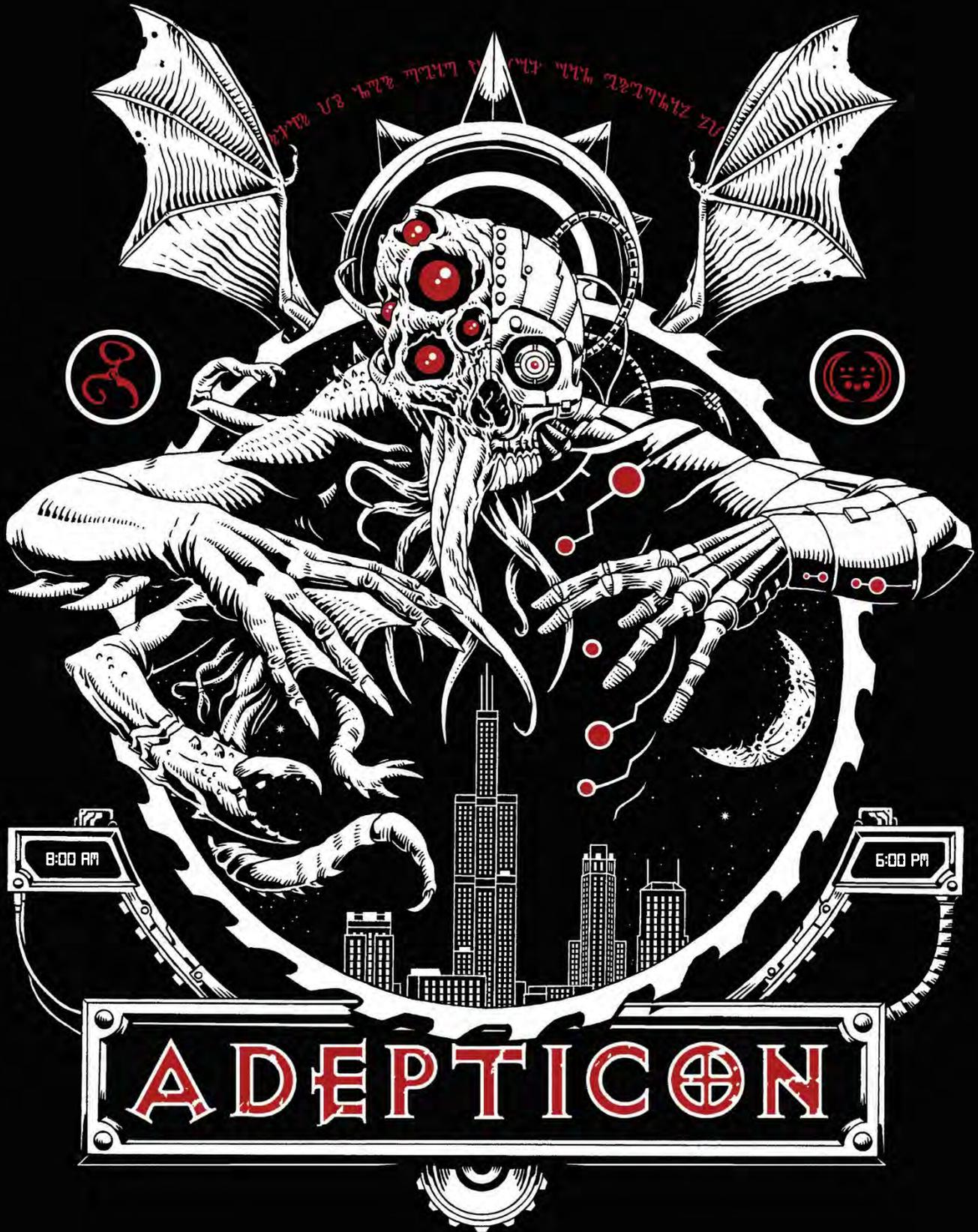


FRIDAY :: MARCH 24



**BOLT ACTION DOUBLES:
WORLD AT WAR**

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 2017

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:** In all our games, officers do not give morale bonuses to units in their teammates platoon/platoons.

DEPLOYMENT CLAUSE

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 players roll a die. The highest rolling player chooses a deployment zone, the other player sets up in the opposite zone. The player who chose their zone first, deploys his force first.
- Both players **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** outflank unless specified in the mission.
- Spotters, observers, and snipers are deployed **AFTER** both players have placed their non-reserved units. As per the rules on page 131.

