

# Duelling Aces

Doubles Format - Charity Event

## Schedule

### Event Day (10<sup>th</sup> July 2021)

8.00am	Sign In
8:30am – 10.30am	Game 1
10:45am – 12:45pm	Game 2
Lunch and <b>Painting Votes</b>	
2:00pm – 4.00pm	Game 3
4.30pm	Presentations
5.00	End of Event



### Summary

600-point lists per player - Specifics inside  
3 Games – custom missions  
Teams of 2 (Axis versus Allies where possible!)

When - Saturday 10<sup>th</sup> July 2021

Where – **Armadale District Hall** Corner Jull Street & Church Avenue,  
Armadale, WA, 6112

Tickets - \$80 per Team (\$40/Player)

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

Team List Submission date: **2<sup>nd</sup> July 2021 5pm**

Event Contact Person: Daniel Newton

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Or

Objective Secured at [obsec@optusnet.com.au](mailto:obsec@optusnet.com.au) or through Facebook or  
on Twitter

## *Duelling Aces – Charity event*

*Thank you for your interest in the doubles format Duelling Aces. For full disclosure, this event is being run for a charity cause with all proceeds going to supporting a Men's and New Dads mental health service. As such Objective Secured has requested that we make the biggest impact we can to maximize the support generated. There will be a raffle on the day specifically to generate funds as well.*

*As a relatively new dad myself, I can't overstate how important it is to be supported, listened to and assisted as fatherhood brings out all sorts of new challenges for you to face. Don't go it alone and look for health services like the one we are supporting today!*

*Here are a couple of important notes;*

- 1. Players should introduce themselves at the start of each game even if they know their opponents*
- 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*

*As always, I'm keen for your feedback after this event. This is 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!*

## **Event Rules**

### **FORCES**

Teams must field their **combined** 1200-point force according to the below;

- Each Player **must use** their declared Duelling Aces selector, either 1 or 2, and their teammate must use the opposite choice
- National Rules of any type are **not in play**. This is inclusive of any "bonus" built into the army profiles like Hitler's Buzzsaw
- A Player's force must be drawn from "**Armies Of....**" **Supplement books** only
- Each Player in a team must align to the same generic faction as their teammate (Axis/Allied)
- A Player's force may not exceed **600 points**. "Spare" points cannot be "gained" by the other teammate
- No fortifications, legendary units, war correspondents, chaplains, tank aces or experimental rules

### **AWARDS**

We will have a straightforward structure in place for this event due to the other eligible prize's players can support the charity with. Recognition will be for the following categories;

1. Top Axis and Allied teams (4 recipients)
2. Best Painted Force (peer vote – 2 recipients)

Painted miniatures can be provided by either player, however miniatures painted outside the Team are not eligible. Please do not include these when setting up for viewing. Honesty first!

For this to work smoothly, bring something with your team name on it to mark your painting entries!

## **Duelling Aces Selector**

The evolution of this event provides opportunity to stretch the scope of a normal game. As such each Team must declare two lists, one for Player 1, one for Player 2. The selector for each Player is different by design!

However, with the changes come a few **Global Rules;**

1. Maximum of **only 1 multi-launcher** profile (of any type) in a Team
2. Maximum of **only 1 heavy mortar, heavy howitzer** or any weapon that would use these profiles (excluding observers) per team
3. **Maximum of 2** flamer profiles per team, only 1 may be vehicle mounted

### **Player 1**

Quantity	Unit Type	Notes
1	Junior or Senior Officer	May only be Inexperienced if you take a squad of Inexperienced infantry as well
1-4	Infantry squads	Minimum unit size 8
1+	Transports	Recommend that most, if not all units can be mounted
0-1	Captain or Major	May only be Regular
0-1	Mortar or Sniper	
0-2	Medic	Medics will be modified to <b>4+</b> not 6+
0-2	Machine gun team	
0-2	Antitank team	
0-2	Armoured car	

### **Player 2**

Quantity	Unit Type	Notes
1	Junior or Senior Officer	May only be Inexperienced if you take a squad of Inexperienced infantry as well
1-3	Infantry squads	
0-1	Forward Observer	
0-1	Transport	
0-1	Armoured car	
0-2	Mortar	
0-2	Field artillery	
0-2	Flamethrower	
0-3	Tank, Tank destroyer, Anti-Aircraft vehicle or Self-propelled artillery	

## **GAME TIME**

After two hours of gameplay, 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. No extra time is provided.

## **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 opponents can always look at it and ask you questions about your force.

