



The Combat Company Presents:

Operation: Mortdale

A Bolt Action V3 Tournament

This Player's Pack Includes:

All information regarding the event; including the venue, transport, amenities, event schedule, army/list building, awards/prizing, code of conduct.

The Date

Sunday 1st November 2026

Tournament Organiser(s):

There will be a TO present on the day available and on site for the entirety of the tournament.

Any inquiries prior to the event can be sent to the TO via email:

andrew@thecombatcompany.com.au

kishan@thecombatcompany.com.au

The Venue

The event will be held on site at **The Combat Company**, located at:

Unit 4/16 Hearne St, Mortdale NSW 2223



Gaming space in warehouse 4. Each table will have playmats and terrain set out, along with stools and under table army storage.

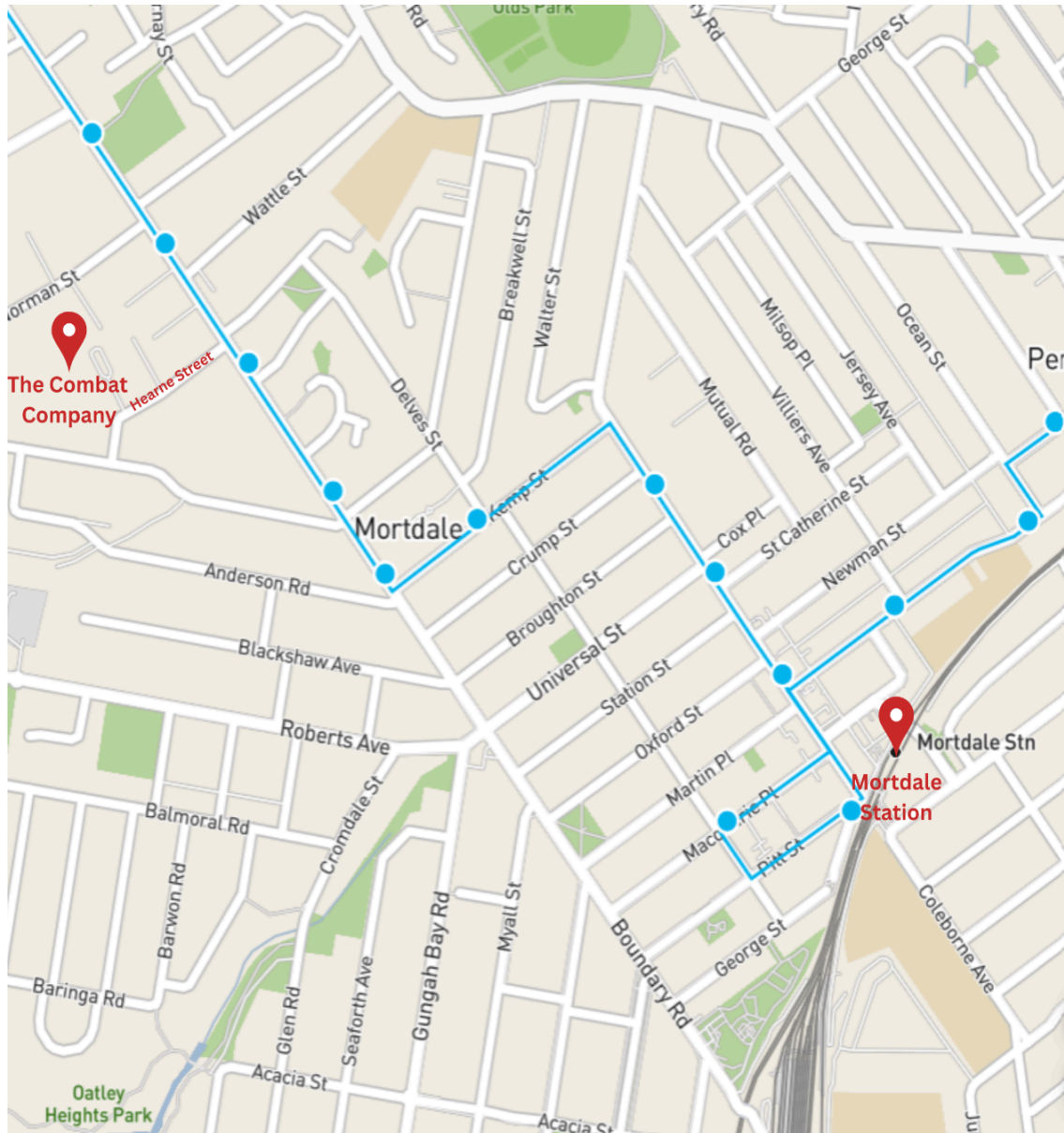
The gaming space in Warehouse 4 holds 42 players/21 tables with terrain and mats provided.

