

Operation Potsdam

Sponsored by



Tournament Organiser: Andrew Krarup

When: Saturday, May 4th & Sunday, May 5th 2024

Where: Mt Gravatt Showgrounds

1644 Logan Rd. Mt. Gravatt, QLD 4122

Time: 08.30 – 17.00 Sat & 08.30 – 15.00 Sun

- **Two Day Tournament – 5 Rounds of play**
- **Entry to the Event - \$60 for both days**
- **Airconditioned Venue**
- **All players must register for the tournament by visiting (www.Briscon.com.au) and must pay in advance via PayPal as per BrisCon instructions**
- **Light Refreshments Supplied**
- **3 Rounds of Play Day 1 & 2 Rounds of Play Day 2**
- **Prize Pool, Trophies & Lucky Door Prizes**
- **Limited Space Available – Reserve your spot today!**

Tournament Schedule

FIRST DAY Saturday, May 4th, 2024

08:30 – 08:45	Enrollment
08:45 – 09:00	Player Briefing
09:00 – 11:00	Game 1
11:15 - 13:15	Game 2
13:15 – 14:15	Lunch Break
14:30 - 16:30	Game 3
17:00	Conclusion Day 1



SECOND DAY Sunday, May 5th, 2024

08:30 – 08:45	Player Check In
08:45 – 09:00	Player Briefing
09:00 – 11:00	Game 4
11:00 – 11:45	Lunch Break
12:00 - 14:00	Game 5
14:30 – 15:00	Presentation Ceremony



Best Painted & Best Themed:

- This category will be judged by your peers. During the Lunch Break, please go around the tables and score the armies 1 to 5 on painting and 1 to 5 on theme, 5 being the highest.

IMPORTANT NOTICE! –On the day of the event, if you are feeling unwell, we ask that you please stay home.

Tournament Rules

1. FORCES

A. Day 1 – Game 1, Game 2 & Game 3

Players must submit a 1250point army list, using Easy Army app. **PLEASE NOTE:** Only one vehicle mount flamethrower or man pack flamethrower allowed per army list.

Each list must consist of **one Reinforced Infantry Platoon.**

Your force can be selected using the army list section of any one of the following supplement books:

- Armies of Germany.
- Armies of United States.
- Armies of Great Britain.
- Armies of the Soviet Union.
- Armies of Imperial Japan.
- Armies of France and the Allies.
- Armies of Italy and the Axis.

Theatre selectors are available with TO's approval. Minor Nations can be drawn from the relevant campaign manuals.

B. Day 2 – Game 4 & Game 5 (same as above)

2. TROOP CHOICE

Introducing infantry support vehicle slot. Must be opened top maximum of 7+ armour no multi launchers no recce vehicles. Here are some examples:

British & Commonwealth

- 2-6pdr Portees
- 57-75mm autocar
- Polsten AA Truck
- Machine gun carrier
- Wasp/wasp11c flamethrowers
- **French**

- Laffly S20tl Portee
- Laffly w15Tcc Tank hunter
- Citroen Kegresse Portee

Germany

- RSO Pak40
- Sdkfz251/21 Drilling
- Sdkfz251 Flampanzerwagen
- Sdkfz250/51 8/9 Stummels
- Sdkfz251/1 Mortar carrier
- Sdkfz251/22 Pakwagen
- Horch 1a field car with flak38
- Sdkfz7/1,2 with/out armoured cabs light/heavy autocannons

USA

- M3 75mm GMC
- M4/21 Mortar carriers
- M15/16 GMC
- LVTA1/A1 Alligator
- LVTA4

Japan

- Type 98 AA truck

Soviet

- Tokarev 4M Quad Maxim on Gaz AAA truck

UNIT COSTS AND CHANGES

MMG teams shall deliver a pin once per turn on their chosen target with a successful hit roll, with a 2nd pin applied on a successful wound on the same target (NEW suppressive fire special rule)

Both Regular and Veteran armoured personal carriers shall receive a 10pt reduction in cost this is for vehicles that can carry 10+ inf' the German stummel and German and US mortar carriers do not apply.

Infantry squads at full strength may reduce their LMG to a 10pt cost instead of the original 20pts, this only applies to units entitled to this weapon option as part of their unit structure.

3. GAME TIME

In the last 10 minutes of gameplay, the players **MUST** finish the current turn, and then the game ends automatically and process their relevant score cards.

4. ARMY LIST

The players must submit all army lists they are going to use during the tournament no later than **Midnight, Friday April 19th 2024**. Please email army lists to **Andrew.Krarup@yahoo.com**

5. MATCH-UPS

The match-ups of Game 1 will be as historical accurate as possible. In the following games, players will be matched using the Swiss method.

6. SCENARIOS

The scenarios will be handed down on game day, as described in the Bolt Action Second Edition rulebook & BAA, on tables with terrain that has been pre-set by the organisers.

7. TOURNAMENT POINTS

Event points and Scoring:

- +5 points for a loss
- +10 points for a draw
- +15 points for a win
- +1 point if you kill your opponent's highest ranked officer
- +1 point if you keep your highest ranked officer alive
- +1 point if you kill your opponent's most expensive unit
- +1 point if you keep your most expensive unit alive
- +1 point if you get one of your units within 12" of your opponent's table edge at the of the game
- COST OF WAR – calculate up the total amount of points you've lost, if a unit is damaged then it's 50% of the total

So, for each game you can get between 5–20 points. In cases where you have multiple officers of the same rank or units of equal value as your most expensive, you must nominate to your opponent which is your highest ranked officer and most expensive unit before either player chooses table sides.

8. WINNING THE TOURNAMENT

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

- The player with the most points will be the winner.

