

# Duelling Aces Part 2

Doubles Format

## Schedule

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### Event Day (27<sup>th</sup> October 2019)

8.00am	Sign In
8:30-11:00	Game 1
Lunch	
11:30-2:00	Game 2
2:00-4.30	Game 3
5.00	End of Event



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### Summary

1100 point total - Specifics inside\*  
3 Games, 2.5 hours per game  
Teams of 2  
Axis versus Allies

When - Sunday October 27<sup>th</sup> 2019

Where - Kelmscott Hall, 60 River Road Kelmscott 6111

Tickets - \$70 per Team (\$35 per player)

Player Cap: 20 players max (10 teams of 2)

Team List Submission date: 25<sup>th</sup> October 2019

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## *Duelling Aces*

*Thank you for your interest in the doubles format Duelling Aces. On the following pages you will discover the specific details relating to the event's operation.*

*However here are a couple of important notes;*

- 1. Players should introduce themselves at the start of each game even if they know their opponent*
- 2. Players should discuss all terrain on the table before a single dice is rolled*
- 3. The rule book is wrong if, and only if, the FAQ or Errata says so*
- 4. Players should play in the spirit of the game*
- 5. Players must accept that even the best laid plans fall foul to the enemy*

*The latest FAQ is in play with the following exception:*

*Wasp Carrier – The flamethrower profile is that of a vehicle flamethrower on the weapon chart -1 shot (meaning (D6+1)-1 shots for D6 total). Ignore the example (2d6-1) hits in the unit entry in the FAQ. The range is still 12”.*

*I try to be clear and fair with any rulings made on the day however, if you do disagree with the ruling I request that we discuss it after the event which would be a more appropriate time than in the middle or end of a round.*

*As always I'm keen for your feedback after this event. This is absolutely essential for any future events that are run. I would like to thank those who have continued to do this and look forward to more events!*

## **Duelling Aces Selector**

This selector is created with the intent to provide some limits but also some variety to the forces participating in the event.

There is a **global maximum** of only one multi-launcher of any type in a Team.

Limits marked with (\*) are maximums across the **entire** Team. Units with no mark are only limited within the individual selector.

Quantity	Unit Type	Notes
1	Junior or Senior only	May only be Inexperienced if you take a squad of Inexperienced infantry as well
1-4	Infantry squads	
0-1	Medic	
0-1	Forward Observer	
0-2	Machine gun team	
0-3*	Mortar	
0-1	Sniper	
0-3*	Flamethrower	
0-3*	Antitank team	
0-2	Field artillery	Only 1 may be Heavy
0-3*	Armoured car	
0-2*	Tank, Tank destroyer, Anti-Aircraft vehicle or Self-propelled artillery	Only 1 may be Heavy
0-1	Transport	One per infantry squad or artillery piece as a Tow

## **Event Rules**

### **1. FORCES**

Teams must field their **combined** 1100 point force according to the below;

- Each player **must use** a single Duelling Aces selector
- A player's force must be drawn from a single faction
- Each player on a team must align to the same side (Either Allies or Axis powers).
- A players force must not exceed **550 points**
- A players force must not exceed **7** order dice
- Theatre units are allowed however are treated as 0-1\*. I.e. only one of each theatre unit will be allowed per team (no you can't have 2 bazooka jeeps!)
- Rules which grant "free" units or upgrades (regardless of source) are **not permitted** for this event. i.e. Free soviet squad
- No fortifications, legendary units, war correspondents, tank aces or experimental rules

### **2. GAME TIME**

After two and a half hours of game-play, the players must finish the current dice order and then the game ends automatically. You will need to play *fast* to get the most out of your games.

### **3. ARMY LIST**

The players must write down the army lists they are going to use for the duration of the entire event. **Your Team must submit your lists by the due date on the title page**. The force lists are public and the opponent can always look at it and ask you questions about your force.

### **4. MATCH-UPS**

The match-ups of Game 1 will be determined by faction and random draw. It will then be Swiss pairings by faction avoiding blue on blue if at all possible (this is not guaranteed however).

## **5. SCENARIOS**

Each round will have a mission picked at random from the below. There are 8 possible missions however we will not play duplicates of the missions. All custom missions are detailed at the end of this pack and in all circumstances replace the word Player(s) with Team(s). Custom missions were circulated prior to the event for play.

1. Resource Drop
2. Find the Informant
3. Collateral Damage
4. Demolition
5. Key positions (automatically 5 objectives)
6. Meeting Engagement
7. Sectors
8. Double Envelopment

## **6. SCORING GAMES**

Scoring will run as 3 points for a win, 2 for a draw and 1 for a loss. Scores will be totalled over the day and they will be used for matching or ranking. Teams (players) will also need to track the individual victory points scored through the games.

