

MOAB 2017



30th September and 1st October 2017



Presented By Jeff Galea

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Gunmeister Games Pty Ltd

Important information

Game System	
Available	30 th September and 1 st October 2017
Registration Options	2 day event – Saturday 30 th September and Sunday 1 st October 2017
Organiser : contact	Jeff Galea : jeff.galea@judgement.game

[Register Here](#)

Full Players pack follows

MOAB 2017



Campaign Concept	<p><i>“MOAB 2017 will be the 1st Judgement tournament run anywhere in the world, a great chance to be a part of miniature wargaming history.”</i></p> <p>This is an official Judgement “Summoning” event, full details and requirements can be found on the Judgement web site (https://judgement.game/) and Judgement Tournament Pack. As MOAB 2017 will be our first official tournament there are concessions to the requirements of a Summoning event. These are detailed below.</p>
The Summoning - MOAB 2017	MOAB 2017 will be 2 separate events, both events featuring 3v3 games on our 2-foot diameter battle maps. Saturday is using Blind Pick (3 hero models required), and Sunday is using Pick & Ban (5 hero models required).
Player Responsibilities	<p>Players should bring their own* dice, models, markers, measuring devices, statistics cards, magic item cards, tokens and templates that are required to play a game of Judgement.</p> <p>*We will have extra dice, magic item cards and tokens for those who may not have their own.</p>
Submitting Warbands	Players will be required to submit their Warbands to the Tournament Organiser (TO) prior to the first game. Forms will be provided on both days. We will also have the option of players submitting their Warbands and results via the Judgement App. This will be a free App designed exclusively for Judgement games and tournaments.
Modelling and Painting	There are no painting requirements for MOAB 2017 as we understand that many players would have just received their models, leaving little time to paint. However, all models must be completely assembled, with no proxies allowed.
Model Conversions	All heroes in your Warband must use the correct models produced by Gunmeister Games for the game of Judgement. Conversions are allowed and encouraged but the majority of the model must be clearly and fully representative of the original hero.
Sportsmanship	We expect all players to play competitively but fairly. Pre-measuring is allowed so use this to confirm and clarify, with your opponent, anything that may be unclear. The TO will have every right.

**The
Tournament
and Schedule**

Both days will run to the same time table and will be 4 rounds, regardless of the number of players.

Schedule for both days:

9:00 am: Welcome and Registration

9:30-11:10 Round 1

11:20-13:00 Round 2

13:00-13:45pm Lunch

13:45-15:25 Round 3

15:35-17:15 Round 4

17:25 Presentation and finish

First Round and Subsequent Round Pairings:

The first round will be a random draw. Subsequent pairings are based on player results using the "Swiss Pairings" method.

Byes and Odd Numbers:

In the case of an odd number a bye will be awarded to 1 player each round. The player awarded the bye receives points listed below: 1 tournament point, 2 Souls and 6 hero levels.

Game Timing:

Summoning tournaments require the use of chess clocks which will be provided by the TO. Each player is given 45 minutes total. The clock must be paused for each communion phase and for extended rules queries. The rest of the game is played with the dock being active.

Map/Scenario Selection:

MOAB will be using the pre-determined maps designed by Gunmeister Games. We have 4 maps for the 3v3 game and all 4 will be used on each day.

Final Standings:

Final placings are calculated applying the following system (in the order listed).

Tournament points, captured Souls and hero levels.

In the case of players still being on even points, those players are considered tied for that place and share the same position on the final standings table.

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30th September, 1st and 2nd October 2017

Public opening hours are:

Saturday 7:00 AM to 6:00 PM

Sunday 7:00 AM to 6:00 PM

Monday 7:00 AM to 3:30 PM

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 organizational matters please contact:
MOAB Organiser moab.organiser@southernbattlegamers.org

For information about the Sutherland Shire Gamers
Visit our Website www.sutherlandshiregamers.org

For more information about the MOAB Convention
Visit our Website www.motherofallbattles.org