



Presents

**Warhammer 40,000**

**Masters**

**2018**

**An 8<sup>th</sup> Edition 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 our final 40k event – Masters!

Masters is the final event for 2018, the big one – 2 days and 6 games! 2000 points will allow everyone to people to field all their favourite units as well as bringing some of the bigger models we don't usually see. Expect the competition to be fierce and the games to be close!

### Venue and Cost

Masters is being held on Saturday 17<sup>th</sup> and Sunday 18<sup>th</sup> November 2018 at the South Perth Community Centre – the Corner of Sandgate St and South Terrace in South Perth. Tickets are \$80 before the 2<sup>nd</sup> of November and \$90 after this date. Note that tickets are non-refundable but are transferable to another player for the same event. If a player count of at least 40 is not reached by the 2<sup>nd</sup> November then the event will be postponed.

## 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. You will have no more than **TWO AND 3/4 Hours per game**. The first round of the event will be drawn at random while in the following 5 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.

## 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 (17<sup>th</sup> November)

8.00am – 8.30am	Earliest entry and check-in
8.30am – 8.45am	Tournament briefing
8.45am – 11.30am	Round 1
11.30am – 12.15pm	Lunch break
12.15pm – 3.00pm	Round 2
3.00pm – 3.15pm	Afternoon break
3.15pm – 6.00pm	Round 3

## SUNDAY (18<sup>th</sup> November)

7.45am	Earliest entry and check-in
8.00 – 10.45am	Round 4
10.45am – 11.00am	Morning break
11.00am – 1.45pm	Round 5
1.45pm – 2.30pm	Lunch break
2.30pm – 5.15pm	Round 6
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 win(13/7) for this round. No player will be asked to have more than 1 Bye Round.

# ARMY SELECTION

## ARMY ROSTER

Prior to the event you must submit a copy of your army roster for the Organisers to refer to in Down Under Pairings. **Lists must be submitted by Wednesday 14<sup>th</sup>**

**November 11.59pm.** You must submit the list using your log in for Down Under Pairings. 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 – **NO ARMY BUILDING SOFTWARE WILL BE ACCEPTED AS AN ARMY LIST.**

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 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 rule. This includes all current FAQ documents and Beta 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.
- Your warlord must be nominated in your army list and may not be changed for the duration of the event.
- The ‘Rule of 3’ found in the FAQ update will be used.
- 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 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.
- Models are assumed to be used on the most current base sizes available from Games Workshop. You may use models on alternate base sizes if they were supplied with them in a past release.
- 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.

**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 event.

## RECOMMENDED READING

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

- The designers notes for 8<sup>th</sup> 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 6 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. **Only the standard tactical objectives may be used.**

The referees will do their best to ensure that all players are matched on 6 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

Scoring will be completed via [Downunderpairings.com](http://Downunderpairings.com) using your personal login. The scoring should be done as soon as possible after the game so that the referees can keep the event running on time.

### Game results:

During the game, keep track of your score according to the mission you are playing. At the end of the game, total up the score across the 3 objectives and enter this in the app.

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

You will also complete your sportsmanship scores and favourite army votes using your down under pairings login.

## 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 immediately.

## 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!

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

## TIME KEEPING

Players will have 2 ¾ 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!

Any game that does not complete at least 4 full battle rounds in the allotted time will see both players penalised 5 victory points from that game score. If you are concerned with a slow playing opponent – please notify the TO's straight away!

## WINNING MASTERS

At the end of the event, we will work out your overall score by adding your mission scores together with your sports and painting score. The winner of MASTERS 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.

Players will be awarded round points based on your win/draw/loss record.

The player who has the highest points total for all 6 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. Game Point Totals
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).

The painting score for your army will be completed by judges over the course of the 2 days of play. The score card can be found later in this pack and will award a maximum of 50 points towards your overall score. Note that there is no judge scored painting award – this score will only be added to your overall score for the event.

The Painting Award will be determined by player vote. At lunch time on day 1, 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 – ranking your games. Your favourite game will be awarded 5 points while your second favourite will be awarded 4 points and so on. 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 MASTER (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. Feel free to share your own awesome pictures with us as well!

