



Presents

**WESTERN
FRINGE
2016**

On the pages that follow you'll find details of how this event 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 FRINGE! A Horus Heresy Event

The 5th event of the 2016 series – is a 2 day narrative event – focusing on the Horus Heresy. This event is a 2 day event aimed at recreating some of the biggest moments from the Horus Heresy using the Forge World rules. Traitor's vs Loyalists, sides will be drawn, blood will be shed and demi gods will walk the battlefield again!

Venue and Cost

Western Fringe is being held on Sunday the 11th and 12th of June 2016 at the South Perth Community Centre – the Corner of Sandgate St and South Terrace in South Perth. Tickets are \$65. 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 7th edition rules. You will have no more than **THREE Hours per game**. The first round of the event will be drawn at random while in the following 5 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.

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 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 11th June 2016

8.00am	Earliest entry and check-in
8.15am – 8.30am	Tournament briefing
8.30am	Round #1 begins
11.30am	Round #1 ends
11.30am – 12.15pm	Lunch break

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

12.15am	Round #2 begins
3.15pm	Round #2 ends
15 Minute Break	
3.30pm	Round #3 begins
6.30pm	Round #3 ends

Sunday 12th June 2016

7.45am	Earliest entry and check-in
8.00am	Round #4 begins
11.00am	Round #4 ends
11.00am – 11.45pm	Lunch break
11.45am	Round #5 begins
2.45pm	Round #5 ends
15 Minute Break	
3.00pm	Round #6 begins
6.00pm	Round #6 ends
6.15pm	Awards Ceremony

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 win result 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 points (overall) per day overdue

When submitting your roster, make sure you include:

- All pages of the roster itself
- Notarised break up of points values
- Allegiance (traitor or loyalist)
- The coversheet supplied

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 recreate the feel of the mythos of the Horus Heresy and combine narrative games with an event structure, 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 2500 points may be spent on the army. Armies must follow the restrictions on army selection as detailed in the Horus Heresy rule books. 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 Forge World Horus Heresy publication released before the Monday 16th May 2016 will be used.
- Army lists **MUST** be battle forged.
- You may select up to 2 detachments to form your army. These detachments may only be the Age of Darkness detachment (your Primary Detachment) and an Allied Detachment (your secondary detachment).
- A single Lord of War, Super Heavy Vehicle or Gargantuan Creatures may be used in your army. This model is limited to the 25% cap as per the Legiones Astartes Crusade Book
- Fortifications may be used with the exception of the Castellum Stronghold which may not be used.
- The Escalation and Apocalypse supplements and their contents may not be used.
- Any units selected for any army must come from one of the following books.
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.
- 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 alternate destroyer weapon rules found in the Legiones Astartes Crusade Book will be used.
- The Price of Failure rule found in the Legiones Astartes Crusade Book will be used.
- When selecting a detachment from the Questoris Knight army list, you may only select it as an Allied Detachment and it may only contain 2 knights (HQ & 1 Troop). When selecting this option, you may not select a lord of war for your army. Both knights will be subject to the price of failure rule and count as lords of war.

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 and 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

EVENT FORMAT

The event will consist of 6 games played over 2 days.

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/>
- The relevant Forge World FAQs available at: <https://www.forgeworld.co.uk/en-AU/Downloads#horusheresy>

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 for the Western Fringe. As the war rages, the outcomes of each round will change the way the weekend 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.

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.

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

As part of the scoring process, you will also need to supply your victory points scored in the game in total for use in any count backs required.

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 6, complete the card by listing your top 2 opponents for the weekend. 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.

TIME KEEPING

Players will have 3 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!

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

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

Everyone who continues to support Objective Secured events and who make them worth attending!

WINNING WESTERN FRINGE

The winner of Western Fringe 2016 will be the player is on the victorious side (loyalist or Traitor) and 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 – 24 points)

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 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. Total victory points scored across all games
2. Highest Sportsmanship Score.

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, they will be ineligible for any painting awards.

PAINTING & THEME

(0-24 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.

