

## MOAB 2019 – The Engadine Maccas Incident



2 Day ITS Event  
V1.1

**When:**

Saturday & Sunday – 5<sup>th</sup> and 6<sup>th</sup> of October

**Where:**

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

**Registrations**

Early Registration \$55 (Before 22<sup>nd</sup> of September)

Registrations After 22<sup>nd</sup> of September \$65

MOAB tends to sell out quickly every year. Register ASAP to secure your place. Early registrations will be in the running for a door prize to be drawn at the event. Register by the 22<sup>nd</sup> of September to go into the running for a **Ltd Edition Gencon Van Zant**

Register at the CB Official Tournament Manager (OTM)

<https://its.infinitythegame.com/event/ed7aee138-moab-2019-the-engadine-maccas-incident>

**Missions:**

**Day 1** - Supremacy, Counter Measures, Safe Area

**Day 2** - Decapitation & Highly Classified

ITX Season 11 should be released just before MOAB so the mission list may change closer to date.

**List:** 2x300 Pt List – No Spec Ops

**Minimum numbers:**

We require a minimum of 6 people registered to run this event.

**F.A.Q/Rules Clarifications:**

- Please have LoF markings on bases

- Rule of intent - Player can play "intent" to maximise the safety of their units (eg to only see one member of a fire team or provoke only 1 ARO from visible enemies). Don't abuse this and play fair. I'd like to avoid gotcha moments due to terrain where opponents may not have the best angle to see particular fire lanes but the same goes the other way. Declare intent and facing so everyone is clear. Sometimes buildings do shift or models do not like facing flush against terrain so it's important to let others know as well.

Terrain Guidelines – For uniformity of the event the following terrain guidelines will be used

- You can see into buildings but not through. The exception would be through access points/doors (eg two opposite armoury doors being open)

- Access points (doors) to buildings or other structures (other than the armoury building) can be opened by a short skill. Opening of the access point occurs at the resolution phase.

- True LoF will be used for objectives that are represented by pieces of terrain. Objectives that are represented by markers will not block LoF

### **Prizes:**

**1st Place 2nd and 3rd placings.** ITS Pack and plenty of prizes for those placing. Prizes also for best sports, wooden spoon and everyone else.

**Door Prize** – A painted Yu Jing (mainly ISS) force will be drawn on the day painted by [Drunken Monkey Miniatures](#). Everyone that comes to the event will have a chance to win

**Event Prize** – Working to get an event prize for everyone that enters. Looking to work something out with Battle Kiwi. Chance it may not be done in time though.

**Hobby Comp** – There will be a painting prize for best painted force.

The themed hobby prize for this event will be conversions. Show off your conversions skills with a piece with a twist. The model will also need to be painted. Winner will take home a Mobile Brigada Squad Bust thanks to Luxumbra.

MOAB/Aetherworks also runs a painting competition. Details to come at <https://www.motherofallbattles.org/painting-competition/>. Entries will need to be left in the judging area for this one so probably something that you're not going to play with.

NB: Prize support will be increased as participation increases.

Special Thanks to our sponsors



Aetherworks

**BPLASER**  
MINATURE SCENERY