

Battle of Berlin

Sponsored by



Tournament Organiser: Andrew Krarup

When: Saturday, May 2nd & Sunday, May 3rd 2026

Where: Mt Gravatt Showgrounds

1644 Logan Rd. Mt. Gravatt, QLD 4122

Time: 08.30 – 17.00 Sat & 08.30 – 13.30 Sun

- **Two Day Tournament – 5 Rounds of play**
- **Entry to the Event - \$65 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 Bris-Con instructions**
- **Light Refreshments Supplied**
- **3 Rounds of Play Day 1 & 2 Rounds of Play Day 2**
- **Prize Pool, Trophies including League of Legends* & Lucky Door Prizes**
- **Limited Space Available – Reserve your spot today!**

Tournament Schedule

FIRST DAY Saturday, May 2nd, 2026

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 3rd, 2026

08:00 – 08:15	Player Check In
08:15 – 08:30	Player Briefing
08:30 – 10:30	Game 4
10:45 – 12:45	Game 5
13:00 – 13:30	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 1100point army list, using Easy Army or the Warlord app.

PLEASE NOTE: The following Restrictions apply.

***NO Engineer Platoons may be transported in a RECCE equipped vehicles.**

***Only ONE artillery or Air Observer 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. If available
- Armies of Italy and the Axis. If available

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. GAME TIME

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

3. ARMY LIST

The players must submit all army lists they are going to use during the tournament no later than **Midnight, Friday April, 17th, 2026**. Please email army lists to **Andrew.Krarup@yahoo.com**

4. 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.

5. SCENARIOS

The scenarios will be emailed a week prior to Game Day, as described in the Bolt Action Third Edition rulebook, on tables with terrain that has been pre-set by the organisers.

6. 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 (Minimum 50% casualties or vehicle has been immobilized) then it's 50% of the total of that unit.

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.

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
- In the event of a tie between players, a count back using cost of war will be used to determine the final standings.

8. WHAT TO BRING ON THE DAY

- V3 Rule Book and supplements
- Dice Bag
- Order Dice
- D6 Dice
- Tape measure
- Four x 40mm objective markers
- Your approved 1100pt army
- 2 copies of your Army List to share with your opponent.

*** Bolt Action Grand Champion – League of Legends**

Will be awarded to the player who has excelled in both the Tactical & Artistic elements of our hobby. Could you be the next Legend?

In addition to Best Painted and Themed Armies, we have created The Bolt Action Figurine Painting Competition. This year will consist of either a Weapons Team, a HQ Team or a Cavalry Team. Please find details below:

Bolt Action Figurine Painting Competition

For those players who fancy themselves as bit of an artist, you are cordially invited to present a Bolt Action AFV, (Armoured Fighting Vehicle) with crew optional of your choice to be independently judged.

On Saturday morning, 8:30am those who wish to enter their AFV's of choice, shall present their artwork to the Bolt Action Event Administrator to be held in trust for judging. Models will be returned to entrant after award ceremony at the end of the tournament on Sunday afternoon.

Criteria

1. Minimum of Three (3) colours to enter
2. Unit markings and vehicle id numbers, As historically accurate as possible.
3. Camo, weathering and battle damage where applicable.
4. If using crew members, they will require correct uniforms, rank and insignia where applicable.