



Presents

KNOW NO FEAR



A WARHAMMER 40000 TOURNAMENT at the SHO

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 KNOW NO FEAR!

Know No Fear is the featured event for Warhammer 40,000 at the 2017 SHD. This event is a two day event designed to allow the Games Workshop community to play Warhammer 40,000 and show off the game to other tabletop enthusiasts.

Venue and Cost

Know No Fear is taking place at the 2017 SHD – being held at Ascot Race Course, 71 Grandstand Road, Perth, Western Australia. Know No Fear takes place on day 1 & 2, on Saturday 23rd and Sunday 24th 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 Warhammer 40,000 8th Edition rules. You will have no more than **2 HOURS 30 MINUTES per game**.

This event will be using the Matched Play rules from the 8th Edition Rulebook. This is 40k how the God-Emperor intended it! In addition to the core rules, the advanced rules for Battle-Forged armies and Battlefield Terrain and the pre-release Chapter Approved rules will be in use.

The first round of the event will be drawn at random while in the following 5 rounds, players will be matched against other players with similar generalship points. 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. 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 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!

SATURDAY 23rd SEPTEMBER 2017

8.00am	Earliest entry and check-in
9.15am	Tournament briefing
9.30am	Round #1 begins
12.00pm	Round #1 ends
12.00 – 1.00pm	Lunch break, Appearance Scoring
1.00pm	Round #2 begins
3.30pm	Round #2 ends
	<u>30 Minute Break</u>
4.00pm	Round #3 begins
6.30pm	Round #3 ends

MONDAY 25th SEPTEMBER 2017

8.00am	Earliest entry and check-in
9.15am	Round #1 begins
11.45pm	Round #1 ends
11.45 – 12.45pm	Lunch break, Appearance Scoring
12.45pm	Round #2 begins
3.15pm	Round #2 ends
	<u>30 Minute Break</u>
3.45pm	Round #3 begins
6.15pm	Round #3 ends
6.30pm	Awards Ceremony

REMEMBER!

Remember to bring any gaming material you require to play Warhammer 40k 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)
- Tape measure, Combat Gauges, Wound counters, etc
- Maelstrom cards, Objective markers
- 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:

0434 589 485

0403 268 714

SPECTATORS

The event will be open for any spectators who have paid entry to the SHD 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 minor win for this round. No player will be asked to have more than 1 Bye Round.

ARMY ROSTER

Army lists must be submitted by e-mail to obsec@optusnet.com.au before 11:59 pm on Friday 15th September (one week before the event)

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 per day overdue

When submitting your roster, make sure you include:

- All pages of the roster itself
- Notarised break up of points values
- Power level of the army
- Codex and detachments in use

You will require a copy of the roster for each of your opponents and a copy for yourself that 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, and the points value of any wargear options (even if free).

An example army roster is attached to this player's pack.

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.

If any portion of your list is found invalid, the judge reserve the right to amend your list independent of your input, and/or force losses upon you if errors are caught once play begins.

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.

ARMY SELECTION

No more than 2000 points may be spent on the army. Armies must follow the restrictions on army selection for matched play as per page 214 of the 8th edition rule book. 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:

- 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 8th 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 up to 3 detachments to form your army.
- ForgeWorld models conforming to the correct base size and general shape may be used to represent entries from the relevant army list
- Weapons, armour options and upgrades chosen from the army list must be shown on the on 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 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.
- Any and all models not conforming to the restrictions above will be asked by the Judges to be removed from play.
- Psychic powers may be selected at the start of each game as per the main rules.
- The ObSec Players bill of rights will be enforced at this event in regards to painting and sportsmanship. Please make yourself familiar with this document.

Please note – the Tournament Organisers reserve the right to make changes as required due to new releases or FAQ changes.

EVENT FORMAT

The tournament will consist of 6 games played over 2 days. Round 1 will be randomly allocated while rounds 2 through to round 6 will see players matched against opponents who have generated similar scores in the Generalship category thus far in the event.

