



Presents

# WAR CALLS

# 2018

**An 8<sup>th</sup> Edition Matched Play Event**

*Blood Runs! Anger Rises! Death Wakes! War Calls!*

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 our next 8<sup>th</sup> edition event – War Calls!

War Calls is an 8<sup>th</sup> edition matched play event. This event is a single day event designed to let players test out the new FAQ updates of the game and play it the way it has been written – unchanged and raw! 1850 points and 3 games should allow everyone to get a handle on the new rules while still enjoying the more structured matched play format.

### Venue and Cost

War Calls is being held on Saturday 9<sup>th</sup> June at the South Perth Community Centre – the Corner of Sandgate St and South Terrace in South Perth. Tickets are \$35. 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 matched play rules including all the recent FAQ, Errata and Beta releases. You will have no more than **TWO Hours and 30 minutes per game**. The first round of the event will be drawn at random while in the following 2 rounds, players with the highest generalship points will play each other, the players 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 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. We will also be using Best Coast Pairings – please ensure you have downloaded the player app from your relevant app store for your device.

## 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 on the event facebook 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 9<sup>th</sup> June 2018

7.45am	Doors Open & Check in
8.20am	Briefing
8.30am	Game 1 Starts
11.00am	Game 1 ends
11.15am	Game 2 Starts
1.45pm	Game 2 ends
1.45-2.30pm	Lunch break

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**At this time, all players will be asked to set up their armies  
for the Painting judging.**

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2.30pm	Game 3 Starts
5.00pm	Game 3 Ends
5.30pm	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
- 8<sup>th</sup> edition Maelstrom Cards
- Objective Markers

## 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 the player with the lowest Generalship points (randomly in game 1). They will automatically receive a 13/7 win for this round. No player 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 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 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.**

# ARMY SELECTION

No more than 1850 points may be spent on the army. Armies must follow the restrictions on army selection for matched play as per page 214 of the 8<sup>th</sup> 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 8<sup>th</sup> edition rules
- **ALL FAQ, ERRATA AND BETA RULES will be used – these can be found on the Warhammer community website.**
- 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, Warlord traits, Relics and similar pregame choices 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 3 games played in a single day. Round 1 will be randomly allocated while rounds 2 and 3 will see players matched against opponents who have generated similar scores in the event.

## RECOMMENDED READING

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

- The official FAQ documents for 8<sup>th</sup> edition found here - <https://www.warhammer-community.com/faqs/>

## SCENARIOS

Later in this pack you will find the 3 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.

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.

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

The referees will do their best to ensure that all players are matched on 3 different tables during the course of the event though this cannot be guaranteed. Should you play on the same table more than twice, please inform the organisers.

## 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.

**Please ensure you discuss terrain with your opponent prior to starting play.**

## 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.

**PLEASE ALSO NOTE YOU WILL NEED TO DOWNLOAD THE BEST COAST PAIRINGS PLAYER APP FOR YOUR MOBILE DEVICE IF POSSIBLE. IT'S A FREE DOWNLOAD.**

### 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.

This score is broken up into primary, secondary and tertiary parts to allow for count backs as needed.

The player with the most points totalled across all 3 categories is the winner of the game.

## 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 hours and 30 minutes 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!

## WINNING WAR CALLS

At the end of the event, we will work out your overall score by adding your mission scores together with your sports score. The winner of War Calls 2018 will be the player who scores the highest total score 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

Work out your mission points as per the mission objectives, remembering to include any scenario specific bonuses.

The player who has the highest victory points total for all 3 games will be awarded the Generalship award.

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

1. Strength of Schedule (SoS) as noted in Best Coast Pairings.
2. Highest Sportsmanship Score.

## PAINTING

Fully painted armies are awesome to see on the tabletop and we ask that every model is painted and based for this event as per the bill of rights (see the links below).

If you have a model (or 2...) which do not meet the requirements, 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 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.

### 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.

Please ensure you have read the ObSec Bill of rights in regards to painting - <http://objectivesecured.com.au/wp-content/uploads/2017/05/The-Objective-Secured-Organised-Play-Bill-of-Rights.pdf>

Or

<http://objectivesecured.com.au/useful-links/>

## 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 game. Your favourite game will be awarded 3 points while your second favourite will be awarded 2 points and 3<sup>rd</sup> favorite will be awarded 1 point. The player with the most points 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 High Lord (Overall)**
- **The Warsmith (Generalship)**
- **The Artist (Best Painted)**
- **The Noble (Sportsmanship)**

Players will only be eligible for a single award each with priority given to Best Overall, Generalship, 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.

## Sample Game Score Card

Player 1 - Name	Player 2 - Name
Event Points	Event points
Primary	Primary
Secondary	Secondary
Tertiary	Tertiary
GAME NUMBER	
TABLE NUMBER	

Players Names should include surnames to avoid mix ups with other players

EVENT POINTS is the total of the primary, secondary and tertiary scores for each player

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 you played

# WAR CALLS 2018 - Mission Pack

## **Mission 1:**

**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

## **Mission 2:**

**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 3:**

**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



## SAMPLE ARMY LIST

PLAYER NAME: Mike Basc

**Army Key Word Used : Craftworld Eldar (Alaitoc)**

**Detachment: Battalion**

HQ: Farseer (110), Witch Blade (0), Shuriken Pistol (0) – [110]

HQ: Autarch (65), Star Glaive (6), Force Shield (6) – [77]

HQ: Maugan Ra (140) – [140]

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

Troop: 10 Dire Avengers – [120]

Troop: 10 Dire Avengers – [120]

Heavy Support: Fire Prism Grav Tank (155), Shuriken Cannon (10) – [165]

Heavy Support: Fire Prism Grav Tank (155), Shuriken Cannon (10) – [165]

Heavy Support : 5 Dark Reapers inc Exarch (60), 4 Reaper Launchers (88), 1 Tempest Launcher (27)– [175]

Dedicated Transport: Wave Serpent (107), Shuriken Cannon (10), Twin Shuriken Cannon (17), Spirit Stones (10) – [144]

Dedicated Transport: Wave Serpent (107), Shuriken Cannon (10), Twin Shuriken Cannon (17), Spirit Stones (10) – [144]

Flyer: Crimson Hunter Exarch (135), 2 Bright Lances (40), Pulse Laser (0) – [175]

Flyer: Hemlock Wraith Fighter (200), Spirit Stones (10) – [210]

**Total Points – 1850**

**Total Command Points – 3 + 5 = 8**