BOLT ACTION
2023 Event Primer

- **General Information:**
  - 24 players maximum
  - 2nd Edition Bolt Action Rulebook and current FAQ and errata will be used. Turret Jam will not be used.
  - There will be 3 rounds each lasting 2 1/2 hours. The Tournament Organizer will provide numerous time reminders.
  - Deadline for registering and submitting lists is 12am Saturday, August 26, 2023. List must be emailed to the T.O. at lissa_0729@yahoo.com

- **Schedule:**
  - 9-9:30 - Check in with Tournament Organizer
  - 9:30-12:00 - Round One
  - 12:00 - 1:00 - Lunch
  - 1:00 - 3:30 - Round Two
  - 4:00 - 6:30 - Round Three
  - 6:45 - Awards

- **Painting and Modeling:**
  - All models should have a minimum of three colors and 28mm scale.
  - Proxies will be allowed with prior approval of the Tournament Organizer. The player will be required to ensure that their opponent clearly understands the proxied models.

- **Army List:**
  - Lists are a maximum of 1,250 points. There is no order dice or platoon limit.
  - Platoons must be of the same type. The minimum platoon requirement must be taken for each platoon.
  - All current Bolt Action books, theater selectors, and PDFs (with the exception of Korea) are valid.
  - A copy of your list must be available for your opponent to access throughout the game.

- **Match-Ups:**
  - Round One match-ups will be random.
  - From the second round, players will be paired using a Swiss system (i.e. matching players on the same amount of tournament points in descending order)
  - In case of more than two players with the same number of tournament points, army points will be used as tiebreakers.
  - When two players are matched to play again or play on the same table, the Tournament Organizer may use their discretion to reassign a match or table. This does not apply to the top table in the last round.

- **Scoring:**
  - Points will be awarded on the following basis:
    - 3 tournament point for a win
    - 2 tournament points for a draw
    - 1 tournament points for a loss
  - Players should also keep track of how many enemy dice they destroy in the game. These results will be recorded as Army Points and used in tiebreakers.

- **Winning the Tournament:**
    - The player with the most tournament points at the end of 3 rounds will be declared the winner.
    - In the case of a tie, the player with the most army points will be declared the winner.
    - In the case of tie in both tournament points and army points, the players will both be declared the winner and share the prize.

- **Scenarios:**
    - Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a d6. On a result of 1, 2, or 3, the game ends. On the result of 4, 5, or 6, the game continues for one more turn.
    - If the scenario calls for a preparatory bombardment or d6 objective markers, the Tournament Organizer will make the roll. That roll will apply to all tables.
- Objectives are considered held if you have an infantry unit within 3 inches of the objective. They are contested if any enemy unit is within 3 inches of the objective. You must remain on the objective in order to hold the objective.
- Scenarios are TBA