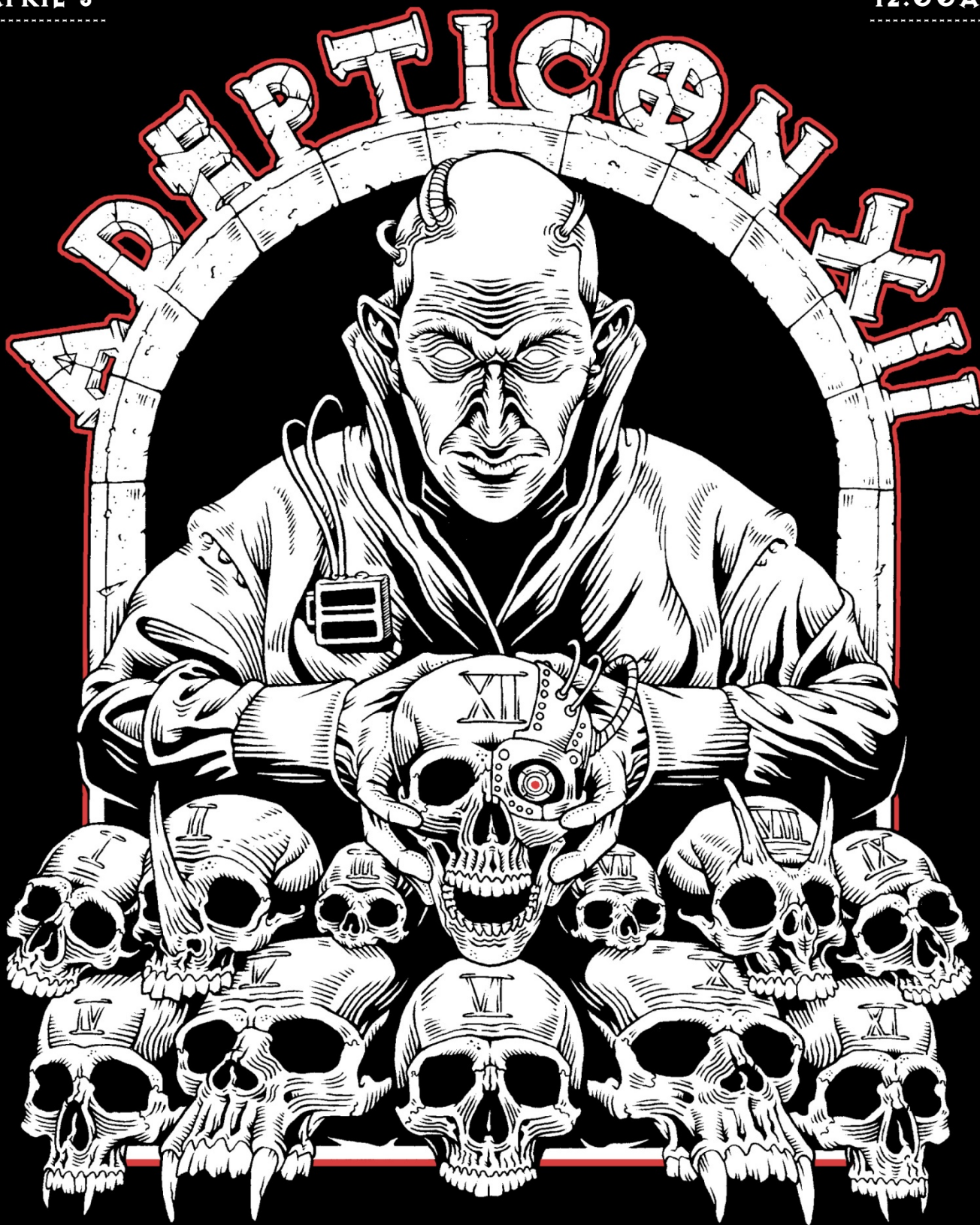


SATURDAY
APRIL 5

7:00PM
12:00AM



BOLT ACTION COMBAT PATROL

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!



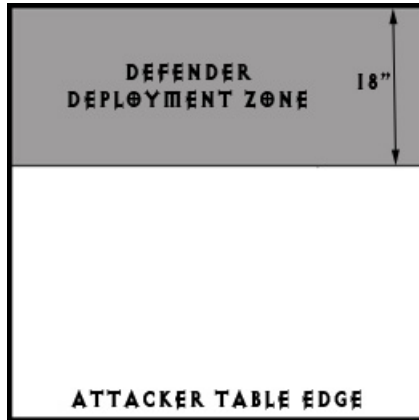
ADEPTICON 2014

BOLT ACTION COMBAT PATROL

MISSION I: ADVANCE

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

DEPLOYMENT MAP



DEPLOYMENT ORDERS

1. Roll a D6. The winner then chooses to be either the Attacker or the Defender.
2. The Defender then chooses a table half and deploys up to half of his units (rounding up) using the Hidden Set-up rule (pg. 117). Any units not placed on the battlefield will use the Reserves rule.
3. Defender places one (1) objective in the middle of the table. Attacker places one (1) objective in defenders deployment area. Defender places one (1) objective in defenders deployment Area. Attacker places one (1) objective in defenders deployment area.
4. The Attacker will move onto the battlefield in the first turn.
5. Before the first game turn begins, the Attacker receives Preparatory Bombardment on a roll of 2+.
6. Objectives cannot be placed within 6" of the battlefield edge or within 12" of another objective.

