

WORLD AT WAR

AdeptiCon Bolt Action Doubles

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. ***THIS IS A FUN EVENT. ASSholes and jerk-faces need not apply.***
- Match-ups will be predetermined for games 1-2, and game 3 will be based on battle score.
- Red vs Blue match-ups will be made to the best of our abilities. Track the current team registrants here. <http://chefofwar.blogspot.com/p/adepticon-doubles.html>
- 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 3 colors, plus a base. The base must be painted or flocked. No unpainted armies or figures will be 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! No trades, double dares, or triple stamping a double stamp.
- ❖ Officers: In all our games, officers do not give morale bonuses to units outside their platoon.
- ❖ “Free Unit” National Rules apply to the combined team. That means 2 British players may only take 1 free artillery observer per team. 1 free soviet squad etc.

Lists must be submitted 2 weeks prior to the event. **03/09/2018. Lists should be sent here, wyrdhobbyservices@gmail.com**

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 or theater selector from appropriate supplement books. Platoon specifics are as follows:

Selected from:

“Armies Of”
Armies of Germany, V2
Armies of United States
Armies of Great Britain
Armies of the Soviet Union
Armies of Imperial Japan
Armies of France and the Allies
Armies of Italy and the Axis

“Theater Books”***
Empire in Flames
Battleground Europe
Germany Strikes
Osfront
Duel in the Sun
New Guinea
*****Units and Lists only, no optional mission or terrain rules.**

- **Team Doubles Format: (2) players per 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**
- **Only veteran Panzer IV Ausf G, H, J receive the Tiger Fear special rule**

TERRAIN AND SCENARIOS

Terrain will be preset and locked by tournament organizers.

SCHEDULE

8:00-8:45 AM – Check in

8:45-9:00 AM – Welcome and Operation Briefing

9:00-11:30 AM – Game 1

11:30-12:30 PM – Lunch Break: Favorite army vote!

12:30-3:00 PM – Game 2

3:00-3:15 PM – Break: Favorite army vote!

3:15-5:45 PM – Game 3

5:45-6:00 PM – Awards

AWARDS

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

Best Sports

Best Allied Generals

Best Axis Generals

Best Appearance

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.

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/oppo

Measuring tools

Dice

Your army!

HOUSE RULES:

There are no house rules. Version 2 of the Main rulebook is in effect.

All judges decisions are final. Please play responsibly.

Warlord FAQ and Errata

<http://warlordgames.com/downloads/pdf/ba-errata.pdf>

DEPLOYMENT CLAUSE (Familiarize yourself, 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 outflank 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.

