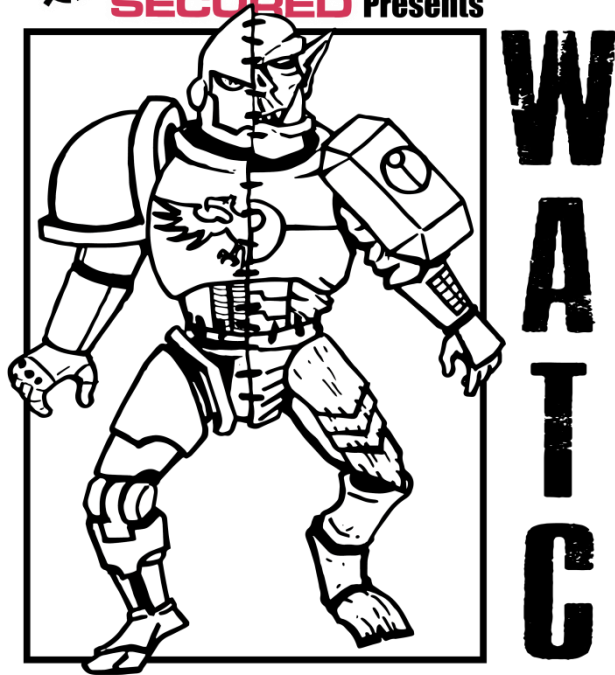# 3JECTIVE SECURED

Presents

The Western Australian Team Challenge 2019

Last updated 30/07/2019

WATC

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 the Western Australian Team Challenge 2019!

The 4th annual WATC! This event is a now a TWO 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 Saturday and Sunday the 17th and 18th of August at the **Kelmscott Hall, 60 River Road, Kelmscott** (see end of this pack for map). Tickets are $480 per team of 6 (ie $80 per player). Note that tickets are non-refundable but are transferable to a new team if needed.

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 rules. You will have no more than **Three hours per game including match ups**. The first round of the event will be drawn at random while in the following 4 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 teams captain will be expected to load their team scores into Down Under Pairings to complete the scoring each round.

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, the facebook event page and the 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!

Saturday 17ᵗʰ August 2019

8.15am	Check-in & Briefing
8.30am	Round #1 begins
11.30am	Round #1 ends
30 Minute Break	
12.00pm	Round #2 begins
3.00pm	Round #2 ends
15 Minute Break	
3.15pm	Round #3 begins
6.15pm	Round #3 ends
END OF DAY 1	

Sunday 18ᵗʰ August 2019

8.30am	Check-in & Briefing
9.00am	Round #4 begins
12.00am	Round #4 ends
30 Minute Break	
12.30pm	Round #5 begins
3.30pm	Round #5 ends
4.00pm	Closing ceremony & awards

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 5 games played over two days. Round 1 will be randomly allocated while rounds 2 through to round 5 will see teams matched against opponents who have generated similar scores in the Generalship category thus far in the event.

ARMY ROSTER

The team captain must submit a copy of your teams 6 armies into Down Under Pairings by no later than Wednesday 7th August 2019. 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

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 rosters, which you should keep with you when you are playing. All copies of the rosters 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 all the Generalship score for every game in which that army has been used. The Organiser will then make changes to the list as required to make the list legal for future games – no discussion will be entered into. 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.

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 2000 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 8th 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.
- **GW Index books may not be used in any way if there is a codex for the faction available**. The FW index and WD index may be used as normal.
- Army lists MUST be battle forged. WATC is a Matched Play event and follows all the rules for that play format. This includes a limit of 3 detachments per army and the 'Rule of 3' for units.
- Your warlord must be nominated in your army list and may not be changed for the duration of the event.
- 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.
- **Any and all models not conforming to the restrictions above will be asked by the Judges to be removed from play**.
- 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.
- 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 faction may only be used once per team by a single player – see later in this pack for clarification on which faction keywords constitute individual options
- Once a faction 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 lists 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 1995 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.
- Judges reserve the right to work with team captains – or override entirely - to ensure any errors in lists are worked through to resolve any issues amicably and within the intent of the event.
- **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 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 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.