## **7. TERRAIN**

The terrain on the day will be setup and should not be moved by the players. The terrain should be discussed in line with the main rule book.

## **8. TEAM DICE**

It is recommended that Teams bring at least 2 sets of dice if possible to cover all the units in their list. This should allow the table to distinctly identify which dice belongs to which units and players. However if all the players on the table agree on a different course of action this is also fine.

# Resource Drop

## Brief:

With rations and ammunition running low, your platoon has been sent to secure the vital provisions which have landed off course in no man's land.

## Objectives:

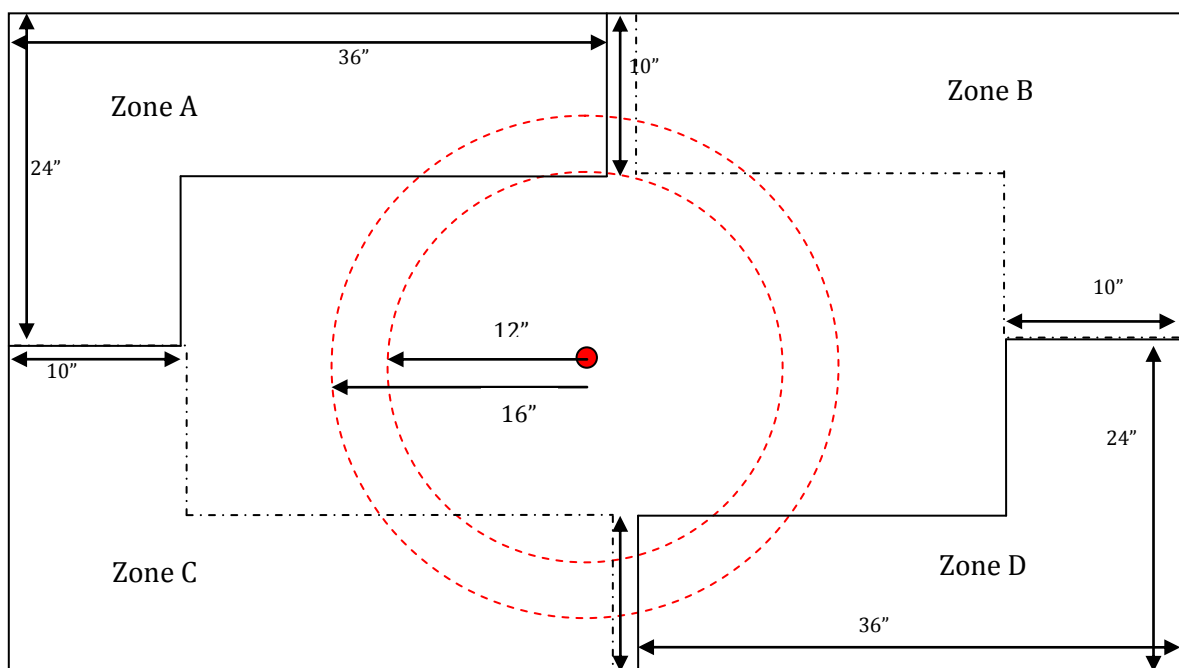
This mission has 3 objectives. The 1<sup>st</sup> is placed in the centre of the table. Roll off and the winner places the 2<sup>nd</sup> objective in a quarter, further than 12" but not further than 16", from the centre objective. The opponent then does the same with the last objective.

## Deployment:

Players nominate 25% of their force (round down) to be in Reserves, another 25% (round down) will be deployed and all remaining units are in the First Wave.

Both players put an order dice in the bag for every unit that is to be deployed. The first draw may claim a single Zone of their choice by deploying a unit within it (see below). Their opponent automatically claims the opposite Zone. Draw and deploy the rest of the units in the owning players Zone. These units can be hidden (pg 131).

Once this has been done, roll off for Forward Deploy units that are not in Reserve. **Units in Reserve are forced to Outflank.** Outflanking units come on **either long table edge** up to the halfway mark (36"). Outflanking units may enter the table from the start of turn 3, testing as normal.



**First Turn:**

During Turn 1 both players must bring on their First Wave. These units may enter the table from any point on their side's **short table edge** and must be given either a *Run* or *Advance* order. No order test is required for first wave units.

**Game Duration:**

Keep count of the elapsed turns. At the end of Turn 6, provided there is enough time to get through the whole turn, roll a die. On a result of 1, 2 or 3 the game ends. On a 4+ play one more turn.

**Victory:**

At the end of the game, if you hold more objectives than your opponent you win the game. Otherwise the game is a draw. To hold an objective there must be a model from one of your infantry or artillery units (or a transport holding such a unit) within 3" of the centre of the objective at the end of the game and no enemy unit of any type within 3" of the centre.

