

# **Bolt Action Nationals at AdeptiCon**

## **Missions, Special rules and other info**

Here are the missions we will be using at AdeptiCon. There are 10 missions listed. 5 book missions and 5 home grown missions. The missions that are to be played will be randomly drawn from this list of 10 on each day of the tournament 3 Saturday and 2 Sunday. Missions will only be played once.

### **Book Missions:**

1. Key Positions
2. Double Envelopment
3. Point Defense
4. Hold Until Relieved
5. Meeting Engagement

### **Other Missions:**

#### **1. I Want My Scalp**

##### **Set-Up**

Both players roll a die. The highest rolling player chooses a deployment zone, the other player sets up in the opposite zone.

12-inch deployment zone from the players long edge.

Units are brought on using first wave rule.

Spotters, observers, and snipers are deployed.

##### **Objective**

The aim of the mission is to kill enemy units(models). Each time you kill an enemy MODEL, place a Scalp token next to your unit that killed the enemy. Model = 1 Infantry, Tank, Vehicle, or Crew member. Not Artillery / Mortar Gun piece.

Enemy officers are worth 2 Scalp tokens. Officer only body guards 1 scalp each where applicable.

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 all of that units 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.

### **Game Duration**

The game will last 7 turns.

### **Victory**

At the end of the game calculate which side has won by adding up victory points as follows.

At the end of the game, each player gets 1 victory point per Scalp token they have.

Bonus: 1 point if your force is above 50% of its starting unit total still on the table at the end of the game.

Bonus: 2 points if your officer/s survives the battle. Max 2 points.

Major Victory/loss: Double the points than your opponent. 20/0 pts.

Minor Victory/loss: More points than your opponent. 15/5 pts.

Draw: equal points as your opponent. 10/10

## **2. Defend All Points**

### **Set-up**

The highest rolling player gets to choose whether they will be the attacker or the defender. The defenders must deploy at least half of his forces in the deployment zone (12 inch from the long table edge) These units may use the hidden set up rules. Units not deployed to start, are left in reserve. Units in reserve may out flank.

The 5 objectives will be placed by the Tournament Organizer and his staff. These must be tokens or markers deployed at least 12 inches from the table edge and 24 inches away from each other.

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 capture 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. (like a light switch, it's on or off)

To claim an objective there must be a model from one of your infantry, tank, armored car, or artillery units within 3" of the objective and there must be no enemy infantry, artillery, or armored models within 3" of the objective. Transports have no effect on objectives.

### **Game Duration**

The game will last 6 turns.

### **Preparatory Bombardment**

Before the first turn starts, Automatic preparatory bombardment strikes enemy positions. (the defender)

### **Victory**

At the end of the game calculate which side has won by adding up victory points as follows.

Major victory/loss: Controls 3 or more objectives. 20/0 pts.

Minor victory/loss: Controls 2 objective AND has units within 3" of any 2 remaining (contested) objectives. 15/5 pts.

Draw: Any other result. 10/10 pts.

## **3. Secure and Hold**

### **Set-Up**

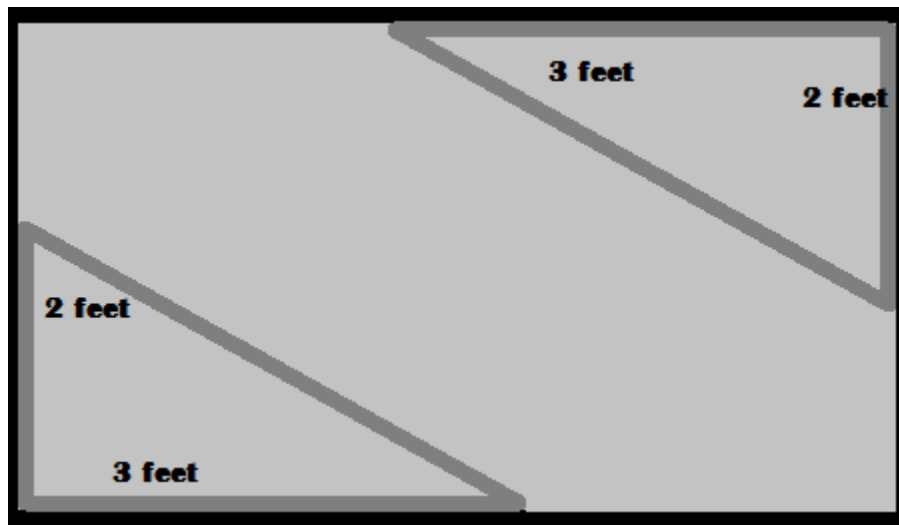
Both players roll a die. The highest rolling player chooses a deployment zone, the other player sets up in the opposite zone.

