

# MOAB 2017



30<sup>th</sup> September, 1<sup>st</sup> and 2<sup>nd</sup> October 2017



Presented By Deb

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## Important information

<b>Game System</b>	Epic 40k Minigeddon
<b>Available</b>	30 <sup>th</sup> September, 1 <sup>st</sup> and 2 <sup>nd</sup> October 2017
<b>Registration Options</b>	2 day event – Saturday 30 <sup>th</sup> September and Sunday 1 <sup>st</sup> October 2017
	1 day event – Monday 2 <sup>nd</sup> October, 2017
<b>Organiser : contact</b>	Deb : <a href="mailto:battletechrules@vtown.com.au">battletechrules@vtown.com.au</a>

[Register Here](#)

*Full Players pack follows*



Saturday and Sunday are a standard 3000 point event run in the same format as CanCon/Castle Assault. To allow those travelling some distance to get home, I have split the tournament in 2 parts so those staying on can then play a 1000 point Minigeddon on the Monday's.

#### **Open Event:**

Armies are limited to 3000 points from your selected army list. Standard tournament rules apply to titans and allies with 1/3 of the points being the maximum. **Armies are to be chosen from Approved or Developmental Lists Only.** Players are to ensure they use the up to date list when constructing. If you are unsure on the status of your list, ask me or the AC for that list. There are to be no Emperor Class or equivalent titans. No player is allowed to go over the points limit at all (no 3005pt army lists please). Army lists are to be PM'd or emailed to me no later than 1 Sept 17.

A player must stick to the same army list for the whole tournament. Consider your list design before submitting your list (by 1 Sep 17) as you will have to use the same list for all 6 games. Marine players will have to decide which of their free transport options they will use before seeing their opponents army list each game.

Game length will be 2 hours, 45 minutes. If at the end of time there is no clear winner (1-0 is not a clear win), total up the number of Victory Points for damaged/destroyed/broken formations. The player with the highest Victory Points total is the winner.

All the terrain will be set out by the tournament organisers. Please make sure the terrain is left in place during the event. The player with the highest Strategy rating can decide which table edge/corner to deploy on first. In case of identical Strategy Ratings, simply roll a D6 until one player rolls higher. That player can decide which table edge to use.

All players are encouraged to play fair and hard whilst being courteous and helpful to each other. Please remember that for some of the participants, they may be new to Epic Armageddon and we need to make it a positive experience (leave the seal clubs at home). For newcomers to the game, please feel free to ask questions of those who may know the game a little better before the event, it's a great way to learn. Make sure to ask me if there are any rules clarifications needed - my word is final if this happens.

**Each player will need 3 objective markers** (1 as a Blitzkrieg objective and 2 to place on the opponents side of the table). Objective markers can be anything from a small card marker to a more detailed terrain piece. Objectives do not provide cover or block line of sight, they are simply to signify important areas on the board. Size is not an issue, as capturing the objective will be marked as a measurement from the centre of the object. Players will also need a way to record Blast Markers for their army.

All armies must be WYSIWYG (What You See Is What You Get). The miniatures used don't have to be official GW miniatures but all units must look like what they are representing. For example, Deathstike Missile Launchers must look like mobile missile launchers, Imperial Guard Fire Support teams must look obviously different from standard Imperial Guardsmen to avoid confusion etc.

If there are an odd number of players then I will play to ensure we have no byes.

The rules that we will be using are the NETEA Tournament Pack, available for download at: <http://www.tp.net-armageddon.org/tournament-pack/>

These are the latest rules available for Epic Armageddon with all the official up to date errata included

Continued next page.

## Army Lists

Armies are to be of 3000 point size, the lists that may be used for this tournament can be found in: **NETEA Army Compendium**, Armies that are listed as Approved or Developmental may be used <http://www.netarmageddon.org/page/army-lists> This list is some 12 months old now and many list have progressed beyond their listed status.

The army lists that are allowed to be used are:

- Codex Astartes
- Blood Angels
- Imperial Fists
- Raven Guard
- Salamanders
- Scions of Iron
- Space Wolves
- White Scars
- Steel Legion
- Baran Siege Masters
- Minervan Tank Legion
- Death Korps of Krieg - New List
- AMTL V3.24
- Adeptus Mechanicus PDF
- Knight World
- Skitarii
- Adeptus Ministorum
- Ghazghull's Warhorde
- Feral Ork Horde
- Burning Death Speed Freaks
- Blood Axe Kommandant
- Kolonel Rommelz's Blood Axe Mercenarys
- Albork Orkstein's Gargant Bigmob
- Biel-Tan
- Alaitoc Craftworld
- Iyanden Craftworld
- Saim-Hann
- Black Legion
- Emperor's Children
- Thousand Sons
- Death Guard
- World Eaters
- Iron Warriors
- Stigmatus Covenant Cultist Chaos Army (Lost & the Damned)
- Vraksian Renegades
- Dark Eldar-Kabal of Pain's Way
- Scarab Conflict Necrons
- Sautekh Legion
- Tau Army List
- Vior'la Tau
- Tyranid Army List
- EpicUK Tyranids