RECOMMENDED READING

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

Warhammer 8th Edition Matched Play

Warhammer 8th Edition FAQs & Designer's Commentary

Chapter Approved Pre-Release Errata (see the end of this document)

SCENARIOS

Later in this pack you will find the 6 missions you will be playing for the event. These are a selection of Eternal War and Maelstrom missions from the Warhammer rulebook.

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 2:30 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' x 4' 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.

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.

At the end of the battle, compare your number of victory points scored to your opponents and consult the table below to determine your generalship score:

Your VP is..	Your Result
DOUBLE their VP	Major Victory 17
GREATER than their VP	Minor Victory 13
EQUAL TO their VP	Draw 10
LESS than their VP	Minor Loss 7
HALF their VP	Major Loss 3

Should one player score a "Sudden Death" victory, they instead get 20 VPs and their opponent receives 0 VPs.

Players will also be asked to record the total Power Level of enemy units completely destroyed, for countback purposes.

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.

WINNING KNOW NO FEAR

The winner of Know No Fear will have 4 major awards detailed here, and a number of minor awards to be announced at the closing ceremony.

GENERALSHIP

(0 – 120 points)

Your total generalship score is the sum of generalship points across all 6 missions. The player with the highest total generalship score will win the Generalship award.

In the case of a tie, countback will be on the total Power Level worth of enemy units completely destroyed across your 6 games.

PAINTING

(0 – 80 points)

The total Warhammer hobby is just as much about painting your army as it is battling. During the lunch breaks of each day players will be asked to arrange their army to be judged on its appearance. Judges will assess each army based on the scoring criteria attached.

Ties will be broken at judges sole discretion.

As per the ObSec bill of rights, your army must be fully painted and judges may ask you to remove models from the table if they do not fit the minimum requirements to protect the experience of every participant. But we want to celebrate the players who go above the minimum standard with this award.

Using bought or borrowed armies:

If you have not painted your army yourself, you will still be scored on painting towards your overall score, but will be ineligible to win Appearance prizes.

OVERALL

(0-200 points)

The overall winner of Know No Fear will be the player who best embraces all aspects of the Warhammer hobby. Your overall score is the sum of your Painting and Generalship scores.

In the case of a tie, the player with the higher generalship score will win.

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 – selecting your favourite 2 games. Your favourite game will be awarded 2 points while your second favourite will be awarded 1 point. The player with the most points for Best Game will be awarded the Sportsmanship award.

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**
- **Best General**
- **Best Painted**
- **Best Sportsman**

Players will only be eligible for a single award each with priority given to Overall, Generalship, Appearance then Sportsman (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.

KNOW NO FEAR 2017 - Mission Pack

Mission 1: Eternal War - Retrieval Mission (pg 218)

Mission 2: Maelstrom of War – Contact Lost (pg 231)

Mission 3: Eternal War – No Merc (pg 219)

Mission 4: Maelstrom of War – Cloak and Shadows (pg 234)

Mission 5: Eternal War – The Scouring (pg 220)

Mission 6: Maelstrom of War - Tactical Escalation (pg 232)

Pre-game sequence:

1. Players roll off, the winner places the first objective
2. Players take turns placing the objectives
3. The player who places the last objective randomly determines the deployment type (page 216) and chooses the deployment zone
4. The player who did not choose deployment zone places the first unit.
5. Players alternate setting up units until both sides have set up their army.
6. Players roll off, with the player who finished setting up their army first gets +1 to this roll. The winner can choose to take the first or second turn.
7. If the winner chooses to take the first turn, the loser can attempt to seize the initiative.

Re-rolls (eg from Stratagems or similar) may be used pre-game.

If you use a re-roll on a roll-off, both players must decide whether to re-roll at the same time (if allowed). If the result after one or both players have re-rolled is still tied, continue the roll-off process as normal; players who have elected to re-roll the result may not voluntarily re-roll that dice again unless the results are tied.