**ALL** units are deployed by pulling dice, no reserves, no out flank.

Once all units from both sides are placed All dice go back into dice bag and turn one begins as normal.

**NO** set up of spotters, observers, and snipers post deployment, they will deploy in the deployment zone with all other units.

Deployment zones are 3 foot (long table edge) x 2 foot (short table edge) triangles. Either set of corners, not just those pictured.



### **Objective**

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

### **Game Duration**

The game will last 6 turns.

### **Victory**

Major Victory/loss: You have more units in the enemy's deployment zone than your opponent and your opponent has none in your deployment zone. 20/0 pts.

Minor victory/loss: You have more units in the enemy's deployment zone than your opponent, and your opponent has 1 or more units in your deployment zone. 15/5 points

Draw: any result other than above

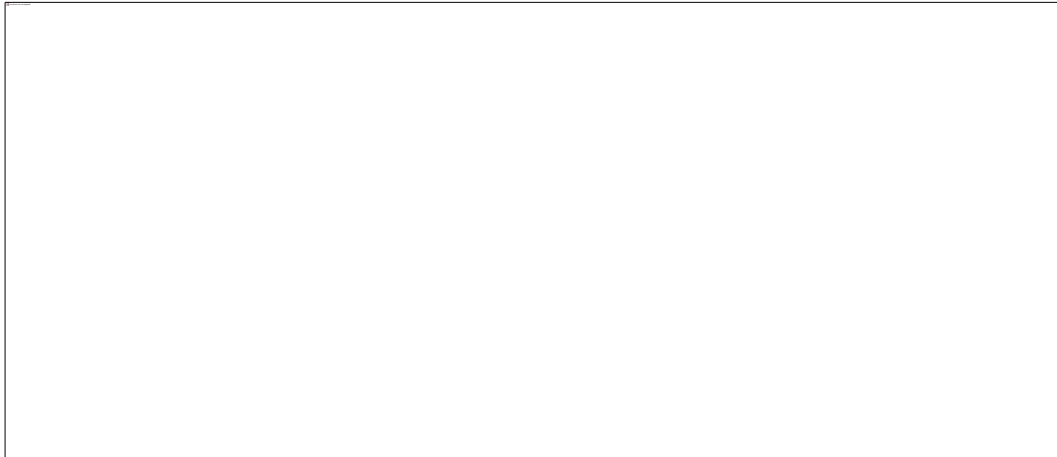
Note: All units count.

#### **4. A Box of Grid Squares**

##### **Set-up**

Divide the table into quarters (2 foot by 3 foot). Deployment zones are an entire table quarter to exclude the middle quarters.

Both players roll a die. The highest rolling player chooses a deployment



quarter, the other player sets up in the opposite zone. Once the deployment zones are chosen all other zones become neutral. The high roll player must deploy at least half of his forces in the deployment zone the rest may be in reserves.

Snipers, observers, and spotters may not be deployed outside the chosen table quarter.

Reserves only come in on there deployment quarters edge and may NOT outflank in this mission.

##### **Objective**

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

##### **Game Duration**

The game lasts 6 turns

### **Preparatory bombardment**

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

### **Victory**

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

Friendly units inside the “neutral” quarters. (non deployed quarters): 1 point per unit.

Friendly units inside the enemy starting quarter of the table: 3 points per unit.