## **MATCH-UPS**

The matchups of Game 1 will be determined randomly by faction. The Allies players will advance one table "up" in each round. The Axis players will move one table "down" in each round.

## **SCENARIOS**

Each round will have a custom mission detailed at the end of this pack. The description will have everything you need to play the mission.

1. Combined Arms
2. Escape
3. Final Push

## **SCORING GAMES**

Scoring will run as 3 points for a win, 2 for a draw and 1 for a loss and victory points should also be tracked. Scores will be tracked for top team placements on either side but not used for matching or ranking.

Whilst I won't penalise players for unpainted toys (it would be incredibly hypocritical of me!), the old motto P.M.P.B rings true.

Painted miniatures perform better.

## **TERRAIN**

The terrain on the day will be setup and should not be moved by the players. The terrain should be discussed in all aspects before deployment by consensus of all 4 players. The rule book has guides to what aesthetically can count as what.

## **TEAM DICE**

It is recommended that players 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.

# Combined Arms

## **Brief:**

Players have separate objectives but must figure out how to support each other to achieve them both.

## **Objectives:**

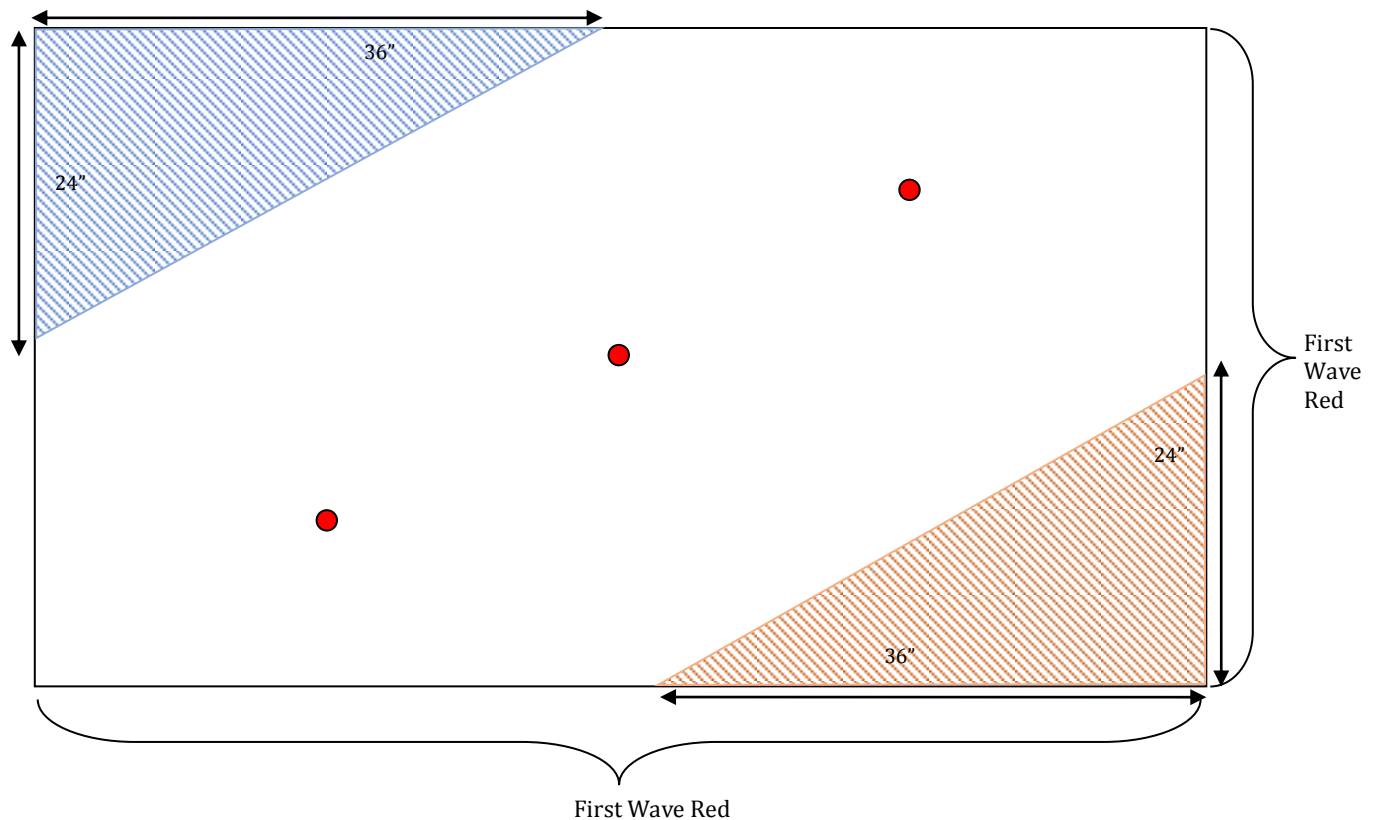
This mission has 3 objectives. The 1<sup>st</sup> is placed in the centre of the table. Roll off and the winner places the 2<sup>nd</sup> objective in the centre of a quarter and the 3<sup>rd</sup> in the centre of the opposite corner.