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

TIME KEEPING

Teams will have 15 minutes at the start of each round to complete the match up process (detailed later in this pack) which has been included in the round times.

After the match ups are complete - Players will have the remaining round time 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!

SCORING

At the end of each game, both players will be required to fill in a scorecard to log the results of the game. This will be completed via Down Under Pairings

On this part of the scorecard 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

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.

All <RUINS> terrain will treat any openings found on the ground floor as closed and will block line of sight. Note that this will not create walls that are not present for damaged sections. Ruins that are not based will draw a straight line from the ends of wall sections to determine if a unit is within the area of the terrain.

Any 'intact' buildings such as terrain feature fortification models may not be embarked into for any reason and will simply be treated as a standard piece of terrain for movement and that provides cover in the usual way.

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.

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.

ARMY SELECTION CLARIFICATION

Players may use reinforcement points, but only for units with a faction keyword listed on your list. The points reserved for this must be clearly shown.

Players may use any faction keyword listed below in the construction of their list. However, each faction keyword is unique across the team so no two players can use (or summon) the same faction in their armies. Note that the keywords listed are the only ones able to be used to build a detachment with. Keywords not shown below my not be used as a unifying keyword for a detachment. The unique factions for the WATC are:

Adeptus Custodes, Adeptus Mechanicus, Adeptus Minsitorum, Astra Militarum, Asuryani, Blood Angels, <Chapter>(Any chapter other than Blood Angels, Dark Angels, Deathwatch, Space Wolves, and Grey Knights), Daemons, Dark Angels, Deathwatch, Death Guard, Drukhari, Genestealer Cults, Grey Knights, Harlequins, Inquisition, <Legion> Any Legion other than Death Guard and Thousand Sons), Legion of the Damned, Necrons, Officio Assassinorum, Ork, Questor Imperialis, Questor Traitoris, Renegades and Heretics, Sisters of Silence, Space Wolves, T'au, Thousand Sons, <Hive Fleet>, Ynnari

Each player's army list will:

1. List which model will be the warlord and its 'default' trait. Additionally, list the 'default' psychic powers and 'free' relic being used. These defaults can be changed each round but help speed up the start of the game and prevent issues with players "forgetting" to generate them.

2. Show all necessary info such as the players name, army list, detachments used with associated keywords, command points, unit points, role and power level.

3. Show upgrades to complex units on a model by model basis including wargear points break up.

4. If using a specialist detachment, list it and show the CP spent.

5. Show any stratagems used at list creation or when mustering your army and show the CP spent (such as the blood angels "death visions of sanguinius" and similar stratagems)

6. List the (up to) 6 Maelstrom cards you discarded when submitting your army list (as per the 'Refined strategies' rule).

7. List any reinforcement points and factions (for any type of summoning).

WINNING the Western Australian Team Challenge

The winner of WATC 2019 will be the team who scores the most match points in the event.

GENERALSHIP

(0-15 match points and 0 – 600 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.

WATC 2019 - Mission Pack

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

1. When a player draws a card that is impossible to score **at the time the card is drawn**, they may discard that card and then draw a new card.
2. Players may only score a **maximum of 3 cards per turn** unless the mission says otherwise
3. **Players may use the 36 cards from the rulebook or the Codex Tactical Cards whose faction matches their warlord**. This must be specified on your army list and may not be changed for the whole event

At the end of the game each player counts the number of kill points they have achieved from their opponents force, including units created during the game via mechanisms such as Conjuring, the Portaglyph, and others.

Each mission in addition will also have the standard secondary objectives, Slay the Warlord, First Strike and Linebreaker.

Total your score for the Eternal War mission as well as the objectives slay the warlord, first blood and line breaker – 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.

Player pairing system

Captains dice off, the winner is Captain A and the loser is Captain B.