## Scoring System

The following scoring system will be used for the tournament:

- 12-0 Points- Win by 5 Victory Conditions
- 11-1 Points- Win by 4 Victory Conditions
- 10-2 Points- Win by 3 Victory Conditions
- 9-3 Points- Win by 2 Victory Conditions
- 8-4 Points- Win by 1 Victory Conditions
- 7-5 Points- Win by Victory Points
- 6-6 Points- Draw

Players are required to record game data to assist with prize allocation. Players will be required to fill out scoring sheets, recording Victory Goals, Victory Points and player details.

## Minigeddon Event

Run with similar rules to the Open, however the following changes are made to the normal rules.

### 1000 points

Battlefield: 90cm x 120cm (Deployment on the short board edge) No corner deployment.

Scenario: Grand Tournament with the following restrictions:

### Objectives:

1 blitz and 1 Take and Hold objective which must be placed at least 20cm from each other. To control an objective a unit must be within 10cm of its centre instead of 15cm

### Goal changes:

Defend the flag (control the 2 objectives on your side instead of 3)

Take and Hold (control the enemy objective - *not* the blitz)

All others the same

### Rule changes:

Only 1 garrison formation may be placed on overwatch instead of 2

Rally tests: -1 to rally if enemy within 20cm instead of 30cm

400 points maximum for a formation

Max of 4 pieces of terrain

### Forbidden formations:

Flyers

Space units (including free planet fall and drop pods)

Avatar

3 rounds, each round will be 2 hours long with the time remaining called a ½ an hour before game ends. There will 1 hour for lunch, and As the event has been arranged, quickly, there will be no special miniature prizes, only the awards the MOAB staff might provide (If they decide to).

As to armies, if using current legal army lists and Developmental list, please have your 1000 point list in by the (1 Sep 2017). If using Developmental army lists, then send the link to the current developmental list with your 1000 point army list .

I will be bringing my 1000 point Vraksian Renegades force to use in case we have an odd number of players.

Scoring: Objectives are Break their Spirit, Hold the Line, Defend the Flag, Take and Hold and Blitzkrieg. Win your game by taking 4 or 5 objective conditions – 5 points; Win your game by taking 2 or 3 objective conditions – 4 points; Win by kill points only – 3 points; Draw - 2 points each; Loss – 1 point (because a bad run of dice rolling and an opponent whose army seems to be tailored to take yours on does happen).

Start time is 9am; lunch at 12 noon, finishing at 3pm so those who need to leave to go to Canberra, Newcastle, and etcetera can catch flights, or get home early enough if driving.

I will try and mix up who plays against whom. If you always seem to play against the same people at your home club, and there army is the same army you tend to face off against, and you want to go against an army you have not played against let me know, I will see what I can do.

I just want everyone to have fun, and avoid the win at all cost attitude that dominates many of the tournaments out there.

### **Sponsors for the event**

Vanguard Minis. Website link: <http://vanguardminiatures.co.uk/> Who stock the Defeat in Detail range which has miniatures for many armies including Spacemarines, Imperial and Traitor Guard, Orks, Eldar, and Adeptus Mechanicus. They also stock: Gothic Starships, Terrain and bases for 6mm Epic, Microworld games, Greyster's lab and Onslaught minis. Are sponsoring this event.



**30<sup>th</sup> September, 1<sup>st</sup> and 2<sup>nd</sup> October 2017**

**Public opening hours are:**

Saturday 7:00AM to 6:00PM  
Sunday 7:00AM to 6:00PM  
Monday 7:00AM to 3:30PM

**We are located at:**

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

The Sylvania Heights Community & Youth Club is located in the Sylvania Heights reserve, off Box Road Sylvania. Turn off the Princes Highway into Box Road and after approximately 400 metres you'll find a driveway on the right which leads to the club parking area.

**Transport Options**

By Bus you will need to travel by route 970 which runs between Hurstville and Miranda railway stations via Sylvania Heights. The bus stop is at the corner of Box Road and the Princes Highway. Car parking is available on site and in Box Road for competitors and visitors.

Interested in being a trader or running an event?

For event and organisational matters please contact:  
MOAB Organiser [moab.organiser@southernbattlegamers.org](mailto:moab.organiser@southernbattlegamers.org)

For information about the Sutherland Shire Gamers  
Visit our Website [www.sutherlandshiregamers.org](http://www.sutherlandshiregamers.org)

For more information about the MOAB Convention  
Visit our Website [www.motherofallbattles.org](http://www.motherofallbattles.org)