



# ADEPTICON 2022

v1.0  
12.20.2020

## BOLT ACTION TOURNAMENT

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 to the event after 2/14/2020.

### BASIC RULES & ARMY COMPOSITION

#### • FORCES

- Players will use a 1,250-requisition point force. The force may consist of a maximum of **ONE** Reinforced Platoons and no more than 16 order dice. No tank Platoons, No Special Characters, No Naval observer, No Planes (From the PDF).
- The platoons in the force must be selected using the army list section of the main rule book, one of the Armies of xxxx books, or an Approved Generic list of a minor country that does not have an Armies of xxxx book. All lists must be a generic platoon, no theater list.
- Approved books:
  - Armies of Germany, V2
  - 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
- Approved Generic list for Nations without a book:
  - Australian Reinforced Platoon
  - Chinese (Nationalist) Reinforced Platoon
  - Chinese (Communist) Reinforced Platoon
  - Chinese (Warlord) Reinforced Platoon
  - French Late-War Reinforced Platoon

#### • GAME TIME

- 2hr30min Rounds. The players must finish the current turn, and then the game ends automatically. Times will be strictly enforced for this tournament.

#### • ARMY LIST

- The players must have a copy of their army list, Army list are due 18 Mar 2022. 1 bonus TP for early list submissions.
- List submissions will be submitted by “send to tournament option” @ <https://wg.easyarmy.com/>

#### • 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
Major Victory/Loss	3 TP / 0 TP
Draw	1.5 TP

- From the second round, players will be paired using a Swiss system (i.e. matching players on the same number of TPs, in descending order).

#### • 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 point total. CPs = Order Dice at 0.1 TP per Order Dice Destroyed.
  - Sportsmanship, Painting, and Theme will be separate awards.

For any questions email Jay Casper at [raidersfan26@hotmail.com](mailto:raidersfan26@hotmail.com).



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### SCHEDULE

SATURDAY, MARCH 26 <sup>th</sup> , 2022	
8:30AM - 9:00AM	Check-in and Briefing
9:00AM - 11:30AM	Round #1
11:30AM - 12:30PM	Lunch Break
12:30PM - 3:00PM	Round #2
3:30PM - 6:00PM	Round #3
6:15PM	Out Brief

