

# Murnong28

Australia's first Turnip28 event

Players pack v1

'Oh I've heard tales. Countless years ago, before the Time of the Root, they say (if you can even imagine such a time!), men travelled in great wooden barrels over endless expanses of water – which is like a kind of clean mud – and found a vast underground land, far drier than anything they had ever seen before. This land held many bounties, but greatest among them was a tuber most delightful, golden and sweet.

You may preach the holiness of your carrots and potatoes or even beetroots, but they are nothing, NOTHING, before its golden glory! Just one taste and it will heal your wounds and strengthen your bones! You will see beyond the horizon! Sweet ambrosia, they called it the Murnong...

And now I hear more tales. Yellow daisies sprouting – a sign to be sure! The Murnong, oh sweet Murnong... All these years, it's been travelling below, and its odyssey is nearly complete. And soon very soon when it arrives, mark my words, there's gonna be a gold rush.'

– Hubert Frunkfort, Cistish root preacher

# Communication

Event updates will be done through the Down Under Empire Discord server, which you can join here: <https://discord.gg/rGyFQzSprZ>

Any event inquiries should be sent to [Murnong28Tournament@gmail.com](mailto:Murnong28Tournament@gmail.com), or directly messaged to @toad\_333 on the Discord server.

# Date & Location

Saturday 3rd of May (03/05/2025)

Sylvania Heights Community and Youth Club, 288 Box Rd, Sylvania NSW 2224

# Rules & Format

We will be using the V18 Playtest rules. If a full release comes out before the date, we will likely switch to using those rules and an amended player pack will be released.

We will be allowing cults from the Mercenary Cults expansion and Lumps from the Lump playtest.

V18 Playtest Rules and Lump Playtest:

[https://www.patreon.com/posts/turnip28-core-117901030?utm\\_medium=clipboard\\_copy&utm\\_source=copyLink&utm\\_campaign=postshare\\_fan&utm\\_content=web\\_share](https://www.patreon.com/posts/turnip28-core-117901030?utm_medium=clipboard_copy&utm_source=copyLink&utm_campaign=postshare_fan&utm_content=web_share)

Mercenary Cults:

[https://drive.google.com/drive/folders/14WQVyVyaeIWcwYWk9T07QjDFIIIh\\_cL?usp=drive\\_link](https://drive.google.com/drive/folders/14WQVyVyaeIWcwYWk9T07QjDFIIIh_cL?usp=drive_link)

# Schedule

11:30 Registration

12:00 Start of Round 1

14:00 End of Round 1

14:30 Start of Round 2

16:30 End of Round 2

17:00 Start of Round 3

19:00 End of Round 3

19:10 End of event debrief & prizes

# Army Lists

1 Toff, 2 Toadies, 4 Follower Units.

Any Cults from the Core Rules and Mercenary Cults are allowed.

Adoptions (aka Pets) are not allowed at this event unless via Wandering Morris. This is a friendly event and we strongly encourage people to bring enjoyable lists. This will not be a highly competitive environment.

Armies should be based (multibasing is okay), and be fully painted. Optionally you may include a banner to be eligible for the Best Banner award.

Army lists should be submitted to [Murnong28Tournament@gmail.com](mailto:Murnong28Tournament@gmail.com) before the event.

# Lore

It's highly encouraged (but not mandatory) that you submit homebrew lore for your regiment either as a separate email or with your army list, again as an email to [Murnong28Tournament@gmail.com](mailto:Murnong28Tournament@gmail.com).

Your lore should be limited to 1000 words, and should ideally be submitted with a picture of your army (to judge how well their appearance represents their lore).

Your lore can be in dot point format or full paragraphs and won't be judged on prose quality. There will be a prize for the Best Lore.

# What to bring

- Ticket confirmation - Digital or physical.
- Your army
- Accessories - Dice, tape measure, and army rules. I HIGHLY RECOMMEND you write the rules for your followers and Cult on a single piece of A4 paper so you don't need to flick through the rulebook.
- Water - Hydration is important.
- (Optional) Prize Donation - If anyone would like to donate to the prize pool with something from their pile of shame, that would be greatly appreciated.

# Scenarios

Scenarios are currently TBA, but will be picked from the Core Rulebook and Turnip Taster Campaign. Players will be assigned scenarios at random.

# Scoring

Players will gain points over the course of the day. At the end of each game, each player should tally up their points on a score sheet, which will be provided.

# Prizes

Prizes will be awarded for the following categories:

- Winner - The highest scoring player.
- Wooden Spoon - The lowest scoring player.
- Best Lore - Taking into account how well it fits into the existing lore of the world, how well it's represented in the models, and how overall compelling it is. Quality of Prose isn't a consideration as long as it's coherent.
- Best Army - Purely visual, taking into account the paint job, conversions, and the overall concept.
- Best Banner - Taking into account the quality of the paint job and overall design. It doesn't have to be freehand as long as it's an original or adapted design (meaning you've changed it in some significant way). Unaltered existing designs like those found in the rulebook, historical designs, and any use of AI images will be disqualified from this category.