest Objectives.

At the end of each Turn, note the Objectives that have been captured. Those Objectives remain captured until a enemy units from **both players on a Team** end a Turn within 6" of the Objective. In other words, friendly units do 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 the enemy (except for *empty* Transports and Tows) moves within 6" and either contests or captures the Objective.

For additional clarity – you need a unit from **both** players on each Team to capture *and* to contest Objectives. One player cannot capture and cannot contest. You need the support of your teammate.



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RESULTS FOR GAME 3: COMBINED ARMS

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.



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BOLT ACTION DOUBLES

GAME 2: FUBAR!

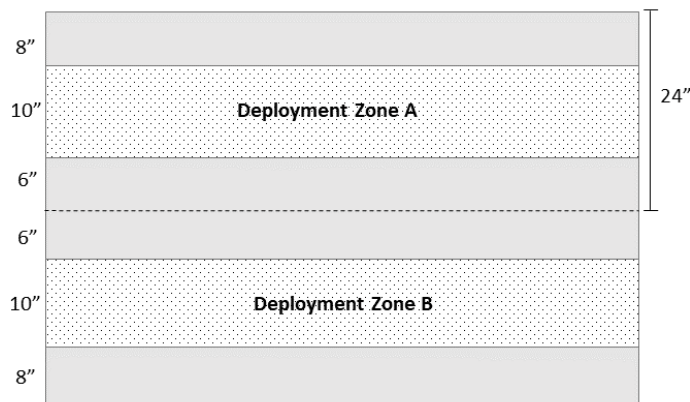
*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

SET-UP

Everything is FUBAR.

Deployment: Both players on each Team roll a die, the Team that rolls highest is the Attacker. The Attacker picks a Deployment Zone (A or B), the other Team is the Defender. Starting with the Attacker, choose one player on the Attacking Team to deploy their entire force. The other Attacking player will arrive entirely via First Wave. If a player has a Tank Platoon, they cannot deploy and must arrive via First Wave.

The Defenders then do the same. Choose one Defending player to deploy and one Defending player to arrive via First Wave. If a player has a Tank Platoon, they cannot deploy and must arrive via First Wave.



Starting with the Attacker, the two deploying players alternate deploying units until their entire forces have been deployed. There are **no** Reserves or Forward Deployment.

FUBAR! Once all the deploying players units have been deployed, the Attacker puts **one** Pin marker on any **two** of the Defender's units. The Defender then puts **one** Pin on any **two** of the Attackers units.

Then, starting with the Attacker, select **two** of the Defenders' Infantry units (with five or more models) and remove the NCO. The Defender then does the same. The NCO removal will trigger any Green, Unprepared, Mixed Quality, etc. Make the roll after the NCO is removed. This will **not** trigger the German Initiative Training Army Special Rule.

Finally, starting with the Attacker, select **three** of your own units. Take their Order Dice and mark the three units Down. The Defender then does the same. Those six units will be Down for Turn 1.

TURN 1

The battle begins, put all Order Dice (**except** for the six units ordered Down) in the bag and begin.

OBJECTIVE

Suppress and destroy the enemy.

GAME DURATION

The game ends after Turn 5.

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

Teams score **1 VP** for every enemy unit destroyed.

Teams score **1 VP** for every 3 Pins (in total) on their opponents' units at the end of the game.

Teams score **1 VP** if they end the game with fewer total Pins on their units than their opponents.

Best Battlefield Voting

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



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RESULTS FOR GAME 2: FUBAR!

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.

BEST BATTLEFIELD VOTING

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



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GAME I: SECTORS

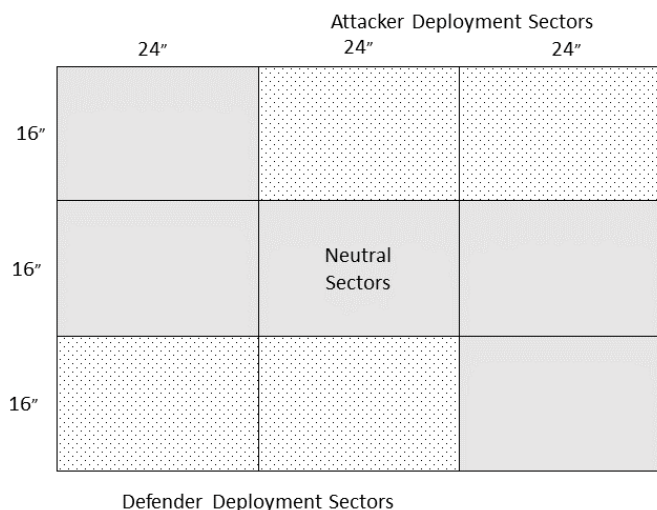
*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

SET-UP

Push into the enemy sectors and hold the line.

Mission Set Up: Divide the table into six 24"x16" Sectors.

Deployment: Both players on each Team roll a die, the Team that rolls highest is the Attacker. The Attacker picks a Deployment Zone, the other Team is the Defender and will deploy opposite. Starting with the Attacker, each player declares which units (if any) are being left in Reserve – this can be up to half of a player's units. Reserves **can** Outflank. The Defender then does the same.



Once Teams have determined Reserves, both the Attacking players deploy one unit each anywhere in the Attacker Deployment Sectors. Then the Defenders do the same in the Defender Deployment Sectors. Alternate deployment in this manner until all units not in Reserve have been deployed. Units with Forward Deployment are deployed last and can be deployed anywhere up to 24" from your long table edge and at least 12" away from any enemy unit.

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 all units in Reserve (if any) into the bag.

OBJECTIVE

Occupy the Neutral and Enemy Sectors.

GAME DURATION

At the end of Turn 5, roll a die. On a 1-3, the game ends. On a 4-6, play a Turn 6. If a Turn 6 is played, the game ends at the end of Turn 6.

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

Teams score **1 VP** per Neutral Sector and score **3 VP** per Enemy Deployment Sector.

To score a Sector, a unit from **both players on a Team** must be in the Sector. Units can only score one Sector. If a unit is in two or more Sectors, it scores where most of the models/model are – if in doubt, roll for it. *Empty* Transports and Tows cannot score a Sector. Spotters cannot score a Sector. **Note** – *both* Teams can score the same Sector.

For clarity, there are five Neutral Sectors (1 VP each) and two Enemy Deployment Sectors (3 VP each).

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: SECTORS

YOUR NAMES	OPPONENT'S NAMES	TABLE NO

BATTLE RESULTS (CIRCLE ONE)

Win 20 Points	Draw 10 Points	Loss 5 Points	Withdraw 0 Points

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: _____

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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.

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.