



BOLT ACTION D OUBLES: WORLD AT WAR

FRIDAY - APRIL 1ST
8:00AM - 6:00PM

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 DOUBLES: WORLD AT WAR

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 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. This is **FUN** event. Please keep that in mind.
- 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 and 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). The base must be painted or flocked. No unpainted armies or figures will be allowed.

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.

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 Terrain Stands and Line of Sight:** Clearly delineated tree stands/bases, representing larger forest clumps, follow the SMOKE special rules for determining Line of sight and cover bonus; as per the Bolt Action Main Rule book. See pages 78 and 68 for the rule and diagram.
- **Armored Transports:** Armored transports (7+ armor) can fire one weapon system while empty. Multiple weapons maybe fired while carrying infantry. This is given through the "advance command", as per the normal rules, you may not shoot when given a run command.

SCHEDULE

FRIDAY (APRIL 1 st , 2016)	
8:00AM – 8:45AM	Check-in
8:45AM – 9:00AM	Welcome and Operation Briefing
9:00AM – 11:30AM	Game 1
11:30AM – 12:30PM	Lunch Break
12:30PM – 3:00PM	Game 2
3:00PM – 3:15PM	Break
3:15PM – 5:45PM	Game 3
6:00PM	Awards



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BOLT ACTION DOUBLES: WORLD AT WAR

MISSION 1: THE LONGEST DAY

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

SETUP

1. Teams roll a die. The highest roll picks a side of the table and places his team's base at least 15" from their all table edges. The other team then places their base at least 15" from all table edges. Use a suitable marker or token to designate your strategic objective. A base cannot be placed inside a building or bunker.
2. The team who placed their base first will deploy anywhere within 15" of their table edge. The other team then deploys. Units may be held in reserve (pg 119) and/or outflank.
3. Teams have the option to place Spotters, Observers, and Snipers (page 118). No snipers, spotters, or forward observers may be placed within 13 inches of a base.

GAME DURATION

The game lasts 6 turns or at the end of a turn after an infantry unit has successfully detonated a base.



OBJECTIVE (3 WAYS TO SCORE)

1. Destroy the enemy base as follows
 - a. An infantry unit must move into contact with the enemy base. 2 infantry models must remain to be considered able to destroy a base. Multiple units may be touching a base as long as they are 1 inch away from each other.
 - b. The FOLLOWING turn, when that unit is given a fire order, roll for a command check as normal (pins included). If passed, they have successfully detonated their charges and blown up the base. If failed, continue play as normal. Any/all units touching a base, and thus receiving a fire order, may attempt the command roll.
 - c. If on the final turn (6) and you have a unit which just touched the base, make sure to finish turn 6. Any players with units touching a base then make the command roll.
 - d. If both teams have units touching a base, players may give their units fire commands and attempt command checks as their order dice are pulled.
 - e. Complete the turn in which a base or bases were destroyed, unless you are out of turns or time is called.
2. You may also score points by sending your units off the opponent's board edge and into enemy territory. Simply move a unit past the board edge. MAX 5 units may score points.
3. Kill the enemy officer units. (Lt, Captain, Major).

VICTORY - CALCULATE A VICTORY BY ADDING UP POINTS AS FOLLOWS:

Type	Conditions
Major Victory/Loss	Double the Points than Your Opponent
Minor Victory/Loss	More Points than Your Opponent
Draw	Equal Points as Your Opponent or Any Other Result
Enemy Base Destroyed	5 Points
Units Exited Off Enemy Board Edge	1 point per unit. Maximum of 5 points possible.
Officer Unit Killed by Casualty	1 point (exited board edge does not count)



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BOLT ACTION DOUBLES: WORLD AT WAR

MISSION 2: SNAFU

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

SETUP

1. 3 objective markers will be placed on the board. 1 primary and 2 secondary. Each objective will be placed by tournament organizers.
2. Teams roll a die. The highest rolling team picks a table side. They deploy first.
3. Deployment zones are up to 12 inches from the table edge. 1 player from each team deploys their force. The remaining players forces form their first waves. A teammates units may not deploy in the others transport vehicles in this scenario.
4. Units from either teammates force maybe kept in reserve. Units may outflank.
5. The teams have the option to place any spotters, observers, or snipers in alternating fashion as described in the rules (page 118). No snipers, spotters, or forward observers may be placed within 13 inches of an objective.

GAME DURATION

*** BEFORE THE GAME STARTS ROLL A D6***

On a result of 1, 2, or 3 the game lasts 6 turns.

On a roll of 4, 5, or 6 the game lasts 7 turns.

FIRST TURN

Jump on it! First wave units enter from the table edge with a run or advance order and may not assault that turn. No order test is needed to enter.

