



An 8<sup>th</sup> Edition Matched Play Warhammer 40,000 Event

On the pages that follow you'll find details of how this Tournament will work. Read them carefully, even if you're a tournament veteran, as there are a number of differences to regular tournament events.

## HOW THE OBJECTIVE SECURED EVENT SERIES WORKS

The 2019 Objective Secured event series is a sequence of events that run during the 2019 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 Objective 1, First Blood!

We kick the 2019 event series off with – First Blood. This event is a single day event designed to open the doors to the 40k community to play in a more casual environment with some fun and characterful lists in a variety of scenarios.

### Venue and Cost

First Blood is being held on Sunday 17<sup>th</sup> February 2019 at Manning Community Hub, 2 Conochie Cres, Manning (see end of this pack for map). Tickets are \$35 per person. Note that tickets are non-refundable but are transferable to another player (get in touch with us should this be required).

## 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 rules. You will have no more than **ONE and a HALF Hours per game**. The first round of the event will be drawn at random while in the following 4 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.

Each player will be record their results in Down Under Pairings via their player profile. Once you've finished your game, you must complete the score card as soon as possible. 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 Facebook page and Event page.

## 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 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 17<sup>th</sup> February 2019

7.45am – 8.00am	Earliest entry and check-in
8.00am – 8.15am	Tournament briefing
8.15am	Round #1 begins
9.45am	Round #1 ends
15 Minute Break	
10.00am	Round #2 begins
11.30am	Round #2 ends
15 Minute Break	
11.45am	Round #3 begins
1.15pm	Round #3 ends
1.15pm – 2.00pm	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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2.00pm	Round #4 begins
3.30pm	Round #4 ends
15 Minute Break	
3.45pm	Round #5 begins
5.15pm	Round #5 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

## 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 ROSTER

By NO LATER THAN Sunday 10<sup>th</sup> February - you must submit a copy of your army roster into Down Under Pairings using your player profile. 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 3 total points per day overdue**

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 relics or similar 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. Any errors discovered during the course of the tournament will result in the culprit losing up to 5 points from the Generalship score for every game in which that army has been used.

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 1000 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:

- 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.
- First Blood is a Matched Play event and follows all the rules for that play format
- Your warlord must be nominated in your army list and may not be changed for the duration of the event.
- The ‘Rule of 2’ found in the FAQ update will be used.
- Chapter approved 2018 must be used for all points and rules updates
- You may only select your force using a single Patrol detachment as found in the Main Rule Book.
- Your Patrol may include up to 6 troop choices rather than those listed in the main rule book. For every troops slot filled after the second, gain 1 command point.
- You may only use a single **Faction Key Word** to complete the detachment
- ForgeWorld models and rules **MAY** be used following their most current rules
- ForgeWorld models conforming to the correct base size and general shape may be used to represent entries from the relevant army list
- All models must be painted and based miniatures of the appropriate type for the troops they represent. Conversions are allowed however the conversion should clearly represent the model they are converted to be
- Weapons, armour options and upgrades chosen from the army list must be shown on the majority of the models in a unit. You may use converted miniatures to represent troop types that are not yet available. Remember WYSIWYG is required.
- The majority of models used in an army must be Games Workshop models. Models from other companies that clearly represent entries from the relevant codex may be used as long as they are in the minority, **but must be checked by a Judge first.**
- 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 or if you have spoken with the organisers.
- 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 5 games played over a single day. Round 1 will be randomly allocated while rounds 2 through to round 5 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:

- The most recent Warhammer 40,000 Q&As and rules errata documents, available at:

<https://www.warhammer-community.com/faqs/>

## SCENARIOS

Later in this pack you will find the 5 missions you will be playing for the event. These missions are taken from chapter approved 2018 – however, players should make themselves familiar with the objectives and scoring system for each round.

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 1 ½ 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'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.

## SCORING

At the end of each game, both players will be required to fill in their scores on Down Under Pairings. Please complete your scores as soon as possible after the game so that the referees can keep the event running on time.

### Game results:

On this part of the scorecard you will be required to note down the result and each player's total victory points for the game. Players will earn tournament Generalship points 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 and all round wonder woman!

The Games Workshop Stores and Clubs of Perth for supporting and promoting the event.