PAINTING SCORE CARD

During the event, the Judges will give each army a score out of 30, using the following criteria:
Standard (10)

- Is the entire army painted to at least a 3 colours per model? **(3)**
 - Is the army "finished" (ie. all models are fully painted, irrespective of quality)? **(2)**
 - Have the bases been painted and textured? **(2)**
 - Does the army "look" like an army (consistent colour scheme and/or style)? **(2)**
 - Did the player paint the entire army themselves? **(1)**
- Advanced (10)**
- Have the details been painted (eyes, equipment pouches etc)? **(2)**
 - Shading/highlights used on the army (ie no flat colours)? **(2)**
 - Does the general and/or centrepiece model(s) stand out? **(1)**
 - Has any freehand work or transfers been applied? **(2)**
 - Has part of the army been converted? **(2)**
 - Extra effort put into the bases? **(1)**

Hobby Extras (up to 4 pts)

Here are some examples of where you might get these 4 points!

- Themed dice or gaming equipment
- Themed army
- Army list presentation
- Army background
- In-game markers (eg. wounds, deployment etc.)
- Display board/music/lighting
- Other (for anything we didn't think of!)

SPORTSMANSHIP

(0-18 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 3 major awards, as well as runners up and several minor awards. The major categories are:

The Conqueror (Overall – Perpetual Trophy)
The Artisan (Best Painted)
The Noble (Sportsmanship)

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

WESTERN FRINGE 2016 - Mission Pack

Unlike normal events, the Western Fringe will determine the missions based on the results of each round and the ratio of Loyalist to Traitor wins. Missions 1 and 6 are fixed missions and will always be played.

When one side wins more than 70% of the round, the mission will see them as the attacker (as per the mission) for the following round. If the difference in wins is less than 70% then the standard mission will be played.

MISSION 1

Book 5 Legendary Mission -
Shock of Betrayal (pg 170 HH 5)

MISSION 2

Book 6 Legendary Mission -
Slayer of Worlds (pg 166 HH 6)

(Loyalist Attacker)

MISSION 2

Deployment - Clash of the Line
Mission - Blood Feud (pg 164 HH 5)

MISSION 2

Book 6 Legendary Mission - Between
Hammer and Anvil (pg 166 HH 6)

(Traitor Attacker)

MISSION 3

Deployment - Dawn of War
Mission - Challenge (pg 184 HH 6)

(Loyalist Attacker)

MISSION 3

Deployment - Vanguard Strike
Mission - Tide of Carnage (pg 168 HH 5)

MISSION 3

Deployment - Dawn of War
Mission - The Noose (pg 185 HH 6)

(Traitor Attacker)

MISSION 4

Deployment - Hammer and Anvil
Mission - Bad Blood (pg 181 HH 6)

(Loyalist Attacker)

MISSION 4

Deployment - Dawn of War
Mission - Pitched Battle (Purge the Alien)

MISSION 4

Deployment - Hammer and Anvil
Mission - Hunter/Hunted (pg 180 HH 6)

(Traitor Attacker)

MISSION 5

Deployment - Vanguard Strike
Mission - Suicide Mission (pg 183 HH 6)

(Loyalist Attacker)

MISSION 5

Deployment - Hammer and Anvil
Mission - The Relic

MISSION 5

Deployment - Vanguard Strike
Mission - Denial (pg 182 HH 6)

(Traitor Attacker)

MISSION 6

Book 3 Legendary Mission - Deliverance
(pg 182-183 HH 3)

WESTERN FRINGE2016 – Cover Sheet

Player Name: _____

Traitor or Loyalist?: _____

Army Building Summary (see players pack for full breakdown and limits) –

Primary Force: _____

Detachment 1: Age of Darkness Detachment

Support Force: _____

Detachment 2: Allied Detachment

Was your entire army painted by you? Y / N

Which club or gaming group are you a member of? _____

Self Scored Painting Card

Please complete the below in reference to your own army – this will be used by judges as a guide to scoring your painting and ensures we notice all the extra work that goes into your army!

- Is the entire army painted to at least a 3 colours per model? _____
- Is the army "finished" (ie. all models are fully painted, irrespective of quality)? _____
- Have the bases been painted and textured? _____
- Does the army "look" like an army (consistent colour scheme and/or style)? _____
- Did the player paint the entire army themselves? _____
- Have the details been painted (eyes, equipment pouches etc)? _____
- Shading/highlights used on the army (ie no flat colours)? _____
- Does the general and/or centrepiece model(s) stand out? _____
- Has any freehand work or transfers been applied? _____
- Has part of the army been converted? _____
- Extra effort put into the bases? _____

Hobby Extras - Here are some examples of where you might get these 4 points!

Themed dice or gaming equipment, Themed army, Army list presentation, Army background, In-game markers (eg. wounds, deployment etc.), Display board/music/lighting, Other (for anything we didn't think of!)

What hobby extras have you included?
