



ADEPTICON 2016

BOLT ACTION DOUBLES:
WORLD AT WAR

INITIATION CODE: 5T7839882
LAST UPDATE: 01.31.2016

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible. No fundamental rules changes will be made after 2/1/2016.

The world is at war. Where will you make your stand?

Relive the most famous battles and conflicts of one of the most defining moments in human history. Incredible acts of bravery amidst terrible losses. Team up with a friend to play in a Bolt Action Doubles tournament.

How will you fair in the face of history? Can you change the fate of nations?

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
 - 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.
- If illegal units or rules violations are found in a player's list, at a minimum, the models in violation will be removed from all subsequent play. Tournament points may be deducted and award eligibility may be forfeited. Please use the feedback form on the [AdeptiCon 2016 website](#) to ask any questions you or your club may have regarding rules issues or legal units in advance!
- AdeptiCon Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. AdeptiCon reserves the right to remove players from the event or AdeptiCon itself with no refunds allowed.





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ARMY BUILDING

Army lists must be formed using a standard reinforced platoon or theater selectors from appropriate supplement books:

- **Platoon:** One reinforced platoon selected from:
 - Armies of Germany
 - 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
 - Empire in Flames: Chinese Army (China ONLY, no other nation's units or lists)
- **Team Doubles Format:** 2 players per team.
- **Army Points:** 1600 total, 800 per team member.
- **Order Dice:** 16 order dice maximum.
- **Platoon:** Single platoon per team member, each player must include an officer (2 platoons total/army).
- Tank Wars armored platoons are limited to (1) per team. No skills, experience, or crew upgrades.
- **NO** vehicle flame throwers are allowed.
- **NO** War Reporter units are allowed.
- **Platoon Leader:** Your Platoon Leader must have at least the same experience level or higher as the majority of your units. That is, if your 5/8 units are rated regular, your officer must be rated regular or veteran and not inexperienced. If equal, the higher level must be used.

Lists must be submitted 3 weeks prior to the event (3/11/2016). Submit lists to wyrdhobbyservices@gmail.com.
Failure to submit an army list before the above deadline will result in a 5% overall points deduction.

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 member's 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.

TERRAIN, SCENARIOS AND GAMEPLAY

- Terrain will be preset and locked by tournament organizers. Tables will look to recreate historic settings of famous battles from World War Two.
- The scenarios used will be based and heavily rooted in the core Bolt Action rule book missions. Minor tweaks and secondary objectives will be added. The missions will be matched to the historic battle to best reflect the conflict on each table.
- Match-ups will be predetermined for all 3 games. Axis vs. Allied based on turn out. This will not be a "swiss-style system".



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AWARDS

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

- **Best Sportsmanship**
- **Best Allied General**
- **Best Axis General**
- **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.

SCHEDULE

FRIDAY (APRIL 1st, 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

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.

Table Features of Note: Here are some table specifics of note to help acclimate players for less interrupted games.

Low Tide: The water on this table is shallow and is treated as difficult terrain. No vehicles may enter, unless equipped with snorkels and flippy floppys.

Trench Movement: To expedite movement, entering and/or exiting a trench is a 1 inch move penalty. Noting is difficult terrain in the trenches. The deep trenches (2 inches) maybe entered with a 2 inch movement penalty but can only be exited via the ramps or hallways. Vehicles may cross/traverse trenches as long as their length is longer than the gap as if it were open ground.

Boats: Local resistance fighters have left boats hidden for the attackers. An attacking unit, excluding vehicles and artillery pieces, may enter a boat when given an "Advance" command. A run command is too hasty to prepare the vessel. They may finish their remaining move, if they have any distance left, by moving the boat as they wish. The boat moves at the same speed as the infantry within, advance and run (when inside the boat) rates apply. You may shoot from a boat and be shot at. The boat counts as soft cover. 1 unit per boat.

Fields: Farm fields will offer soft cover for any models or the majority of an unit inside or behind the terrain feature and an enemy.