# MASTERS 2018 - Mission Pack

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 the time of the card being drawn, 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 or it has already been destroyed).
2. Players may only score a **maximum of 3 cards per turn**.
3. Players must discard any duplicates of cards they already have in play and draw a new card (ie drawing 11 and 21 which are both secured objective 1).
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.

First Turn:

Once both players are deployed, both players roll a dice with the player who finished deploying first adding +1 to the result. The player who has the highest final result may choose to go first or second. The opponent may attempt to seize the initiative as normal.

**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.**

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

### **Specific Pre Game Instructions:**

1. Roll off for who places first objective
2. The player winning the roll off now selects his warlord trait. His opponent then does the same
3. The player having won the roll off chooses his psychic powers. His opponent then does the same
4. The player having won the roll off chooses if he will spend CP's for stratagems to purchase extra relics for any of his characters. His opponent then does the same.
5. Start placing objectives
6. Roll off for who chooses sides
7. Whoever did not choose side starts to deploy his first unit
8. Alternate deploying until done
9. Roll off for who starts, applying a +1 for whomever finished deploying first. In the case of re-rolling ties, the +1 still applies to any re-rolls that might occur.
10. Roll to seize the initiative
11. Pre-game deployment
12. Players announce their remaining available command points and clearly mark this somewhere for their opponent to keep track of during the game.
13. Start the first battle round

### **Additional Mission Rules:**

For the purpose of objectives, each player needs to provide objective markers either 1, 2 or 3 inches in diameter. This to make measuring distances easy during the game. Always measure distances to the board edges and other markers from the center of the marker. Disregard any referral to players picking the deployment map in the missions played, as WA masters uses fixed deployment types.

**Objective placing:** Players roll off. Whoever rolls highest starts placing 1 of 6 objective markers, alternating between players until all have been set up. Note that when placing objectives, they are always dropped in order. Place objective 1 first, followed by objective 2 and so on.

**Choosing deployment zones:** Players roll off. The Player with the highest score chooses deployment zones after which the Player with lowest score starts deploying his first unit in his deployment zone, alternating until both sides have set up their army.

### **Mission 1:**

**Primary: Dominate & Destroy (pg 71 CA 2017)**

**Secondary: Targets of Opportunity (pg 75 CA 2017)**

**Tertiary: Kill Points**

**Bonus Objectives:** Slay the Warlord, First Strike and Linebreaker, (& Tabled as required – add to primary)

**Deployment:** Front Line Assault

- Dominate and Destroy: Instead of using No Quarter Given as laid out in Chapter Approved, draw an additional maelstrom card each round for each KP scored in your previous turn and your opponents previous turn, up to a maximum of 6 cards.
- There is no cap on the amount of maelstrom cards that can be achieved per turn. All cards can be scored freely every turn.



## Mission 2:

**Primary: Secure & Control (pg 222 BRB)**

**Secondary: Cleanse & Capture (pg 230 BRB)**

**Tertiary: Kill Points**

**Bonus Objectives:** Slay the Warlord, First Strike and Linebreaker, (& Tabled as required – add to primary)

**Deployment:** Search and Destroy

**Non Standard Objective Placement:** Roll for who Places first Objective using the Pre Game Instructions, however Players place Objectives AFTER Deployment Zones have been determined (ie. directly after step 6). Players secretly note the point values of the Objectives being 4, 3 or 2 VP as they place them on the table. The value of each of the Objectives are revealed right after the seize the initiative roll-off.

**Scoring:** At the end of the game each marker is worth 4, 3 or 2 VP respectively to the player controlling it.

## Mission 3:

**Primary: Resupply Drop (pg 69 CA 2017)**

**Secondary: Deadlock (pg 235 BRB)**

**Tertiary: Kill Points**

**Bonus Objectives:** Slay the Warlord, First Strike and Linebreaker, (& Tabled as required – add to primary)

**Deployment:** Vanguard Strike

**Scoring:** At the end of the game, 4VP's are scored for the 2 remaining Eternal War Objectives under your control.

## Mission 4:

**Primary: Frontline Warfare (pg 68 CA 2017)**

**Secondary: Contact Lost (pg 231 BRB)**

**Tertiary: Kill Points**

**Bonus Objectives:** Slay the Warlord, First Strike and Linebreaker, (& Tabled as required – add to primary)

**Deployment:** Spearhead Assault

**Non Standard Objective Placement:** Roll for who Places first Objective using the Pre Game Instructions, however Players place Objectives AFTER Deployment Zones have been determined (ie. directly after step 6).

