

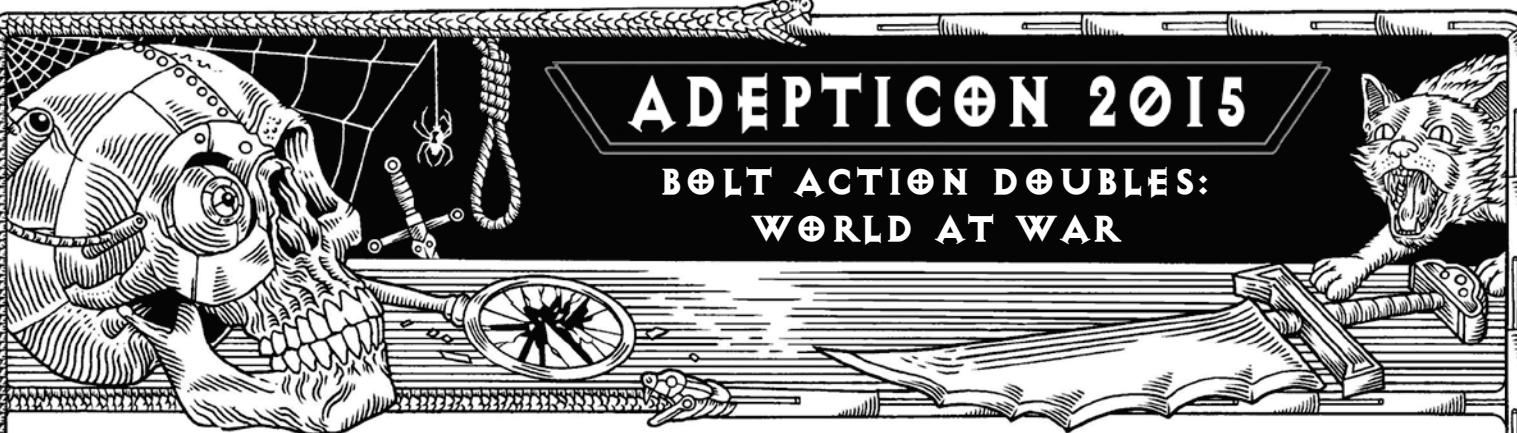
ADEPTICON 2015



BOLT ACTION DOUBLES
WORLD AT WAR

FRIDAY - MARCH 20TH
8:00AM - 6:00PM

Do not lose this packet or the Tactical Objectives deck! They contain all the necessary materials required for you to participate in today's tournament. It is your responsibility to not lose these items during the tournament. If you lose this packet, be prepared to be docked points! If you lose the Tactical Objective deck, you will be required to purchase a replacement deck for \$10.



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BOLT ACTION DOUBLES: WORLD AT WAR

Last Update: 02.01.15

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 2/1/2015.

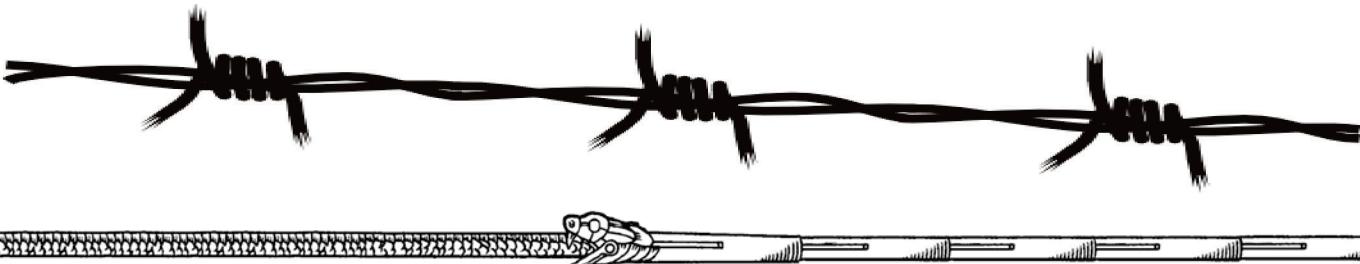
The world is at war. Where will you make your stand?

