



Presents

# MIXED DOUBLES

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 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 Mixed Doubles!

This event is a single day event with a firm focus fun and learning. Many gamers have significant others who share a vague interest in the game (and might paint the odd model). With this event, we hope to have those couples come along to have fun and learn – while hopefully not separating! For those wanting to come with a friend, that's ok as well!

### Venue and Cost

Mixed Doubles is being held on Sunday 6<sup>th</sup> August 2016 at South Perth Community Hall, corner of Sandgate St and South Tce, South Perth. Tickets are \$70 per team of 2. 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 8<sup>th</sup> 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 3<sup>rd</sup> & 4<sup>th</sup> highest scores will play each other, 5<sup>th</sup> & 6<sup>th</sup> and so on. The only exception is that you can never play the same opponents 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](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 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!

# Sunday 6<sup>th</sup> August 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 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 for this round based on the average the other teams scored. No team will be asked to have more than 1 Bye Round.

# 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](mailto: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
- 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 in the tournament series, players should build armies that are fun and reflective of the 40k 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 50 power points may be spent on the army per player (100 total per couple). Armies must follow the restrictions on army selection of their own codex with respect to the detachment they are part of. **A SINGLE WARLORD PER TEAM** must be clearly written down on your roster at the time of submission and may not be changed for the event. Teams should also supply a team name for the ease of scoring.

In addition, the following points will apply for armies (per player):

- All Warhammer 40,000 publications from Games Workshop including Black Library, White Dwarf and Forge World may be used (excluding Horus Heresy Publications) provided they are 8<sup>th</sup> edition rules
- You **MUST** have a copy of any rules you wish to use for your opponent to view.
- Publications must be available at the time of list submission to be included in the above.
- Army lists **MUST** be battle forged.
- You may select your force using a single detachment of any kind.
- Lords of War may not be used
- Forgeworld models conforming to the correct base size and general shape may be used to represent entries from the relevant army list
- The Objective Secured Gamers Bill of Rights (<http://objectivesecured.com.au/useful-links/>) will be in effect for painting standards.
- WYSIWYG is required and must be adhered to regardless.
- 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 the right size and shape with the correct weapons and war gear visible, **but must be checked by a Judge first**.
- Any models required for summoning or similar abilities must conform to the above requirements.
- Should a player wish to use summoning (or similar effects and abilities) you may hold up to 13 power levels for these abilities in the list building.
- Players may use the same faction as their team mate or a completely different one.
- Models or units that are unique may only be used once per team
- Models or units may not ride in transports from their team mates forces regardless of key words
- Psychic powers may not be cast on a team mates forces regardless of key words
- Players may only use the Command points that they generate from their own force and may only use stratagems on their own forces.

## 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.

## 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.

## RECOMMENDED READING

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

- The current official 40K FAQ's found here:  
<https://www.warhammer-community.com/2017/07/02/warhammer-40000-faq-now-available-july2gw-homepage-post-l/>

## 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.

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

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!

## 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.

## 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 – Co-Founder and Organiser for ObSec Events

Mitch Byrne, Pete Platell, Richard Owen & Brett Warhurst – my playtesters and voices of reason

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

# WINNING MIXED DOUBLES

The winner of Mixed Doubles 2017 will be the team 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

The most important category and the one most critical to winning the event. 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).

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

1. Total primary mission points scored across all categories combined
2. Highest Sportsmanship Score.

## PAINTING & THEME

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

## SPORTSMANSHIP

This category is included to encourage players to take part in the tournament in the right spirit.

At the end of your last game you will have an additional score card to complete – ranking your games for the day. The Team 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 Battle Brothers (Overall - Couples)**  
**The Conquerors (Overall - Open)**  
**The Artists (Best Painted)**  
**The Nobles (Sportsmanship)**

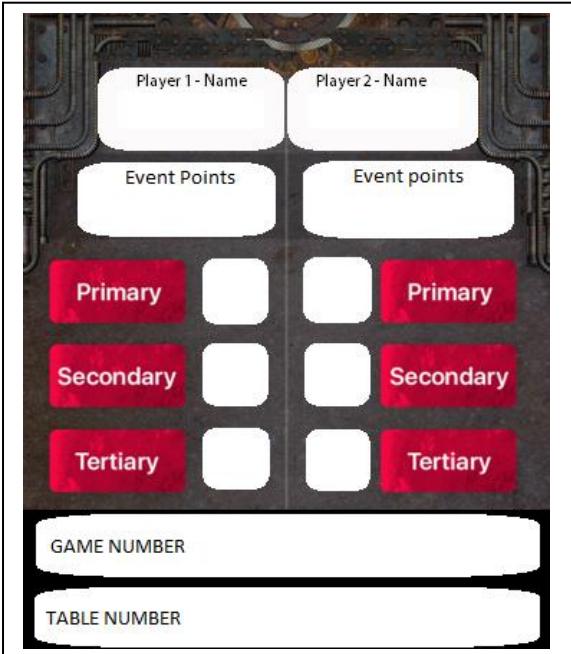
Players will only be eligible for a single award each with priority given to Best Couple, Overall, Painting & Sportsmanship (in that order).

