



Presents

**LINE  
BREAKER  
2017**

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

## HOW THE OBJECTIVE SECURED EVENT SERIES WORKS

The 2017 Objective Secured event series is a sequence of events that run during the 2017 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, Line Breaker!

The 2<sup>nd</sup> event of the 2017 40k 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 the 4<sup>th</sup> to the 6<sup>th</sup> of March 2017 at the Gilcreek Scout Camp – Corner of South Coast Highway and Norwood Road in Albany. Tickets are \$75. This price includes 2 nights stay in the communal dorm located at the venue (Saturday and Sunday Night). Note that tickets are non-refundable but are transferable.

### EVENT 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 7<sup>th</sup> edition rules. You will have no more than **Three and a half Hours per game**.

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 event database.

### ABOUT THIS RULES PACK

This pack contains the full event 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](http://www.objectivesecured.com.au)

### CONTACTS

If you have any questions about the event, then either e-mail: [obsec@optusnet.com.au](mailto:obsec@optusnet.com.au) or post your questions on the event facebook page 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!

## WEEKEND INFO

### Saturday 4<sup>th</sup> March 2017

6.30pm	Tournament briefing
7.00pm	Game 1 Starts
10.30pm	Game 1 Ends

### Sunday 5<sup>th</sup> March 2017

9.00am	Game 2 Starts
12.30pm	Game 2 ends
12.30-1.30pm	Lunch break

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

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1.30pm	Game 3 Starts
5.00pm	Game 3 Ends
6.00pm	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

#### 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 a player at random. No player will be asked to have more than 1 Bye Round.

# ARMY ROSTER

MULTIPLE ARMY LISTS ARE ALLOWED!

Please be aware that we don't expect you to stick to the same army all weekend. You are welcome to bring a variety of armies and units and change between games (staying on the same faction – loyal or traitor – is required however).

The only stipulation is that you stick to the points values set down in each game.

Please bear in mind should you wish to qualify for the Praetorian award, you must use the same specific faction all weekend.

# ARMY SELECTION

## The Flex System

At this event, the minimum size for your army is 2500 points, but, if you happen to have more than that, bring it along and IF your opponents are up for it, you can play a larger game of UP TO 3500 points.

In general, you should expect to play 2500 point games and anything larger than that is a bonus. You should write a separate army list for 2500, 3000 and 3500 points. This will allow you to easily flex your choices between games to suit.

In addition, the following points will apply for armies:

- All Warhammer 40,000 Horus Heresy publications from Games Workshop including Black Library, White Dwarf and Forge World may be used
- Publications must be available at least 2 weeks prior to the event to be included in the above.
- All relics, force organisation charts, fortifications and legendary characters may be used by players.
- The Escalation, Death from the Skies and Apocalypse supplements and their contents may not be used.
- 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.
- While we would prefer the majority of models used in an army be Games Workshop models, models from other companies that clearly represent entries from the relevant codex may be used as long as they are **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.
- Legendary characters will counted as unique not just for a player – but per faction! The primarchs a singular beings and having them on multiple tables is not what we want to see. As such, should you wish to select ANY NAMED CHARACTER – please notify the organisers via email at [obsec@optusnet.com.au](mailto:obsec@optusnet.com.au) – this is a first in best dressed scenario. It is expected that the player will use this/these models in every game – please don't select a character and then not use them!

The Age of Darkness supplements list a series of extra rules which are used in the Horus Heresy game system. For clarity sake – below is a complete list of the standard rules you can expect to be used.

- Age of Darkness Scoring and Denial units
- Lords of War in Battles in Age of Darkness Games (updated rules)
- The Battles in the Age of Darkness Force Organisation Charts and Alternative Charts\*

\*Please note that this DOES NOT include the leviathan chart. We really like titans but fielding more than a single lord of war means games tend to be quite one sided and end quickly one way or the other. As such, this chart will not be allowed.