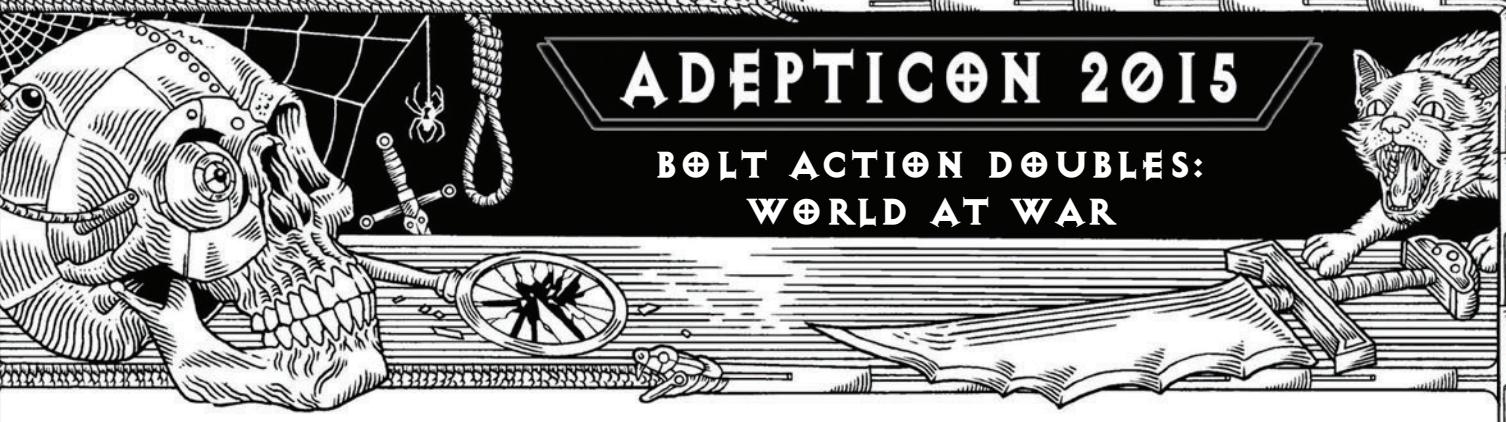
Relive the most famous battles and conflicts of one of the most defining moments in human history. Incredible acts of bravery amidst terrible losses. Team up with a friend to play in a Bolt Action Doubles tournament.

How will you fair in the face of history? Can you change the fate of nations?

EVENT SUMMARY

- Players will participate in a total of 3 rounds of team doubles game play. Each game will be 2.5 hours long with a 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.
- 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.
- What to Bring:
 - A good attitude: Don't be "that guy", have fun.
 - Rule book and army books
 - 5 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).
- 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 2015 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.





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ARMY BUILDING

Army lists must be formed using a standard reinforced platoon or theater selectors from appropriate supplement books.

Battleground books will not be play: Battlegroup Europe and Ostfront Barbarossa to Berlin. Platoon specifics are as follows:

- Team Doubles Format: (2) players per team
- Army Points: 1600 total, 800 per team member
- Order Dice: 16 total, 8 max per team member
- Platoon: Single platoon per team member, each player must include an officer. (2 platoons total/army)
- Tank Wars armored platoons are limited to (1) per team. No skills, experience, or crew upgrades
- No vehicle flame throwers are allowed
- No War Reporter units are allowed
- Your Platoon Leader must have the same experience level as a majority of your units. That is, if you have 5/8 units that are rated regular, your officer **MUST BE** rated regular or veteran and not inexperienced.

Lists must be submitted 1 week prior to the event (3/13/2015). Submit lists to wyrdhobbyservices@gmail.com.

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! No trades, double dares, or triple stamping a double stamp.
- **Officers:** Being an ally and working with other countries was never an easy task during the war. Pride, ego, and training frequently got in the way of a rationale decision during combat. To reflect that, in all our games, officers **DO NOT** give morale bonuses to units outside their platoon.

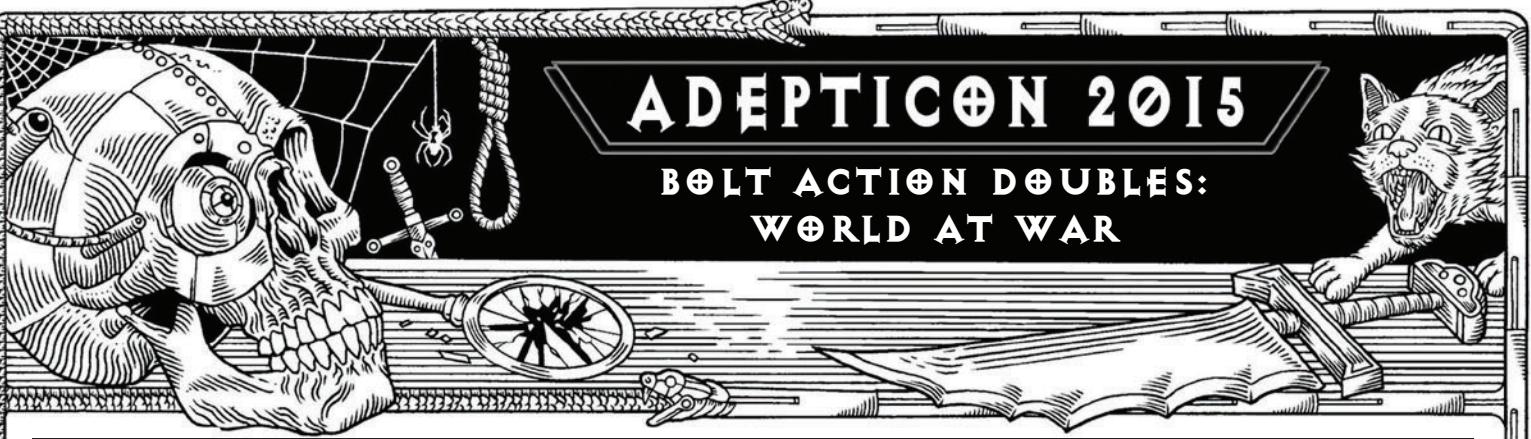
TERRAIN AND SCENARIOS

- Terrain will be preset and locked by tournament organizers. Tables will look to recreate historic settings of famous battles from World War Two.
- Scenarios will be set to each table.
- **EACH** table will have one scenario that does not change on that table. **PLAYERS** will rotate between tables during the event.
- The scenarios used will be based and heavily rooted in the core Bolt Action rule book missions. Minor tweaks and secondary objectives will be added. The missions will be matched to the historic battle to best reflect the conflict on each table.