## 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.

Judges Painting Score Card		
Name:		
<b>Paint Application:</b>	<b>Tick applicable option</b>	
Bare minimum (3 colours and based)	<input type="checkbox"/>	0
Table top (more than bare minimum colours with reasonable neatness)	<input type="checkbox"/>	3
Decent (table top standard plus basic shading and/or highlighting)	<input type="checkbox"/>	8
Advanced (detailed, neat, plus nice shading and/or highlighting)	<input type="checkbox"/>	13
Showcase (super advanced / competition level)	<input type="checkbox"/>	18
Highest standard consistent across entire army	<input checked="" type="checkbox"/>	+ 2
<b>Max points available in this section = 20</b>		
<b>Model Preparation (Scored from 6 random samples):</b>	<b>Tick applicable option</b>	
Obvious mould lines / flash etc.	<input type="checkbox"/>	0
Prep work evident & no visible defects	<input type="checkbox"/>	+ .5 ea
<b>Max points available in this section = 3</b>		
<b>Army Basing:</b>	<b>Tick applicable option</b>	
Basic (Painted & up to 1 texture on all models)	<input type="checkbox"/>	1
Decent (More than 1 basic texture and/or decent painting)	<input type="checkbox"/>	3
Advanced (Several textures and/or additional features and/or advanced painting)	<input type="checkbox"/>	7
<b>Max points available in this section = 7</b>		
<b>Army (check box selection):</b>	<b>Tick all applicable options</b>	
Cohesive army (painting)	<input type="checkbox"/>	+ up to 3
Cohesive army (basing)	<input type="checkbox"/>	+ up to 3
Unit markings (where appropriate)	<input type="checkbox"/>	+ up to 3
Showcase bases on selected models	<input type="checkbox"/>	+ up to 3
Freehand work	<input type="checkbox"/>	+ up to 3
Conversions	<input type="checkbox"/>	+ up to 3
Extra effort on identifiable characters & centrepiece models	<input type="checkbox"/>	+ up to 3
<b>Max points available in this section = 10</b>		
<b>Grand Total:</b>	<b>/40</b>	

# Mixed Doubles 2017 - Mission Pack



Players Names should be your team name.

Event points is the total points you have scored

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 on which you played your game

**Please familiarise yourself with the narrative missions below as well as the mission special rules found on page 194 & 195 of the main rule book (especially concealed deployment).**

## **Mission 1:**

**Narrative Mission: Meat Grinder** - Page 196 Main Rule Book

## **Mission 2:**

**Narrative Mission: Ambush** - Page 198 Main Rule Book (Note that the defender will always be the army with the least units with the FLY key word. If both sides have the same amount of units with this key word, determine the attacker and defender as per the mission)

## **Mission 3:**

**Narrative Mission: Patrol** - Page 200 Main Rule Book

## **Mission 4:**

**Narrative Mission: Blitz** - Page 202 Main Rule Book (Note that the attacker will always be the army with the least units with the FLY key word. If both sides have the same amount of units with this key word, determine the attacker and defender as per the mission)

## **FAQs for Mixed Doubles**

Like all new games, 8<sup>th</sup> edition has a few little typos. After consulting the team at Frontline Gaming, we have made a quick summary of the most common issues we have been able to spot. If you have seen another issue, please let us know so we can update the list!

- Brother Corbulo's ability – The Red Grail – generates attacks for models which roll a 6, not units.
- Command Points may not be used for rerolling pregame rolls or for rolling to see if the game ends in random game lengths
- Units that begin the game embarked on a transport also count against the "up to half your army must start on the table" rule.
- Using under-strength units is not allowed at this event.

## SAMPLE ARMY LIST

PLAYER NAME: Mike Basc

**Army Key Word Used : Aeldari**

**Detachment: Battalion**

HQ: Harlequin Troupe Master (59), Harlequins Caress (9), Fusion Pistol (9) – [77] **(4P)**

HQ: Farseer (106), Witch Blade (7), Shuriken Pistol (0) – [113] **(6P)**

Elite: Death Jester (75), Shrieker Cannon (0) – [75] **(4P)**

Troop: Harlequin Troupe – 5 Players (75), 2 Harlequins Caress (18), 3 Harlequins Blades (3), 2 Fusion Pistols (18), 3 Shuriken Pistols (0) – [114] **(7P)**

Troop: Guardian Defenders – 10 Guardians (80), 10 Shuriken Catapults (0), Weapon Platform (5), Bright Lance (20) – [105] **(4P)**

Troop: 10 Dire Avengers (100), 10 Avenger Catapults (70) – [170] **(6P)**

Fast Attack: 5 Warp Spiders (70), 5 Death Spinners (40) - [110] **(5P)**

Dedicated Transport: Star Weaver (79), 2 Shuriken Cannons (20) – [99] **(5P)**

Dedicated Transport: Wave Serpent (107), Shuriken Cannon (12), Twin Shuriken Cannon (24) – [143] **(9P)**

**Total POWER – 50**

Total Points – 1006

**Total Command Points – 3 + 3 = 6**