



Presents

SLAY THE WARLORD

On the pages that follow you'll find details of how this Tournament will work. Read them carefully, even if you're a tournament veteran, as there are a number of differences to regular tournament events.

HOW THE OBJECTIVE SECURED EVENT SERIES WORKS

The 2016 Objective Secured event series is a sequence of events that run during the 2016 calendar year. The series is a mix of events with some fun and quirky events, some doubles and team events as well as the more formal WA Masters event later in the year.

Welcome to Objective 2, Slay the Warlord!

The second event for the 2016 event series – Slay the Warlord. This event is a single day event designed to build upon our previous tournament within the 40k community. We have upped the points and aim to up the hero hammer some fun and characterful lists in a variety of scenarios.

Venue and Cost

Slay the Warlord is being held on Saturday the 12th of March 2016 at Games Workshop Fremantle – 17 Point Street Fremantle. Tickets are \$20. Note that tickets are non-refundable but are transferable.

TOURNAMENT STRUCTURE

You will participate in a series of games, each against a different opponent. All games are to be played using the Warhammer 40,000 7th edition rules. You will have no more than **One and a quarter Hours per game**. The first round of the event will be drawn at random while in the following 3 rounds, players with the highest generalship points will play each other, the players with the 3rd & 4th highest scores will play each other, 5th & 6th and so on. The only exception is that you can never play the same opponent twice. Should this happen a referee will step in and sort things out so that the players face fresh opponents of a suitable standing. By matching the players in this manner, we can be sure that the winner of the tournament will have faced the toughest opposition along the way.

During the game, each player will be given a results scorecard. Once you've finished your game, you must fill in the card and then hand it in at the front desk. Your results will then be entered into the tournament database.

ABOUT THIS RULES PACK

This pack contains the full tournament rules for this event. All of the rules conventions and references are from UK publications. All competitors should be aware that where any rules interpretation is required, the Referee's decision will be final. Any updates or clarifications to the event will be published on the Objective Secured website: www.objectivesecured.com.au

CONTACTS

If you have any questions about the event, then either e-mail: obsec@optusnet.com.au or post your questions on the Tournaments & Events forum at: www.westgamer.com and we will endeavour to respond as quickly as possible. Please also get in touch with us after the event and tell us what you thought!

Saturday 12th March 2016

10.30	Earliest entry and check-in
10.40	Tournament briefing
10.45am	Round #1 begins
12.00pm	Round #1 ends
15 Minute Break	
12.15pm	Round #2 begins
1.30pm	Round #2 ends
30 Minute Lunch break	
2.00pm	Round #3 begins
3.15pm	Round #3 ends
15 Minute Break	
3.30pm	Round #4 begins
4.45pm	Round #4 ends
4.55pm	Closing ceremony & awards

REMEMBER!

Remember to bring any gaming material you require to play Warhammer 40,000 including:

- Your painted army
- At least 2 copies of your army roster
- This Player Guide
- Rulebooks, Codex, dataslates as needed
- Relevant FAQ documents
- Pens and a notepad/paper
- Dice (Including special ones)
- Templates & Tape measure
- Calculator
- Super glue (for emergency repairs)
- Spending money for food and drinks

WEEKEND INFO

What to do in case of an emergency:

If for some reason you experience last minute complications (such as falling ill or missing a bus) that will result in you being late or unable to come, please call the organizers as soon as you are able. We will do our best to accommodate you, but be aware that due to the tight schedule we are running it may not always be possible.

EMERGENCY CONTACT:

0403 268 714

SPECTATORS

The event will be open for any spectators to come along and check the event. The day can be tough going however, so we will be respecting this and doing our best to ensure that there are no interruptions for the players from the general public.

Spectators (including players watching other games) must not touch anything on a table where a game is in progress, and are not to distract or offer any advice or rules commentary at all. This includes helping to settle disputes.

MOBILE PHONES

Pausing during gameplay to answer a call or an SMS can be annoying for your opponent. We request that all mobile phones be put on silent whilst games are in progress where possible.

The Ringer

In the event of a no-show, the organizers will take all reasonable steps to have a ringer army prepared to take their spot. This army will of course be ineligible for any awards. In the event this is not achievable, a 'bye' may be utilized to ensure smooth running of the event.

The Bye

While unlikely, in the event of a Bye round, this will be allocated to the player with the lowest Generalship points (randomly in game 1). They will automatically receive a 13 point win for this round. No player will be asked to have more than 1 Bye Round.

