



US Nationals AdeptiCon 2018 Warlord Games Bolt Action

EVENT SUMMARY

AdeptiCon is proud to announce that it will once again host the Bolt Action U.S. Nationals tournament. This event will test the skill and luck of every participant in what is bound to be an historic event. Pack all the ammo you can carry!

There will be a theme score contributed to your overall ranking. *Please consider 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

*Lists must be submitted 2 weeks prior to the event. **03/10/2018**. 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. This is a 4 game event with the 1st round requiring a “recon” variant of your 1000 point army. Platoon specifics are as follows:

1-2 infantry platoons OR 1 armored platoon

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 rule**

Army Points: 1000 requisition points (and a 500 point recon platoon, see below*)

Order Dice: No limit

Recon Platoon: 500 point army list built from the units and models of your 1000 point main force. Example, Jon Smith builds his 1000 pt army, now he must build a 500 variant of that list using only the models in the original list. This will be used for round 1 only.

No War Reporter units are allowed (This is an optional internet release)

Only units listed in the appropriate army book or the official Warlord “Additional Units” PDF.

Only veteran Panzer IV Ausf G, H, J receive the Tiger Fear special rule.

Contact me at the above email address with any army building questions.

TERRAIN AND SCENARIOS

Terrain will be preset and locked by tournament organizers.

SCHEDULE

SATURDAY:

8:00-8:45 AM – Check in

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

9:00-10:30 AM – Game 1

10:30-11:00 AM – Break

11:00-1:30 PM – Game 2

1:30-2:30 PM – Lunch Break

2:30-5:00 PM – Game 3

5:00-5:30 PM -Break (not dinner!)
5:30-8:00 PM – Game 4
8:15 PM Awards

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!

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 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.