



# BOLT ACTION TANK WAR

THURSDAY - MARCH 31<sup>ST</sup>  
9:00AM - 5:00PM

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 2016

BOLT ACTION TANK WAR

## EVENT SUMMARY

- Players will play 3 two-hour games. Once "time up" is announced, the current turn will be completed.
- Armies will consist of 1,500 points or less.
- Lists are to be built using guidelines found in the Tank War supplement as well as the Bolt Action Rulebook and published army books.
- A single selector will be used for Armored Platoons and a player may bring a second platoon using the Standard Platoon selector.
- Bolt Action rules for each game will be as the most recent FAQ/Errata (available on the Warlord Forum).
- Any rulebook or Errata sheet(s) dated after 19 February, 2016 will not be allowed.
- The army may be drawn from the main rulebook, an army rulebook or the official net army book. You may not mix and match.
- A separate printed list is required for the judges, due at check in of the event, and each of your opponents (minimum of 5 copies required).
- Each player must bring a rulebook, the most current published rules for their army and all materials needed to play a game/report the results - including dice, measuring devices, templates, and a writing implement.

## PAIRING, SCORING AND SCENARIOS

- **Pairing**
  - For the first round players will be paired randomly.
  - After the first round, Swiss-pairing format will be used to determine opponents and pairings will be based on results.
  - A results slip will be provided for both players to complete at the end of each game.
  - In the event of a tie, players will be matched by Casualty points.
  - You will not play the same person twice.
- **Scoring**
  - Once a game is finished, victory is determined by objectives held per scenario description.
  - If a winner cannot be determined by objectives held, then the winner is the player who destroyed more point enemy points; called Casualty points. If the point difference is less than 51 points; the game was a draw.
  - A win is worth three points, a draw is worth two points, and a loss is worth zero points.
  - Each player is required to keep track of total Casualty points. The total Casualty points may be used to determine the winner of the tournament, in the event of a tie. Your opponent should provide the casualty points for each game and you can check their roster to collaborate.
- **Scenarios**
  - TBD - Scenario details will be added to this packet at a future date.

## SCHEDULE

THURSDAY (MARCH 31 <sup>st</sup> , 2016)	
8:00AM – 8:30AM	Registration and Introduction
8:30AM – 10:30AM	Game 1
10:30AM – 10:45AM	Break
10:45AM – 12:45PM	Game 2
12:45PM – 1:30PM	Lunch Break
1:30PM – 3:30PM	Game 3
3:30PM – 4:00PM	Awards



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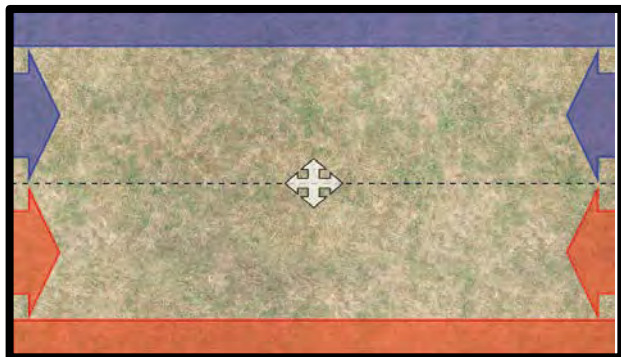
BOLT ACTION TANK WAR

## MISSION 1: REINFORCE THE POSITION!!!

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

### SETUP

1. Both players roll a die. The highest roller picks a table side.



### FIRST TURN

Both armies deploy half their army on the table within one move distance of the edge. Any Remaining units can enter from the player's own table edge from turn 1, or from either of the adjoining short side edges up to the half way mark from turn 2.

### OBJECTIVE

Two forces are battling for control of the war zone and each side is mustering reinforcements to throw into the fight. Each side must attempt to defeat the other by destroying as many enemy units as it can.

### VICTORY

At the end of the allotted time, calculate who won by adding up victory points as follows. Players score 1 victory point for each enemy unit destroyed. If one side scored 2 more victory points than the other they are the winners for this round.







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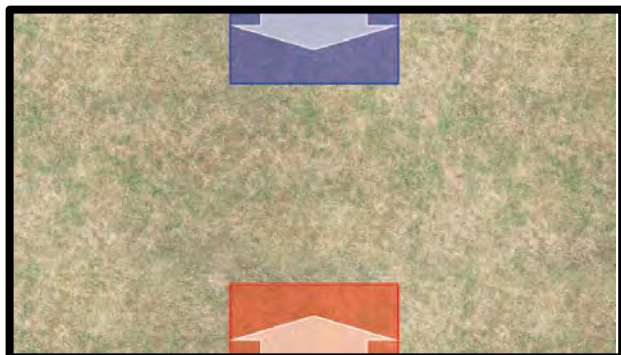
BOLT ACTION TANK WAR

## MISSION 2: WHAT WAS THAT NOISE?

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

### SETUP

1. Both players roll a die. The highest roller picks a table side.



### FIRST TURN

Let battle begin.

