Presents

The

Western Australian Team Challenge 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 the Western Australian Team Challenge 2016!

The third event for the 2016 event series – the WATC! This event is a single day event designed to give the WA 40k community a taste for the team events that have proven so popular both at a national and international level. This is a great stepping stone for preparing for these larger events as well! Teams of 4 will fight it out to take away the trophy for the first annual Team Challenge!

Venue and Cost

The WATC is being held on Sunday the 10th of April 2016 at the South Perth Community Centre – the Corner of Sandgate St and South Terrace in South Perth. Tickets are $140 per team of 4. Note that tickets are non-refundable but are transferable.

TOURNAMENT STRUCTURE

Your team will participate in a series of games, each against a different team. 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, teams with the highest generalship points will play each other, the teams with the 3rd & 4th highest scores will play each other, 5th & 6th and so on. The only exception is that your team can never play the same team 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 teams in this manner, we can be sure that the winning team of the tournament will have faced the toughest opposition along the way.

During the round, each teams captain will be given a results scorecard. Once you've finished your games, the captain must fill in the card and then hand it in at the front desk. Your teams 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!

Sunday 10th April 2016

8.00am	Check-in & Briefing
8.20am	Match Ups Round 1
8.30am	Round #1 begins
10.30am	Round #1 ends
15 Minute Break	
10.45am	Match Ups Round 2
10.55am	Round #2 begins
12.55pm	Round #2 ends
40 Minute Lunch break	
1.35pm	Match Ups Round 3
1.45pm	Round #3 begins
3.45pm	Round #3 ends
15 Minute Break	
4.00pm	Match Ups Round 4
4.10pm	Round #4 begins
6.10pm	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.

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 Bye

While unlikely, in the event of a Bye round, this will be allocated to the team with the lowest Generalship points (randomly in game 1). They will automatically receive a draw for this round with a score of 45. No team will be asked to have more than 1 Bye Round.

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 teams matched against opponents who have generated similar scores in the Generalship category thus far in the event.

ARMY ROSTER

The team captain must submit a copy of your teams 4 army rosters for the Judges no later than Friday the 25th of March 2016. You may submit the lists 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 rosters, which you should keep with you when you are playing. All copies of the rosters 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.

Team rosters will be published one week prior to the event for all teams to view and make plans for!

ARMY SELECTION

No more than 1500 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 25th March 2016 will be used.
- Army lists MUST be battle forged.
- Army lists may only include a maximum of 3 detachments.
- Formations of any kind may be used and count as a single detachment each with the exception below
- Complex Detachments which consist of multiple formations (such as the Necron Decurion) count as using 2 of the allowed detachments.
- The Escalation and Apocalypse supplements and their contents may not be used.
- Forgeworld and Imperial armour supplements 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.
- 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.
- Each codex may only be used once per team by a single player
- Once a codex is selected by a player – this codex may be used freely (up to the detachment limit).
- Any unit labelled as Unique may only be used once per team
- Each player, regardless of detachment type, may only include a single lord or war. Each lord of war will count as unique.
- Captains will be given 1 week after lists are due to make "**Mandatory Corrections**" to their list at no penalty. Such Mandatory Corrections will be those that make a list illegal. Changes to these lists start by removing units that make the list illegal. Only points gained from removing models may be used to correct the list. Any previous points unused (for example an army list that was 1845 points) must remain unused. Additions must be made in the following order:
  1. Adding units to the same Battle Field Role and Detachment as the removed units, or adding wargear options to any existing units (not including purchasing dedicated transports).
  2. If the above is not an option, the points may be used to purchase additional troops for the detachment in question.
  3. If the above is still not an option, the points may be used to purchase additional troops for any detachment.
- Any wargear that has a zero (0) cost must be listed on the army lists or the default wargear must be used regardless of WYSIWYG.

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 4 different tables during the course of the event though this cannot be guaranteed

TIME KEEPING

Teams will have 10 minutes at the start of each round to complete the match up process (detailed later in this pack).

After the match ups are complete - Players will have two (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!

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.

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

The 2016 ATC Team 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.

WINNING the Western Australian Team Challenge

The winner of WATC 2016 will be the team who scores the most points in the event.

GENERALSHIP
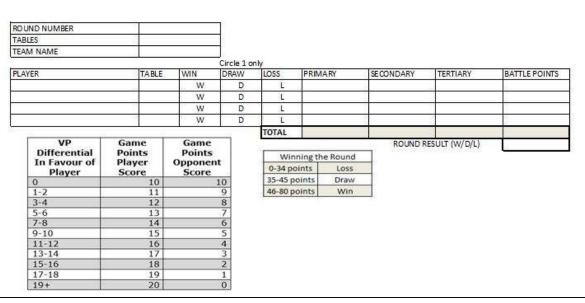
(0 – 320 points per team)

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 points scored on Primary Objectives
2. Total points scored on Secondary Objectives
3. Total points scored on Tertiary Objectives

Below is the team score card you will use each round. The captain is required to complete the card and hand it in on behalf of the team for the organiser to apply the scores.

ROUND NUMBER	
TABLES	
TEAM NAME	

PLAYER	TABLE	WIN	DRAW	LOSS	PRIMARY	SECONDARY	TERTIARY	BATTLE POINTS
		W	D	L				
		W	D	L				
		W	D	L				
		W	D	L				
				TOTAL				

ROUND RESULT (W/D/L)

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

Winning the Round	
0-34 points	Loss
35-45 points	Draw
46-80 points	Win

Round Number – the round in which the games were played (1-4)

Tables – The 4 tables used for the games

Team Name – our teams name!

Each row of the scores needs to be completed – 1 per player. Enter the player name and the table they played on. Circle the game result and enter the points they scored for each of the Primary, Secondary and Tertiary objectives.

Work out the Battle points for the game for that player and enter this in the final column.

When all 4 games are complete – tally the primary, secondary and tertiary objectives as well as the battle points and enter them in the grey row.

Look at the total battle for the team and compare it to the 'Winning the Round' table. Enter Win/Draw/Loss in the final box below the battle points total.

WATC 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 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**