



BOLT ACTION  
COMBAT PATROL

THURSDAY - MARCH 31<sup>ST</sup>  
6:00PM - 12:00AM

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!



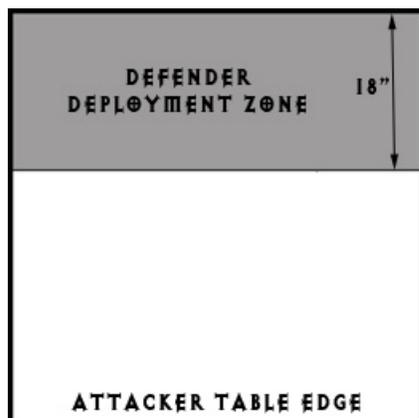
# ADEPTICON 2016

BOLT ACTION COMBAT PATROL

## MISSION I: DAWN 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. The Attacker will move onto the battlefield in the first turn.
4. Before the first game turn begins, the Attacker receives Preparatory Bombardment on a roll of 4+.
5. The first and second turns of the game will use the [Night Fight](#) rules.

### 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

### 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.





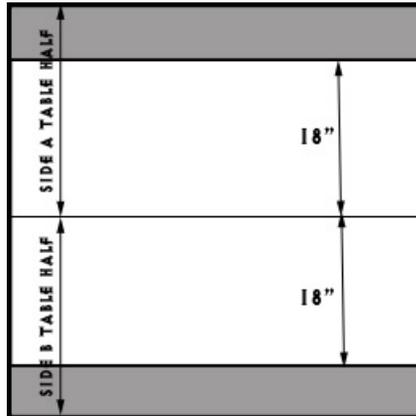
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BOLT ACTION COMBAT PATROL

## MISSION 2: HE CHOSE POORLY

\*\*\* 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 places up to three non-vehicle units on the table in their deployment area. Their opponent then does the same.
2. Both players nominate at least half of their remaining units to form their first wave. This can be the entire army if desired, units that have special deployment are treated as standard units. Any units not included in the first wave are in reserves, outflank can occur if it follows all applicable rules.
3. A provided objective (The Grail) is placed in the center of the board.
4. The objective can be picked up and carried by infantry and gun teams. The unit carrying the Grail is considered to have the Medic rule.

### 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 have units in the opponent's deployment zone. The player with the most units in the opposing deployment zone is the winner. If the scores are tied, it is a tie.

Win	Draw	Loss
12 points	6 points	0 points

2. **Grail Ownership:** The player in possession of the grail at the end of the game wins this objective. If no one controls the grail it is a tie.

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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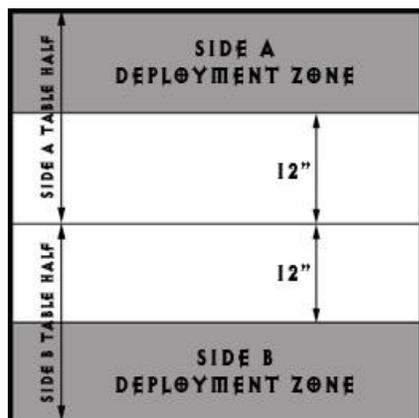
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BOLT ACTION COMBAT PATROL

## MISSION 3: DON'T LOOK MARION!

\*\*\* 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 places up to three non-vehicle units on the table in their deployment area. Their opponent then does the same.
2. Both players nominate at least half of their remaining units to form their first wave. This can be the entire army if desired; units that have special deployment are treated as standard units. Any units not included in the first wave are in reserves, units cannot outflank.
3. A provided objective (The Ark) is placed in the center of the board.
4. The objective can be picked up and carried by infantry and gun teams, if moved into a transport it occupies the same space as four infantry. The unit and transport carrying the Ark has to roll an extra morale every activation in order to not open the ark. If the Ark is opened the unit and any transport it is inside is struck by a 2D6 HE - with strikes the rear armor of any transport it is inside of.
5. The first and second turns of the game will use the [Night Fight](#) rules.

### 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. **Table Quarters:** The player that controls more table quarters at the end of the game wins this objective. If you solely control an enemy table quarter in the enemy table half at the end of the game it is treated as two table quarters for the purposes of determining victory. If both players control the same number of the table quarters, this objective ends in a draw.

Win	Draw	Loss
12 points	6 points	0 points

2. **The Ark:** The player that controls The Ark at the end of the game achieves the objective. If neither player controls The Ark, this objective ends in a draw.

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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## 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?



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BOLT ACTION COMBAT PATROL

## RESULTS FOR MISSION 3: DON'T LOOK MARION!

YOUR NAME

TABLE NO

<b>Primary Objective #1: Table Quarters</b> Circle one	<b>12</b>	<b>6</b>	<b>0</b>
<b>Primary Objective #2: The Ark</b> Circle one	<b>10</b>	<b>5</b>	<b>0</b>
<b>Secondary Objectives Achieved</b> Circle all Secondary Objectives achieved, regardless of the outcome of the game. 2 points each.	<b>Kill the Commander</b> <b>2 points</b>	<b>First Blood</b> <b>2 points</b>	<b>Suppressing Fire</b> <b>2 points</b>

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**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!

This player had a fair and balanced historical army.

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 2: HE CHOSE POORLY

YOUR NAME

TABLE NO

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

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## RESULTS FOR MISSION I: DAWN ADVANCE

YOUR NAME

TABLE NO

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

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

Have your opponent double check your results above.  
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