



# ADEPTICON 2016

BOLT ACTION US NATIONALS 2016

LAUNCH DATE: 04.02.2016

INITIATION CODE: 9B3418739

LAST UPDATE: 01.31.2016

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 after 2/1/2016.

## 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.

## ARMY BUILDING

Army lists must be formed using a standard reinforced platoon from appropriate supplement books. Platoon specifics are as follows:

- **Platoon:** One reinforced platoon selected from:
  - Armies of Germany
  - Armies of United States
  - Armies of Great Britain
  - Armies of the Soviet Union
  - Armies of Imperial Japan
  - Armies of France and the Allies
  - Armies of Italy and the Axis
  - Empire in Flames: Chinese Army (China ONLY, no other nation's units or lists)
- **Army Points:** 1250 requisition points
- **Order Dice:** 16 order dice maximum
- **NO** vehicle flame throwers are allowed



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- **NO** War Reporter units are allowed
- **ONLY** units listed in the appropriate army book or the official Warlord "Additional Units" PDF.
- **Platoon Leader:** Your Platoon Leader must have at least the same experience level or higher as the majority of your units. That is, if your 5/8 units are rated regular, your officer must be rated regular or veteran and not inexperienced. If equal, the higher level must be used

Lists must be submitted 3 weeks prior to the event (3/12/2016). Submit lists to [wyrdhobbyservices@gmail.com](mailto:wyrdhobbyservices@gmail.com). Failure to submit an army list before the above deadline will result in a 5% overall points deduction.

## AWARDS

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

- **Best Overall**
- **Best Sportsmanship**
- **Best Allied General**
- **Best Axis General**
- **Best Appearance**
- **The Duck Boat Medal:** Given to the player that brings the most historical force or unit/units over in-game effectiveness. The "anti-Cheese" so to speak.

## 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