



ADEPTICON 2019

v1.1
01.29.2019

BOLT ACTION DOUBLES

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 02.01.2019.

EVENT SUMMARY

- Players will participate in a total of three rounds of team doubles game play. Each game will be 2.5 hours long with lunch and regular breaks between games. Two players will form a team, either Axis or Allied. No German-USA teams for example. Players do not need to have the same nation. For example, Italy-Japan could be a team. Russia-Great Britain, USA-USA etc.
 - Match-ups will be predetermined for **Games One and Two**, and **Game Three** will be based on **Battle Points**.
 - Red vs Blue match-ups will be made to the best of our abilities. Track the current team registrants on the [AdeptiCon 2019 - Bolt Action Doubles and Combat Patrol Facebook Group](#).
 - There will be a Theme Score involved in the overall scoring. *Please take this seriously.*
- Your army must be painted to a minimum standard of **three colors, plus basing**. The bases must be painted or flocked. No unpainted armies or figures will be allowed.
- North Africa Club Challenge: With the release of the **Campaign: Western Desert** book, there is an unofficial theme to this year's team event. Teams wishing to participate please check the above **Facebook** group for choosing a side. **Games One and Two** will be fought against other desert teams, with bragging rights on the line.
- 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 2019 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

TEAM FORMAT NOTES

- **Order Dice:** **BOTH** players on a team must have **separate** order dice. That means that in the dice cup/bag, there will be **4 sets** of order dice. Whichever team members die is drawn, that player will activate. To the aid or detriment of their partner!
- **Officers:** Officers **DO NOT** give morale bonuses to their teammates platoon(s).
- "Free Unit" National Rules apply to the combined team. That means two British players may only take one free artillery observer per team. One free soviet squad, etc.

ARMY LIST SUBMISSION

- Lists must be submitted a minimum of two weeks prior to the event. Lists should be sent to, wyrdhobbyservices@gmail.com no later than 03/15/2018.
- **Failure to submit an army list before the above deadline will result in a 5% overall points deduction.**
- Army lists*** must be formed using a **Generic Reinforced Platoon**, a **Theater Selector**, or a **Campaign book** from the appropriately published books. Platoon specifics are:



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- Team Doubles Format: 2 players per team
- Order Dice cap: 18 total order dice (units) for each team
- Army Points: 1400 total. Players may make any combination of those points.* (Ex. Player 1: 600 Player 2: 800. 400 and 1000 etc. They must still be legal platoons.)
- *Best appearance: Team point allocation must be within 100 points of each other to be considered eligible for the award. (Ex. 650-750)
- Platoon: 1-2 infantry platoons per team member
- Tank Wars armored platoons are limited to **1 per team**. No skills, experience, or crew upgrades

WHAT TO BRING

- A good attitude: Don't be "that guy", have fun.
- Rule book and army books
- Copies of your army list: 1 for yourself, 1 for organizers, 1/opponent
- Measuring tools
- Dice
- Your army!

DEPLOYMENT CLAUSE

Familiarize yourself with this Deployment Clause, this is used in all missions!

- This deployment clause applies to **ANY** and **ALL** missions. What this means is this is the same deployment protocol for all the missions used. **UNLESS** the mission specifically makes exceptions.
- Both teams roll a die. The highest rolling team chooses a deployment zone, the other team sets up in the opposite zone. The team who chose their zone first, deploys his force first.
- Both teams may keep up to half their units in reserve, rounding down. Any and all units not in reserve are deployed in the established zones as per the mission.
- Reserves may flank unless specified in the mission.
- Spotters, observers, and snipers are deployed **after** both teams have placed their non-reserved units. As per the rules on page 131

HOUSE RULES

- Non-Veteran Panzer IV Ausf. G, H, J **DO NOT** receive the "Tiger Fear" special rule
- Turret Jam Rule **WILL NOT** be used
- **Fixed Team Weapons:** When dealt exceptional damage that would otherwise remove the fixed team, make a morale check, (after pinning is applied) if passed the team remains on the table. Still remove a casualty for the damage, but another crewman takes up the lead position. If no crew remain, the unit is still removed.

TERRAIN & SCENARIOS

- Terrain will be preset and locked by tournament organizers.

AWARDS

- Best Sportsmanship
- Best Allied Generals
- Best Axis Generals
- Best Painted Army
- Player's Choice



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SCHEDULE

8:00 AM – 8:45 AM	Check-in
8:45 AM – 9:00 AM	Welcome and Operation Briefing
9:00 AM – 11:30 AM	Game One
11:30 AM – 12:30 PM	Lunch Break: Vote for Favorite Army
12:30 PM – 3:00 PM	Game Two
3:00 PM – 3:15 PM	Break
3:15 PM – 5:45 PM	Game Three
5:45 PM – 6:00 PM	Scoring and Awards



World War II Wargames Rules

BOLT ACTION™

www.boltaction.com