### OBJECTIVE

Two scouting forces are returning to their own lines through the remains of a ruined outpost when they come across each other unexpectedly. Each side must try to retreat towards its own lines whilst inflicting as much damage on the enemy as it can. Both sides have the same objective—get as many units off the opposing edge as you can and stop the enemy doing the same. Units can exit at any point along the opposing edge and not just the portion of the edge covered by the enemy's deployment zone.

### VICTORY

At the end of the allotted time, calculate who won by adding up victory points as follows. Players score 1 victory point for each enemy unit destroyed. Players score 2 victory points for each unit they get into the enemies deployment zone. 3 points are scored for each unit able to exit off the enemy's table edge. If one side scored 2 more victory points than the other they are the winners for this round.





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BOLT ACTION TANK WAR

## MISSION 3: AS LUCK WOULD HAVE IT...

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

### SETUP

1. The youngest player decides if they are the defender or the attacker.
2. The defender picks a side of the table and sets up one infantry squad if they have it or a recon vehicle within six inches of the objective. Then he picks half of the remaining units to form his first wave. Any remaining units will enter as reinforcements after turn three from his table edge.
3. The attacker sets up any and all of his units anywhere on his table edge so long as they are no more than 24 inches from the objective or either enemy units already deployed.

### FIRST TURN

The sun has not broken through the dense cloud cover yet so for the first turn **Night Fight** rules are in effect.

Additionally it is Friday the 13<sup>th</sup>!!! Anytime a vehicle moves, roll a die. On a 6 for an advance move, or 5-6 for a run move, the vehicle has thrown a track or punctured a tire. The crew can repair this in their next turn with a down order. If an infantry unit rolls two or more sixes any time it fires they have temporarily run out of ammo. They can resupply themselves in their next turn with a down order.

### OBJECTIVE

Your force has been detailed to secure a strategic objective. Your recon team have found the location of this vital location and it is up to you to seize and hold this area until relieved by the follow on reinforcements.

### VICTORY

At the end of the allotted time, calculate who won by adding up victory points as follows. Players score 1 victory point for each enemy unit destroyed. Players score 13 victory points for controlling the object. Control is determined by having a model within 3 inches of the objective and there must be no enemy units within 3 inches of the objective. If one side scored 2 more victory points than the other they are the winners for this round.





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## CASUALTY POINT TRACKER

Each player is required to keep track of total Casualty points. The total Casualty points may be used to determine the winner of the tournament, in the event of a tie. Your opponent should provide the casualty points for each game and you can check their roster to collaborate.

### CASUALTY POINTS

Mission 1

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Mission 2

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Mission 3

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Total







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FAVORITES VOTING

Please turn in this sheet into the judges with your Mission 3 results.

## YOUR NAME

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## FAVORITE OPPONENT

After your last game, please submit this sheet with the name of the opponent you most enjoyed playing against. You must vote for someone you actually played in the tournament.

**My Favorite Opponent Was:** \_\_\_\_\_

## FAVORITE ARMY

Please submit this sheet with the name of the player that you think had the best looking army in the entire tournament. This vote can be for any player in the whole tournament, not just those you played. You may **NOT** vote for your own army.

**My Favorite Army Is:** \_\_\_\_\_

## HOW COULD THIS EVENT BE BETTER?

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## RESULTS FOR MISSION 2: WHAT WAS THAT NOISE?

YOUR NAME	OPPONENT'S NAME	TABLE NO

### BATTLE RESULT (CIRCLE ONE)

<b>Win</b> <b>3 Points</b>	<b>Draw</b> <b>2 Points</b>	<b>Loss</b> <b>0 Points</b>
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### SCORING

- Once a game is finished, victory is determined by objectives held per scenario description.
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### CAUSALITY POINTS

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## \*\*\* STOP \*\*\*

Please rate your game on a 1-10 scale. Circle below. **BE JUDGEMENTAL, NOT EVERYONE IS FREAKING GHANDI.** They shouldn't take offense because of that too...

### SPORTSMANSHIP

**1      2      3      4      5      6      7      8      9      10**

Worst

Best

1: The lowest, very un-enjoyable. You want to scratch your eyeballs out using only a cocktail straw.

10: The highest, the most epic game you have ever played, EVER...with all players becoming better human beings having interacted with each other.

The best way to do this is trust your gut. Close your eyes and go with the first number that you think rates your opponents and the game you had. Consider:

Timeliness  
 Respect  
 Easily resolved disputes

Plain old enjoyment level  
 Came prepared  
 Want to play them again

Please turn in this sheet to the judge's booth after your game **TOGETHER** with your opponent.



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BOLT ACTION TANK WAR

## RESULTS FOR MISSION 1: REINFORCE THE POSITION!!!

YOUR NAME	OPPONENT'S NAME	TABLE NO

### BATTLE RESULT (CIRCLE ONE)

Win 3 Points	Draw 2 Points	Loss 0 Points
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### SCORING

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