



**Queensland Northern Knights**

**&**

**Briscon**

Presents

**Operation: Cobra**

A 28mm Bolt Action Event

**Date:**

Saturday the 29<sup>th</sup> of April 2017.

**Venue:**

Windsor Table Tennis Centre, Brisbane.

86 Green Terrace,

Windsor QLD 4030

**Cost:**

\$30 for just the Saturday.

\$50 for both Saturday and Sunday.

**Payment, Lists and Confirmation is required BEFORE the 8<sup>th</sup> of April 2017.**

Lists must be emailed to [boltactionbriscon@gmail.com](mailto:boltactionbriscon@gmail.com) in the boltaction.easyarmy.com format.

Payments can be made via the Briscon webpage.  
[www.briscon.com.au/tournaments](http://www.briscon.com.au/tournaments).

Please let me know when you have made payment via  
[boltactionbriscon@gmail.com](mailto:boltactionbriscon@gmail.com)

**Timetable:**

8:30am to 9:00am. Registration and rundown of the day.

9:00am to 10:30am. First round.

10:45am to 12:30pm. Second round.

12:30pm to 1:00pm. Lunch.

1:00pm to 3:00pm. Third round.

3:00pm to 5:00pm. Fourth round.

5:00pm to 5:30pm. Presentation.

**Forces:**

Players must use a 750 point force, consisting of a single platoon as presented in the Bolt Action Second Edition Rule Book, using no more than 8 order dice. Players must also include a soft skin transport as a compulsory unit choice. Players will form teams based upon their nation of choices allegiance of either Axis or Allies. Players results will affect the rest of their team.

**Army lists:**

Players must have a copy of their list printed out on the day in the boltaction.easyarmy.com format. The force list is public and your opponent can always look at it and ask you questions about your force. Lists will be checked by the Event Organiser before the event. There are no point changes.

**Army List Restrictions:**

Each player can only take a single platoon of up to 750 points.

Each player can only use 8 order dice.

Each player must take a soft skin transport.

No vehicle may have an armour value above 8+.

Theatre Selectors may be used.

**Four Round Draw:**

Round one will be random using the TO's discretion. Grudge matches will be considered.

Round two and three will use victory and attrition points to pair opponents together.

Round four will be a doubles round, with teams decided among the Axis and Allies before the round starts.

Each round will have a maximum of six rounds.