AWARDS

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

- Best Sportsmanship: Sports check list
- Best Allied General: Battle scores (sportsmanship tie breaker)
- Best Axis General: Battle scores (sportsmanship tie breaker)
- Best Appearance: painting check list and player votes
- 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.



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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 and Line of Site through a Forest:** Forest terrain pieces present some complications for “Area terrain” and “Line of Sight”. For this event, all forests which are comprised of individual trees sitting in clearly delineated woodland flats will be treated as line of site blockers if they are in between two units. Therefore, no units can target another unit if more than 50% of the unit is blocked by a forest terrain obstacle. Individual trees that are not on woodland flats will be treated as individual line of sites blockers.
- **Forests and Line of Site for units in a Forest:** If a unit is inside a forest area terrain (as described above), it may only shoot at enemy units if the majority of the unit is within 2" of the forward edge of the woodland flat (i.e. the edge closest to the enemy unit being targeted). Similarly, a unit inside a forest terrain feature may only be targeted if at least 50% of the unit is within 2" of the forward edge of the terrain feature. This unit will receive the standard soft cover to hit modifiers.

Table Features of Note

Here are some table specifics of note to help acclimate players for less interrupted games.

Low Tide: The water on this table is shallow and is treated as difficult terrain. No vehicles may enter, unless equipped with snorkels and flippy floppys.

Trench Movement: To expedite movement, entering and/or exiting a trench is a 1 inch move penalty. Noting is difficult terrain in the trenches. The deep trenches (2 inches) maybe entered with a 2 inch movement penalty but can only be exited via the ramps or hallways.

Vehicles may cross/traverse trenches as long as their length is longer than the gap as if it were open ground.

Boats: Local resistance fighters have left boats hidden for the attackers. An attacking unit, excluding vehicles and artillery pieces, may enter a boat when given an “Advance” command. A run command is too hasty to prepare the vessel. They may finish their remaining move, if they have any distance left, by moving the boat as they wish.

The boat moves at the same speed as the infantry within, advance and run (when inside the boat) rates apply.

You may shoot from a boat and be shot at. The boat counts as soft cover. 1 unit per boat.

Fields: Farm fields will offer soft cover for any models or the majority of an unit inside or behind the terrain feature and an enemy.



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FAVORITE OPPONENT VOTING

Please rank your opponents in terms of providing you with your favorite games. The team that receives the rank of 1 would be your favorite opponents and the team that receives the rank of 3 would be your least favorite opponent. Obviously this may be a difficult decision, but please try and rank your opponents as best as you can.

FAVORITE OPPONENT

Favorite Opponent #1: _____

Favorite Opponent #2: _____

Favorite Opponent #3: _____





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BOLT ACTION DOUBLES: WORLD AT WAR

YOUR TEAM NAME

ROUND

3

OPPOSING TEAM NAME

TABLE NO.

Game Result	Points	YOUR TEAM'S POINTS	OPPOSING TEAM'S POINTS
Victory	20		
Draw	10		
Defeat	5		

*** STOP ***

DO NOT FILL THIS OUT UNTIL YOUR GAME RESULTS HAVE BEEN
DOUBLE-CHECKED AT THE JUDGE'S BOOTH

SPORTSMANSHIP

Please rate your game on a scale of 1-10. Circle below.

BE JUDGEMENTAL, NOT EVERYONE IS FREAKING GHANDI.

They shouldn't take offense because of that too...

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

(WORST)

(BEST)

1: The lowest, very unenjoyable. 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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FAVORITE ARMY

Fill this section out during Favorite Army Voting.

Please turn this sheet into the tournament judges before the start of Game #3.

After looking at the displayed armies, choose the army that **YOU** think is the best. This vote can be cast because you thought it was the best painted, the best themed, or just the overall coolest army in the event.

You may not choose your own army!

FAVORITE ARMY

Player's Name: _____





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BOLT ACTION DOUBLES: WORLD AT WAR

YOUR TEAM NAME

ROUND

2

OPPOSING TEAM NAME

TABLE NO.

Game Result	Points	YOUR TEAM'S POINTS	OPPOSING TEAM'S POINTS
Victory	20		
Draw	10		
Defeat	5		

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BOLT ACTION DOUBLES: WORLD AT WAR

YOUR TEAM NAME

ROUND

1

OPPOSING TEAM NAME

TABLE NO.

Game Result	Points	YOUR TEAM'S POINTS	OPPOSING TEAM'S POINTS
Victory	20		
Draw	10		
Defeat	5		

*** STOP ***

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