# EVENT FORMAT

## RECOMMENDED READING

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

- The most recent Warhammer 40,000 Q&As and rules errata documents available at: <https://www.games-workshop.com/en-AU/Rules-Errata?requestid=17955538#40k-errata>
- The Australian 40k FAQ available at: <http://www.australasianteamchallenge.com/AUSNZFAQ/>
- The relevant Forge World FAQs available at: <https://www.forgeworld.co.uk/en-AU/Downloads#horushersey>

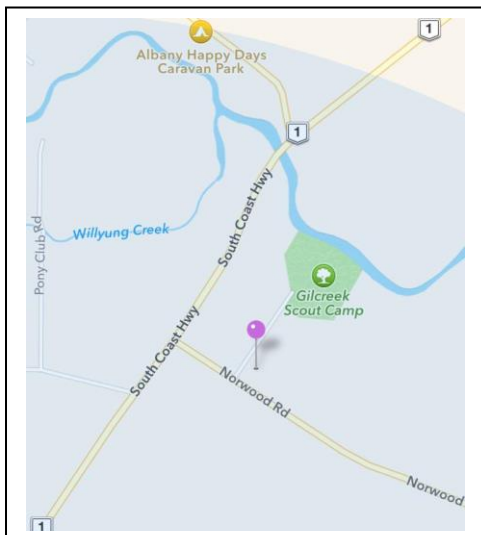
## SCENARIOS

Later in this pack you will find the missions you may be playing for the event. These missions are linked missions following the story of the war on the planet of ALBANYIA. As the war rages, the outcomes of each round will change the way the story evolves.

The scenarios that will be used are those found in the Forge World Horus Heresy books.

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 as follows:

**Winning the Game: 3 Event Points**

**Drawing the Game: 1 Event Point**

**Losing the Game: 0 Event Points**

**Scoring double the points of your opponent in a game: 1 Bonus Event Point**

### **Sportsmanship**

All players will receive a sport score card at the start of the event – this card should be filled in as you play games with your opponents name and details. At the end of game 3, complete the card by listing your opponents for the weekend in order of your favourite games. Players receive 3 points for being voted favourite opponent and 1 point for being voted runner up favourite opponent.

# 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 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 3 ½ hours per round to complete their games, including setup time.

## WINNING LINE BREAKER

Horus Heresy events are much more about recreating events in the vibrant (or should I say grim dark!) setting of the age of darkness than simply winning games.

There will be 2 victors (Loyalist or Traitor) – the players who score the most points in the combined categories of Generalship 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 – 16 points)

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

Work out your mission points as per the mission objectives, remembering to include any scenario specific bonuses. Total this up and write it on the score card. You also need to indicate a win, draw or loss.

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

1. Highest Sportsmanship Score.

## PAINTING

Fully painted armies are awesome to see on the tabletop and we ask that every model is fully painted and based for this event.

If you have a model (or 2...) which is unfinished, we will politely ask you to remove it from the table as we are obliged to protect the experience of every participant – we all want to play against fully painted armies and this event is designed to give every player the opportunity to do just that.

This standard will also apply to any model summoned/spawned or otherwise created during play.

The Painting Award will be determined by player vote. At lunch time, all players are asked to set up their army for the other players to vote on. When voting, players should consider the painting techniques used, colour selection, basing details and overall army appearance when scoring.

The player who receives the most player votes will be awarded the Painting award.

### 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.

## SPORTSMANSHIP

### (0-12 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 Artist (Best Painted)**
- **The Praetor (Loyalist Overall)**
- **The Praetor (Traitor Overall)**
- **The Diplomat (Sportsmanship)**

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

## 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 Objective Secured shortly afterwards with the event coverage.

# LINE BREAKER 2017 – MATCH UPS

At the start of each round, a player from each faction will be randomly named as the Commander for the round. No player can be commander more than once.

The commanders dice off for priority (highest wins). The commander who won the roll selects a player from their faction and that player then selects an opponent from the opposing faction. The opponent selects the table they play on.

Once this is complete the roles reverse. This process is completed until all players are matched. Players should endeavour to play a different opponent each round but it is not required if both players consent.

Players may select the force they use for the mission once they have been allocated an opponent.

# LINE BREAKER 2017 – MISSIONS

Unlike normal events, Horus Heresy Line Breaker 2017 will be using missions drawn from the rich and varied range of options from the latest forge world publications.

These missions have been selected to create a variety of challenges for players and give the right feel for the weekends play –to create a narrative of events.

In the event that a mission specifies an Attacker/Defender – determine who is the attacker and defender BEFORE deciding on the force you are going to use. Take advantage of the flex system!

## MISSION 1

Tide of Carnage – Horus Heresy Book 5, page 168

Deployment – Dawn of War

## MISSION 2

The Noose – Horus Heresy Book 6, page 185

Deployment – Vanguard Strike

## MISSION 3

Hunter/Hunted – Horus Heresy Book 6, page 180

Deployment – Dawn of War