ARMY SELECTION

ARMY ROSTER

At least one week before the event you must submit a copy of your army roster for the Judges to refer to. You may submit the list in person (by prior arrangement) or by e-mail to obsec@optusnet.com.au. If you expect to have any problems fulfilling this requirement, make sure you get in touch with the organizers before the due date. Lists will receive a penalty of 2 generalship points per day overdue

When submitting your roster, make sure you include:

- All pages of the roster itself
- Notarised break up of points values
- Codex and detachments in use

You will require a second copy of the roster, which you should keep with you when you are playing. All copies of the roster must include all of the models in your army, their points value, the points value of any equipment, and must specify which models are carrying any relics or similar that you decide to take. Please put your full name on all copies of the list.

Though the judges will be scrutinizing rosters closely and informing players of any inconsistencies in their lists before the event, we take **no** responsibility for any errors that escape our initial notice – so please make absolutely certain that the roster you hand in is correct and conforms exactly to the army you will be using. Any errors discovered during the course of the tournament will result in the culprit losing up to 5 points from the Generalship score for every game in which that army has been used. Double-check your calculations. Make sure that every item of equipment shown on the models in your army has been paid for (remember “what you see is what you get”). If you make a mistake and it is detected during the tournament you will lose points, even if the mistake was an honest one.

As this event is designed to encourage variety in the tournament series, players should build armies that are fun and reflective of the 40k universe where the game is based. Any list deemed to be written against the spirit of the event or trying to ‘break’ the restrictions will be rejected and the player asked to resubmit.

No more than 1250 points may be spent on the army. Armies must follow the restrictions on army selection of their own codex with respect to the detachment they are part of. Your warlord must be clearly written down on your roster at the time of submission and may not be changed for the event.

In addition, the following points will apply for armies:

- Any Codex released before the 5th March 2016 will be used.
- Army lists **MUST** be battle forged.
- You may only select your force using a single Combined Arms detachment
- You may only use a single codex to complete the detachment (exceptions below)
- Formations of any kind may not be used
- Lords of War, Super Heavy Vehicles and Gargantuan Creatures may not be used
- Fortifications of all kinds may not be used
- The Escalation and Apocalypse supplements and their contents may not be used.
- Army lists chosen from supplements and campaign books published by Games Workshop may be used.
- ForgeWorld models conforming to the correct base size and general shape may be used to represent entries from the relevant army list
- All models must be painted and based miniatures of the appropriate type for the troops they represent. Minimum painting standards are three colours on each model (not including colours on the base) in an appropriate scheme. Suffice to say that just an undercoat is not good enough.
- Weapons, armour options and upgrades chosen from the army list must be shown on the majority of the models in a unit. You may use converted miniatures to represent troop types that are not yet available. Remember WYSIWYG is required.
- **All models used in an army must be Games Workshop or Forge World models.**
- Any models required for summoning or similar abilities must conform to the above requirements.
- Any and all models not conforming to the restrictions above will be asked by the Judges to be removed from play.
- The Invisibility psychic power will be changed as follows – Enemy units attacking a unit affected by this blessing count as WS and BS 1. Ignore all other text.
- Armies of the Imperium may select an Imperial Assassin (found in War Zone Damocles: Mont’Ka) as their Elite choice
- Armies of the Imperium may select a single unit of Legion of the Damned (found in the Dataslate) as their Elite Choice
- Armies of the Imperium may select an Inquisitor (found in the Digital Codex) as their HQ choice.
- An army chosen from Codex Skitarii must select an Inquisitor (Digital Codex) or a Tech-Priest Dominus (Cult Mechanicus Codex) as their required HQ. Note the tech priest will count as Faction: Skitarii for the purposes of the army special rules.
- An army chosen from Codex Harlequins must select a Shadowseer, Death Jester or Solitaire as their required HQ.
- All units that are selected must, if the option is available, add at least one model with the character rule if possible.
- All models with the character or independent character rule **MUST** always issue challenges and **MUST** always accept challenges where ever possible.

EVENT FORMAT

The tournament will consist of 4 games played over a single day. Round 1 will be randomly allocated while rounds 2 through to round 4 will see players matched against opponents who have generated similar scores in the Generalship category thus far in the event.

