



**B⊕LT ACTION**  
**US NATIONALS 2016**

**SATURDAY - APRIL 2<sup>ND</sup> - 8:00AM - 6:00PM**  
**SUNDAY - APRIL 3<sup>RD</sup> - 8:00AM - 4:00PM**

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 2016

BOLT ACTION US NATIONALS 2016

## EVENT SUMMARY

- Players will participate in a total of 5 rounds over two days. Each game will be 2.5 hours long with lunch and regular breaks between games.
- We **strongly** encourage players to join forces with a sense of history in mind. There will be a theme score involved in the overall scoring.
- Terrain will be preset and locked by tournament organizers.
- What to Bring:
  - A good attitude: Don't be "that guy", have fun.
  - Rule book and army books
  - 7 copies of your army list: 1 for yourself, 1 for organizers, 1/opponent
  - Measuring tools
  - Dice and your **OWN** order dice
  - Your army!
- Just for fun, we will be tracking overall progress of each side during the war, Axis and Allied. Who will change the course of history? Surprises await!
- 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 3-colors). The base must be painted or flocked. 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 2016 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.

## HOUSE RULES

- **Warlord FAQ and Errata:** <http://warlordgames.com/downloads/pdf/ba-errata.pdf>
- **Anti-Aircraft and Flak:** When determining flak reactionary fire; a unit selected from the "Anti-aircraft Guns" or "Anti-Aircraft Vehicles" section of an army list **DOES NOT** suffer the -2 to hit for *fast moving* penalty. That penalty still applies to pintle-mounted weapons that have the "flak" special rule; if they were not from anti-aircraft unit sections.
- **Forests Terrain Stands and Line of Sight:** Clearly delineated tree stands/bases, representing larger forest clumps, follow the SMOKE special rules for determining Line of sight and cover bonus; as per the Bolt Action Main Rule book. See pages 78 and 68 for the rule and diagram.
- **Armored Transports:** Armored transports (7+ armor) can fire one weapon system while empty. Multiple weapons maybe fired while carrying infantry. This is given through the "advance command", as per the normal rules, you may not shoot when given a run command.

## SCHEDULE

### SATURDAY (APRIL 2<sup>nd</sup>, 2016)

8:00AM – 8:45AM	Check-in
8:45AM – 9:00AM	Welcome and Operation Briefing
9:00AM – 11:30AM	Game 1
11:30AM – 12:30PM	Lunch Break
12:30PM – 3:00PM	Game 2
3:00PM – 3:30PM	Break
3:30PM – 6:00PM	Game 3

### SUNDAY (APRIL 3<sup>rd</sup>, 2016)

8:30AM	Doors Open
9:00AM – 11:30AM	Game 4
11:30AM – 12:30PM	Lunch Break
12:30PM – 3:00PM	Game 5
3:30PM – 4:00PM	Awards



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## MISSION I: SUPPLY CACHE

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

### SETUP

1. Six objective markers will be placed on the board. Each objective will be placed by tournament organizers.
2. The highest rolling player picks a table side
3. Deployment zones are 6 inches from their table edge.
4. The players have the option to place any spotters, observers, or snipers in alternating fashion as described in the rules (page 118). No snipers, spotters, or forward observers may be placed within 13 inches of an objective. Units may be kept in reserve. (pg 119)

### GAME DURATION

This game will last 7 turns.

### OBJECTIVE

The aim is to control as many objectives as possible. To do so there must be a model from one of your infantry, artillery, or armored units within 6" of the objective at the end of a turn and there must be no enemy infantry, artillery, or armored models within 6" of the objective. Models do not need to remain within 6" of an objective, once captured. \*Armored vehicles **CAN** claim objectives in this mission. Unarmored transports **MAY NOT**.

Objective markers can be captured and recaptured several times during a battle; but only captured objectives as they stand at the end of the game count towards victory.



### VICTORY

Type	Conditions
Major Victory/Loss	Double the Points than Your Opponent
Minor Victory/Loss	More Points than Your Opponent
Draw	Equal Points as Your Opponent
Controlled Objectives	3 Points per Objective
Enemy Units Destroyed	0.5 Points
Enemy Officer Unit Destroyed	1 Point





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## MISSION 2: POINT DEFENSE

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

### SETUP

1. 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 edge) These units may use the hidden set up rules. Units not deployed to start, are left in reserve.
2. The 3 objectives will be preset by tournament organizers.
3. The players have the option to place any spotters, observers, or snipers in alternating fashion as described in the rules (page 118). No snipers, spotters, or forward observers may be placed within 13 inches of an objective.
4. 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 try and capture the 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.

**Objective:** To claim an objective there must be a model from one of your infantry or artillery units within 3" of the objective at the end of a turn and there must be no enemy infantry, artillery, or armored models within 3" of the objective.

### GAME DURATION

This game will last 6 turns.

### FIRST TURN

During turn 1 the attacker must move his first wave onto the table. These units may enter at any point on the attackers edge and must be given a run or advance order. No order test is required to move units onto the table as part of the first wave.