## **Deployment:**

All Player 1 units start on the board. Player 2s units are in the First Wave or may be put in Reserve (no Outflank). The First Wave may enter from either short or long table edges from that Team's deployment corner!

The team which did not place the objectives chooses a table quarter without an objective to deploy in. Player 1 deploys their force. Their opponents automatically claim the opposite quarter and player 1 deploys their force.

There is no forward deployment or outflanking in this scenario.



**First Turn:**

During Turn 1 both Teams must bring on their First Wave unless units were placed in reserve. These units may enter the table from any point on their side's **short or long 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 opposing team 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.

In addition;

- **Only Player 1 units may contest or secure the Centre objective**
- **Only Player 2 units may contest or secure objectives in the other quarters.**

# Rapid Engagement

## Brief:

In the distance you can see the enemy patrols. You'd prefer to engage on your terms, but you know the initiative can be lost quickly. You give the order to move forward and take up position, the luck of the draw changes as soon as the enemy transport swings back on course towards you and accelerates. Hopefully those reinforcements aren't too far away...

## Objectives:

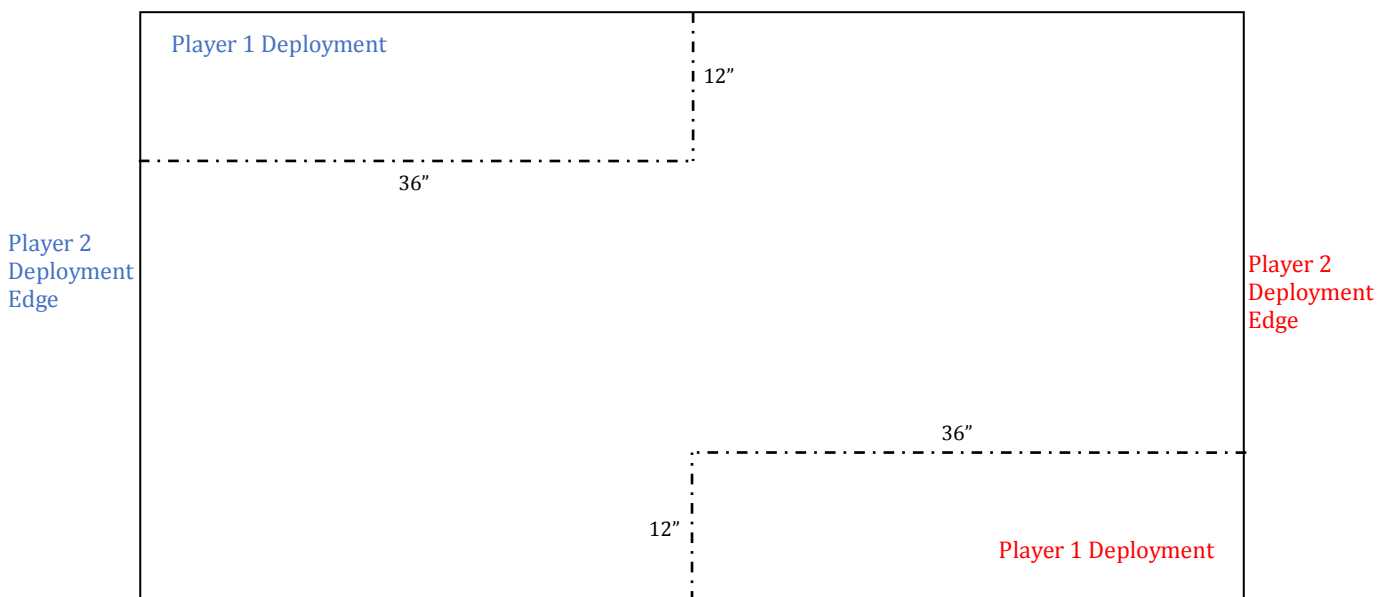
The objective for this mission is to successfully cross over the table edge with as many friendlies as possible. What made it, and with how many friendlies, will dictate the outcome of the engagement.