**Scoring:** At the end of the game Eternal War points are scored for Markers 1 to 4. Markers completely in your own deployment zone are worth 1 VP, while Markers completely in the enemy's deployment zone are worth 4 VP and other Markers are each worth 2 victory points. Markers are assumed to be completely within a deployment zone if the very center of the marker is located within a deployment zone.

## Mission 5:

**Primary:** Scorched Earth (pg 70 CA 2017)

**Secondary:** Tactical Escalation (pg 232 BRB)

**Tertiary:** Kill Points

**Bonus Objectives:** Slay the Warlord, First Strike and Linebreaker, (& Tabled as required – add to primary)

**Deployment:** Dawn of War

## Mission 6:

**Primary:** Relic & Scouring (pg 220, 223 BRB)

**Secondary:** Spoils of War (pg 233 BRB)

**Tertiary:** Kill Points

**Bonus Objectives:** Slay the Warlord, First Strike and Linebreaker, (& Tabled as required – add to primary)

**Deployment:** Hammer and Anvil

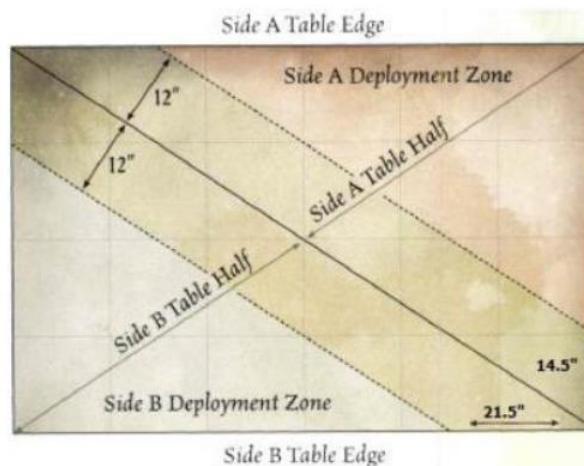
**Non Standard Objective Placement:** A total of 7 Objectives will be placed in this mission, the relic is placed in the exact middle of the table and then 6 numbered objectives placed using the standard pre game procedure listed above. Mark the superior (4VP) and inferior marker (1VP) before starting the first battleround.

**NOTE:** When the relic is dropped put it in base contact with the model that was carrying it prior to removing it from the table. Player owning the carrying model decides where the relic is dropped.

**Scoring:** At the end of the game the Relic is worth 5VP to the player whose model is carrying it, or 2VP to the player who is controlling it. The Superior Marker is worth 4VP to the player controlling it, while the Inferior Marker is only worth 1 VP. Score 2 VP for each other marker.

**Vanguard Strike:** Easiest most accurate way to measure your own deployment zone for vanguard strike:

1. Along your long edge, starting from the corner furthest from your deployment corner, measure in 21.5 inches and mark it.
2. Along your short edge, starting from the corner furthest from your deployment corner, measure in 14.5 inches and mark it.
3. Mark a line between these two points.



## Judges Painting Score Card

Name:

### Paint Application:

Tick applicable option

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
Show case (super advanced / competition level)	<input type="checkbox"/>	18
Highest standard consistent across entire army	<input checked="" type="checkbox"/>	+ 2

Max points available in this section = 20

### Model Preparation (Scored from 6 random samples):

Tick applicable option

Obvious mould lines / flash etc.	<input type="checkbox"/>	0
Prep work evident & no visible defects	<input type="checkbox"/>	+ 5 ea

Max points available in this section = 3

### Army Basing:

Tick applicable option

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

Max points available in this section = 7

### Army (check box selection):

Tick all applicable options

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
Show case 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

Max points available in this section = 14

**Total:** /44

**Hobby Points Received:** /6

**Grand Total:** /50