### PREPARATORY BOMBARDMENT

Automatic preparatory bombardment strikes enemy positions. See pg 118. Reminder, that units inside a bunker get a -2 modifier on the bombardment chart and units in **contact** with hard cover receive a -1 modifier on that chart roll.



### VICTORY

Type	Attacker	Defender
Major Victory/Loss	Controls 2 or More Objectives	Controls 3 Objectives
Minor Victory/Loss	Controls 1 Objective <b>AND</b> has Units Within 3" of <b>ALL</b> Remaining Objectives	Controls 2 Objectives, With <b>NO</b> Attacker Units Within 3 Inches of Those Objectives
Draw	Any Other Result	Any Other Result



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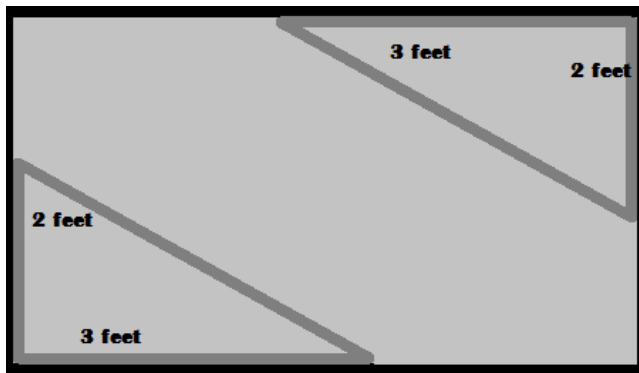
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## MISSION 3: BREACH THE DEFENSIVES

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

### SETUP

1. The highest rolling player picks a deployment zone, the other deploys opposite. See diagram, deployment zones are 3 foot (long table edge) x 2 foot (short table edge) triangles. Either set of corners, not just those pictured.
2. The players have the option to place any spotters, observers, or snipers in alternating fashion as described in the rules (page 118). Units maybe left in reserve. **No units may outflank.**
3. Reserve units enter the table from the *team's long table edge*, **NOT** the original triangle deployment zone.



### GAME DURATION

\*\*\* BEFORE THE GAME STARTS ROLL A D6\*\*\*

On a result of 1, 2, or 3 the game lasts 6 turns.

On a roll of 4, 5, or 6 the game lasts 7 turns.

### OBJECTIVE

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



### VICTORY

Type	Conditions
Major Victory/Loss	You have more units in the enemy's deployment zone than your opponent and your opponent has none in your own.
Minor Victory/Loss	You have more units in the enemy's deployment zone than your opponent, but your opponent has 1 or more units in your deployment zone.
Draw	Any result other than above.



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## MISSION 4: TAKE AND HOLD

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

### SETUP

The highest rolling player decides whether to be the attacker or defender. The objective will be placed by the tournament organizers.

**Defender:** picks a side of the table and sets up one infantry squad and two other units (these units can be anything with a damage value of 7 or less) within 6" of the objective. The defender then has the option to place any spotters, observers, or snipers (pg 118). The remaining units are all considered first wave. NO units are left in reserve.

**Attacker:** can then set up all of his infantry units anywhere on the table so long as they are more than 18" from the objective or any enemy unit that is already deployed. Spotters, observers and snipers follow deployment stated above. All placed units can use the hidden set-up rules (pg. 117). All other units are left in reserve (pg. 119)

### GAME DURATION

\*\*\* BEFORE THE GAME STARTS ROLL A D6\*\*\*

On a result of 1, 2, or 3 the game lasts 6 turns.  
On a roll of 4, 5, or 6 the game lasts 7 turns.

### FIRST TURN

The battle begins. During turn 1 the defender must bring his first wave onto the table. These units can enter the table from any point on the defender's table edge and must be given either a *run* or *advance* order. Note that no order test is required to move units onto the table as part of the first wave.

### OBJECTIVE

The aim is to **control** the objective at the end of the game. To do so there must be a model from one of your infantry or artillery units within 3" of the objective and there must be no enemy infantry, artillery, or armored vehicle models within 3" of the objective.



## VICTORY

Type	Conditions
Major Victory/Loss	You control the objective and have not lost more than 50% of your starting units, rounding up.
Minor Victory/Loss	You control the objective but have lost more than 50% of your starting units, rounding up.
Draw	Any result other than above.



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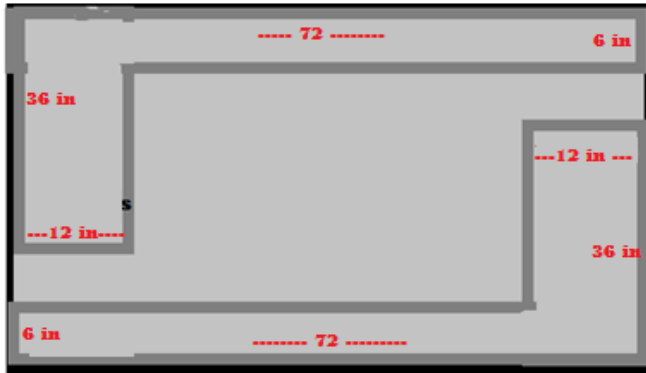
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## MISSION 5: MAXIMUM ATTRITION

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

### SETUP

1. The highest rolling player picks a table side (long edge). The player that chose first, then deploys his entire army, excluding units kept in reserve. Then their opponent does the same. See diagram.
2. The players have the option to place any spotters, observers, or snipers in alternating fashion as described in the rules (page 118). Any units not deployed are left in reserve.
3. Reserve units enter the table from the teams long table edge as per standard reserve rules.



