**MOAB 2024 WH40K**

**Acknowledgements:**

A massive thanks to the Sutherland Shire Gamers Club as well as the following:

* Tim from Dice Arcade
* Battlemaps
* Down Under 40k
* The various parties who lent time to assist.

**Event Details**

**Tournament Organisers** – Eugene Orlov, Dice Arcade Miranda & Sutherland Shire Gamers

Dates – October 5th and 6th

Venue - Sylvania Heights Community & Youth Club, Box Road, Sylvania

5 rounds Warhammer 40,000 10th edition Pariah Nexus

Tournament cost - $70 per player

**Round Times**

Rounds will be 2 hours and 45 minutes in length, with 10 minutes allocated to time to set up between rounds. Hard dice down will be enforced.

**List Submissions and Rules.**

Lists to be submitted no later than September 27th close of business (5pm). Late submissions will incur a penalty. Rules cutoff 10pm September 15th

Any lists found with errors will be asked to fix these and resubmit their list prior to the lists being released to the public. Missions and layouts will be released during August ( see below).

Game size will be 2000 points.

Anyone found using models not listed will have them removed from the table for the rest of the event.

Late list submission **will** result in players being penalised.

**Requirements**

Each player must be registered on BCP. They will also need the following:

* Dice, tape measure and any measuring implements required.
* Glue for emergency repairs.
* Suitable app for tracking scores (mission deck recommended as backup)
* Codex and any updated FAQ relevant for your army/ updated WH40K App
* Pen and Scoring sheets. (highly recommended)
* Objective Markers.
* Chess Clock (Optional Requirement for those who wish)
* Any other 10th edition requirements.

**Tournament Rules**

Sportsmanship and cordial behaviour will be expected for all participants as well as anyone else watching. Any behaviour towards opponents, other plays, the TO and especially the members and Facilities of the Sutherland Shire Gamers Group will be subject to yellow cards or immediate ejection for serious offences.

Any rules queries that are not able to be resolved should be brought to the TO’s attention asap.

Whilst chess clocks are not mandatory slow play should be brought to the TO’s attention and will be assessed on a case-by-case basis.

Please be mindful of the facilities provided as well the as the terrain and matts. Please do move terrain from one table or another and do not put drinks and food directly on the table.

A terrain pack with layouts and terrain rules will be released by August 31st.

Whilst the TO will attempt enforce rules evenly it is up to their discretion and decisions are to be abided by.

**Army Requirements**

**Painting**

Armies must be fully painted (battle ready standard) as paint scoring is enforced.

**Conversions**

Conversions are acceptable however must be a reasonable representation of the original model that does not confer an advantage to the owning player. Models **MUST** be reasonably WYSIWYG for any options and units must be identifiable. If there are any questions, please email the TO or message Eugene Orlov on Facebook with the images. Please note modelling for advantage is not permitted.

**Presentation/Awards**

All awards and prizes will be dependent on final numbers in attendance.

1st place

2nd place

3rd place

Wooden Spoon

Best painted (as judged by the TO and supporters).

Lucky door and

**Schedule:**

**Day1**

* 08:00 Registration
* 08:30 Announcements
* 08:40 ROUND 1
* 11:35 Lunch break (1 hour)
* 12:35 ROUND 2
* 15:30 ROUND 3
* 18:25 End of Round 3

**Day2**

* 09:00 Short Announcements
* 09:15 ROUND 4
* 12:10 Lunch Break (1 hour)
* 13:10 ROUND 5
* 16:05 presentations and end of the tournament.

**Facilities**

Parking is available though carpooling would help immensely as there are many other events on at the same time. Toilets are on site and a canteen will be available.

**Contact**

Eugene Orlov (TO) dasmas101@gmail.com or on Facebook via messenger. An event page will be up as well, please follow the event for up-to-date information.