

SATURDAY & SUNDAY :: MARCH 25-26



SAT
8:00 AM
TO
6:00 PM

SUN
8:00 AM
TO
4:00 PM

ADEPTICON

**BOLT ACTION US
NATIONALS 2017**

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 US NATIONALS 2017



EVENT SUMMARY

- Players will participate in a total of 5 rounds over two days. Each game will be 2.5 hours long with lunch and regular breaks between games.
- We **strongly** encourage players to join forces with a sense of history in mind. There will be a theme score involved in the overall scoring.
- Terrain will be preset and locked by tournament organizers.
- What to Bring:
 - A good attitude: Don't be "that guy", have fun.
 - Rule book and army books
 - 7 copies of your army list: 1 for yourself, 1 for organizers, 1/opponent
 - Measuring tools
 - Dice and your **OWN** order dice
 - Your army!
- All rules will be "Read as Written" from Version 2 of the Bolt Action rulebook. There will be no house rules in this event.
- Just for fun, we will be tracking overall progress of each side during the war, Axis and Allied. Who will change the course of history? Surprises await!
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- The models used in your army must comply with the [AdeptiCon Model Policy](#) (all models **MUST** be WYSIWYG and 3-colors). The base must be painted or flocked. No unpainted armies or figures will be allowed.
- If illegal units or rules violations are found in a player's list, 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.
- 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 with no refunds allowed.

DEPLOYMENT CAUSE

This deployment clause applies to **ANY** and **ALL** missions. What this means is this is the same deployment protocol for all the missions used, **UNLESS the mission specifically makes exceptions.**

- Both players roll a die. The highest rolling player chooses a deployment zone, the other player sets up in the opposite zone. The player who chose their zone first, deploys his force first.
- Both players may keep up to half their units in reserve, rounding down. Any and all units not in reserve are deployed in the established zones as per the mission.
- Reserves may outflank unless specified in the mission.
- Spotters, observers, and snipers are deployed after both players have placed their non-reserved units. As per the rules on page 131.

SCHEDULE

| SATURDAY (MARCH 25 th , 2017) | |
|--|--------------------------------|
| 8:00AM – 8:45AM | Check-in |
| 8:45AM – 9:00AM | Welcome and Operation Briefing |
| 9:00AM – 11:30AM | Game 1 |
| 11:30AM – 12:30PM | Lunch Break |
| 12:30PM – 3:00PM | Game 2 |
| 3:00PM – 3:30PM | Break |
| 3:30PM – 6:00PM | Game 3 |

| SUNDAY (MARCH 26 th , 2017) | |
|--|-------------|
| 8:30AM | Doors Open |
| 9:00AM – 11:30AM | Game 4 |
| 11:30AM – 12:30PM | Lunch Break |
| 12:30PM – 3:00PM | Game 5 |
| 3:30PM – 4:00PM | Awards |



ADEPTICON 2017

BOLT ACTION US NATIONALS 2017



SPONSORS

AdeptiCon, and this event in particular, wouldn't even happen if it wasn't for the kind and generous support of our sponsors! Without them, this weekend wouldn't even be possible!

The following sponsors played an integral role in supporting AdeptiCon 2017 and the Bolt Action US Nationals 2017, return the support when you can!



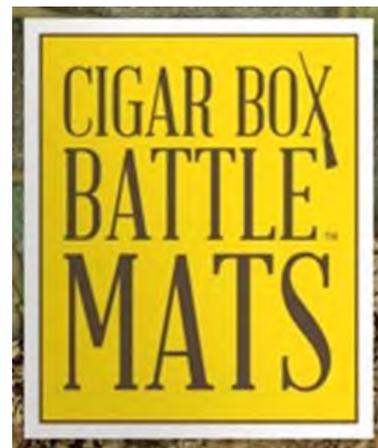
www.warlordgames.com



www.pworkwargames.com



stoessisheroes.com



www.cigarboxbattle.com



trenchworx.com



ADEPTICON 2017

BOLT ACTION US NATIONALS 2017

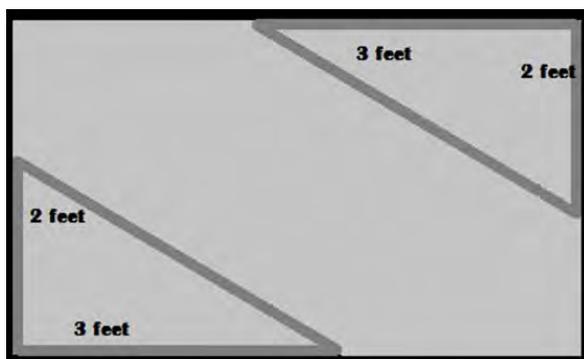


MISSION I: BREACH THE DEFENSIVES!

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

SETUP

1. See diagram, deployment zones are 3 foot (long table edge) x 2 foot (short table edge) triangles. Either set of corners, not just those pictured.
2. Reserve units enter the table from the player's long table edge, **NOT** the original triangle deployment zone.