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

# WINNING FIRST BLOOD

## OVERALL

### (0-160 points)

The winner of First Blood 2018 will be the player who scores the most points in the combined categories of Generalship, Judge Scored Painting and Sportsmanship as described below and has not received a warning in regards to their sportsmanship. In addition to the overall winner we will also give out a number of other awards, which will be announced at the closing ceremony.

## GENERALSHIP

### (0 – 100 points)

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.

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.

This will give you a score out of 100 for your generalship. This total score will be used to determine the winner of the Generalship Award.

Count Back will be conducted on primary mission scores, then sportsmanship if required.

# PAINTING

## (0-50 points)

The painting standard of your army will be rated by a judge using a checklist form (sample found later in this pack). Judges will be considering the painting techniques used, colour selection, basing details and overall army appearance when scoring.

### Using bought or borrowed armies:

It's not uncommon now for players to use armies that include miniatures which they haven't painted themselves. Whilst we would prefer this wasn't the case, you are permitted to do so. However, we do want to ensure that the 'Best Painted' awards go to the players who did paint their armies themselves and for this reason you'll be asked to indicate to the Judges whether you painted the entire army yourself or if someone else helped. Therefore whilst bought or borrowed armies will still allow you to compete for generalship, they will be ineligible for any painting awards.

# SPORTSMANSHIP

## (0-10 points)

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 for the day. Your favourite game will score 2 points. Your second favourite game will score 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!

# Peer Judged Painting

The painting of your force as judged your peers will be done at the lunch time break. Simply check out all the great forces on display and vote for which you like the most! The player with the most votes will win the painting award.

Judging will take place during the lunch break – please ensure you set your army up during this time for voting!

## 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 Blooded (Overall)**
- **The Warrior (Generalship)**
- **The Artist (Best Painted – Peer Vote)**
- **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 shortly afterwards with the event coverage.

# FIRST BLOOD 2019 - Mission Pack

1. When a player draws a card during a Maelstrom of War Mission that is impossible to score **at the time of drawing the card**, they may discard that card and then draw a new card.
2. You may not have the same card available to score more than once – should you draw a duplicate, discard and redraw a new card.
3. Players may only score a **maximum of 2 cards per turn**.
4. Players may use the 36 cards from the rulebook, or may choose to use the Codex Tactical Cards.
5. All variable points cards will be rolled for as per the rule book.
6. All updated rules found on page 47 of Chapter Approved 2018 relating to matched play will be used.

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

<b>VP Differential In Favour of Player</b>	<b>Game Points Player Score</b>	<b>Game Points Opponent Score</b>
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- Vital Intelligence (CA18 pg 48)

Deployment – Search and Destroy

Mission 2- Strategic Gamble (CA18 pg 56)

Deployment – Dawn of War

Mission 3- Cut off the Head (CA18 pg 50)

Deployment – Frontline Assault

Mission 4- Scars of Battle (CA18 pg 59)

Deployment – Vanguard Strike

Mission 5- The Four Pillars (CA18 pg 54)

Deployment - Search and Destroy



## PAINTING SCORE CARD

<b>Judges Painting Score Card</b>		
<b>Name:</b>		
<b>Paint Application:</b>	<b>Tick applicable option</b>	
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
<b>Max points available in this section = 20</b>		
<b>Model Preparation (Scored from 6 random samples):</b>	<b>Tick applicable option</b>	
Obvious mould lines / flash etc.	<input type="checkbox"/>	0
Prep work evident & no visible defects	<input type="checkbox"/>	+ 5 ea
<b>Max points available in this section = 3</b>		
<b>Army Basing:</b>	<b>Tick applicable option</b>	
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
<b>Max points available in this section = 7</b>		
<b>Army (check box selection):</b>	<b>Tick all applicable options</b>	
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
<b>Max points available in this section = 14</b>		
<b>Total:</b>		<b>/44</b>
<b>Hobby Points Received:</b>		<b>/6</b>
<b>Grand Total:</b>		<b>/50</b>

Hobby points will be allocated for additional items/tools/theme and so on. These may include (but are not limited to) the following...

**Display board, themed dice/templates/objectives, tokens and markers for in game effects, themed and named army lists, anything else you might think of that adds to the feel of the force (practical or cosmetic)! Let your imagination go nuts!**

