

Mortem et Gloriam at MOAB 2022

POINTS: 10,000

THEME: Open competition (any army can be used)

ARMY CONSTRUCTION: Armies are to be created on the official army builder found at mortem-et-gloriam.co.uk Armies are to be submitted by 17/9/2022, armies are to be created from any army list book found on the official website and dated 2022. My army will be placed up on the forum and MeG antipodes facebook page at the end of July so that people will know what I am using. I will then check army lists after this date.

COMPETITION FORMAT: the competition will be held over 3 days with 2 games being played each day and each game lasting 3.5 hours.

FIRST ROUND: Armies will be ranked in chronological order and then paired up from the earliest date to the latest date for the first round of games. Every round after the first will use the modified swiss chess system to create the draw.

BYES: I will be playing as well so there may end up being a bye. If there is an odd number of players, I will take the first bye and it will then go to the lowest ranked player each round after that. Byes will be scored at 10 points so that each round can be made. At the end of the competition each player that has received the bye will have their points adjusted so that the bye will be worth an average of their other 5 games.

PAINTING. Painted armies would be preferred but with a number of new players since the release of the compendium, armies can have some unpainted units if a player runs out of time to finish their army before the competition.

CONTACT: army lists and any questions are to be sent to awaterson03@gmail.com.