

THURSDAY :: MARCH 23



**BOLT ACTION
COMBAT PATROL**

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 2017

BOLT ACTION COMBAT PATROL



SECRET MISSIONS

Choose one Secret Mission before the start of each game.

Each Secret Mission may only be chosen once throughout the tournament.

Only score the highest value achieved for each Secret Mission (the points are not cumulative).

Do not show your opponent until after the game is complete.

FURY

MISSION #	5 POINTS	3 POINTS	1 POINT
	Kill your opponent's most expensive vehicle using one of your vehicles.	Defeat any vehicle using a vehicle.	Defeat any unit using a vehicle.

BOSS-HUNTING

MISSION #	5 POINTS	3 POINTS	1 POINT
	Kill your opponent's Platoon Commander by the end of Turn 4.	Kill your opponent's Platoon Commander after Turn 4.	Kill any HQ unit.

ESCAPE

MISSION #	5 POINTS	3 POINTS	1 POINT
	Three infantry units reach the opponent's board edge.	Two infantry units reach the opponent's board edge.	One infantry unit reaches the opponent's board edge.

DEFEND YOUR BOSS

MISSION #	5 POINTS	3 POINTS	1 POINT
	Your Platoon Commander is alive at the end of the game.	Your Platoon Commander has damage or pins at the end of the game.	Your Platoon Commander dies on Turn 5 or later.

OBJECTIVE DEFENSE*

MISSION #	5 POINTS	3 POINTS	1 POINT
	No enemy is within 3" of the objective at the end of the game.	No enemy is within 9" of the objective at the end of the game.	No enemy is within 12" of the objective at the end of the game.

* Choose a terrain feature as your Secret Objective and record it in the box.

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MISSION I: DOUBLE ENVELOPMENT

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

Your force has been sent on a very dangerous mission to seize terrain as fast as possible to leverage a strategic asset.

SET-UP

Both players roll a die. The highest scorer picks a long table side and declares which of his units are being left in reserve (pg 132) -this must be half the units in his army, rounding down. The other player then does the same. Once the players have declared which units are left in reserve, they deploy their other units. Both players put an Order die in the bag for every unit that is not in reserve and therefore needs to be deployed. Then draw a die and the player whose die was been drawn must deploy one of his units, at least 12" from the table middle line. Units can use the hidden set-up rules (pg 131). Continue to do this until all units that are not in reserve have been set-up. Any units with spotters can be placed at the same time as the unit is deployed. Reserves are not allowed to outflank in this scenario.

OBJECTIVE

Both players must try to move as many of their units into the opponent's set-up zone or even off the opposing side's table edge. Note that in this scenario, units are allowed to deliberately move off the table from the defender's table edge to reach their objective-to do so; they only need to move into contact with the opponent's table edge.

FIRST TURN

The battle begins. Play as normal drawing order dice. Units in reserve units cannot attempt to join the battle until after the first turn is complete.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of 4, 5, or 6 play an additional turn. If there is a turn 7 roll a die at this of this turn. On the result of ' 1 ,2, or 3 the game ends, on a roll of 4, 5, or 6 play one further turn.

VICTORY

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call and honors are shared as a draw. You score 1 victory point for every enemy unit destroyed.

You also score 2 victory points for each of your own units is within 12" of your opponent's board edge (even if only partially in this zone), and 3 victory points for each of your own units that has moved off the enemy table edge before the end of the game.





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MISSION 2: KEY POSITIONS

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

There are several strategic locations on the battlefield that must be secured. Your orders are to move out and control as many of these objectives as possible and prevent the enemy from doing the same.

SET-UP

Either player rolls a D3+1, this is the number of objectives used in this game. Then both players roll a die. The highest score places an objective, and the players continue to place objectives until all objectives are placed. All objectives must be more than 12" from each other.

Once the objectives have been placed, both players roll a die. The highest score picks a long table side and declares which of his units (if any) are being left in reserve (pg 132) -this can up to half of the units in his army, rounding down. The other player then does the same. No units are set up on the table at the start of the game. Any units not left in reserve form the player's first wave.

OBJECTIVE

The players must try to capture as many objectives as possible. To hold an objective, there must be a model from one of your infantry or artillery units (or a transport including one such unit) within 3" of the objective at the end of the game, and there must be no enemy unit of any type within 3" of it.

FIRST TURN

The battle begins. During turn 1 both players must bring their first wave onto the table. These units can enter the table from any point on their side's table edge, and must be given either a run or advance order. Note that no order test is required to move units onto the table as part of the first wave.

GAME DURATION

Keep a count of how many turns have elapsed. This game will end at the completion of the 7th turn.