OBJECTIVES

Primary Objective: The aim is to control the main objective. To do so there must be a model from one of your infantry, artillery units within 3" of the objective at the end of the game and there must be no enemy infantry, artillery, or armored models within 3" of the objective. Armored units can contest, but not capture/secure.

Secondary Objectives: You take control of the secondary objectives the same as the primary.



VICTORY - CALCULATE A VICTOR BY ADDING UP POINTS AS FOLLOWS:

Type	Conditions
Major Victory/Loss	3-0 points
Minor Victory/Loss	More Points Than Your Opponent, 2-0, 1-0, 2-1, etc.
Draw	Equal Points as Your Opponent
Control of Primary Objective	2 points
Control of Secondary Objectives	1 point per Objective



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BOLT ACTION DOUBLES: WORLD AT WAR

MISSION 3: MAXIMUM ATTRITION

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

SETUP

1. Each team rolls a die. The highest rolling team picks a table side (long edge). Their team may deploy 12 inches in from along that edge.
2. The teams have the option to place any spotters, observers, or snipers in alternating fashion as described in the rules (page 118). Any units not deployed are left in reserve.
3. Units may outflank.

GAME DURATION

This game will last 6 turns.

FIRST TURN

The battle begins. It's the final countdown...

OBJECTIVE

The objective is simple – both sides must attempt to destroy the other while preserving their own forces.



VICTORY - CALCULATE A VICTORY BY ADDING UP POINTS AS FOLLOWS:

Type	Conditions
Major Victory/Loss	Double the Points than Your Opponent
Minor Victory/Loss	More Points than Your Opponent
Draw	Equal Points as Your Opponent
Enemy Units Destroyed	1 Points
Enemy Officer Unit Destroyed	2 Points, not cumulative (2 points total, not stacking with above) Lt., Captain, Major
Bonus	2 Points if your team has above 50% of its starting unit total still on the table.



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FAVORITE ARMY VOTE

Please vote for which army you think is just so darn tootin' cool you wish you had thought of it first! For those without an imagination or emotion, please consider theme, display board, painting skill, conversions, back story, bribery, etc.

FAVORITE ARMY

Team Name: _____

FAVORITE OPPONENT RANKINGS

Please rank your opponents in order of coolest to lamest. 1 is super way cool. 5 is bag-o-turds. You get the idea.

FAVORITE OPPONENTS

1

2

3

4

5

Your Team Name: _____



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BOLT ACTION DOUBLES: WORLD AT WAR

RESULTS FOR MISSION 3: MAXIMUM ATTRITION

YOUR TEAM	OPPONENT'S TEAM	TABLE NO

BATTLE RESULT (CIRCLE ONE)				
Major Victory 20 Points	Minor Victory 15 Points	Draw 10 Points	Minor Loss 5 Points	Major Loss 0 Points

YOUR TEAM
POINTS

YOUR OPPONENT'S
TEAM POINTS

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 ***

Please rate your game on a 1-10 scale. Circle below. **BE JUDGEMENTAL, NOT EVERYONE IS FREAKING GHANDI.** They shouldn't take offense because of that too...

SPORTSMANSHIP

1 2 3 4 5 6 7 8 9 10

Worst

Best

1: The lowest, very un-enjoyable. 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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BOLT ACTION DOUBLES: WORLD AT WAR

RESULTS FOR MISSION 2: SNAFU

YOUR TEAM	OPPONENT'S TEAM	TABLE NO

BATTLE RESULT (CIRCLE ONE)				
Major Victory 20 Points	Minor Victory 15 Points	Draw 10 Points	Minor Loss 5 Points	Major Loss 0 Points

YOUR TEAM
POINTS

YOUR OPPONENT'S
TEAM POINTS

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 ***

Please rate your game on a 1-10 scale. Circle below. **BE JUDGEMENTAL, NOT EVERYONE IS FREAKING GHANDI.** They shouldn't take offense because of that too...

SPORTSMANSHIP

1 2 3 4 5 6 7 8 9 10

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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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BOLT ACTION DOUBLES: WORLD AT WAR

RESULTS FOR MISSION I: THE LONGEST DAY

YOUR TEAM	OPPONENT'S TEAM	TABLE NO

BATTLE RESULT (CIRCLE ONE)				
Major Victory 20 Points	Minor Victory 15 Points	Draw 10 Points	Minor Loss 5 Points	Major Loss 0 Points

YOUR TEAM
POINTS

YOUR OPPONENT'S
TEAM POINTS

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 ***

Please rate your game on a 1-10 scale. Circle below. **BE JUDGEMENTAL, NOT EVERYONE IS FREAKING GHANDI.** They shouldn't take offense because of that too...

SPORTSMANSHIP

1 2 3 4 5 6 7 8 9 10

Worst

Best

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