RECOMMENDED READING

The following rules will be used this year and are recommended reading for all competitors:

- The most recent Warhammer 40,000 Q&As and rules errata documents, available at: <http://www.games-workshop.com/en-AU/Rules-Errata>
- The Australian 40k FAQ available at: <http://www.australasianteamchallenge.com/AUSNZFAQ/>

SCENARIOS

Later in this pack you will find the 4 missions you will be playing for the event. These missions are more complex than the core rule book missions so players should make themselves familiar with the objectives and scoring system for each round.

Scenarios will incorporate those found in the Warhammer 40,000 Rulebook from the Eternal War and Maelstrom missions.

The referees will do their best to ensure that all players are matched on 6 different tables during the course of the event though this cannot be guaranteed

TIME KEEPING

Players will have 1 and 1/4 hours per round to complete their games, including setup time. Part of the challenge of the tournament is making tactical decisions under pressure, so games should be played at a reasonably quick pace. Don't wait until it's your turn to consider your next moves!

TERRAIN

Games are played on a 4'x4' table.

Scenery for each battle will have been set up by the referees and may not be moved or changed in any way.

Mysterious terrain will not be used at this event.

SCORING

At the end of each game, both players will be required to fill in a scorecard to log the results of the game. Please hand this in to the front desk as soon as possible after the game so that the referees can keep the event running on time.

Game results:

On this part of the scorecard you will be required to note down the result and each player's total victory points for the game. Players will earn tournament Generalship points according to the margin of victory as follows:

Difference in Mission Points	Generalship Points	
	Player 1	Player 2
0	10	10
1-2	11	9
3-4	12	8
5-6	13	7
7-8	14	6
9-10	15	5
11-12	16	4
13-14	17	3
15-16	18	2
17-18	19	1
19+	20	0

SPORTSMANSHIP

Players are to speak in English only and are expected to conduct themselves with proper decorum. As such, should a player be judged to be behaving inappropriately during the event, they will be initially banned from the gaming room for the remainder of the current round and will forfeit their game as a result with the maximum 20 points going to their opponent.

Should a player be asked to leave twice, they will forfeit the remainder of the games, will be asked to not return and will be banned from future Objective Secured events.

If you have concerns about a player during or after a game – please notify a referee.

REFEREES

During each round, the event referees will be doing the rounds so ensure that games are progressing smoothly and will be available should help be needed. Remember though, that your first point of call for any question should be the rulebook, relevant army book, Q&A / errata document or this pack.

If you really need a referee to sort out a rules question, then you are free to call one over, and our referees may intervene if they see an argument brewing.

The referee's decision will be final and no discussion will be entered into during the event.

SPECIAL THANKS

Special thanks are needed for all the support the following people and organisations have provided in getting this event up and running for the players of WA.

Emma Basc – My greatest supporter

Mitch Byrne, Pete Platell, Richard Owen & Brett Warhurst – my playtesters and voices of reason

Games Workshop Fremantle for the venue and support

All the volunteers who helped support me in this process and will do doubt help set up and pack up on the weekend.

WINNING Slay the Warlord

The winner of Slay the Warlord 2016 will be the player who scores the most points in the Generalship category. In addition to the overall winner we will also give out a number of other awards, which will be announced at the closing ceremony.

GENERALSHIP

(0 – 80 points)

The most critical to winning the event. The procedure for working out the Tournament points for Generalship is quite simple. We expect you (the players) to work out the points for each battle and record them on your Tournament scorecard (which will be provided each round).

Work out your mission points as per the mission objectives, remembering to include any scenario specific bonuses. The guide for converting these to Tournament points is included in this pack. Decide what degree of victory has been attained – Generalship points are awarded depending on the degree of victory - and fill these in appropriately.

In the case of a tie, a countback will be completed to separate the scores in the following order

1. Total Warlords Killed in a challenge
2. Total Characters Killed in a challenge
3. Total Maelstrom points Scored

AWARDS

During the closing ceremony, we will be presenting 3 major awards, as well as several minor awards. The major categories are:

- **The Warlord (Overall winner)**
- **The Assassin (Most warlords killed in a challenge)**
- **The Champion (Most characters killed in a challenge)**

Players will only be eligible for a single award each with priority in order of the above.

RESULTS

Event results will be available to players on the Objective Secured website and Facebook Page as well as a full listing being uploaded to WestGamer shortly afterwards with the event coverage.