GAME DURATION

*** BEFORE THE GAME STARTS ROLL A D6***

On a result of 1, 2, or 3 the game lasts 6 turns.
On a roll of 4, 5, or 6 the game lasts 7 turns.

OBJECTIVE

Your goal is to attack the enemy position and secure it with as many of your own forces as possible.

VICTORY

| Type | Conditions |
|--------------------|---|
| Major Victory/Loss | You have more units (any unit counts) in the enemy's deployment zone than your opponent and your opponent has none in your own. |
| Minor Victory/Loss | You have more units in the enemy's deployment zone than your opponent, but your opponent has one or more units in your deployment zone. |
| Draw | Any result other than above. |



ADEPTICON 2017

BOLT ACTION US NATIONALS 2017



MISSION 2: POINT DEFENSE

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

SETUP

1. The highest rolling player gets to choose whether they will be the attacker or the defender. The 3 objectives will be placed by the defender. These must be tokens or markers deployed at least 12 inches from his table edge and 24 inches away from each other.
2. The defenders must deploy at least half of his forces in the deployment zone (12 inch from the edge) These units may use the hidden set up rules. Units not deployed to start, are left in reserve.
3. The attacking force does not set any units up on the board to start the game. At least half of the attacking force must be nominated as the first wave. All others will be kept in reserve.

OBJECTIVE

The attacker must try and capture the objectives.

All objectives are held by the defender at the start of the game no matter where his units are placed. If an objective changes hands during the game, it remains that teams until it is taken back.

Objective: To claim an objective there must be a model from one of your infantry or artillery units within 3" of the objective at the end of a turn and there must be no enemy infantry, artillery, or armored models within 3" of the objective.

GAME DURATION

This game will last 6 turns.

FIRST TURN

During turn 1 the attacker must move his first wave onto the table. These units may enter at any point on the attackers edge and must be given a run or advance order. No order test is required to move units onto the table as part of the first wave.

PREPARATORY BOMBARDMENT

Automatic preparatory bombardment strikes enemy positions. See pg 131.



VICTORY

| Type | Attacker | Defender |
|--------------------|--|--|
| Major Victory/Loss | Controls 2 or More Objectives | Controls 3 Objectives |
| Minor Victory/Loss | Controls 1 Objective AND has Units Within 3" of ALL Remaining Objectives | Controls 2 Objectives, With NO Attacker Units Within 3 Inches of Those Objectives |
| Draw | Any Other Result | Any Other Result |



ADEPTICON 2017

BOLT ACTION US NATIONALS 2017



MISSION 3: SECTORS

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

SETUP

1. Divide the table into quarters (2 foot by 3 foot). Deployment zones are an entire table quarter with the opponent being directly opposite.
2. Snipers, observers, and spotters may not be deployed outside the chosen table quarter.
3. Reserves **MAY NOT** outflank in this mission.

GAME DURATION

*** BEFORE THE GAME STARTS ROLL A D6***

On a result of 1, 2, or 3 the game lasts 6 turns.
 On a roll of 4, 5, or 6 the game lasts 7 turns.

PREPARATORY BOMBARDMENT

Both players roll a die: on a 2+ a preparatory bombardment strikes the enemy positions.

OBJECTIVE

Both players must attempt to seize as many table quarters as possible and inflict damage on the enemy.



VICTORY

| Type | Conditions |
|--------------------|--|
| Major Victory/Loss | One side scores double the points of the opponent. |
| Minor Victory/Loss | More points than your opponent. |
| Draw | Equal points as your opponent. |

Calculate total points as follows:

| | |
|-----------------------|--|
| Enemy Units Destroyed | 1 Point |
| Bonus | 1 Point for each friendly unit inside the "neutral" quarters* (non-deployed quarters). |
| Bonus | 2 Points for each friendly unit inside the enemy starting quarter* of the table. |

* The quarter in which the majority of models from a unit lie is used to determine a unit that is straddling 2 or more quarters.



ADEPTICON 2017

BOLT ACTION US NATIONALS 2017



MISSION 4: KEY POSITIONS

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

SETUP

1. 12 inch deployment zone from the player's table edge.
2. One player rolls a D3+2. This is the number of objectives used in the game. Both players roll a D6 and the highest player gets to place the first objective, then alternating until all objectives are placed. Objectives must be more than at least 13 inches from each other.
3. No snipers, spotters, or forward observers may be placed within 13 inches of an objective.

GAME DURATION

*** BEFORE THE GAME STARTS ROLL A D6***

On a result of 1, 2, or 3 the game lasts 6 turns.

On a roll of 4, 5, or 6 the game lasts 7 turns.

OBJECTIVE

The aim is to control more objectives than your opponent. To do so there must be a model from one of your infantry or artillery units within 3" of the objective and there must be no enemy infantry, artillery, or armored vehicle models within 3" of the objective **at the end of the game.**



VICTORY

| Type | Conditions |
|--------------------|--------------------------------------|
| Major Victory/Loss | Double the points than your opponent |
| Minor Victory/Loss | More points than your opponent |
| Draw | Equal points as your opponent |

Calculate total points as follows:

| | |
|------------------------------|------------------------|
| Controlled Objective | 3 Points per Objective |
| Enemy Units Destroyed | 0.5 Points per unit |
| Enemy Officer Unit Destroyed | 1 Point per unit |



ADEPTICON 2017

BOLT ACTION US NATIONALS 2017



MISSION 5: I WANT MY SCALPS!