Random Game Length

1. At the end of the 5th battle round, the game continues on a roll of a 3+.
2. At the end of the 6th battle round, the game continues on a roll of a 4+.
3. At the end of the 7th battle round, the game ends automatically.

You may not reroll this roll to determine the end of the game.

Chapter Approved Pre-Release Changes

Games Workshop have previewed a number of changes which they will be releasing in full at the end of the year. As we believe these changes are healthy for the state of competitive play, and will be the standard in the future, we are incorporating the following changes to the 40k rules in addition to the officially published errata:

Boots on the Ground

When determining which player controls an objective marker, exclude all units that have the Flyer Battlefield Role – these units can never control objective markers.

Objective Secured

If your army is Battle-forged, all Troops in <Faction> detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls it even if there are more enemy models within range of it. If an enemy unit within range of the objective marker has a similar ability, then it is controlled by the player who has the most models within range as normal.

First Turn

The players roll off, and the player who finished setting up their army first adds 1 to their result. The winner can choose to take the first or second turn. If they take the first turn, their opponent can roll a D6; on a 6, they manage to seize the initiative, and they get the first turn instead!

The full Warhammer Community post can be found [here](#).

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), Singing Spear (14), Shuriken Pistol (0) – [120] **(6P)**

HQ: Farseer (106), Singing Spear (14), Shuriken Pistol (0) – [120] **(6P)**

Elite: Solitaire (94), Harlequins Kiss (14), Harlequins Caress (9) – [117] **(6P)**

Troop: Harlequin Troupe – 5 Players (75), 2 Harlequins Caress (18), 3 Harlequins Kiss (42), 2 Fusion Pistols (18), 3 Shuriken Pistols (0) – [153] **(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: 6 Reaver Jetbikes (180), 2 Cluster Caltrops (10), 2 Blasters (30), 4 Splinter Rifles (0) – [220] **(10P)**

Fast Attack: 6 Reaver Jetbikes (180), 2 Cluster Caltrops (10), 2 Blasters (30), 4 Splinter Rifles (0) – [220] **(10P)**

Fast Attack: 5 Warp Spiders (70), 4 Death Spinners (32), 1 Dual Spinners (16) - [118] **(5P)**

Heavy Support: Ravager (95), 3 Dark Lances (60) – [155] **(8P)**

Heavy Support: Ravager (95), 3 Dark Lances (60) – [155] **(8P)**

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

Dedicated Transport: Wave Serpent (107), Shuriken Cannon (12), Twin Bright Lance (40), Spirit Stones (10) – [169] **(9P)**

Total Points – 1998

Total Power – 94

Total Command Points – 3 + 3 = 6

Appearance Scoring Criteria

Basing (10)

- 2 Low quality – eg Sand or flock in one colour
- 6 Standard quality – eg Drybrushed sand and flock
- 10 High Quality – eg Additional details such as fallen enemies, multi-toned flock, conversion work

Painting Techniques (40)

- 10 Minimum standard – eg Major areas blocked in 3 basic colours
- 20 Basic quality – eg Some highlighting with drybrushing or washes, details done
- 25 Good quality -eg Layered highlighting, fine detail work
- 30 High Quality – eg Very smooth highlighting with layers or airbrushing, neat and tidy
- 40 Exceptional quality – eg Extra work in freehand, fine details are highlighted, precised

Theme (10)

- 0 No particular theme
- 5 eg Army has cohesive colour scheme and detailing
- 10 eg Noticable theme in terms of colour scheme, basing, insignia,

Display Board (10)

- 0 No Display board
- 3 eg Simple display board
- 6 eg Display board that complements the army theme
- 10 eg Display board has extra detailing, tells a story and enhances the army theme

Fluff and Extras (10)

- 5 Short story complementing the army provided
- 5 Army has dice, objectives templates or other accessories which complement the army theme