Player 1 - Name	Player 2 - Name
Event Points	Event points
Primary	Primary
Secondary	Secondary
Tertiary	Tertiary
GAME NUMBER	
TABLE NUMBER	

Players Names should include surnames to avoid mix ups with other players

Event points is how many tournament points you have scored

Primary is the primary mission score

Secondary is the secondary mission score

Tertiary is the tertiary mission score

Game number is the round in which you played this game

Table number is the table on which you played your game

Slay the Warlord 2016 - Mission Pack

Each mission will have one of the following Maelstrom of War Missions' Primary Objectives (ie. Cleanse and Control, Contact Lost, Tactical Escalation, the Spoils of War, Cloak and Shadows, and Deadlock). These missions are slightly varied to suit tournament play:

1. When a player draws a card that is impossible to score **at any point during the game**, they may discard that card and then draw a new card.
2. Players may use either the GG cards from the rulebook, or the army specific cards for their chosen army. You **MUST** make your opponent aware of which deck you are using and show your opponent the G codex specific cards if you chose to use this deck.
3. Mysterious objectives and Mysterious terrain will **NOT** be used.
4. Should you destroy the entirety of your opponents forces (table them) you will automatically score the full 20-0 win.

In every mission players will place G objectives. Players will alternate placing objectives just like they would normally.

Total your score for Maelstrom of War – this is your **PRIMARY MISSION** when completing the score card.

Every mission will be using a variation of the Eternal War mission - Purge the Alien. This mission is called Assassins. You will score 1 kill point for every enemy character killed in a challenge.

Total your score for Assassins – this is your **SECONDARY MISSION** when completing the score card.

Each mission in addition will also have the Slay the Warlord objective. This objective may only be scored by slaying the warlord in a challenge.

If you kill your opponent's warlord in a challenge – you will score 2 points and this is your **TERTIARY MISSION** when completing the score card.

After adding up each players victory points, consult the table below:

VP Differential In Favour of Player	Game Points Player Score	Game Points Opponent Score
0	10	10
1-2	11	9
3-4	12	8
5-6	13	7
7-8	14	6
9-10	15	5
11-12	16	4
13-14	17	3
15-16	18	2
17-18	19	1
19+	20	0

Mission 1:

Maelstrom of War: Cleanse and Control:

- Each Player generates 3 Tactical Objectives at the start of their first turn.
- If at the start of a player's turn, they have fewer than 3 Active Tactical Objectives, they must generate a number of new Tactical Objectives until they have 3.

Deployment:



Players roll for sides. The player who scores highest selects the table edge. His opponent gets the opposite table edge.

Players may deploy up to 12\"

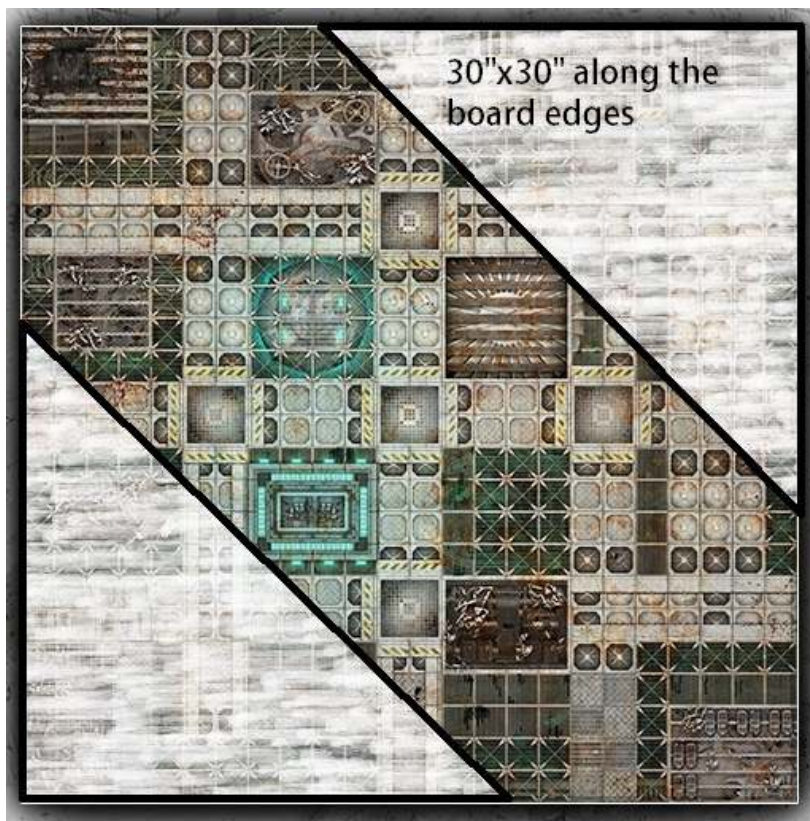
Mission 2:

Maelstrom of War: Deadlock.

