

OPERATION CODSWALLOP

MOAB 2025



PRESENTED BY WESTERN FRONT GAMERS



SPONSORED BY



Saturday 4th - Sunday 5th October

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

SCHEDULE

SATURDAY - 725 points

Registration and set-up : 09:00am

Game 1 : 09:30-11:30 (2 hours duration)

Game 2 : 12:30-14:30 (2 hours duration)

Game 3 : 15:00-17:00 (2 hours duration)

SUNDAY - 1175 points

Game 4 : 09:00-11:30 (2.5 hours duration)

Game 5 : 12:00-14:30 (2.5 hours duration)

Game 6 : 15:00-17:30 (2.5 hours duration)

Pack-up/Finished-up : 17:30-18:15

Awards : 18.15

Event Registration:

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

Cost:

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

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.

Get excited!

725 POINTS - DAY 1

1175 POINTS - DAY 2

Players are to construct two lists for this event. The first day will be run using lists of 725 points.

The second day the lists will be 1175 points, however the lists for the second day must contain your original 725 points list in full. You may add to it but not take things away.

Lists must be made using the Warlord App or Easy Army and must be constructed from the platoon selectors as described in the **Bolt Action Third Edition Rulebook** (pages 182-189).

They may only use the following Army lists from the **Bolt Action Third Edition Rulebook**, **The Armies of Books** or the official Warlord **Minor Nation PDFs** that were released alongside the rulebook.

MAIN RULEBOOK FORCES **Imperial Japan, Soviet Union**

ARMIES OF BOOKS **Germany, United States, Great Britain**

MINOR NATIONS PDF FORCES **Belgium, Bulgaria, Finland, France, Greece, Hungary, Italy, Norway** **Partisans, Poland, Romania, The Netherlands**

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; **Commonwealth** forces should be run as **Great Britain**, **Late-War Free French** as **United States**, **Chinese forces** as **Partisans/Japanese** or whatever best fits the force thematically.

Historical lists that wish to take units that don't yet have an entry in any source (such as the Australian Sentinel Tank) may contact the TOs and we may come to an arrangement on such units.

There will be awards for first, second and third placings as well as best painted, hanoswag, wooden spoon and best sportsmanship.

RESTRICTIONS AND INCLUSIONS

Any nation that benefits from rules that buff forward air observers or forward artillery observers may only have the rule attached to one FO in their force. (For example, an American player with two forward air observers would only get the second air strike for the first observer, for a total of 3

Operation Codswallop 2025 will use the latest Bolt Action FAQ and errata, (currently February 2025), although updates may be expected.

Lists to be submitted to julian.hughes.moab@gmail.com by Saturday September 7th

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.**
- **Tournament and 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.).

Tournament points.

- **20 points for a win**
- **10 points for a draw**
- **0 points for loss**

Additional bonus points

- **1 point** per **enemy** platoon commander, company commander or command vehicle removed from play/destroyed (**max of 3 points**)
- **1 point** 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)
- **1 point** per **friendly** platoon commander, company commander or command vehicle kept alive/active at the end of the game (**max of 3 points**).
- **1 point** 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).
- **1 point** per player if your game makes it to the end of turn 5

Operation Codswallop 2025 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.