Call to Arms Singles Tournament Player Pack
Saturday, October 8, 2022

★ **General Information:**
  ○ 2nd Edition Bolt Action Rulebook and current FAQ and errata will be used. Turret Jam will not be used.
  ○ Best Coast Pairings App (BCP) will be used for assigning match-ups and recording results.
  ○ There will be 3 rounds each lasting 2 1/2 hours. The Tournament Organizer will provide numerous time reminders.
  ○ 16 players max. Deadline for signing up and submitting lists is 12am Saturday, October 1, 2022. Sign up by emailing the T.O. (Kalissa Skibicki) at lissa_0729@yahoo.com

★ **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.
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★ **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:**
- All results will be recorded in Best Coast Pairing (BCP) by the Tournament Organizer.
- Points will be awarded on the following basis:
  - 1 tournament point for a win
  - .5 tournament points for a draw
  - 0 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.
- Scenarios are TBA