



Presents

The
Western
Australian
Team Challenge
2018

An 8th edition Warhammer 40,000 Matched Play 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.

HOW THE OBJECTIVE SECURED EVENT SERIES WORKS

The 2018 Objective Secured event series is a sequence of events that run during the 2018 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 Australian Team Challenge 2018!

The third event for the 2018 40K event series – the WATC! This event is a single day event designed to give the WA 40k community a taste for the team events that have proven so popular both at a national and international level. This is a great stepping stone for preparing for these larger events as well! Teams of 6 will fight it out to take away the trophy for the second annual Team Challenge!

Venue and Cost

The WATC is being held on Sunday 22nd of April 2018 at the South Perth Community Centre – the Corner of Sandgate St and South Terrace in South Perth. Tickets are \$210 per team of 6. Note that tickets are non-refundable but are transferable to another player.

TOURNAMENT STRUCTURE

Your team will participate in a series of games, each against a different team. All games are to be played using the Warhammer 40,000 8th edition matched play rules including the Chapter Approved 2017 updates. 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 3rd & 4th highest scores will play each other, 5th & 6th and so on. The only exception is that your team can never play the same team 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 teams in this manner, we can be sure that the winning team of the tournament will have faced the toughest opposition along the way.

During the round, each team's captain will be given a results scorecard. Once you've finished your games, the captain must fill in the card and then hand it in at the front desk. Your team's 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

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!

Sunday 22nd April 2018

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 Bye

While unlikely, in the event of a Bye round, this will be allocated to the team with the lowest Generalship points (randomly in game 1). They will automatically receive a draw for this round with a score of 65. No team will be asked to have more than 1 Bye Round.

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 teams matched against opponents who have generated similar scores in the Generalship category thus far in the event.

ARMY ROSTER

Prior to the event, the team captain must submit a copy of your teams 6 army rosters for the Judges no later than Friday the 6th of April 2017. You may submit the lists 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 generalship points per day overdue per player.

When submitting your roster, make sure you include:

- All pages of the roster itself
- Notarised break up of points values
- 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 specific items 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. 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.

Please ensure you submit your list as a Word/Notepad/Excel file – ideally in the format found at the end of this players pack. **NO ARMY BUILDING SOFTWARE WILL BE ACCEPTED AS AN ARMY LIST.**

Team rosters will be published one week prior to the event for all teams to view and make plans for!

ARMY SELECTION

No more than 1500 points may be spent on the army. Armies must follow the restrictions on army selection of their own codex with respect to the detachment they are part of. 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 publication released at least 1 week prior to list submission may be used.
- 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 2 detachments to form your army.
- Your warlord must be nominated in your army list and may not be changed for the duration of the event.
- 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, Relics and warlord traits may be selected at the start of each game as per the main rules and relevant index /codex limits.
- 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.
- Each codex may only be used once per team by a single player
- Once a codex is selected by a player – this codex may be used freely (up to the detachment limit).
- Any unit labelled as Unique may only be used once per team
- Captains will be given 1 week after lists are due to make “**Mandatory Corrections**” to their list at no penalty. Such Mandatory Corrections will be those that make a list illegal. Changes to these lists start by removing units that make the list illegal. Only points gained from removing models may be used to correct the list. Any previous points unused (for example an army list that was 1845 points) must remain unused. Additions must be made in the following order:
 1. Adding units to the same Battle Field Role and Detachment as the removed units, or adding wargear options to any existing units (not including purchasing dedicated transports).
 2. If the above is not an option, the points may be used to purchase additional troops for the detachment in question.
 3. If the above is still not an option, the points may be used to purchase additional troops for any detachment.
- Any wargear that has a zero (0) cost must be listed on the army lists or the default wargear must be used regardless of WYSIWYG.

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

RECOMMENDED READING

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

- The designers notes for 8th edition
- The official FAQs from Games Workshop and Forgeworld from the community website
- The stepping into a new edition of 40k document

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.

Scenarios will incorporate those found in the Warhammer 40,000 Rulebook from the Eternal War and Maelstrom missions.

Players should have a deck of Tactical Objective cards if possible for any Maelstrom missions as well as objectives that can be used in any mission. Only the standard tactical objectives may be used.

TIME KEEPING

Teams will have 10 minutes at the start of each round to complete the match up process (detailed later in this pack).

After the match ups are complete - Players will have two (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! Players who have already received their match up and table from the captains may begin play immediately.

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.

SCORING

At the end of each game, both players will be required to fill in a team scorecard to log the results of the game. Captains - Please hand this in to the front desk as soon as possible after the games 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 according to the margin of victory as follows:

Difference in Mission Points	Generalship Points	
	Player 1	Player 2
0	10	10
1-2	11	9
3-4	12	8
5-6	13	7
7-8	14	6
9-10	15	5
11-12	16	4
13-14	17	3
15-16	18	2
17-18	19	1
19+	20	0

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.

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 - ObSec co-founder, organiser extraordinaire and the saint of patience!

The ATC 2018 Team and the ATC Merc Support Team 2018 - helping find typos in the new rules since day !!

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

WINNING the Western Australian Team Challenge

The winner of WATC 2016 will be the team who scores the most match points in the event.

GENERALSHIP

(0-12 match points and 0 - 480 points per team)

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 Tournament scorecard (which will be provided each round).

Work out your mission points as per the mission objectives, remembering to include any scenario specific bonuses. The guide for converting these to Tournament points is included in this pack. Decide what degree of victory has been attained – Generalship points are awarded depending on the degree of victory - and fill these in appropriately.

The winning team for the round will score 3 Match points. The losing team will score 0 match points. A draw will award both teams 1 match point. In the event of teams being tied on equal match points, count backs will be completed on the teams total generalship score.

