



Welcome to Warhammer Underworlds at MOAB 2021, run by Tabletop Sydney. Pick your warband and battle through the competition to emerge as the 2021 Sydney Underworlds Champion

Information:

**Sydney Championship**

October 2nd and 3rd

Sylvania Heights Community and Youth Club  
Box Road, Sylvania. NSW 2224. Australia.

**Vanguard Open**

October 3rd

Sylvania Heights Community and Youth Club  
Box Road, Sylvania. NSW 2224. Australia.

Players that do not make the Top 4 in the Sydney Championship will be eligible to compete in the Vanguard Open.

Entry Fees: \$45 per person for entry to both days of competition. Tickets purchased after 19/9 will cost \$55

Prizing: TBA

**Sydney Championship**

Schedule:

**Saturday October 2nd**

8:30-9:00 - Check In

9:00-10:30 - Round 1

10:45-12:15 - Round 2

12:15-1:00 - Lunch Break

1:00-2:30 - Round 3

2:45-4:15 - Round 4

4:30-6:00 - Round 5

### **Sunday October 3rd**

8:30-9:00 - Check In

9:00 - 10:30 - Top 8

11:00 - 12:30 - Top 4

12:30 - 1:30 - Lunch

1:30 - 3:00 - Final/Third Place Match

#### **Format:**

Day 1: 5 Rounds of Swiss. A win earns you 3 points, a draw earns you 1 point and a loss earns you 0 points.

Additionally each game result will include the glory differential. Calculate this by adding the glory scored by each player in all games in the match, and calculate the overall difference. Glory differential will be used as a tiebreaker if needed.

Day 2: Single Elimination Bracket. Matchups will be drawn from the results of Day 1. Each match will be a Best of 3 with the winner advancing and the loser being eliminated. If the series is a draw after the 3 games, a 4th tiebreaker game will be played.

Players will be required to follow the Championship Format Rules as outlined by Games Workshop. The current rules can be found here:

<https://www.warhammer-community.com/wp-content/uploads/2019/11/eli19UrhkK6T5tm1.pdf>

If a new ruleset is released before the event date, the TO will confirm which ruleset will be in use for the event.

### **Vanguard Open**

Schedule

#### **Sunday October 3rd**

10:30-11:00 - Check In

11:00 - 12:30 - Round 1

12:30 - 1:30 - Lunch

1:30 - 3:00 - Round 2

3:00-4:30 - Round 3

4:30-6:00 - Final

#### **Format:**

3 Rounds of Swiss. A win earns you 3 points, a draw earns you 1 point and a loss earns you 0 points.

Additionally each game result will include the glory differential. Calculate this by adding the glory scored by each player in all games in the match, and calculate the overall difference. Glory differential will be used as a tiebreaker if needed.

After 3 rounds of Swiss, the top 2 players will play a match to determine the tournament winner.

Players will be required to follow the Vanguard Format Rules as outlined by Games Workshop. The rules can be found here:



<https://warhammerunderworlds.com/wp-content/uploads/sites/6/2020/12/zyHsx1xH6mt5gopp.pdf>

For the avoidance of doubt, cards that do not have the Direchasm symbol will not be permitted, this includes warbands. Cards with the 'Essential Cards Pack' icon are not permitted.

### **What do you need to play**

For both events, you will be required to bring:

- A legal warband of models (Kitbashed models must be easily identifiable)
- A legal constructed deck for each format you are competing in
- At least 3 game boards (You will be required to play on a different board in each game in a Best of 3)
- Dice, objective markers, lethal markers and tokens
- A Pen (To record results)

### **General Rules:**

Be kind to each other. If a player is found being unsportsmanlike, there may be actions taken to ensure everyone can have an enjoyable time.

In the case of a dispute, ask the TO to resolve the situation.

Slow Play: If you have not completed one game in the Best of 3 after 30 minutes of round time and you are concerned that you may not complete the series, please reach out to the TO.

The TO reserves the right to add a Chess Clock to the match if he/she feels that the game needs the addition. If a chess clock is added, if a player runs out of time before the match finishes, he/she loses the match irrespective of the current glory count.

If a game is not completed due to time, both players will receive a loss. The TO may decide to award the loss to one of the players instead if he/she feels the match was not finished due to the slow play from one of the players.

Shuffling: After you shuffle your cards your opponent has the right to cut your deck by taking any amount of cards from the top of your deck and placing them on the bottom. Your opponent cannot look at any of the cards during this cut. After your opponent has cut your deck you may not alter the order of cards in the deck before drawing cards. If for any reason you need to shuffle your deck again, such as if you drop your cards on the ground, you must allow your opponent to cut your deck again.

Model Touching: Do not touch your opponents models without asking permission.

If you have any questions, please reach out to the TO:

*Ben de Ridder*

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