# Find the Informant!

## **Brief:**

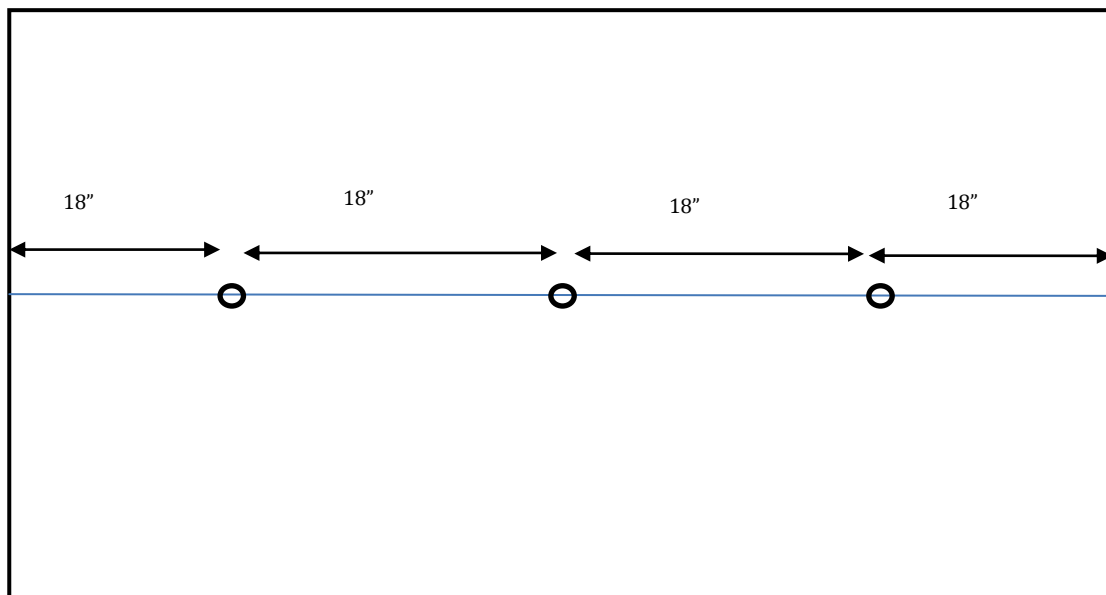
You have been given your orders to locate and secure an informant who has been spying out the enemy movements. This game will go for a maximum of 6 turns.

## **Objectives:**

Three objectives are placed equidistant along the middle line and stay in place the entire game (see map). These are the possible locations that the Informant is hiding. See Finding the Informant below.

## **Deployment:**

**There is no forward deployment for this mission.** Players roll off, with the highest score picking a long table side and declare up to 25% of their force (round down) as Reserves. The other player then does the same. Once reserves are declared, each player puts an order dice into the bag for each of their remaining units. Draw a dice and the owning player deploys one of their remaining units in their half no closer than 12" to the center line. Continue to draw dice until all units are deployed.





**Finding the Informant:**

Whenever an Infantry or Artillery unit finishes an *Advance* or *Run* order (excluding consolidation), and is within 1" of an Objective marker, they must search for the informant if he is not currently found. The Informant will be successfully found on 5+ by that unit. The unit may only test once regardless of how many models or Objective markers meet the criteria.

If, at the start of Turn 4, 5 or 6, the Informant has not currently been found, it will randomly reveal itself at one of the 3 Objective markers. The easiest way to do this is roll a D3 (D6/2). The Informant may then be "collected" by any Infantry or Artillery unit that finishes an *Advance* or *Run* order within 1" (excluding consolidation, Recce etc.).

Once found, the Informant is considered to be escorted by that unit until one of the following occurs;

- The controlling unit Runs for any reason
- The controlling unit FUBARs (regardless of outcome)
- The controlling unit is destroyed
- The controlling unit fails a Morale check\* for any reason

\*In the case of Soviets or similar rules allowing re-rolls for Morale checks, the Informant WILL still flee if the first Morale check is failed.

If one of the above does occur, the Informant panics and bolts, so you will need to try and find him all over again (or wait for him to reappear). The only exception is a unit destroyed by combat, in which case the victorious unit claims the Informant.

**Victory Points:**

While the Informant is "found" they are the only Objective that counts. If the informant is not found at the end of the game, the winner is the player holding the most Objectives. Otherwise the game is a draw.

To hold an objective there must be a model from one of your infantry or artillery units (or a transport holding such a unit) within 3" of the centre of the objective at the end of the game and no enemy unit of any type within 3" of the centre.

