

OPERATION CODSWALLOP

MOAB 2026

PRESENTED BY
WESTERN FRONT GAMERS



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Saturday 3rd - Sunday 4th October 2026

**Sylvania Heights Community & Youth Club
288 Box Rd, Sylvania NSW 2224**

SCHEDULE

SATURDAY

Registration and set-up : 08:30am

Game 1 : 09:00-11:30

Game 2 : 12:30-15:00

Game 3 : 15:30-18:00

SUNDAY

Best painted set-up & judging : 9am

Game 4 : 9:30-12:00

Game 5 : 1:00-15:30

Pack-up/Finish-up : 15:45-16:00

Awards : 16.15

Event Registration:

Tickets for the event available now at www.motherofallbattles.org

Cost:

Before 23 Sept:

Saturday & Sunday \$55 + \$20 Prize Pool = Total \$75.

on, or after 23 Sept:

Saturday & Sunday \$65 + \$20 Prize Pool = Total \$85.

Tournament Organisers:

Julian Hughes, assisted by Mike McMahon

Whilst **Operation Codswallop 2025** is an unashamed competitive event, we expect all games to be played with the fair, sporting attitudes that have become the hallmark of the Australian Bolt Action community.

All gamers are welcome; those who wish to compete at a high level as well as those who are happy to try their luck on some of the best tables the NSW community can muster.

We are expecting a bumper prize pool and every player will walk away with something. first, second and third placings as well as best painted, hanoswag, wooden spoon and best sportsmanship.

1175 POINTS

Players are to build their forces using the platoon selectors as described in the **Bolt Action Third Edition Rulebook** (pages 182-189). They may only use the following lists when constructing their forces.

- **ARMIES OF BOOKS:** Germany, Great Britain, USA, Soviet Union, Japan, Italy, British Commonwealth.
- **MINOR NATIONS PDF FORCES**
Belgium, Bulgaria, Finland, France, Greece, Hungary, Norway, Partisans, Poland, Romania, The Netherlands

Army lists from the **Third Edition Rule Book** are no longer considered legal, and cannot be used.

Nations available in Second Edition, but not included in the above army lists **can still be played** at the event but **MUST** be run using the most appropriate **Third Edition** army list and **ONLY** use profiles contained in that list.

For example; **Late-War Free French** as **United States**, **Chinese forces** as **Partisans/Japanese** or whatever best fits the force thematically.

RESTRICTIONS AND INCLUSIONS

- **THIS IS A THIRD EDITION EVENT. NO SECOND EDITION RULES, UNITS OR ARMY LISTS CAN BE USED.**
- There is **no dice cap** and **no restrictions** to the number or type of platoons other than the restrictions built into the **Third Edition Rule Book**. There are also **no restrictions** placed on forward observers, multi-launchers, or flame thrower units of any type
- Optional Rules from **page 281** onwards in the **Third Edition Rulebook** **cannot** be used.
- Official **Third Edition Bolt Action FAQs or Errata** released on, or before **Sunday 20th September 2026** will be in effect at this event. FAQs and/or Errata released after that date will be considered for use by the TO team on a case-by-case basis.

Lists to be submitted to julian.hughes.moab@gmail.com by Saturday September 12th

SCENARIOS

A full scenario pack will be released closer to the event.

SCORING

Scoring and pairing will be tracked in the **Best Coast Pairings** app, and determined by the following metrics, in the following order:

- **Wins / Draws / losses.**
- **Bonus Points.**
- **Wins: Extended Strength of Schedule**
(The sum of all of player's opponents Wins SoS, divided by the number of opponents player has played.).

Bonus Points

There are a total of **17 bonus points** on offer each game. These will be used as tie-breakers when players are on the same win/loss/draw totals. (Best Coast Pairing may refer to these as 'Army Points')

Potency (8 points available in total).

- **1 point** per **enemy** officer or command vehicle removed from play/destroyed (**max of 3 points**).
- **2 points** for destroying/removing from play half (rounding up) of the **enemy's** total order dice.
(eg: A 15 order dice force would need to lose 8 order dice).
- **2 points** for destroying/removing from play the **enemy's** highest point cost unit.
(in the case of multiple units having the same highest cost - any removed from play will count).

Survivability (8 points available in total).

- **1 point** per **friendly** officer or command vehicle kept alive/active at the end of the game (**max of 3 points**).
- **2 points** for keeping half of **your** force alive/active at the end of the game.
(eg: A 15 order dice force would need to keep 8 order dice alive/active).
- **2 points** for keeping **your** highest point cost unit alive/active at the end of the game.
(in the case of multiple units having the same highest cost - any still active will count).

Game Control

- Both players will gain **1 bonus point** if they have **completed** turn 5 before time is called.

Operation Codswallop 2026 will be using **Best Coast Pairings** (BCP) to track scores and determine pairings. Players will need to register with BCP and then register with the event once it becomes available in the app.

BCP can be accessed on a mobile phone with the app loaded or via the a web browser. (www.bestcoastpairings.com). The App can be downloaded via Google Play or the Apple Store.

This will be a swiss-style tournament. The first round opponents will be randomised but may be massaged to minimise family and/or regular gaming partners from playing each other - after that the draw will be on points/placings. Grudge matches are allowed for the first round where both parties agree.