SCHEDULE

FRIDAY (MARCH 24 th , 2017)	
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 and Favorite Army Vote
12:30PM – 3:00PM	Game 2
3:00PM – 3:15PM	Break and Favorite Army Vote
3:15PM – 5:45PM	Game 3
6:00PM	Awards



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SPONSORS

AdeptiCon, and this event in particular, wouldn't even happen if it wasn't for the kind and generous support of our sponsors! Without them, this weekend wouldn't even be possible!

The following sponsors played an integral role in supporting AdeptiCon 2017 and the Bolt Action tournaments, return the support when you can!



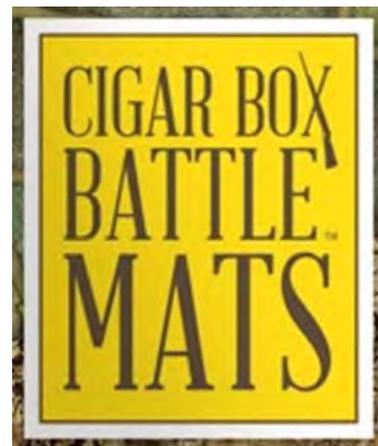
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BOLT ACTION DOUBLES: WORLD AT WAR



POINT DEFENSE

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

SETUP

1. The highest rolling player/team gets to choose whether they will be the attacker or the defender. The 3 objectives will be placed by the defender. These must be tokens or markers deployed at least 12 inches from his table edge and 24 inches away from each other.
2. The defenders must deploy 12 inches from their edge. These units may use the hidden set up rules.
3. The attacking force does not set any units up on the board to start the game. At least half of the attacking force must be nominated as the first wave.

OBJECTIVE

The attacker must try and capture the objectives.

All objectives are held by the defender at the start of the game no matter where his units are placed. If an objective changes hands during the game, it remains that teams until it is taken back.

Objective: To claim an objective there must be a model from one of your infantry or artillery units within 3" of the objective at the end of a turn and there must be no enemy infantry, artillery, or armored models within 3" of the objective.

GAME DURATION

This game will last 6 turns.

FIRST TURN

During turn 1 the attacker must move his first wave onto the table. These units may enter at any point on the attackers edge and must be given a run or advance order. No order test is required to move units onto the table as part of the first wave.

PREPARATORY BOMBARDMENT

Automatic preparatory bombardment strikes enemy positions. See pg 131.



VICTORY

Type	Attacker	Defender
Major Victory/Loss	Controls 2 or More Objectives	Controls 3 Objectives
Minor Victory/Loss	Controls 1 Objective AND has Units Within 3" of ALL Remaining Objectives	Controls 2 Objectives, With NO Attacker Units Within 3 Inches of Those Objectives
Draw	Any Other Result	Any Other Result



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BOLT ACTION DOUBLES: WORLD AT WAR



KEY POSITIONS

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

SETUP

1. 12 inch deployment zone from the players/teams table edge.
2. One player rolls a D3+2. This is the number of objectives used in the game. Both players roll a D6 and the highest player gets to place the first objective, then alternating until all objectives are place. Objectives must be at least 13 inches from each other.
3. 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.

OBJECTIVE

The aim is to control more objectives than your opponent. To do so there must be a model from one of your infantry or artillery units within 3" of the objective and there must be no enemy infantry, artillery, or armored vehicle models within 3" of the objective **at the end of the game.**



VICTORY

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

Calculate total points as follows:

Controlled Objective	3 Points per Objective
Enemy Units Destroyed	0.5 Points per unit
Enemy Officer Unit Destroyed	1 Point per unit



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BOLT ACTION DOUBLES: WORLD AT WAR



SECTORS

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

SETUP

1. Divide the table into quarters (2 foot by 3 foot). Deployment zones are an entire table quarter with the opponent being diagonally opposite.
2. Snipers, observers, and spotters may not be deployed outside the chosen table quarter.
3. Reserves **MAY NOT** outflank in this mission.

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.

PREPARATORY BOMBARDMENT

Both players roll a die: on a 2+ a preparatory bombardment strikes the enemy positions.

OBJECTIVE

Both players must attempt to seize as many table quarters as possible and inflict damage on the enemy.



VICTORY

Type	Conditions
Major Victory/Loss	One side scores at least 2 points more than the opponent.
Minor Victory/Loss	More points than your opponent.
Draw	Equal points as your opponent.