Full disclosure, the event will be held in a warehouse space that is subject to the weather. We are working on optimising the internal climate for future events.

Transport and Parking

On site and street parking is available. We would suggest carpooling, if possible, to ensure all event attendees can fit in the shared carpark.

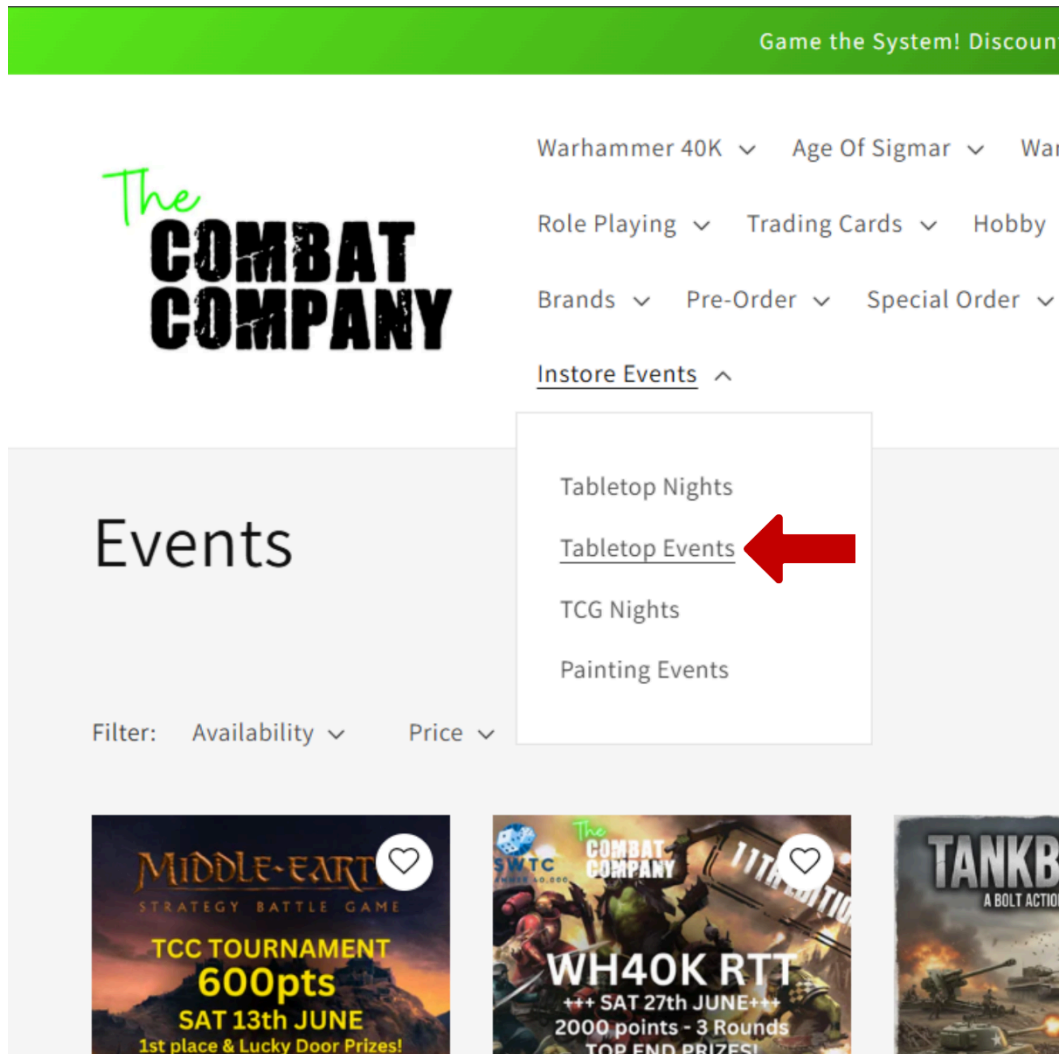
For public transport, the 945 bus runs from Bankstown to Hurstville train station and stops one street away from the venue.



945 Bus route from Mortdale Station

Tickets and sign-up

Tickets available for purchase on The Combat Company website under the 'Instore Events' > 'Tabletop Events' section.



Event signup and structure is handled on the Best Coast Pairing (BCP) app. The link to the event will be in the ticket description on The Combat Company website.

