

LVO XII Player Packet

Warlord Weekend Player Packet



EVENTS

OFFICIAL PLAYER PACKET



EVENTS.FRONTLINEGAMING.ORG



EVENT SUMMARY

You **must** have an event ticket and [Convention Badge](#) to participate in this event.

Our Warlord Weekend pass grants you access to a whole buffet of different experiences hosted by Warlord Games. The largest of which being our Bolt Action Grand Tournament. With only a 1,000 points limit and a maximum of 18 Order Dice, we are expecting our first [Bolt Action: Third Edition](#) GT fought in the United States to be a strategic and tactical one. This format gives you plenty of opportunity to take your army in whichever direction you like. To participate, we ask that all lists are submitted by Sept. 12th 2025. We are looking forward to seeing you in Las Vegas and may lady luck grant you 6's.

Tickets for this event can be purchased [HERE](#)

Purchase your convention badge [HERE](#) - *Required for entry*

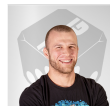
Find everything you need to know including discounted room block, schedule, etc:



ORGANIZER CONTACTS



JAKE JACOBSON
FLG VP



MIKE GANDOLFO
FLG Road Warrior

Contact FLG Events Admin: [Jake Jacobson](#)

Stay up to Date: [Frontline Gaming Community Facebook Group](#) | [FLG Discord](#)

Event Venue: [The Expo @ World Market Center](#)

Tournament Organizer Names	Contact Information
Steven Valdez	stevensvaldez337@yahoo.com
Jason Coffey	jayce921@yahoo.com

EVENT SCHEDULE

Event Venue: [The Expo @ World Market Center](#)

Day 1 - Friday

Rounds	Start Time	End Time
Warlord Open Games Day	0930	1800

Day 2 - Saturday

Rounds	Start Time	End Time
Check in / Briefing	0945	1000
Round 1	1000	1230
Lunch	1230	1330
Round 2	1330	1600
Round 3	1630	1900

Day 3 - Sunday

Rounds	Start Time	End Time
Round 4	900	1130
Lunch / Paint Judging	1130	1300
Round 5	1300	1530
Awards / Wrap up	1530	1630

Tournament Rules

1. Forces

Players will use a 1,000-requisition point force. The force may consist of a maximum of four (4) Platoons, no more than 18 order dice. The platoons in the force must be selected using the army list section in the main rule book, any v3 Armies of books, or the minor nations PDFs. With Rifle Platoons being the exception, an army list may not have more than one of each platoon type.

2. Game Time

2hr30min Rounds. Players will be given a 10 minute warning prior to the end of each round. After the warning, a new turn can not be started. Once final time is called the players must finish the current ORDER DICE but none of the remaining dice in the bag.

3. Army List

The players must have a copy of their army list that can be reasonably shared with your opponent. A printed copy would be the preference. Your army list is due Sept 12th 2025. All lists MUST be reviewed.

List will be submitted by sending it in PDF format from the Warlord Games Army Builder App or Easyarmy.com to Stevenvaldez337@yahoo.com

4. TOURNAMENT POINTS (TP)

Victory is calculated as described in the Scenarios being played and Tournament points are awarded for victories, defeats, and draws as shown below:

Result	Tournament Points
Victory/Loss	30 TP / 0 TP
Draw	15 TP / 0 TP

From the second round, players will be paired using a Swiss system (i.e. matching players on the same number of TPs, in descending order).

This tournament will be using the Best Coast Pairing website to help track pairings and scores. The tournament will be on the BCP website and open to players to upload their list prior to the start of tournament.

5. WINNING THE TOURNAMENT

The winner is determined at the end of the last round, according to the following criteria:

The player with the most TP will be the winner. In case of the same TP at the top, the winner will be the player who has destroyed the most enemy units over the course of their games.

Painting, and theme will also be a factor when considering the best painted award.

For any questions email Steven Valdez at stevenvaldez337@yahoo.com

Scenarios

Day 1

Round 1:

Scenario: **Dawn Assault**

(Details found in player pack)

Deployment Zones: **Long Table Edge**

Deployment Type: **Prepared Positions**

Round 2:

Scenario: **Timed Key Positions**

(Details found in player pack)

Deployment Zones: **Long Table Edge**

Deployment Type: **Meeting Engagement**

Round 3:

Scenario: **Seek & Destroy**

(Page 164 in v3 book)

Deployment Zones: **Long Table Edge**

Deployment Type: **Prepared Positions**

Day 2

Round 4:

Scenario: **Breakthrough**

(Page 165 in v3 book)

Deployment Zones: **Long Table Edge**

Deployment Type: **Meeting Engagement**

Round 5:

Scenario: **Battlefield Bounty**

(Details found in player pack)

Deployment Zones: **Long Table Edge**

Deployment Type: **Prepared Positions**

Scenarios Details

Dawn Assault (A Seek and Destroy Variation):

Follow the same rules as with Seek and Destroy but with the following additions. Dawn Assault begins in the twilight period just before dawn, this darkness results in all models having a reduced visibility of 24 inches. At the beginning of each turn after the 1st. One player will roll a d6 and add the current turn number to the roll. On a Modified total of 7 or more Dawn breaks and the reduced visibility is lifted. Infiltrators can not use their special deployment for this scenario.

