



ADEPTICON 2018

BOLT ACTION COMBAT PATROL

EVENT DATE: 03.22.2018

LAST UPDATE: 02.10.2018

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible. No fundamental rules changes will be made after 2/1/2018.

EVENT SUMMARY

- It is highly recommended to use [Easy Army](#) to create your list for review.
- Lists must be submitted to Andrew for review no later than Friday, March 9, 2018. Send your lists to andrew@chicagodice.com for review. It is highly recommended to use Easy Army to create your list for review.
- Players will participate in a total of 3 games. Each game will be 1.5 hours long with small breaks between games.
- Combat Patrol games represent smaller engagements with specialized forces. Please take careful note of the army building requirements for this event.
- Terrain will be preset and locked by tournament organizers.
- What to Bring:
 - A good attitude: Don't be "that guy", have fun. After all, this is Combat Patrol!
 - Rule book and army book
 - 5 copies of your army list: 1 for yourself, 1 for the judges, 1 per opponent
 - Measuring tools
 - Dice and your own order dice
 - Your army!
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- The models used in your army must comply with the [AdeptiCon Conduct Policy](#) (all models **MUST** be WYSIWYG and 3-colors). 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. Please use the feedback form on the [AdeptiCon 2018 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 with no refunds allowed.

ARMY BUILDING

Army lists must be formed using a generic reinforced platoon or a theater selector from a supplement book.

Platoon specifics are:

- Your army must consist of a **single** Reinforced Platoon of no more than 450 points.
- No armored platoons allowed.
- Reinforced Platoon Selectors may be used for any nation and can be chosen from the Bolt Action Second Edition Rulebook or any "Armies of..." book.
- Units in the Warlord Games Additional Units PDF are allowed.
- Units from all **second edition** "Campaign" books are allowed.
- **Ten** order dice maximum.
- In order to make Combat Patrol have a unique feel from a standard game of Bolt Action, the Combat Patrol



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lists must follow these limitations:

- Maximum of three vehicles.
- No vehicles with Damage Value of 9 or higher.
- No vehicle-mounted flamethrowers.
- No weapons with HE 3" for HE 4".
- Maximum of **one** flamethrower team.
- No Air Force Forward Observer or Artillery Forward Observer (including the free British Artillery Forward Observer)
- No Captains or Majors
- The War Reporter or "Cameraman" rules are not allowed in this event.

SCENARIOS & SCORING

The event will consist of three missions. Tournament points are award as:

- **Battle Points:** 15 points for a win, 10 points for a draw, 5 point for a loss, and 0 points for withdrawal.
- **First Blood:** The first player to destroy an enemy unit in each game receives 1 point.
- **Theme:** Up to 5 points awarded for bringing time period-coherent lists with attention paid to historical weapon load outs, morale levels and balance. Written background info explaining your army is encouraged.
- **Painting:** Up to 15 points based on a painting rubric. Points are earned through a wide variety of criteria including basing, conversion, free-hand, display board, weathering, decals and above-basic level painting techniques.
- **Sportsmanship:** Each player will rate both their opponent and opponent's army. There are 10 possible points per game.

AWARDS

We will be awarding a number of prizes at the end of the event. Prizes will be awarded for:

- Best Overall (Highest total battle points, sportsmanship points used in case of tie)
- Best Sportsmanship (Highest sportsmanship points and favorite opponent votes, battle points used in case of tie)
- Best Painted (Voted by players, judges pick in case of tie)
- Best Allied General (Highest battle points on the Axis side, that is not Best Overall)
- Best Axis General (Highest battle points on the Axis side, that is not Best Overall)

SCHEDULE

5:30PM – 6:00PM	Check-in and Operation Briefing
6:00PM – 7:30PM	Game #1
7:30PM – 7:45PM	Break
7:45PM – 9:15PM	Game #2
9:15PM – 9:30PM	Break and Best Painted Voting
9:30PM – 11:00PM	Game #3
11:00PM – 11:30PM	Awards