

Operation Plunder

Sponsored by



Tournament Organiser: Andrew Krarup

When: Saturday, April 17th & Sunday, April 18th 2021

Where: Mt Gravatt Showgrounds

1644 Logan Rd. Mt. Gravatt, QLD 4122

Time: 08.30 – 17.00 Sat & 08.30 – 15.00 Sunday

- **New Format Two - One Day Tournaments**
- **Entry to the Event - \$40 per person per day or \$60 for both days (a \$20 savings!)**
- **Airconditioned Venue**
- **General All players must register for the tournament by visiting (www.Briscon.com.au) and must pay in advance via PayPal**
- **Brisbane's ONLY State Title**
- **Light Refreshments Supplied**
- **3 Rounds of Play Day 1 & 2 Rounds of Play Day 2**
- **Prize Pool, Trophies & Lucky Door Prizes each Day**
- **Limited Space Available – Due to current COVID restrictions we are limited to 20 players per day**

Tournament Schedule

FIRST DAY Saturday April 17, 2021

08:30 - 08:45	Enrollment
08:45 - 09:00	Player Briefing
09:00 - 10:30	Game 1 750pts
10:45 - 12:45	Game 2 1000pts
12:45 - 13:45	Lunch Break
14:00 - 16:30	Game 3 1250pts
17:00	Presentation Ceremony



SECOND DAY Sunday April 18, 2021

08:30 - 08:45	Enrollment
08:45 - 09:00	Player Briefing
09:00 - 11:45	Game 1 1500pts
12:00 - 14:45	Game 2 1500pts
15:00	Presentation Ceremony



Tournament Rules

1. FORCES

A. Day 1 – Is a Progressive Day starting with Game 1 - 750pts max. 12 dice, Game 2 – 1000pts max. 14 dice and Game 3 - 1250pts max. 16 dice including any and all free units.

Players must submit three (3) army lists consisting of 750pts, 1000 pts and 1250 points army (**note all lists must be from within the same national faction.**) **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.

No theatre selectors available.

B. Day 2 – Twin Reinforced Platoon

Players must submit a 1500 points army with max. of 18 dice including any and all free units. PLEASE NOTE: Only one vehicle mount flamethrower or man pack flamethrower allowed per army list.

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.

No theatre selectors available. Players choosing to use a higher command may negate the need for a second lieutenant option.

2. GAME TIME

In the last 10 minutes of gameplay, the players must finish the current turn, and then the game ends automatically.

3. ARMY LIST

The players must submit all army lists they are going to use during the tournament no later than **midnight, Friday April 2nd 2021**. Please email army lists to **Andrew.Krarup@yahoo.com**

4. MATCH-UPS

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

5. SCENARIOS

The following scenarios will be played, as described in the Bolt Action Second Edition rulebook, on tables with terrain that has been pre-set by the organisers.

Day 1

Game 1: Meeting Engagement pg. 135

Game 2: Demolition pg. 139

Game 3: Envelopment pg. 140

Day 2

Game 1: Point Defence pg. 144

Game 2: No Mans's Land pg. 134

6. TOURNAMENT POINTS

Organiser's Composition Score:

All lists are to be scored by the tournament organiser with a score between 0 and 20.

The lower your score the "harder" or tougher to defeat your list has been judged. The higher your score the "softer" or easier to beat your list has

been judged.

Multiple factors are taken into consideration when judging your lists including but not limited to:

- Number of order dice
- Quality vs. Cost of units
- Number of specialist weapons
- National traits etc.

This "Composition Score" will be added to your final score on the day of the event.

Any list scoring below 3 will be asked to resubmit your list as it is considered to be un-sportsman like going against the intention of this event.

Event points and Scoring:

Each player will score between 1 and 19 battle points per round allocated as below:

Major win 19 points

The player must beat their opponent by a minimum of 5 game victory points

Minor Win 15 points

The player must beat their opponent by between 2 and 4 game victory points

Major Loss 1 Point

The player loses the match by 5 or more Game victory points

Minor Loss 5 Points

The player loses the match by between 2 and 4 game victory points

Draw 11-9 Points (see below)

In the case that a match is won or lost by 1 game victory point the player who has won receives a score of 11 the loser 9 points. If the match is a stalemate (i.e., no player scored more game victory points than their opponent) then both players will receive 10 points.

Sportsman's Score:

Players will be asked to score their opponents behaviour, sportsmanship and overall attitude at the end of each game. This is again scored between 1 and 5. 1 representing a player that you would rather not play

again. A score of 5 would represent a player that you would go out of your way to play a game with, an overall really great person.

Paint Score and Best Painted:

All players wishing to enter the Player's Choice for Best Painted Army, will have their artwork judged and scored between 0 and 20 points as outlined below. All armies that score a minimum of 13 points are eligible to enter into the Player's Choice for Best Painted Army.

Any army that does not include at least 75% of their army painted to a minimum level will automatically score 0 points. In the case that 75%+ of your army is painted but not everything is completely painted a relevant percentage of your total score will be applied.

Paint points are as follow:

Basic block painted	0-5
Shaded	0-3
Highlighted	0-3
Decals and extra effort	0-4
Army is based (where applicable)	0-2
Army contains a consistent theme	0-2
BONUS POINT if you score all above	1

7. 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.

IMPORTANT NOTICE! – At the time of writing there are no COVID restrictions requiring players to conform to regulations. However, we ask each player to sign in and sanitise upon entry to the event. Please be mindful of social distancing. 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.