Calculate total points as follows:

Enemy Units Destroyed	1 Point
Bonus	1 Point for each friendly unit inside the "neutral" quarters* (non-deployed quarters).
Bonus	2 Points for each friendly unit inside the enemy starting quarter* of the table.

* The quarter in which the majority of models from a unit lie is used to determine a unit that is straddling 2 or more quarters.



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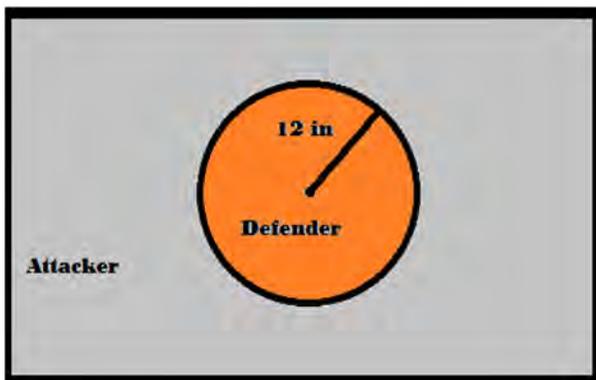


SURROUNDED

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

SETUP

1. The Allied player/team is the defender. The Axis player/team is the attacker. One defending team member must setup his whole army within 12 inches of the center of the table. These units can use the hidden setup rule. Their partner's army is left in reserve.
2. Snipers, forward observers, and spotters must be deployed in the above fashion.
3. Next, the attackers team must deploy at least half of their units in the remaining deployment zone. All other units are left in reserve.



PREPARATORY BOMBARDMENT

The attacker rolls a die: on a 2+ a preparatory bombardment strikes the defender's deployment zone. If a 1 result is rolled, the defending team may move the artillery strike to anywhere in the attackers deployment zone. Resolve like an artillery observer on pg 84. Note this could still strike defending units depending where and how big the radius is.

CONFUSED FIGHT

All units entering the table as reserves (turn two onwards) can enter from any point on any table edge, except the one from which the last enemy reserve entered that same turn.

OBJECTIVE

Both players/teams must attempt to inflict damage on the enemy whilst preserving their own forces.

GAME DURATION

The game lasts 6 turns.



VICTORY

Type	Conditions
Major Victory/Loss	One side scores double the points than the Opponent
Minor Victory/Loss	More Points than Your Opponent
Draw	Equal Points as Your Opponent

Calculate total points as follows:

Enemy Unit Destroyed	1 Point per Unit
"Deployed" Defender has units inside the original deployment zone.	0.5 points per Unit
Attacker units inside the enemy deployment zone	1 point per Unit
Individual team member forces above 50% starting unit totals	1 point per Force*

* 2 Total per Team



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BOLT ACTION DOUBLES: WORLD AT WAR



NØ MAN'S LAND

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

SETUP

1. Deployment zones are an entire table edge, 12 inches in from the long sides. The opponent being directly opposite.
2. Once deployment zones are picked, follow normal deployment protocols except, teams will alternate deploying all their units. Team 1, Team 2, Team 1, Team 2.

GAME DURATION

This game will last 6 turns.

PREPARATORY BOMBARDMENT

Both players roll a die: on a 2+ a preparatory bombardment strikes the enemy positions.

FIRST TURN

During turn 1, visibility is limited to 24 inches due to the dust and smoke from the bombardments.

OBJECTIVE

Both players must attempt to inflict damage on the enemy.



VICTORY

Type	Conditions
Major Victory/Loss	One side scores double the points than the Opponent
Minor Victory/Loss	More Points than Your Opponent
Draw	Equal Points as Your Opponent

Calculate total points as follows:

Enemy Unit Destroyed	1 Point per Unit
Enemy Officer Unit Destroyed	2 Points per Unit



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BOLT ACTION DOUBLES: WORLD AT WAR



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 GAME 3

YOUR TEAM NAME	OPPOSING TEAM NAME	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
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YOUR TEAM POINTS

YOUR OPPONENT'S
TEAM POINTS

Have your opponents double check the 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 opponents.



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BOLT ACTION DOUBLES: WORLD AT WAR



RESULTS FOR GAME 2

YOUR TEAM NAME	OPPOSING TEAM NAME	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 opponents double check the 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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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 opponents.



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BOLT ACTION DOUBLES: WORLD AT WAR



RESULTS FOR GAME 1

YOUR TEAM NAME	OPPOSING TEAM NAME	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 opponents double check the 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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