ADEPTICON 2015

World War II Wargames Rules

BOLT ACTION™

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TANK WAR TOURNAMENT - MARCH 22ND

WARLORD GAMES

PRELIMINARY DRAFT 1.0

NO FUNDAMENTAL RULES CHANGES WILL BE MADE AFTER 2/1/2015.

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ADEPTICON BOLT ACTION TANK WAR EVENT

MARCH 22ND, ADEPTICON 2015

Preliminary Draft - No fundamental rules changes will be made after 2/1/2015.

The following are the preliminary rules for the inaugural AdeptiCon *Bolt Action* Tank War Event, hosted by AdeptiCon 2015 in conjunction with Warlord Games.

As with all AdeptiCon events, prizes and exclusive items will be in abundance and available to attendees. More news on this front to follow!

EVENT RULES

• Players will play 3 two-hour games. Once "time up" is announced, the current turn will be completed.

• Armies will consist of 1,500 points or less.

• Lists are to be built using guidelines found in the *Tank War* supplement as well as the *Bolt Action* Rulebook and published army books.

• A single selector will be used for Armored Platoons and a player may bring a second platoon using the Standard Platoon selector.

• *Bolt Action* rules for each game will be as the most recent FAQ/Errata (available on the Warlord Forum).

• Any rulebook or Errata sheet(s) dated after 19 February, 2015 will not be allowed.

Army Roster:

• The army may be drawn from the main rulebook, an army rulebook or the official net army book. You may not mix and match.

• A separate printed list is required for the judges, due at check in of the event, and each of your opponents (minimum of 5 copies required).

• Each player must bring a rulebook, the most current published rules for their army and all materials needed to play a game/report the results - including dice, measuring devices, templates, and a writing implement.

CONDUCT

• Events at AdeptiCon is first and foremost a casual affair that promotes camaraderie, gentlemanly behavior, meeting new hobby enthusiasts and most of all fun! While there is certainly a competitive aspect to this event, winning games should never take priority over good sportsmanship and civilized behavior. In the end, it is all about grown-ups playing with toy soldiers, rolling dice and enjoying it. Don't forget it! So, if you feel that you are taking the game a bit too seriously, head to the bar, get a drink, count to ten and come back to the gaming table relaxed. We will not tolerate inappropriate behavior and 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 armies or rules violations are detected, 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.

• AdeptiCon *Bolt Action* 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 tournament or AdeptiCon itself with no refunds allowed.

SCHEDULE

The preliminary schedule is as follows:

Sunday, March 2nd

8:00am - 8:30 am Registration and Introduction

8:30 am - 10:30 am Game 1

10:30 am -10:45 pm Break

10:45 pm - 12:45 pm Game 2

12:45 pm - 1:30 pm Lunch

1:30pm - 3:30 pm Game 3

3:30pm – 4:00pm Awards

PAIRING

• For the first round players will be paired randomly.

• After the first round, Swiss-pairing format will be used to determine opponents and pairings will be based on results.

• A results slip will be provided for both players to complete at the end of each game.

• In the event of a tie, players will be matched by Casualty points.

• You will not play the same person twice.

SCORING

• Once a game is finished, victory is determined by objectives held per scenario description.

• If a winner cannot be determined by objectives held, then the winner is the player who destroyed more point enemy points; called Causality points. If the point difference is less than 51 points; the game was a draw.

• A win is worth three points, a draw is worth two points, and a loss is worth zero points.

• Each player is required to keep track of total Casualty points. The total Casualty points may be used to determine the winner of the tournament, in the event of a tie. Your opponent should provide the casualty points for each game and you can check their roster to collaborate.

SCENARIOS

TBD - Scenario details will be added to this packet at a future date.

AWARDS

There is a bumper prize pool for the event, with support provided by Warlord Games.

AdeptiCon *Bolt Action* Awards

• Overall
• Top Axis Player
• Top Allied Player
• Best Sportsman
• Best Army

Additional prizes to be awarded during each of the three rounds.