



ADEPTICON 2019

v1.3
02.02.2019

BOLT ACTION COMBAT PATROL

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 to the event after 02.01.2019.

EVENT SUMMARY

- Lists must be submitted to Andrew for review no later than **Friday, March 15, 2019**. Send your lists to chicagodiceteam@gmail.com for review. We recommend using [Easy Army](#) to create and save your list.
- For the latest announcements, tournament updates and a place to ask questions, visit the [AdeptiCon 2019 - Bolt Action Doubles and Combat Patrol Facebook Group](#).
- Players will participate in a total of three games. Each game will be 1.5 hours long with short breaks between games.
- Terrain will be preset and locked by Tournament Organizers.
- What to Bring:
 - A good attitude: Don't be "that guy"
 - Rulebook and "Armies of..." book or Campaign book for your army
 - Five copies of your army list: One for yourself, one for the TO, one per opponent
 - Measuring tools (tape measure and templates)
 - Dice and your own Order Dice
 - Your army!
- All players are expected to abide by the [AdeptiCon 2019 Conduct Policy](#).
- The models used in your army must comply with the [AdeptiCon 2019 Model 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 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 single **Combat Patrol Platoon** of no more than 450 points
- Your Combat Patrol Platoon may select units from a single nation from the "Armies of..." books or the Bolt Action Second Edition rulebook.
- Units from all **second edition** "Campaign" books are allowed
- Units in the Warlord Games Additional Units PDF are allowed
- A **Combat Patrol Platoon** is a standard Reinforced Platoon with the following modifications:
 - Maximum of 8 Order Dice
 - No free units of any kind (free British Artillery Observer, free Soviet Inexperienced squad, etc.)
 - No weapons with HE 3" or HE 4"
 - Maximum of 1 flamethrower
 - No vehicle-mounted flamethrowers
 - Maximum of 3 vehicles
 - No vehicles with Armor 9 or higher
 - 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



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HOUSE RULES & GRUDGE MATCHES

- Turret Jam rule will not be used
- **Fixed Team Weapons:** When dealt **Exceptional Damage** that would otherwise remove the fixed team weapon, make a morale check (with Pins applied), if passed the team remains on the table. Still remove a casualty for the damage, but another crewman takes up the lead position. If no crew remain, the unit is still removed.
- **Grudge Matches:** Not only are they allowed, Grudge Matches are encouraged! Let Andrew know via email or the the [AdeptiCon 2019 - Bolt Action Doubles and Combat Patrol Facebook Group](#) if you have a grudge to settle for Game One (both players must agree).

SCORING

The event will consist of three games. Tournament Points are award as:

- **Battle Points (60 points max)** - 20 points for a Win, 10 points for a Draw, 5 points for a Loss, 0 points for a Withdrawal.
- **Theme (5 points max)** – Awarded for bringing Combat Patrol themed, time period-coherent lists with attention paid to historical weapon load outs, morale levels and balance. Written background info explaining your army is also included in the Theme score.
- **Painting (30 points max)** – Scored against a painting rubric. Points are awarded through criteria including basing, conversions, free-hand, display board, weathering, decals and above-basic level painting techniques.
- **Sportsmanship (30 points max)** – Each player will rate both their opponent and opponent's army with 10 possible points per game.
- **Secret Missions** – Every game you will be given a Secret Mission. Completing a Secret Mission will be used as a tiebreaker and the Man on a Mission special award. No Battle Points are earned with Secret Missions.

AWARDS

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

- Best Overall (Highest total points – Battle, Sports, Paint and Theme, Secret Missions used in case of tie)
- Best Sportsmanship (Highest Sportsmanship Points, favorite opponent votes then Battle Points used in case of tie)
- Best Painted (Selected by judges)
- Player's Choice (Most favorite army votes)
- Best Allies (Highest total points on the Allied side, that is not Best Overall, Secret Missions used in case of tie)
- Best Axis (Highest total points on the Axis side, that is not Best Overall, Secret Missions used in case of tie)

SCHEDULE

5:30 PM – 6:00 PM	Check-in and Operation Briefing
6:00 PM – 7:30 PM	Game One
7:30 PM – 7:45 PM	Break
7:45 PM – 9:15 PM	Game Two
9:15 PM – 9:30 PM	Break – Best Painted Voting
9:30 PM – 11:00 PM	Game Three
11:00 PM – 11:30 PM	Scoring and Awards