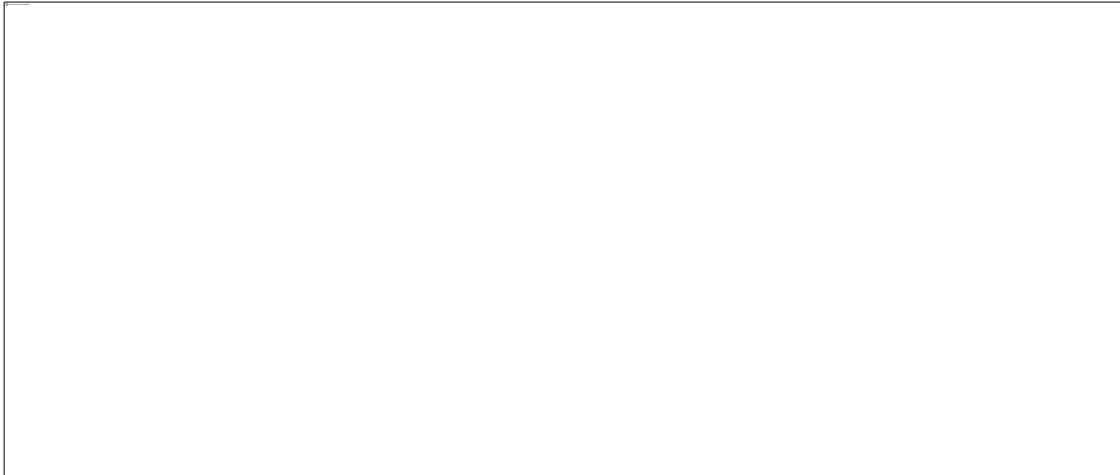
Friendly Officer inside the enemy starting quarter of the table: 5 points.  
Max 1 scoring officer, all others will be scored as units.

If more then 50% of the unit is in a quarter it scores that quarter only. All units score.

## **5. Corridor Break Through**

### **Setup**

Both players roll a die. The high die player chooses to be attacker or defender. The defender chooses short table edge deploys all his units up to 36 inches from short table edge.



Attacker then nominates at least half of his force to deploy within 12" from his short table edge. The rest are put in to reserves. No reserve are required.

Snipers, observers, and spotters may be deployed in players zone or up to players half of no mans land not closer the 12" to an enemy unit.

Reserves only come in on there deployment edge and may NOT outflank in this mission.

### **Objective**

Break though the enemies defenses and make a path for the main body of your force. The attacker must try to move his forces deep into the defenders set up zone. The defender must stop him.

### **Game Duration**

The game lasts 7 turns.

### **Preparatory Bombardment**

Automatic preparatory bombardment strikes defenders positions.

### **Victory**

At the end of the game calculate which side has won by adding up victory points as follows.

### **Attacker:**

Major victory/loss: More then half your units within 12 inches of defenders table edge. 20/0 pts.

Minor victory/loss: More then half your units within 36 inches of the defenders table edge. 15/5 pts.

### **Defender:**

Major victory/loss: No enemy units on defenders half of the table. 20/0 pts.

Minor victory/loss: Less then half of the attackers units within 36 inches of the defenders table edge. 15/5 pts.

Draw: Any other result. 10/10 pts.

Note: All units are scoring. Total units from starting Plt/s. Always round up.

## Special rules

HOUSE RULES All rules will be “Read as Written” from Version 2 of the Bolt Action rule book and newest errata.

Turret jam will only happen on a D6 roll of a 1 instead of 1,2, or 3.

Fog of War or Night fighting Scenario special rules MAY effect one round of the tournament. If one is randomly generated the rule will be explained prior to start of the round.

All judges decisions are final. Please play responsibly.

## Other Info

The Bolt Action Nationals Tournament at AdeptiCon will be using the Best Coast Pairing App. This App is highly recommend but not required to down load. The BAN at AdeptiCon tournament is already built in the BCP App. Players and list will be uploaded soon.

The Best Coast Pairings player app for iOS and Android is a player's connection to competitive events. Using the Player App you can search for, browse through and register for events. Also, see table assignments and pairings and view placings for any ongoing events. Players who are participating in the event can securely check in and remotely score as well as see any submitted lists at the event.

<https://www.bestcoastpairings.com/>

Please send any and all questions to the TO J.Casper at  
raidersfan26@hotmail.com