Moab 40k 2022

Acknowledgements:

A massive thanks to the Sutherland Shire Gamers Club as well as the following:
- Tim from The Dice Arcade
- The various parties who lent time and terrain

Event Details

Tournament Organisers – Eugene Orlov, Dice Arcade Miranda & Sutherland Shire Gamers Club
Dates – October 1st and 2nd
Venue - Sylvania Heights Community & Youth Club, Box Road, Sylvania
5 rounds Warhammer 40,000 9th edition Grand Tournament Nephilim
Tournament cost - $65 per player
Points limit: No more than 2000pts

Payments to:
https://www.sutherlandshiregamers.org/events/moab-2022-wh40k/

Round Times
Rounds will be 2 hours and 45 minutes in length. Hard dice down <u>will</u> be enforced.

List Submissions and Rules.
Lists to be submitted no later than September 16th. Late submissions will incur a penalty. 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 will be revealed once lists are checked the following week. Rule cut-off will be Monday the 12th of September.

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

Late list submission **<u>will</u>** result in players being penalised.

Requirements

Each player <u>must</u> be registered on BCP. They will also need the following:

- Dice, tape measure and any measuring implements required.
- Glue for emergency repairs.
- Copy of Grand Tournament Nephilim
- Codex and any updated FAQ relevant for your army

- Pen and Scoring sheets. (highly recommended)
- Objective Markers.
- Chess Clock (Optional Requirement for those who wish)

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.

Rules for terrain specifics will be provided with missions and are to be played as such for the event. Whilst terrain may need slight adjustment the tables will be set up as intended for play. Any questions please ask the TO.

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

Army Requirements

Painting

All armies must be painted as per the requirements outlined in the GT book. 10 points for fully painted will only be awarded to armies that fulfil this requirement.

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.

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).

Schedule:

Day1

- 08:30 Registration
- 09:00 Announcements
- 09:15 ROUND 1
- 12:00 Lunch break (1 hour)
- 13:00 ROUND 2
- 16:00 ROUND 3
- 18:45 End of Round 3

Day2
- 09:00 Short Announcements
- 09:15 ROUND 4
- 12:00 Lunch Break (1 hour)
- 13:00 ROUND 5
- 15:45 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.

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