



Presents

**LINE
BREAKER
2016**

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 3, Line Breaker!

The 4th event of the 2016 series – Line Breaker. This event is a single day event designed to foster the community outside of the Perth metropolitan area by engaging with the local players of Albany in a more casual environment with some fun and characterful lists in a variety of scenarios.

Venue and Cost

Line Breaker is being held on Saturday the 21st of May 2016 at the Gilcreek Scout Camp – Corner of South Coast Highway and Norwood Road in Albany. Tickets are \$70. This price includes 2 nights stay in the communal dorm located at the venue (Friday and Saturday Night). 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 **TWO 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 21st May 2016

8.30am	Earliest entry and check-in
8.45am – 9.00am	Tournament briefing
9.00am	Round #1 begins
11.00am	Round #1 ends
15 Minute Break	
11.15am	Round #2 begins
1.15pm	Round #2 ends
1.15am – 2.00pm	Lunch break

At this time, all players will be asked to set up their armies for the Painting judging.

2.00pm	Round #3 begins
4.00pm	Round #3 ends
15 Minute Break	
4.15pm	Round #4 begins
6.15pm	Round #4 ends
6.30pm	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. They must also keep a respectful distance from the table edge to allow the players room to move around. Anyone failing to follow these guidelines will receive a warning, and then will be asked to leave the room if they fail to comply.

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 ROSTER

At least two weeks 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 and be an entry point into the tournament series, players should build armies that are fun and reflective of the 40k (and 30k) 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.

ARMY SELECTION

No more than 1750 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 Monday 2nd May 2016 will be used.
- Army lists **MUST** be battle forged.
- You may select up to 3 detachments to form your army.
- A single Lord of War, Super Heavy Vehicles and Gargantuan Creatures may be used
- Fortifications of all kinds may be used
- Complex detachments (consisting of multiple formations) count as 2 detachments.
- 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 and rules **MAY** be used following their most current rules
- ForgeWorld models conforming to the correct base size and general shape may be used to represent entries from the relevant army list
- Any units selected from ForgeWorld must come from one of the following books. You **MUST** have a copy for your opponent to view if you wish to use these rules.
 - Imperial Armour – The Siege of Vraks
 - Imperial Armour Volume one, second edition
 - Imperial Armour Volume two, second edition
 - Imperial Armour Volume three, second edition
 - Imperial Armour Volume twelve
 - Imperial Armour – The Doom of Mymeara, second edition
 - Imperial Armour Volume thirteen
 - Imperial Armour Volume four, second edition
 - Imperial Armour Aeronautica
 - The Horus Heresy – Mechanicum
 - The Horus Heresy – Legiones Astartes Crusade
 - The Horus Heresy – Isstvan Campaign Legions
 - The Horus Heresy – Book 4
 - The Horus Heresy – Book 5
 - The Horus Heresy – Book 6
- 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.
- The majority of models used in an army must be Games Workshop models. Models from other companies that clearly represent entries from the relevant codex may be used as long as they are in the minority, **but must be checked by a Judge first.**
- 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.
- Weapons with the destroyer rule replace the result of a 6 on the chart with 1d3+3 wounds/hull points rather than the 1d6+6 written.
- Stomp results of a 6 are replaced with a 6 result from the destroyer chart
- All allies that are normally considered Battle Brothers are treated as Allies of Convenience. Other allies are unaffected.
- The Grimoire of True Names from Codex Daemons may not rerolled when activated should the dice roll fail.

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/>

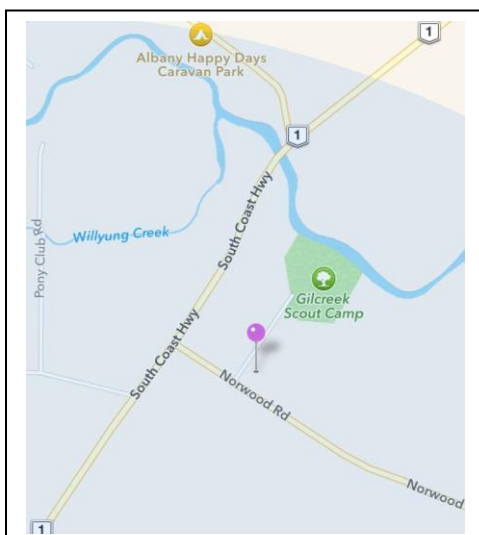
SCENARIOS

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

VENUE



TERRAIN

Games are played on a 6'x4' table.

Scenery for each battle will have been set up by the referees and may not be moved or changed in any way. Where possible, will provide side tables for any army cases, books & gaming tools to eliminate the temptation to shift scenery around and make room for them.

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+ (or tabling)	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

Sam and Ben from Albany Wargamers for their support

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

TIME KEEPING

Players will have 2 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!