PLEASE ONLY SIGN UP ONCE YOU HAVE PURCHASED A TICKET

Food, Drink and Amenities

You are welcome to bring your own food, and drink provided you have somewhere to store it.

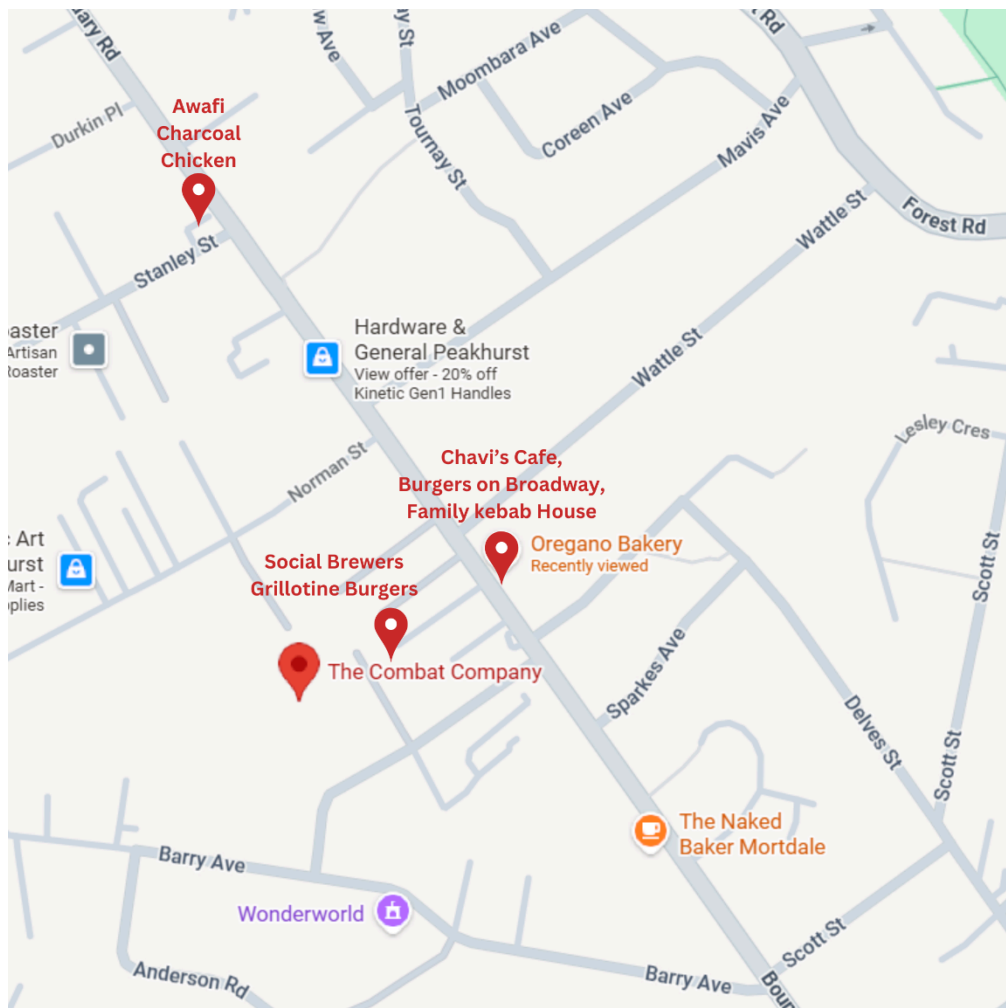
Instore we have a drinks and snacks fridge that is regularly stocked, located in warehouse 5.

We suggest using Grillotine as your preferred Lunch option and you can pre-order your lunch using the QR code available in store on the day of the event to save waiting time.

Nearby we have several venues open during the duration of the event including:

Awafi Charcoal Chicken
Burgers on Broadway
Family Kebab House
Grillotine (burgers)

Chavi's Café
Oregano Bakery
Naked Baker
Social Brewers



Schedule on the Day

Day 1 (Saturday 11th):

Opening Ceremony/Registration/Set Up – 8:30am to 9:00am

Round 1 Commences – 9:00am to 12pm

Lunch Break – 12pm to 1pm

Round 2 Commences- 1pm to 3:45pm

Round 3 Commences – 4pm to 6:45pm

Closing Ceremony – 6:45 onward

Venue Closes - 10pm

Please ensure you are present on time for registration to ensure we have a smooth kick off for the event.

Tournament Scenarios

Scenarios:

Round 1: TBA

Round 2: TBA

Round 3: TBA

Due to the schedule of the event, all games must begin sharply on time and conclude by the end of the allocated time regardless of what turn or stage of the game you are at.

