



Presents

SHOW YOUR ALLEGIANCE 2017

A Horus Heresy

7th ed Warhammer 40,000 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 SHD Your Allegiance!

SHD Your Allegiance is the featured event for Horus Heresy at the 2017 SHD. This event is a Single day event designed to allow the Horus Heresy community to play and show off the game to other tabletop enthusiasts.

Venue and Cost

SHD Your Allegiance is taking place at the 2017 SHD – being held at Ascot Race Course, 71 Grandstand Road, Perth, Western Australia. SHD Your Allegiance takes place on day 3 on Monday the 25th of September 2017.

TOURNAMENT STRUCTURE

You will participate in a series of games, each against a different opponent. All games are to be played using the 7th edition Warhammer 40,000 rules. You will have no more than **2 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 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 Games Workshop 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!

Monday 25th June 2017

8.45am – 9.00am	Tournament briefing
9.00am – 11.30pm	Round 1
11.30am – 12.30pm	Lunch break
12.30pm – 3.00pm	Round 2
3.00pm-4.00pm	Afternoon break
4.00pm – 6.30pm	Round 3
6.45pm	Closing ceremony & awards

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

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

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.

At this event, the size for your army is 3000 points.

ARMY SELECTION

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 1 week 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.
- Legendary characters will not be limited in any way.

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 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 will be playing for the event.

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

Where possible, we will be matching loyalists against traitors but this cannot be guaranteed.

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 with more than double Vp than your opponent: 5 Event Points

Winning the Game with more Vp than your opponent: 3 Event Points

Drawing the Game: 2 Event Point

Losing the Game: 1 Event Points

Losing the Game with more than double VP: 0 Event Points

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.

TIME KEEPING

Players will have 2 ½ hours per round to complete their games, including setup time.

WINNING SHOW YOUR ALLEGIANCE

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 Painting 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 – 15 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.

Players will receive a Painting score towards their overall score of 8 event points provided the army is painted and based as required. Should any model in the army not meet the requirements, a score of ZERO will be awarded.

The player who scores the most player votes will receive 15 points towards their score instead of 8. 12 points will be awarded to the player with the second most votes and 10 points to the player with the third most votes.

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

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 – voting for your favourite game of 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.

SHO 2017 – MISSIONS

Unlike normal events, SHO Your Allegiance 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 days play .

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

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!

Please be aware that gaming in the Age of Darkness has a few extra rules that you ought to be aware of. They are in pages 159 - 160 of the Horus Heresy Book 5 - Tempest book produced by Forge World.

One of the biggest changes to bear in mind is that **only Troops and units with Implacable Advance count as scoring units in Age of Darkness Games.**

MISSION 1

Onslaught, Deployment – Hammer and Anvil

MISSION 2

Tide of Carnage, Deployment – Dawn of War

MISSION 3

Bad Blood, Deployment – Clash of the Line