GAME DURATION

At the end of game turn 6, roll a D6. If the result is 4+ play one more game turn, otherwise the game ends.

Alternatively, the game will end when 1 hour and 15 minutes have elapsed.

PRIMARY OBJECTIVES

1. **Victory Points:** At the end of the game, each player receives 1 Victory Point for each enemy unit that has been destroyed, is off the board or is on fire. The player with the most Victory Points at the end of the game achieves this objective.

Win	Draw	Loss
12 points	6 points	0 points

2. **Objectives:** The player that controls more objective markers at the end of the game achieves this objective.

Win	Draw	Loss
10 points	5 points	0 points

SECONDARY OBJECTIVES

1. **Kill the Commander:** If, at the end of the game, the enemy's HQ has been destroyed, if off the board or is on fire, you achieve this objective. Both players can achieve this objective.
2. **First Blood:** The first unit, of any kind, to be removed as a casualty during the game achieves this objective for the opposing player at the end of the game.
3. **Suppressing Fire:** The player with the greater number of pins on enemy units at the end of the game achieves this objective.

Each Secondary Objective achieved is worth 2 points.
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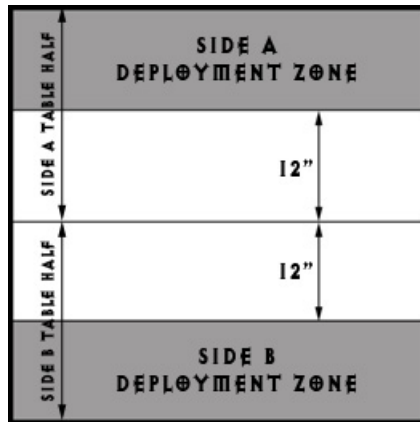
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BOLT ACTION COMBAT PATROL

MISSION 2: SURGICAL STRIKE

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

DEPLOYMENT MAP



DEPLOYMENT ORDERS

1. Roll a D6. The winner chooses a table half (A or B) and is attacker. Attacker deploys half of his units (rounding up) using hidden set up rule (pg. 117). The defender then does the same. Any unit not placed on the battlefield will use the Reserves rule.
2. The attacker then places an objective in his deployment zone. The defender then does the same. Objectives can be destroyed using the rules for destroying objectives (pg. 116).
3. Objectives cannot be placed within 6" of the battlefield edge or within 12" of another objective.

GAME DURATION

At the end of game turn 6, roll a D6. If the result is 4+ play one more game turn, otherwise the game ends.

Alternatively, the game will end when 1 hour and 15 minutes have elapsed.

PRIMARY OBJECTIVES

1. **Objectives:** To achieve this objective, you must destroy your opponent's objective while protecting your own objective. If both objectives are destroyed or unscathed at the end of the game, then score this objective as a draw.

Win	Draw	Loss
12 points	6 points	0 points

2. **Carnage:** At the end of the game, each player receives 1 Victory Point for each enemy unit that has been destroyed, is off the board or is on fire. Additionally, each player receives 1 bonus Victory Point for each enemy unit with 2 or more pin markers. The player with the most Victory Points at the end of the game achieves this objective.

Win	Draw	Loss
10 points	5 points	0 points

SECONDARY OBJECTIVES

1. **Kill the Commander:** If, at the end of the game, the enemy's HQ has been destroyed, if off the board or is on fire, you achieve this objective. Both players can achieve this objective.
2. **First Blood:** The first unit, of any kind, to be removed as a casualty during the game achieves this objective for the opposing player at the end of the game.
3. **Suppressing Fire:** The player with the greater number of pins on enemy units at the end of the game achieves this objective.

Each Secondary Objective achieved is worth 2 points.
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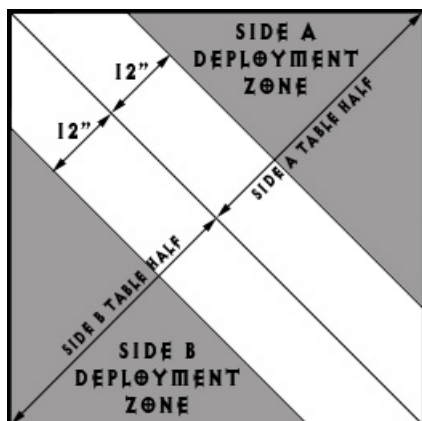
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BOLT ACTION COMBAT PATROL

MISSION 3: PANZER BLITZ

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

DEPLOYMENT MAP



DEPLOYMENT ORDERS

1. Roll a D6. The winner then chooses a corner to be his deployment zone and is the defender.
2. Place one objective in the center of the battlefield. Then starting with the player that chose his deployment zone, players take it in turn to place one objective each in their own deployment zone. Each objective placed in a deployment zone then scatters 2D6 inches in a random direction. If an objective scatters off the board, the opposing player counts as controlling it at the end of the game.
3. Starting with the player that chose his deployment zone, players take turns placing a unit wholly within their own deployment zone.
4. The first player to complete deployment rolls a D6 and receives Preliminary Bombardment on a 4+.
5. Objectives can be controlled by Infantry units that are in contact with the objective at the end of the turn as long as no enemy Infantry units are within 6" to contest control. Infantry units cannot control objectives from transports or vehicles.
6. Objectives cannot be placed within 6" of the battlefield edge or within 12" of another objective.