Timed Key Positions (A Key Positions Variation):

Follow the same rules as with Key Positions but with the following additions. Number of positions is reduced. Place D3+3 objective markers. Objectives must be 8 inches from a board edge and 12 inches from another objective. Objectives in this scenario score differently. At the end of each round, each player will receive 1 point for each captured objective they control. Please note, a player does not need a unit on the objective to score. The player just needs to have captured the objective as outlined in the key positions scenario on page 165. If an objective is contested by having an eligible unit from each player within 3 inches of the objective then that objective doesn't score for this round. The player with the most combined points at the end of the game wins. Lastly, Infiltrators can not use their special deployment for this scenario.

Battlefield Bounty (A Seek and Destroy Variation)

Follow the same rules as with Seek and Destroy but with the following additions. All officers have been provided intelligence training. This training allows them to potentially affect the outcome of an order die draw. Immediately after drawing a random order die, a player may use the officer's new intelligence ability as a reaction to force a redraw of the current order die. The drawing player then places the currently pulled die back in the bag and draws a new random die. As this is a reaction, the player utilizing this ability must place one of their officers down by removing a die from the bag (Please note, the reactionary down order die is removed from the bag AFTER the result of the redraw.) Lastly, each side may only perform this action once per turn.

Additionally, due to this training. All HQ units are now considered high value targets. If any HQ unit is destroyed in an assault then the kill results in 2 victory points as opposed to standard 1 for the unit.

AWARDS

1st Place: The winner is determined at the end of the last round, according to the following criteria:

The player with the most TP will be the winner. In case of the same TP at the top, the winner will be the player who has destroyed the most enemy units over the course of their games.

2nd Place: The first runner up is determined at the end of the last round, the player with the second highest TP total will win this award. The tie breaker will be the total number of enemy units destroyed.

3rd Place: The Second runner up is determined at the end of the last round, the player with the second highest TP total will win this award. The tie breaker will be the total number of enemy units destroyed.

Wooden Spoon: The commander with the fewest TP on the day will win this award.

Best Table: Details on next page

Best Painted: The Tournament Organizers will be the ultimate decision makers on the winner of this award. However, tournament participant voting will be very influential. Overall look, theme, and skill level will play the greater factor in who is declared the winner.

Bolt Action Table Tournament Competition

Player Submitted Table Guidelines:

1) Entries

a) Must pre-register your table topper at least 2 weeks out to Steve and Jason

i) Steven Valdez: steven.valdez339@yahoo.com

ii) Jason Coffey: jayce921@yahoo.com

b) Only the first 16 applications will be taken

i) Name, Game Club, Email, Phone Number, Address

ii) Also the theme of your table: PTO Island, ETO Normandy Beach, African Desert, Etc

2) Onsite Setup & Tear Down

a) Table must be setup Thursday during Setup at LVO

b) Table must be taken down Sunday after the Tournament is complete

c) You are responsible to place, maintain, and cleanup any loose "dirt" or "flock" used on your table at the end of each day

3) Loss or Damage

a) LVO, Warlord Games, as well as their Employees and Volunteers are not responsible for the loss or damage to your items.

4) Prizes

a) Best of Show

b) Runner up (if 5+ entries)

c) Special Mention (if 10+ entries)

d) To be determined by Shawn Bagley of Warlord Games

i) Donations & Concerns: shawn.bagley@warlordgames.com

5) Table Criteria

a) Theme must be Generic or World War 2

i) Pre-1950 structures

ii) Either ETO or PTO feel & foilage

b) Must include an appropriate Neoprene Mat or Felt Cloth base / cover

i) If you use "scatter" gravel or flocks you are responsible for cleaning it up at the end of each show day

c) All terrain must be 25mm to 32mm in size or "S scale" or "O scale"

i) Terrain and Features must be painted / finished

ii) If it includes a base, it must be flocked

d) Includes 3D features (Road, River, Hedges, Hills, Buildings, etc.)

i) If no Roads, no Buildings

ii) If Roads, at least 3 buildings