VICTORY

At the end of the game if you hold more objectives than your opponent you win the game, otherwise the game is a draw.





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MISSION 3: SECRET INTEL

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

Each force has lost a strategic objective on the battlefield. Your men must locate the missing intel to gain a strategic advantage!

SET-UP

Both players roll a die. The highest roll will place their custom objective marker along the center line of the table. The other player will then do the same with their objective marker at least 18" away (again, along the center line). Place a smaller, suitable token to represent the secret intel inside each objective marker. Roll a die again and the highest score will select which long table edge for each player to start. The players have the option to place any spotters, observers, or snipers in alternating fashion as described in the rules (page 131) with the following special condition-no unit can be placed within 12" of either objective. No other units are set up on the table at the start of the game. All remaining units on both sides are left in reserve (pg 132).

OBJECTIVE

Both sides must try to take control of secret intel tokens and control them at the end of the game. See below for special rules about seizing the intel token and transporting it during the game.



FIRST TURN

During turn 1, you can attempt to bring in your reserves as if it was turn 2 as described in the rules for reserves. Play then continues as normal.

GAME DURATION

Keep a count of how many turns have elapsed. The game will end at the completion of Turn 7.

VICTORY

The side that controls more of the Secret Intel tokens at the end of the game is declared the Victor. If both sides control the same number, the game is declared a draw.

SPECIAL RULES

To seize the secret intel token, an infantry unit must end the game turn with at least one model touching the special objective. If there are infantry units from both sides touching the objective then no one can search for the intel. At the end of this turn roll a die, if the score is 4+ then the infantry model finds and secures the intel. If the intel is not secured, the unit must wait until the end of the next turn to search for the intel. If multiple units are in contact with the special objective, each unit may try once per turn.

Once the intel has been secured, the unit will carry the marker as it moves. Always leave the marker in contact with one of the models in the unit. If that unit moves as close as it is permitted to a friendly infantry unit, it can immediately transfer the marker to any of the models in the other unit. This type of "hand off" is only permitted once per game turn. The unit carrying the intel may never enter a transport vehicle.

If the model carrying the marker is killed, the marker can be transferred to any other model in the unit. If the entire unit is killed/removed from play, the marker is left on the ground for someone else to pick up later. (No search roll is needed to claim this but the same rules regarding the presence of enemy infantry units applies)

If the unit carrying the marker is destroyed in an assault, the enemy unit that destroyed it can immediately claim the marker and place it next to one of their models before they make their regroup move.



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FAVORITES VOTING

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

YOUR NAME

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 PATROL

Please submit this sheet with the name of the player that you think had the best looking patrol 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 patrol.

My Favorite Patrol Is: _____

WHAT COULD I DO BETTER?



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RESULTS FOR MISSION 3: SECRET INTEL

YOUR NAME

TABLE NO

	WIN	LOSS	WITHDRAWL
Victory Results Circle one	10	4	0
First Unit Destroyed or Forced Off the Table Circle if Achieved	1		
Secret Mission Results Circle one	5	3	1

=

YOUR TOTAL BATTLE POINTS EARNED
(Add up totals from the objectives above)

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 *****

Now, in private, rate your Opponent's Sportsmanship by checking the box if appropriate.
Do **NOT** share these results with your opponent.

SPORTSMANSHIP

- I would gladly play this player again!
-
- This player had a fair and balanced historical army.

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



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RESULTS FOR MISSION 2: KEY POSITIONS

YOUR NAME

TABLE NO

	WIN	LOSS	WITHDRAWL
Victory Results Circle one	10	4	0
First Unit Destroyed or Forced Off the Table Circle if Achieved	1		
Secret Mission Results Circle one	5	3	1

=

YOUR TOTAL BATTLE POINTS EARNED
(Add up totals from the objectives above)

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 *****

Now, in private, rate your Opponent's Sportsmanship by checking the box if appropriate.
Do **NOT** share these results with your opponent.

SPORTSMANSHIP

- I would gladly play this player again!
-
- This player had a fair and balanced historical army.

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



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RESULTS FOR MISSION I: DOUBLE ENVELOPMENT

YOUR NAME

TABLE NO

	WIN	LOSS	WITHDRAWL
Victory Results Circle one	10	4	0
First Unit Destroyed or Forced Off the Table Circle if Achieved	1		
Secret Mission Results Circle one	5	3	1

=

YOUR TOTAL BATTLE POINTS EARNED
(Add up totals from the objectives above)

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 *****

Now, in private, rate your Opponent's Sportsmanship by checking the box if appropriate.
Do **NOT** share these results with your opponent.

SPORTSMANSHIP

- I would gladly play this player again!
-
- This player had a fair and balanced historical army.

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