# Collateral Damage

## **Brief:**

Your commander has ordered you into a last desperate push. You are short on supplies and even shorter on reliable support. This was made all the more encouraging when reports of enemy movement started to come in....

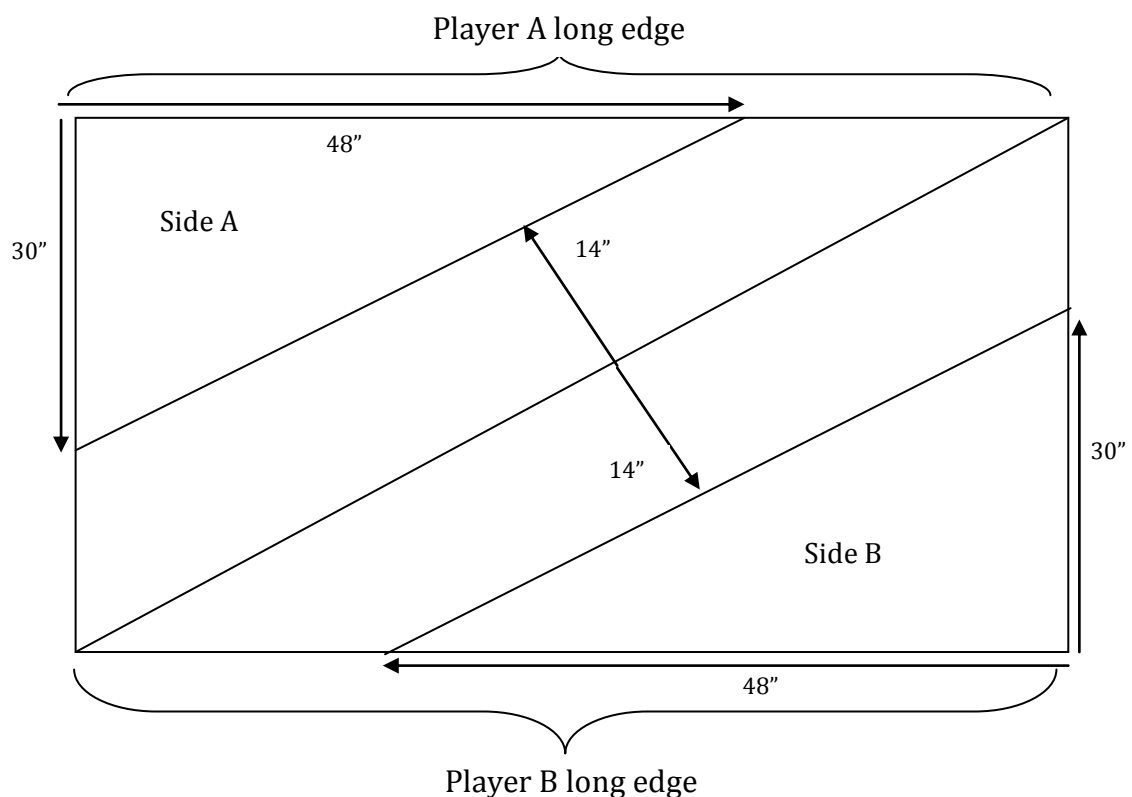
## **Objective:**

To destroy the opposing force while minimising damage to your own. Of key importance is protecting your Valuable Asset while destroying your opponents.

## **Deployment:**

Each player must secretly nominate one unit to be the "Valuable Asset" (it must not be a unit consisting of 2 or less infantry models). Each player chooses 25% of their force (round down) to be in reserve. 3 units must be deployed on the table and the rest will be in the first wave.

The players roll off and the highest chooses a corner by deploying one of the declared units in the deployment area 14" away from the centre line (see map). Alternate players until all units have been deployed.



**First Turn:**

Both players get a preparatory bombardment in this mission.

In this scenario, the First wave must either *Advance* or pass an Order test to perform a *Run* order. If ordered to *Run* and the test is failed, the unit goes *Down* and moves into reserve (it may not choose to outflank). This applies to all units regardless of their special rules. The First wave arrives from the player's long board edge.

**Game Duration:**

The game will go for 6 turns, and at the end of the 6<sup>th</sup>, roll a dice. On a result of 4+, one more turn is played.

**Valuable Asset:**

The Valuable Asset secretly declared is worth 3 bonus points to your opponent if it is killed, but 3 points to you if it survives (irrespective of final condition). If you destroy your opponents Valuable Asset but keep yours alive, that is 6 points.

**Victory Points:**

At the end of the game, total up the number of victory points achieved, as per the table below. A margin of 2 points is required to win.

Each unit awards points depending on its type

Unit Type	Infantry squads and teams, soft skins, transports, cavalry, light artillery or light AT guns	All other units	Valuable Asset
Points	1	2	3