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

SETUP

1. 12 inch deployment zone from the players back board edge.

GAME DURATION

This game will last 6 turns.

OBJECTIVE

The aim of the mission is to kill enemy units. Each time you kill an enemy unit, place a Scalp token next to your unit that killed the enemy.

- Enemy officer teams are worth 2 Scalp tokens.
 - If the unit was killed by friendly fire or some other such circumstance, place a Scalp token on the closest enemy unit.
 - If a unit that has Scalp tokens dies, remove the tokens from the game.
- A Scalp token can be any such unique token, but you will want to make sure to use something different to your pin markers to avoid confusion.



VICTORY

| Type | Conditions |
|--------------------|--------------------------------------|
| Major Victory/Loss | Double the Points than Your Opponent |
| Minor Victory/Loss | More Points than Your Opponent |
| Draw | Equal Points as Your Opponent |

Calculate total points as follows:

| | |
|-------------|---|
| Scalp Token | 1 Point per Token |
| Bonus | 1 Point if your force is above 50% of its starting unit total still on the table. |



ADEPTICON 2017

BOLT ACTION US NATIONALS 2017



FAVORITE ARMY VOTE

Please vote for which army you think is just so darn tootin' cool you wish you had thought of it first! For those without an imagination or emotion, please consider theme, display board, painting skill, conversions, back story, bribery, etc.

FAVORITE ARMY

Player's Name: _____

FAVORITE OPPONENT RANKINGS

Please rank your opponents in order of coolest to lamest. 1 is super way cool. 5 is bag-o-turds. You get the idea.

FAVORITE OPPONENTS

1

2

3

4

5

Your Name: _____



ADEPTICON 2017

BOLT ACTION US NATIONALS 2017



RESULTS FOR MISSION 5: I WANT MY SCALPS!

| YOUR NAME | OPPONENT'S NAME | TABLE NO |
|-----------|-----------------|----------|
| | | |

| BATTLE RESULT (CIRCLE ONE) | | | | |
|----------------------------|----------------------------|-------------------|------------------------|------------------------|
| Major Victory 20 Points | Minor Victory 15 Points | Draw 10 Points | Minor Loss 5 Points | Major Loss 0 Points |

YOUR POINTS

YOUR OPPONENT'S 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 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.



ADEPTICON 2017

BOLT ACTION US NATIONALS 2017



RESULTS FOR MISSION 4: KEY POSITIONS

| YOUR NAME | OPPONENT'S NAME | TABLE NO |
|-----------|-----------------|----------|
| | | |

| BATTLE RESULT (CIRCLE ONE) | | | | |
|----------------------------|----------------------------|-------------------|------------------------|------------------------|
| Major Victory 20 Points | Minor Victory 15 Points | Draw 10 Points | Minor Loss 5 Points | Major Loss 0 Points |

YOUR POINTS

YOUR OPPONENT'S 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 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.



ADEPTICON 2017

BOLT ACTION US NATIONALS 2017



RESULTS FOR MISSION 3: SECTORS

| YOUR NAME | OPPONENT'S NAME | TABLE NO |
|-----------|-----------------|----------|
| | | |

| BATTLE RESULT (CIRCLE ONE) | | | | |
|----------------------------|----------------------------|-------------------|------------------------|------------------------|
| Major Victory 20 Points | Minor Victory 15 Points | Draw 10 Points | Minor Loss 5 Points | Major Loss 0 Points |

YOUR POINTS

YOUR OPPONENT'S 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 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.



ADEPTICON 2017

BOLT ACTION US NATIONALS 2017



RESULTS FOR MISSION 2: POINT DEFENSE

| YOUR NAME | OPPONENT'S NAME | TABLE NO |
|-----------|-----------------|----------|
| | | |

| BATTLE RESULT (CIRCLE ONE) | | | | |
|----------------------------|----------------------------|-------------------|------------------------|------------------------|
| Major Victory 20 Points | Minor Victory 15 Points | Draw 10 Points | Minor Loss 5 Points | Major Loss 0 Points |

YOUR POINTS

YOUR OPPONENT'S 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 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.



ADEPTICON 2017

BOLT ACTION US NATIONALS 2017



RESULTS FOR MISSION I: BREACH THE DEFENSIVES!

| YOUR NAME | OPPONENT'S NAME | TABLE NO |
|-----------|-----------------|----------|
| | | |

| BATTLE RESULT (CIRCLE ONE) | | | | |
|----------------------------|----------------------------|-------------------|------------------------|------------------------|
| Major Victory 20 Points | Minor Victory 15 Points | Draw 10 Points | Minor Loss 5 Points | Major Loss 0 Points |

YOUR POINTS

YOUR OPPONENT'S 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 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.