### OBJECTIVE

The objective is simple – both sides must attempt to destroy the other while preserving their own forces.



### GAME DURATION

This game will last 6 turns.

### FIRST TURN

The battle begins. It's the final countdown...

### VICTORY

Type	Conditions
Major Victory/Loss	Double the Points than Your Opponent
Minor Victory/Loss	More Points than Your Opponent
Draw	Equal Points as Your Opponent
Enemy Units Destroyed	1 Points
Enemy Officer Unit Destroyed	2 Points, not cumulative (2 points total, not stacking with above) Lt., Captain, Major
Bonus	1 Point if your force is above 50% of its starting unit total still on the table.



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## FAVORITE ARMY VOTE

Please vote for which army you think is just so darn tootin' cool you wish you had thought of it first! For those without an imagination or emotion, please consider theme, display board, painting skill, conversions, back story, bribery, etc.

### FAVORITE ARMY

Player's Name: \_\_\_\_\_

### FAVORITE OPPONENT RANKINGS

Please rank your opponents in order of coolest to lamest. 1 is super way cool. 5 is bag-o-turds. You get the idea.

### FAVORITE OPPONENTS

1

---

2

---

3

---

4

---

5

---

Your Name: \_\_\_\_\_





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## RESULTS FOR MISSION 5: MAXIMUM ATTRITION

YOUR NAME	OPPONENT'S NAME	TABLE NO

BATTLE RESULT (CIRCLE ONE)				
Major Victory 20 Points	Minor Victory 15 Points	Draw 10 Points	Minor Loss 5 Points	Major Loss 0 Points

YOUR TEAM  
POINTS

YOUR OPPONENT'S  
TEAM POINTS

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 \*\*\*

Please rate your game on a 1-10 scale. Circle below. **BE JUDGEMENTAL, NOT EVERYONE IS FREAKING GHANDI.** They shouldn't take offense because of that too...

### SPORTSMANSHIP

1      2      3      4      5      6      7      8      9      10

Worst

Best

1: The lowest, very un-enjoyable. You want to scratch your eyeballs out using only a cocktail straw.

10: The highest, the most epic game you have ever played, EVER...with all players becoming better human beings having interacted with each other.

The best way to do this is trust your gut. Close your eyes and go with the first number that you think rates your opponents and the game you had. Consider:

Timeliness  
Respect  
Easily resolved disputes

Plain old enjoyment level  
Came prepared  
Want to play them again

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



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## RESULTS FOR MISSION 4: TAKE AND HOLD

YOUR NAME	OPPONENT'S NAME	TABLE NO

BATTLE RESULT (CIRCLE ONE)				
Major Victory 20 Points	Minor Victory 15 Points	Draw 10 Points	Minor Loss 5 Points	Major Loss 0 Points

YOUR TEAM  
POINTS

YOUR OPPONENT'S  
TEAM POINTS

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 \*\*\***

Please rate your game on a 1-10 scale. Circle below. **BE JUDGEMENTAL, NOT EVERYONE IS FREAKING GHANDI.** They shouldn't take offense because of that too...

**SPORTSMANSHIP**

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## RESULTS FOR MISSION 3: BREACH THE DEFENSIVES!

YOUR NAME	OPPONENT'S NAME	TABLE NO

BATTLE RESULT (CIRCLE ONE)				
Major Victory 20 Points	Minor Victory 15 Points	Draw 10 Points	Minor Loss 5 Points	Major Loss 0 Points

YOUR TEAM  
POINTS

YOUR OPPONENT'S  
TEAM POINTS

Have your opponent double check your results above.  
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Opponent's Signature: \_\_\_\_\_

**\*\*\* STOP \*\*\***

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## RESULTS FOR MISSION 2: POINT DEFENSE

YOUR NAME	OPPONENT'S NAME	TABLE NO

BATTLE RESULT (CIRCLE ONE)				
Major Victory 20 Points	Minor Victory 15 Points	Draw 10 Points	Minor Loss 5 Points	Major Loss 0 Points

YOUR TEAM  
POINTS

YOUR OPPONENT'S  
TEAM POINTS

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 \*\*\*

Please rate your game on a 1-10 scale. Circle below. **BE JUDGEMENTAL, NOT EVERYONE IS FREAKING GHANDI.** They shouldn't take offense because of that too...

### SPORTSMANSHIP

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## RESULTS FOR MISSION I: SUPPLY CACHE

YOUR NAME	OPPONENT'S NAME	TABLE NO

BATTLE RESULT (CIRCLE ONE)				
Major Victory 20 Points	Minor Victory 15 Points	Draw 10 Points	Minor Loss 5 Points	Major Loss 0 Points

YOUR TEAM  
POINTS

YOUR OPPONENT'S  
TEAM POINTS

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 \*\*\***

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### SPORTSMANSHIP

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