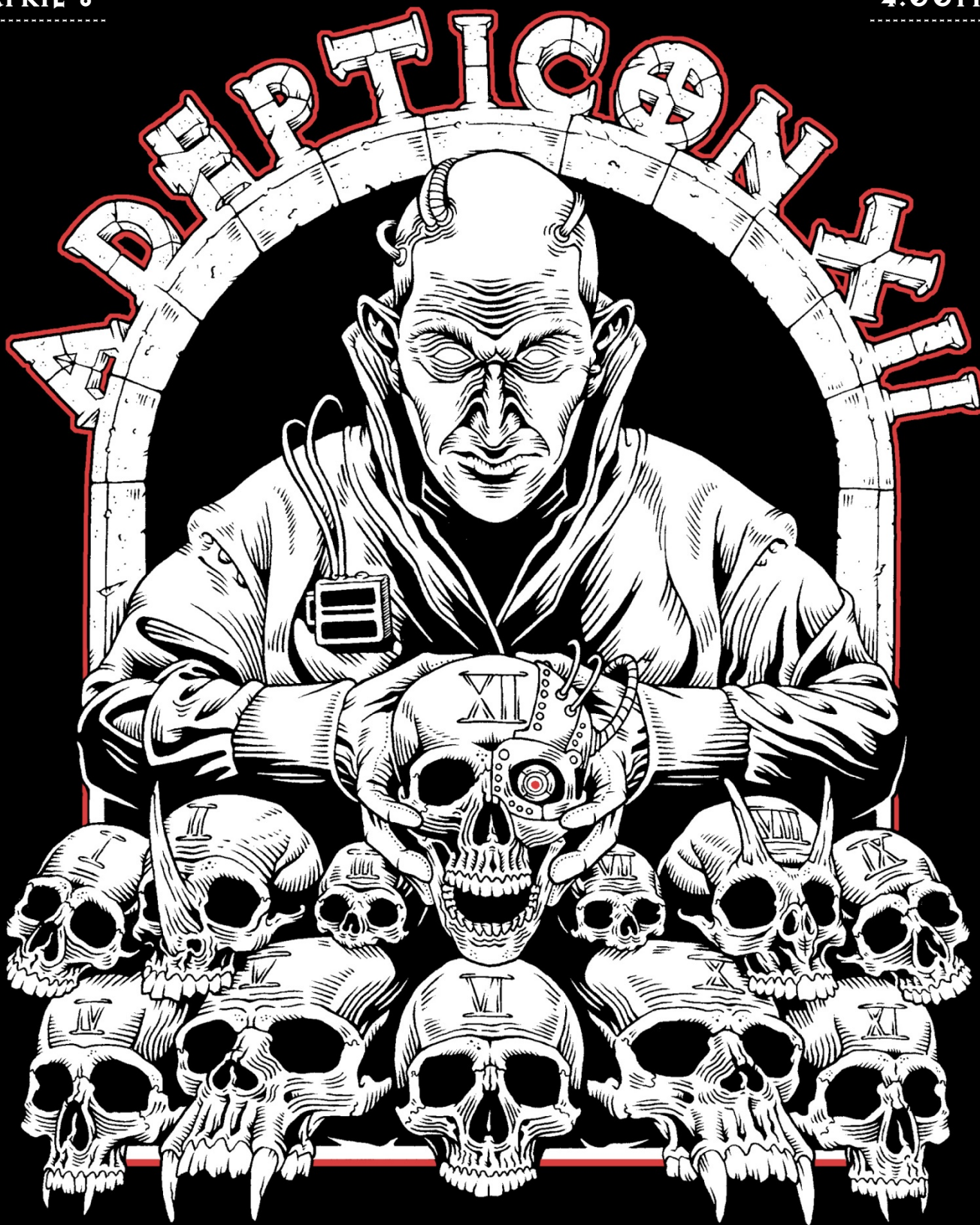


SUNDAY
APRIL 6

9:00 AM
4:00 PM



BOLT ACTION TOURNAMENT

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 2014

BOLT ACTION TOURNAMENT

TOURNAMENT DETAILS

- The Tournament will consist of 3 rounds. Each round will last 2 hours.
- **Forces:** Players **MUST** use a 1,000 requisition point force, consisting of one or more Reinforced Platoons, as presented in the Bolt Action rulebook (page 124). These forces must be selected using one of the following army lists:
 - The army list section of the Armies of Germany book.
 - The army list section of the Armies of United States book.
 - The army list section of the Armies of Great Britain book.
 - The army list section of the Armies of Soviet Union book.
 - The army list section of the Armies of Imperial Japan book.
 - The army list section of the Italy and the Axis book.
 - The army list section of France and the Allies book.
- You may take Theater selector but please be aware that you may be playing armies that are out of period.
- **Game Time:** After two hours of game play, the players must finish the current turn, and then the game ends automatically.
- **Army List:** Each player must provide an army list to each of his opponents and one for the tournament organizer. Army list may not be more than 1000 points.
- **Match-ups:** The match-ups of Game 1 will be random. In the following games players will be matched by win/loss from the previous turns.
- **Scenarios:** The following scenarios will be played, as described in the player's packets. The terrain will be preset by the event organizers:
 - **Game 1:** Maximum Attrition as per page 110.
 - **Game 2:** Top Secret as per page 115 with the following change. If after time expires or rounds run out and you have not carried the objective off the table, the game ends in a Draw but the controlling player of the objective gets 1 Bonus Point.
 - **Game 3:** Envelopment as per page 108
- **Tournament Points (TP):** Victory is calculated as described in the Scenarios being played and Tournament points are awarded for victories, defeats and draws as shown below:

Result	Tournament Points
Victory	9 TP
Draw	6 TP
Loss	3 TP

In addition, players must also record how many requisition points of enemy units they destroy during their games. These destroyed enemies points (let's call them 'Casualty points') are always added together in a running total and are used as a tiebreaker to pair players that are on the same level of Tournament points. From the second round, players will be paired using a Swiss system (i.e. matching players on the same amount of TPs, in descending order).

In case of more than two players on the same number of TPs, players will be matched in descending 'Casualty points' total. If they have the same TP and Casualty point total, players will be paired in alphabetic order. When two players that have already met in a previous turn are matched to play each other again, they must randomly select opponents from the players on the next table down. This rule does not apply on the top five tables during the last turn of the tournament.

- **Winning the Tournament:** The winner is determined at the end of the last round, according to the following criteria:
 - The player with the most TP will be the winner.
 - In case of same TP at the top, the winner will be the player with the highest Casualty points.
- **Awards:** Awards will be given for Best General, Best Appearance and Best Sportsman
 - **Best General** will be awarded to the player with the Highest TP points as described above.
 - **Best Appearance** will be award by popular vote of the other players.
 - **Best Sportsman** will based on votes by players from the score sheet. Ties will then be based on the lowest TP score.



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BOLT ACTION TOURNAMENT

- **Notes:** Terrain will be preset and may not be moved and the terrain chart on page 28 of the Bolt Action rule book. If there are any questions please ask the tournament organizer for clarification.
- **FAQ & Errata:** The latest FAQ & Errata will be used and can be found here: <http://www.warlordgames.com/rules-bolt-action-additional-units-faq/>
- We know you guys are reasonable players, and we look to you to make the right decision in the myriad of situations this issue could arise. If you are unable to, please call over the Organizers to make the call for you and their decision will be final.
- 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 painted to a 3-color minimum standard). All armies must be fully painted, no unfinished models will be allowed. You may use any 28mm figures of your choosing, they must be based on 1" round style bases. Vehicles may be 1/48th or 1/56th scale.

SCHEDULE

SUNDAY (8:00AM – 4:00PM)	
8:00AM – 8:30AM	Registration
8:30AM – 10:30AM	Game #1 – Envelopment
10:30AM – 10:45AM	Break
10:45AM – 12:45PM	Game #2 – Top Secret
12:45PM – 1:30PM	Lunch Break and Appearance Judging
1:30PM – 3:30PM	Game #3 – Maximum Attrition
4:00PM	Awards





ADEPTICON 2014

BOLT ACTION TOURNAMENT

FAVORITES VOTING

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

YOUR NAME

FAVORITE OPPONENT

PLEASE LIST YOUR FAVORITE OPPONENT FROM THE ALL OF THE PLAYERS YOU GAMED AGAINST DURING THE EVENT. THIS WILL BE USED TO DETERMINE THE BEST SPORTSMAN FOR ADEPTICON 2014.

My Favorite Opponent Was: _____

FAVORITE ARMY

PLEASE VOTE FOR ONE ARMY THAT WAS YOUR FAVORITE OF THE TOURNAMENT, THIS CAN BE ANY ARMY AND NOT JUST THE ONES YOU PLAYED AGAINST.

My Favorite Army Is: _____





ADEPTICON 2014

BOLT ACTION TOURNAMENT

RESULTS FOR GAME 3: ENVELOPMENT

YOUR NAME

TABLE NO

BATTLE RESULTS

Please Circle One

VICTORY

DRAW

LOSS

9 TP

6 TP

3 TP

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: _____





ADEPTICON 2014

BOLT ACTION TOURNAMENT

RESULTS FOR GAME 2: TOP SECRET

YOUR NAME

TABLE NO

BATTLE RESULTS

Please Circle One

VICTORY

9 TP

DRAW

6 TP

LOSS

3 TP

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: _____





ADEPTICON 2014

BOLT ACTION TOURNAMENT

RESULTS FOR GAME 1: MAXIMUM ATTRITION

YOUR NAME

TABLE NO

BATTLE RESULTS

Please Circle One

VICTORY

DRAW

LOSS

9 TP

6 TP

3 TP

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: _____