## Deployment:

Player 2 from each Team roll off, with the highest score picking a short table side, this will be their entry table edge. 50% (round down) of their force must be put into Reserve, the rest is in the First Wave. The other Team's Player 2 gets the other short edge and declares reserves the same way.

Once reserves are declared, Player 1 from each Team puts an order dice into the bag for each of their units. Take turns drawing dice and deploying units in the deployment area. Continue to draw dice until all Player 1 units are deployed.

There is no forward deployment or Outflank for this mission.





**First Turn:**

During Turn 1 both Teams must bring on their First Wave unless those units were placed in reserve. 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 Points:**

This mission is won by the Team with at least 2 more victory points than the other Team. Player 1 gains 2 victory points for each unit at least partially inside the opposite Player 1's deployment area at the end of the game. 3 points for units which successfully leave the table from the deployment area. Player 2 gains 4 victory points for any unit that successfully leaves the table by the opposite short table edge.

# Critical Objective

## Brief:

The orders were clear. Assault the position ahead of you and maintain control. Reinforcements will be sent when they become available. You interpret that last part simply as not available. You have your orders.

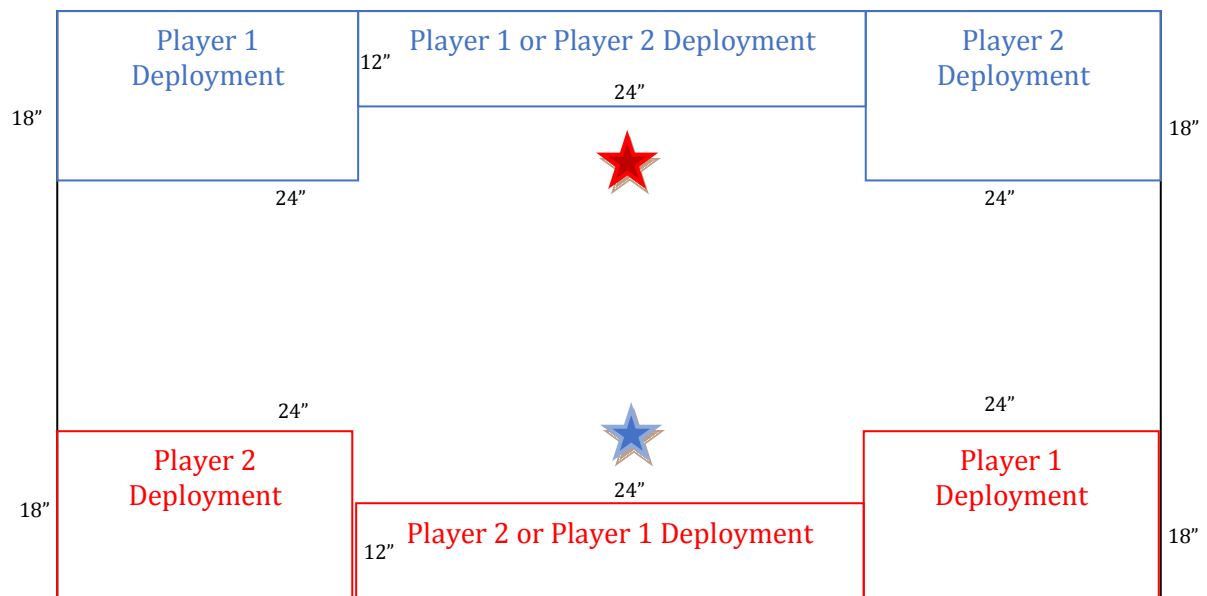
## Objective:

To capture the opposing strategic point and not lose your own. Secondly, inflict as much damage upon the enemy whilst preserving as much of your force as possible. Each critical objective is 18" in from the centre point of the long table edge (see map).

## Deployment:

All players may declare up to 25% (round down) into reserve. Player 1 from both Teams roll off, the highest choosing a table side. Then starting with that Player, alternate between Teams and Players deploying units in the noted areas until all units are deployed.

Units may not Outflank.



**First Turn:**

There is no First Wave in this scenario.

**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 Points:**

This mission is won by the Team with at least 2 more victory points than the other Team. Player 1 gains 5 victory points if one of their infantry or artillery units holds their target critical objective. Player 2 gets 2 victory points for every 100 points destroyed of the enemy. Each Team loses 3 points if they do not control the Critical Objective 18" from the center of their long table edge (i.e. the one the opponents are trying to get!)