Below is the team score card you will use each round. The captain is required to complete the card and hand it in on behalf of the team for the organiser to apply the scores.

ROUND NUMBER								
TABLES								
TEAM NAME								
		Circle 1 only						
PLAYER	TABLE	WIN	DRAW	LOSS	PRIMARY	SECONDARY	TERTIARY	GAME POINTS
		W	D	L				
		W	D	L				
		W	D	L				
		W	D	L				
		W	D	L				
		W	D	L				
					TOTAL			
						ROUND RESULT (W/D/L)		
						Winning the Round		
						0-54	Loss	
						55-65	Draw	
						66-120	Win	
VP Differential In Favour of Player	Game Points Player Score	Game Points Opponent Score						
0	10	10						
1-2	11	9						
3-4	12	8						
5-6	13	7						
7-8	14	6						
9-10	15	5						
11-12	16	4						
13-14	17	3						
15-16	18	2						
17-18	19	1						
19+	20	0						

Round Number – the round in which the games were played (1-4)

Tables – The 6 tables used for the games

Team Name – Your teams name!

Each row of the scores needs to be completed – 1 per player. Enter the player name and the table they played on. Circle the game result and enter the points they scored for each of the Primary, Secondary and Tertiary objectives.

Work out the Battle points for the game for that player and enter this in the final column under GAME POINTS.

When all 4 games are complete – tally the primary, secondary and tertiary objectives as well as the battle points and enter them in the grey row.

Look at the total battle for the team and compare it to the 'Winning the Round' table. Enter Win/Draw/Loss in the final box below the battle points total.

WATC 2018 - Mission Pack

Each mission will have one of the Eternal War Missions' Primary Objectives. These missions may be slightly varied to suit tournament play.

Changes to the way **Maelstrom Missions** and **Tactical Objectives** will be played:

1. When a player draws a card that is impossible to score at any point during the game, they may discard that card and then draw a new card. (For example the card that requires a player to destroy a building and their opponent has none.)
2. Players may only score a **maximum of 2 cards per turn**.
3. Players must discard any duplicates of cards they already have in play and draw a new card.
4. Players must use only the 36 cards from the rulebook, and not Codex Tactical Cards.
5. Should a player be tabled (Have no models remaining at the end of any player turn) the game continues until the end of the current Battle Round at which point the game immediately ends. Players should then score the mission as normal with a bonus objective added as detailed below.

In every mission players will place 6 objectives. This is regardless of how many objectives are being used in the Eternal War Mission. Players will alternate placing objectives just like they would normally, however the first X number of objectives placed will relate to the Eternal War missions (the others being ignored) and all objectives will be used for the Maelstrom of War missions. For example in a mission with the Retrieval 4 Objectives, the player who wins the dice roll to place objectives will place objectives 1, 3 and 5, while the other player places 2, 4 and 6. Objectives 1-4 will be used for Retrieval and all will be used for the Maelstrom.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Strike: If during your first turn, you successfully destroy an enemy unit of any kind, you score 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

Tabled! If you end the game using the sudden death rule (BRB p215) by removing all of the opponents models, score 3 victory points per battle round left in the game. Players should roll for turn 6 & then if necessary turn 7 to finalise the points for this objective.

After adding up each players victory points, consult the table below: **Note that the opponent conceding gives an automatic 20-0 result.**

Total your score for the Eternal War mission as well as the objectives slay the warlord, first strike, line breaker & tabled! – this is your **PRIMARY MISSION** when completing the score card.

Total your score for the Maelstrom of War mission - this is your **SECONDARY MISSION** when completing the score card.

Total your score for the Purge the Alien mission – this is your **TERTIARY MISSION** when completing the score card.

After adding up each players victory points, consult the table below:

VP Differential In Favour of Player	Game Points Player Score	Game Points Opponent Score
0	10	10
1-2	11	9
3-4	12	8
5-6	13	7
7-8	14	6
9-10	15	5
11-12	16	4
13-14	17	3
15-16	18	2
17-18	19	1
19+	20	0

Mission 1:

Primary: Eternal War: Big Guns Never Tire – 5 Objectives (3 Victory Points Each). BRB p221

Secondary: Maelstrom of War: Deadlock. BRB p235

Tertiary: Kill Points

Bonus Objectives (add to Primary): Slay the Warlord, First Strike and Linebreaker.

Deployment: Dawn of War.

Mission 2:

Primary: Eternal War: Retrieval Mission – 4 Objectives (3 Victory Points Each). BRB p218

Secondary: Maelstrom of War: Contact Lost. BRB p231

Tertiary: Kill Points

Bonus Objectives (add to Primary): Slay the Warlord, First Strike and Linebreaker.

Deployment: Frontline Assault

Mission 3:

Primary: Objective #1: Eternal War: The Relic (6 Victory Points if carried, 3 Victory Points if controlled but not carried). BRB p223

Secondary: Maelstrom of War: Spoils of War: BRB p233

Tertiary: Kill Points

Bonus Objectives (add to Primary): Slay the Warlord, First Strike and Linebreaker.

Deployment: Spearhead Assault

Mission 4:

Primary: Eternal War: The Scouring – 6 Objectives BRB p220

Secondary: Maelstrom of War: Tactical Escalation BRB p232

Tertiary: Kill Points

Bonus Objectives (add to Primary): Slay the Warlord, First Strike and Linebreaker.

Deployment: Search and Destroy

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) WARLORD**

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: 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: 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 – 2250

Total Power – 106

Total Command Points – 3 + 3 = 6

(Sample list written prior to craftworld codex release!)