WINNING LINE BREAKER

The winner of Line Breaker 2016 will be the player who scores the most points in the combined categories of Generalship, Painting and Sportsmanship as described below and has not received a warning in regards to their sportsmanship. 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 important category and the one 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 mission points scored across all categories combined
2. Total mission points scored against the Mission Objective 1.
3. Highest Sportsmanship Score.

PAINTING

(0-12 points)

The painting standard of your army will be rated by a judge using a checklist form (sample found below). Judges will be considering the painting techniques used, colour selection, basing details and overall army appearance when scoring.

Using bought or borrowed armies:

It's not uncommon now for players to use armies that include miniatures which they haven't painted themselves. Whilst we would prefer this wasn't the case, you are permitted to do so. However, we do want to ensure that the "Best Painted" awards go to the players who did paint their armies themselves and for this reason you'll be asked to indicate to the Judges whether you painted the entire army yourself or if someone else helped. Therefore whilst bought or borrowed armies will still allow you to compete for generalship, they will be ineligible for any painting awards.

PAINTING SCORE CARD

Standard (6)

- Is the entire army painted to at least a 3 colours per model? **(2)**
- Is the army "finished" (ie. all models are fully painted, irrespective of quality)? **(2)**
- Have the bases been finished? **(1)**
- Does the army "look" like an army (consistent colour scheme and/or style)? **(1)**

Advanced (6)

- Have the details been painted (eyes, equipment pouches etc)? **(1)**
- Shading/highlights used on the army? **(1)**
- Does the general and/or centrepiece model(s) stand out? **(1)**
- Has any freehand work / battle damage / transfers been applied? **(1)**
- Has part of the army been converted? **(1)**
- Extra effort put into the bases? **(1)**

SPORTSMANSHIP

(0-8 points)

This category is included to encourage players to take part in the tournament in the right spirit. Obviously, we deplore rude or unsporting behaviour and we hope that the award available for being a sporting and friendly opponent will discourage players from even thinking of acting in this manner.

At the end of your last game you will have an additional score card to complete – ranking your games for the day. The player with the most votes for Best Game will be awarded the Sportsmanship award.

In the event of a tie, a countback will be conducted against the player's generalship scores with the highest score receiving the award. Winning while being a sporting player is a true show of sportsmanship!

AWARDS

During the closing ceremony, we will be presenting 4 major awards, as well as runners up and several minor awards. The major categories are:

- **The Trail Blazer (Overall)**
- **The Path Finder (Generalship)**
- **The Artist (Best Painted)**
- **The Noble (Sportsmanship)**

Players will only be eligible for a single award each with priority given to Best Overall, Generalship, Sportsmanship & Painting (in that order).

RESULTS

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

Sample Game Score Card

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 the score out of 20 from the Victory Point chart for each player

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 you played

LINE BREAKER 2016 - Mission Pack

Each mission will have one of the Eternal War Missions' Primary Objectives. These missions may be slightly varied to suit tournament play.

Each mission will also have one of the Maelstrom of War Missions' Primary Objectives. These missions may also be 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 only score a **maximum of 2 cards per turn**.
3. Players must use only the 66 cards from the rulebook, and not Codex Tactical Cards.
4. Should you destroy the entirety of your opponents forces (table them) you will automatically score the full 20-0 win.

You will notice that Purge the Alien was not listed in the Eternal War Missions above, that is because every mission is using it. At the end of the game each player counts the number of kill points they have achieved from their opponents force, including units created during the game via mechanisms such as Conjuring, the Portaglyph, and others.

Each mission in addition will also have the standard secondary objectives, Slay the Warlord, First Blood and Linebreaker.

In every mission with the exception of the Relic (which will be explained in its own mission sheet) players will place 6 objectives. This is regardless of how many objectives are being used in the Eternal War Mission. Players will alternate placing objectives just like they would normally, however the first X number of objectives placed will relate to the Eternal War missions (the others being ignored) and all objectives will be used for the Maelstrom of War missions.

Mysterious objectives will not be in play for all missions.

Night Fighting may be rolled for as per the rule book.

Total your score for the Eternal War mission as well as the objectives slay the warlord, first blood and line breaker – this is your **PRIMARY MISSION** when completing the score card.

Total your score for the Maelstrom of War mission - this is your **SECONDARY MISSION** when completing the score card.

Total your score for the Purge the Alien mission – 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:

Objective #1: Eternal War: Big Guns Never Tire – 5 Objectives (3 Victory Points Each).

- At the end of the game, each Eternal War Objective is worth 3 Victory Points to the player that controls it.
- In addition, at the end of the game, each player receives 1 Victory Point for each enemy Heavy Support unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission.

Objective #2: 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.