- Each player generates 6 Tactical Objectives at the start of their first turn.
- If at the start of their turn a player has more tactical objectives than the table below, they must discard Tactical Objectives to reach the correct number, if they have fewer then they must generate new Tactical Objectives to reach the correct number.

Turn Number	1	2	3	4	5	6	7
Max# of Tactical Objectives	6	5	4	3	2	1	1

Deployment:



Players roll for sides. The player who scores highest selects a table edge as their side. His opponent gets the opposite side. Reserves will enter from these table edges while outflanking units will enter from the remaining 2 sides.

The player who won the roll off now selects a corner on his table edge. Draw a triangle along the board edges with each edge being 30\" long. His opponent gets the opposite corner.

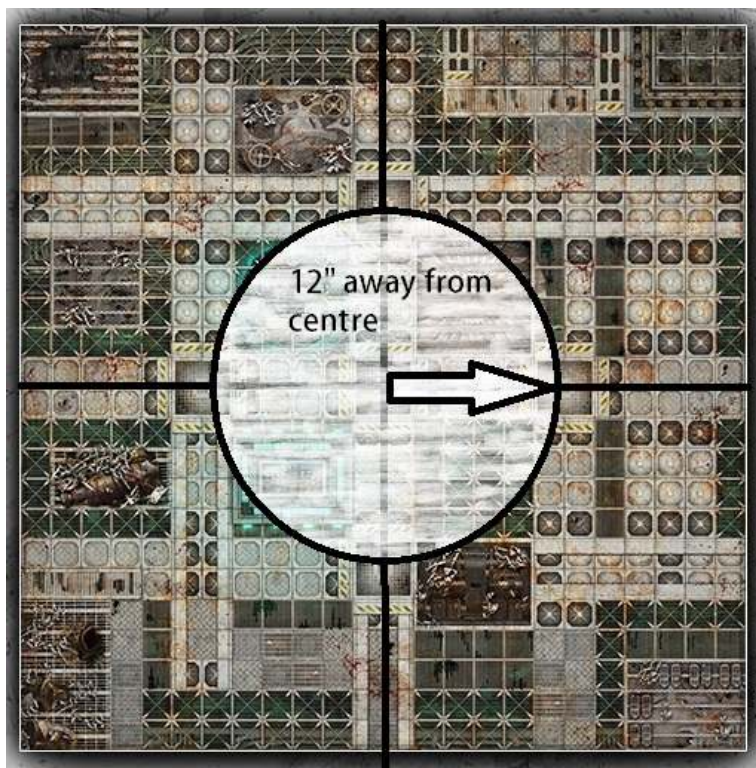
Players may deploy anywhere within this triangle.

Mission 3:

Maelstrom of War: Cloak and Shadows.

- Each player generates 3 Tactical Objective at the start of their first turn.
- If at the start of a player's turn, they have fewer than 3 Active Tactical Objectives, they must generate a number of new Tactical Objectives until they have 3.
- Secret Orders: When you generate your Tactical Objectives, keep them secret to your opponent. Reveal Tactical Objectives only when achieving them.

Deployment:



Divide the table into 4 quarters.

Players roll for sides. The player who scores highest selects a quarter of the table. His opponent gets the opposite quarter.

Players may deploy anywhere within this quarter but must be at least 12" away from the centre of the table. Reserves will enter from anywhere along the board edges of their deployment quarter unless a special rule allows them to do otherwise.

Mission 4:

Maelstrom of War: Tactical Escalation

- Each player generates or discards Tactical Objectives at the start of their turn to bring their number of Active Tactical Objectives to current turn number, so 1 on Turn 1, 2 on Turn 2, etc.

Deployment:



Players roll for sides. The player who scores highest selects the table edge. His opponent gets the opposite table edge.

Players may deploy up to 12" onto the table from their edge. Reserves will enter from their own table edge unless a special rule allows them to do otherwise.