Do not commence a new Turn within the final 10 minutes of the game without the permission of the Tournament Organiser.

Best Coast Pairings Link

TBA

Tournament Scoring

There will be placings based on your total Tournament Points scored through your 3 games. (Wins > Battle Points > Wins Strength of Scheduling > Battle Points Strength of Schedule)

Players will be randomly drawn against an opponent in Round 1 then players will be matched against someone with the same record and who won and lost their games in the same rounds (Win/Loss > Random).

Scores are submitted in Best Coast Pairings as your scores in game.

Army and List building

Restrictions and Inclusions

- **THIS IS A THIRD EDITION Tournament**
- **1250 points**
- **Maximum of 20 order dice**
- **Using Platoon Selectors (pg. 182)**
- **Using "Armies of" books or official PDF Nations**

Lists must be submitted on Best Coast Pairings no later than **3 Days before the event takes place**. Army Lists will be locked & will go live once everyone has submitted their lists.

If you use an army list that has not been submitted and checked by the

due date, you gain zero points for any game in which that list has been used, so please, ensure your army list is accurate for the army you will be bringing and make sure it is submitted on time!

Rules cut off will be 3 days before the start of the event.

Awards and Prizing

Prizing value will be based primarily on attendance; however, the following prizes/awards will be given out on the day during the end ceremony:

- Prizes for 1st, 2nd and 3rd placement
- Best Painted (TO's Choice)
- Best In Show (TO's Choice)
- 'Woodenspoon' for last place
- Golden Ticket (Your Choice of Starter Army!)
- Lucky Door Giveaways
- All-Star players (voted on by the players)
- Everyone will receive a participation pack for attending the full event

Prizing will be drawn and handed out on the day after the whole event has concluded.

Please note you must attend the FULL event to receive prizing. If something comes up and you cannot attend the full event, please notify your TO for a work around.

Terrain and Tables

All playmat and terrain will be provided on the day and set on reserved for table. Please do not mix or alter the terrain pieces across the tables.

All games will be played on standard 6' x 4' as outlined in the rule book.

All terrain will be set out on each table and will be pre-set prior to round 1.

Painting

There are no painting requirements for this event, but there will be a prize for "Best Painted" & "Best In Show" and having fully painted armies is historically accurate, does look nice on the table and in photos!

What to Bring?

Be sure to bring the following items with you on the day of the Tournament:

- Your 1250-point Army. All models MUST be WYSIWYG - Please check with the TO before the day if you are unsure.
- Bolt Action V3 Rulebook
- Relevant Army Book
- Order Dice
- Templates
- Dice (D6s)
- Tape Measure
- Plastic & Super Glues (for emergency repairs)
- A positive & fun attitude.

All players are encouraged to bring their own gaming resources for the tournament.

You will have the opportunity to purchase any resources you need before the start if required.

Code of Conduct

Any kitbashes, proxies or custom models must be WYSIWYG, and clearly indicate what model or unit they are representing. If you intend on using any kitbashes, custom models or proxies you must notify the TO prior to the event including images of the models in question.

We expect all players to do the following:

Be Respectful: Treat all players, TO's, staff, and spectators with courtesy and respect.

Play Fair: Players are expected to follow all tournament rules and game rules honestly. Dice rolls, measurements, scoring, and game actions must be conducted openly and accurately.

Maintain Sportsmanship: Win or lose, remain courteous and professional. Unsporting conduct, excessive arguing, or attempts to intentionally disrupt games will not be tolerated.

Resolve Disputes Properly: If a rules disagreement occurs, pause the game and call for a TO. TO rulings are final for the duration of the event.

Respect Time Limits: Players are responsible for maintaining a reasonable pace of play and completing rounds within the allotted time. Failing to do so will slow down the rest of the proceeding and cause the event to drag on

Care for the Venue: Respect the tournament venue, terrain, gaming mats, and other players' models and property.

Follow Staff Instructions: Tournament organizers and judges are responsible for running the event. Players must comply with their instructions and decisions.

Have Fun! Remember that the goal of the event is for everyone to enjoy the hobby. Competitive play and good sportsmanship should go hand in hand.

Failure to follow this Code of Conduct may result in warnings, penalties, removal from the event, or disqualification at the discretion of the tournament organizers.

Refund Policy

Any cancellation withing 2 days of the event, ticket(s) won't be refunded. If you're unable to come, please email the TO asap so we can find substitute players.

Please keep in mind when purchasing a ticket that you're able to play ALL GAMES so we don't have byes after as it's not fair for other players who are hoping to play all games.