

Operation Potsdam

Sponsored by



Tournament Organiser: Andrew Krarup

When: Saturday, April 29th & Sunday, April 30th 2023

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**

Tournament Schedule

FIRST DAY Saturday April 29, 2023

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 April 30, 2023

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



Tournament Rules & Changes

1. FORCES

A. Day 1 – Game 1, Game 2 & Game 3

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

Each list must consist of **one Reinforced 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. NEW TROOP CHOICE

Introducing new infantry support vehicle slot. This is an experimental idea. Must be opened top maximum of 7+ armour no multi launchers no recce vehicles.

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
- Citreon 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

Both Regular and Veteran MMG teams shall receive a 10pt cost reduction.

MMG teams shall also deliver an automatic pin once per turn on their chosen target (must have line of sight) with a 2nd pin applied on a successful hit 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.

4. ARMY LIST

The players must submit all army lists they are going to use during the tournament no later than **midnight, Friday April 14th 2023**. 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, on tables with terrain that has been pre-set by the organisers. Please see below.

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 end 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.

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! – We ask each player to sanitise upon entry to the event. Please be mindful of social distancing rules. On the day of the event, if you are feeling unwell, we ask that you please stay home.

If any changes occur, all players will be notified and required to conform to any and all government health requirements.

