

# 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. A\$\$holes 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, [wyrdbhobbyservices@gmail.com](mailto:wyrdbhobbyservices@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/opponent**

**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.**