Objective #3: Kill Points:

- At the end of the game each player counts the number of kill points they have achieved from their opponents force, including units created during the game via mechanisms such as Conjuring, the Portaglyph, and others.

Secondary Objectives: Slay the Warlord, First Blood and Linebreaker.

Deployment: Dawn of War.

Example Results:

Player 1:	Player 2:
Scores 4 Objectives from Objective #1 [12vps]	Scores 1 Objective from Objective #1 [3vps]
Killed 2 Heavy Support Units [2vps]	Killed 1 Heavy Support Unit [1vp]
Achieved 9VP from Tactical Objective Cards, Objective #2 [9vps]	Achieved 6VP from Tactical Objective Cards, Objective #2 [6vps]
Obtained 4 kill points [4vps]	Obtained 8 kill points [8vps]
Achieved First Blood and Line Breaker [2vps]	Achieves Slay the Warlord [1vp]
Total: 29vps	Total: 19vps
Difference of 10 Victory Points	
Game Points: 15	Game Points: 5

Mission 2:

Objective #1: Eternal War: The Relic (6 Victory Points).

- Place all 6 Maelstrom Objectives, and then place the Relic. This is the only mission where you should start with 7 markers on the table instead of 6.
- Remember the Relic is an Objective in all respects and can be contested as such.

Objective #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

Objective #3: Kill Points:

- At the end of the game each player counts the number of kill points they have achieved from their opponents force, including units created during the game via mechanisms such as Conjuring, the Portaglyph, and others.

Secondary Objectives: Slay the Warlord, First Blood and Linebreaker.

Deployment: Dawn of War.

Example Results:

Player 1:	Player 2:
Scores the Relic Objective from Objective #1 [6vps]	Does not score the Relic Objective from Objective #1 [0vps]
Achieved 11VP from Tactical Objective Cards, Objective #2 [11vps]	Achieved 4VP from Tactical Objective Cards, Objective #2 [4vps]
Obtained 2 kill points [2vps]	Obtained 8 kill points [8vps]
Achieved First Blood and Line Breaker [2vps]	Achieves Slay the Warlord [1vp]
Total: 21vps	Total: 13vps
Difference of 8 Victory Points	
Game Points: 14	Game Points: 6

Mission 3:

Objective #1: Eternal War: Crusade – 4 Objectives (3 Victory Points Each).

Objective #2: 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.

Objective #3: Kill Points:

- At the end of the game each player counts the number of kill points they have achieved from their opponents force, including units created during the game via mechanisms such as Conjuring, the Portaglyph, and others.

Secondary Objectives: Slay the Warlord, First Blood and Linebreaker.

Deployment: Vanguard Strike.

Example Results:

Player 1:	Player 2:
Scores 2 Objectives from Objective #1 [6vps]	Scores 1 Objective from Objective #1 [3vps]
Achieved 7VP from Tactical Objective Cards, Objective #2 [7vps]	Achieved 6VP from Tactical Objective Cards, Objective #2 [6vps]
Obtained 2 kill points [2vps]	Obtained 12 kill points [12vps]
Achieved First Blood and Line Breaker [2vps]	Achieves Slay the Warlord [1vp]
Total: 17vps	Total: 22vps
Difference of 5 Victory Points	
Game Points: 7	Game Points: 13

Mission 4:

Objective #1: Eternal War: The Scouring – 6 Objectives (Modified Victory Points Each).

- Each player places 3 objectives, worth 1VP, 2VP and 3VP in secret (write down which is worth what). Before Seizing the Initiative reveal the objective values to your opponent.
- In addition, at the end of the game, each player receives 1 Victory Point for each enemy Fast Attack unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission.

Objective #2: 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.

Objective #3: Kill Points:

- At the end of the game each player counts the number of kill points they have achieved from their opponents force, including units created during the game via mechanisms such as Conjuring, the Portaglyph, and others.

Secondary Objectives: Slay the Warlord, First Blood and Linebreaker.

Deployment: Hammer and Anvil.

Example Results:

Player 1:	Player 2:
Scores a 2 and a 3 Objective from Objective #1 [5vps]	Scores a 1, a 2 and a 3 Objective from Objective #1 [6vps]
Killed 2 Fast Attack Units [2vps]	Killed 1 Fast Attack Unit [1vp]
Achieved 9VP from Tactical Objective Cards, Objective #2 [9vps]	Achieved 6VP from Tactical Objective Cards, Objective #2 [6vps]
Obtained 4 kill points [4vps]	Obtained 8 kill points [8vps]
Achieved First Blood and Line Breaker [2vps]	Achieves Slay the Warlord [1vp]
Total: 22vps	Total: 22vps
Difference of 0 Victory Points	
Game Points: 10	Game Points: 10