OBJECTIVE SECURED

Presents

THE IRON ASSAULT

– A WARMACHINE AND HORDES EVENT

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.

Welcome to Objective Secured – The Iron Assault!

A WarMachine & Hordes Event

Venue and Cost

The Iron Assault is being held on Sunday 6th August 2016 at South Perth Community Hall, corner of Sandgate St and South Tce, South Perth. Tickets are $35 per player. 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 Privateer Press Steamroller 2017 rules. You will have no more than **2 Hours (60 min death clock per player) per game (plus 10 minutes extra time for any rules issues)**.

During the game, each table 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 Privateer Press' official game 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 Facebook page and Event page.

CONTACTS

If you have any questions about the event, then either e-mail: *obsec@optusnet.com.au* or post your questions on the Facebook Event 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!

DAY DATE 2017

8:00am Registration

8:15am Briefing

8:20am Round 1

10:40am Round 2

12:50pm Lunch

1:30pm Round 3

3:50pm Round 4

6.00pm Finish

REMEMBER!

Remember to bring any gaming material you require to play WarMachine & Hordes, including:

- Your army
- At least 2 copies of your army lists
- This Player Guide
- Rulebooks
- Cards/War Room
- Relevant FAQ documents
- Timing device
- Pens and a notepad/paper
- Dice & tokens
- Templates & Tape measure
- Carry tray
- Super glue (for emergency repairs)
- Spending money for food and drinks

EVENT 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 spectators. 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 Bye

While unlikely, in the event of a Bye round, this will be allocated to the player with the lowest tournament points (randomly in game 1). They will automatically receive 1 tournament point, half the control points (rounded up) for a scenario victory, and half the army point level (rounded up) for the event. No player will be asked to have more than 1 Bye Round.

ARMY LISTS

ARMY LISTS SUBMITTED TO obsec@optusnet.com.au

When submitting your lists, make sure you include:

- All pages of the lists themselves
- Notarised break up of points values
- Any theme forces being used

You will require a copy of your lists for your opponent and a copy for yourself that you should keep with you when you are playing. All copies of your lists must include all of the models in your lists, their point values, and any theme forces being used. Please put your full name on all copies of your lists.

Though the judges will be scrutinizing army lists 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 lists you hand in are correct and conform exactly to the army you will be using.

Double-check your calculations. If you make a mistake and it is detected during the tournament you will lose points, even if the mistake was an honest one.

ARMY SELECTION

Players will require at least 1 WarMachine or Hordes lists of a single faction at a 75 point level for the tournament, following the standard guidelines laid out in Steamroller 2017.

In addition, the following points will apply for forces at Objective Secured The Iron Assault 2017:

- The tournament will be played as an event as per the guidelines in Steamroller 2017. You may elect to bring a second list of the same faction with the same point level as per the Divide and Conquer restrictions. If you chose to do so, you must use each of your lists a minimum number (1) of times over the 4 rounds. You will be required to note which list you have used in each game on your results card. Should you have one list unused going in to the fourth round, you will be list locked and be required to use your unused list that round. You must notify your opponent in the fourth round if you are list locked. Failure to adhere to the Divide and Conquer restriction will result in a forfeiture of the fourth round.

- Only models and rules that have a "street release date" prior to the tournament may be used (as per Steamroller 2017).

- Players may, and are encouraged to, use the Privateer Press War Room 2 application in the manner laid out in Steamroller 2017.

- We encourage that all models be painted and based miniatures of the appropriate type as per the Advanced Painting requirements in Steamroller 2017 – note that this will not be required for this event and only Baseline is required.

- Guidelines for model conversions must be adhered to as per Steamroller 2017.

- Clearly marked line of sight base arcs are compulsory at this event.

- Any and all models not conforming to the restrictions above will be asked by the referees to be removed form play. We will be strictly enforcing this rule – be warned.

EVENT FORMAT

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

RECOMMENDED READING

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

WarMachine Prime MkIII

Hordes Primal MkIII

Steamroller 2017

SCENARIOS

Scenarios will be randomly drawn from the Steamroller 2017 pack scenario list (6 possible scenarios).

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

TIME KEEPING

Players will have 2 hours (60 minute death clock per player) plus 10 minutes of admin time per round to complete their games, including setup time. Players will play with a 60 minute Death Clock each, to begin after turn order, sides, and lists have been decided but before deployment. The Death Clock may only be paused for both players by a referee, If a player's clock runs out of time, they lose the game.

Part of the challenge of the tournament is making tactical decisions under pressure, so games should be played at a reasonably quick pace. Don't wait until it's your turn to consider your next moves!

TERRAIN

Games are played on a 4' x 4' size table.

Terrain for each table will have been set up by the referees and may not be moved or changed in any way. Where possible, side tables will be provided for any carry trays, books & gaming tools to eliminate the temptation to shift terrain around and make room for them.

Should terrain not comply with terrain placement rules for any scenario used, please advise a referee who will adjust terrain accordingly. This must be done before first player and sides are determined.

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:

Assassination victory, scenario victory, and tiebreakers will be determined as per Steamroller 2017. Tiebreaker order is as follows:

1st Tiebreaker: Warcasters/Warlocks Remaining

2nd Tiebreaker: Control Points

3rd Tiebreaker: Army Points Destroyed

4th Tiebreaker: Scenario Presence

SPORTSMANSHIP

Players 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 victory 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.

WINNING The Iron Assault

OVERALL

Tournament points determine a player's current standing in this tournament.

In the case of two players with the same number of tournament points, rankings will be determined by calculating **strength of schedule**. Tournament points scored by each opponent of the tied players will be added up. The player whose opponents have the highest total score has the best strength of schedule score and earns the higher rank.

If strength of schedule is the same for both players, the player who accrued the most control points throughout the tournament earns the higher rank.

If control points are also the same for both players, the player who accrued the most enemy army points destroyed throughout the tournament earns the higher rank.

SPORTSMANSHIP

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 – awarding your favourite game 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 overall score with the highest score receiving the award. Winning while being a sporting player is a true show of sportsmanship!

AWARDS

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

- **Best Overall (Iron Overlord)**
- **Runner Up Overall (Iron Warrior)**
- **Best Sports (Iron Diplomat)**

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

RESULTS

Event results will be available to players on the Objective Secured website and Facebook Page shortly afterwards with the event coverage.

Sample Game Score Card

PLAYER 1

_____

Objective Secured
-v-
WINNER

PLAYER 2

_____

List Used _____

Control Points _____

Victory Points _____

_____

_____ List Used

_____ Control Points

_____ Victory Points

Steamroller 2017 - Notes

Please download the Steamroller 2017 pack available from objectivesecured.com.au or direct from Privateer Press for full details on these missions.

Players should in particular be familiar with pages 8, 9, 10 & 16-21.