GAME DURATION

At the end of game turn 6, roll a D6. If the result is 4+ play one more game turn, otherwise the game ends.

Alternatively, the game will end when 1 hour and 15 minutes have elapsed.

PRIMARY OBJECTIVES

1. **Vehicular Slaughter:** At the end of the game, each player receives 3 Victory Points for each enemy armored vehicle that has been destroyed, is off the board or is on fire. Additionally, each player receives 1 bonus Victory Point per Infantry or Artillery unit that has been destroyed, is off the board or is on fire. The player with the most Victory Points at the end of the game achieves this objective.

Win	Draw	Loss
12 points	6 points	0 points

2. **Hold Ground:** The player that controlled the objective for the most turns of the game, counted at the end of every turn, achieves the objective.

Win	Draw	Loss
10 points	5 points	0 points

SECONDARY OBJECTIVES

1. **Kill the Commander:** If, at the end of the game, the enemy's HQ has been destroyed, is off the board or is on fire, you achieve this objective. Both players can achieve this objective.
2. **First Blood:** The first unit, of any kind, to be removed as a casualty during the game achieves this objective for the opposing player at the end of the game.
3. **Suppressing Fire:** The player with the greater number of pins on enemy units at the end of the game achieves this objective.

Each Secondary Objective achieved is worth 2 points.
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ADEPTICON 2014

BOLT ACTION COMBAT PATROL

FAVORITES VOTING

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

YOUR NAME

FAVORITE OPPONENT

After your last game, please submit this sheet with the name of the opponent you most enjoyed playing against. You must vote for someone you actually played in the tournament.

My Favorite Opponent Was: _____

FAVORITE PATROL

Please submit this sheet with the name of the player that you think had the best looking patrol in the entire tournament. This vote can be for any player in the whole tournament, not just those you played. You may **NOT** vote for your own patrol.

My Favorite Patrol Is: _____

WHAT COULD I DO BETTER?



ADEPTICON 2014

BOLT ACTION COMBAT PATROL

RESULTS FOR MISSION 3: PANZER BLITZ

YOUR NAME

TABLE NO

Primary Objective #1: Vehicular Slaughter Circle one	12	6	0
Primary Objective #2: Hold Ground Circle one	10	5	0
Secondary Objectives Achieved Circle all Secondary Objectives achieved, regardless of the outcome of the game. 2 points each.	Kill the Commander 2 points	First Blood 2 points	Suppressing Fire 2 points

=

YOUR TOTAL BATTLE POINTS EARNED
(Add up totals from the objectives above)

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 *****

Now, in private, rate your Opponent's Sportsmanship by checking the box if appropriate.
Do **NOT** share these results with your opponent.

Sportsmanship

I would gladly play this player again!

Please turn in this sheet to the judge's booth after your game **TOGETHER** with your opponent.



ADEPTICON 2014

BOLT ACTION COMBAT PATROL

RESULTS FOR MISSION 2: SURGICAL STRIKE

YOUR NAME

TABLE NO

Primary Objective #1: Objectives Circle one	12	6	0
Primary Objective #2: Carnage Circle one	10	5	0
Secondary Objectives Achieved Circle all Secondary Objectives achieved, regardless of the outcome of the game. 2 points each.	Kill the Commander 2 points	First Blood 2 points	Suppressing Fire 2 points

=

YOUR TOTAL BATTLE POINTS EARNED
(Add up totals from the objectives above)

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 *****

Now, in private, rate your Opponent's Sportsmanship by checking the box if appropriate.
Do **NOT** share these results with your opponent.

Sportsmanship

I would gladly play this player again!

Please turn in this sheet to the judge's booth after your game **TOGETHER** with your opponent.



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BOLT ACTION COMBAT PATROL

RESULTS FOR MISSION I: ADVANCE

YOUR NAME

TABLE NO

Primary Objective #1: Victory Points Circle one	12	6	0
Primary Objective #2: Objectives Circle one	10	5	0
Secondary Objectives Achieved Circle all Secondary Objectives achieved, regardless of the outcome of the game. 2 points each.	Kill the Commander 2 points	First Blood 2 points	Suppressing Fire 2 points

=

YOUR TOTAL BATTLE POINTS EARNED
(Add up totals from the objectives above)

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 *****

Now, in private, rate your Opponent's Sportsmanship by checking the box if appropriate.
Do **NOT** share these results with your opponent.

Sportsmanship

I would gladly play this player again!

Please turn in this sheet to the judge's booth after your game **TOGETHER** with your opponent.