Step 1: 1st and 2nd Match Up

1. Captain A and Captain B simultaneously put forward 1 of their armies.

2. Captain A and Captain B simultaneously put forward 2 of their remaining armies to be potential opponents.

3. Captain A and Captain B pick which of the 2 potential opponent lists will play their army.

(The 1st and 2nd match up)

4. Captain A picks the table for their player, then Captain B picks the table for their player.

5. The 2 potential opponent lists not selected are returned to the Captains' Pool.

Step 2: 3rd, 4th, 5th and 6th Match Up

1. Captain A and Captain B simultaneously put forward 1 of their armies.

2. Captain A and Captain B simultaneously put forward 2 of their remaining armies to be

potential opponents.

3. Each team should now only have 1 remaining army unoffered.

4. Captain A and Captain B pick which of the 2 potential opponent lists will play their army.

(3rd and 4th match up). The list not selected remains on the table.

5. Captain A picks the table for their player, then Captain B picks the table for their player.

6. The lists not selected then MUST match with the opponents army still in hand (the 5th and 6th match ups.)

7. Captain A pick the table for their player, then Captain B gets the last remaining table.

A video of this process can be found on the Objective Secured YouTube Channel - https://www.youtube.com/watch?v=Knq5f2CagF0&t=241s

General mission clarifications

- Objective Markers may not be voluntarily placed above ground level of the table. If a marker would be placed on terrain as part of the mission rules, agree with your opponent as to how the marker will be measured for or ask a judge to change the table layout.
- Always measure distances from the centre of the objective marker.
- Disregard any referral to players picking the deployment map in the missions played, as the WATC uses fixed deployment types.
- The 'Acceptable casualties' rule is in effect. As soon as a tabling happens, the player with models left on the table continues to play out his turns until the game's natural conclusion. Count points afterwards with the caveat that the player who is tabled may score whatever VP's he may at the end of the turn in which he was tabled but cannot draw new maelstrom cards nor score tactical objective cards in any turns after.
- Slay the Warlord, Line Breaker and First Strike will be used for all missions .
- The Refined strategies rule is in effect for all games. List the (up to) 6 cards you discarded when submitting your armylist. Players need to make sure to keep their discard pile separate from their achieved and active tactical objectives. When a player rotates through their entire deck, they are allowed to reshuffle their discard pile and draw more cards if and when eligible to do so.
- When placing objectives, they are always dropped in order. Place objective 1 first, followed by objective 2, … unless the mission dictates otherwise (like in the case for 4 Pillars)
- Random Game Length: The player who had first turn rolls after T5, game continues on a 3+. At the end of T6, the player who went second rolls, game continues on a 4+.
- Scoring: Count up points scored from maelstrom, eternal war, killpoints and tertiary objectives (Slay the Warlord, First Strike and Linebreaker). The difference in total VP's scored between the two players decides the outcome of the battle.

Specific Pre-Game Instructions:

Follow this procedure to start your games at the WATC:

1. Roll off for who places first objective. Do so and follow the procedure lined out below before starting to place any objectives.

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 (for extra relics and so forth). 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 entire army

8. Opponent then deploys army

9. Player who deployed first decides if he will take first turn or not

10. Roll to seize the initiative in case first turn was chosen

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

Mission 1

Primary Mission – Eternal War: Frontline Warfare (Markers 1-4)

Secondary Mission – Maelstrom of War: Contact Lost (3 Cards/turn cap) – (Markers 5 & 6 are deployed more than 12" from any other objective and more than 6" from a board edge and are only used for scoring maelstrom)

Tertiary Mission – Kill Points

Deployment – Frontline Assault

Mission 2

Primary Mission – Eternal War: Scorched Earth (Markers 1-6)

Secondary Mission – Maelstrom of War: Tactical Escalation (3 Cards/turn cap)

Tertiary Mission – Kill Points

Deployment – Hammer and Anvil

Mission 3

Primary Mission – Eternal War: The 4 Pillars (Markers 1-4)

Secondary Mission – Maelstrom of War: Disruptive Signals (3 Cards/turn cap) – (Markers 5 & 6 are deployed more than 12" from any other objective and more than 6" from a board edge and are only used for scoring maelstrom)

Tertiary Mission – Kill Points

Deployment – Search and Destroy

Mission 4

Primary Mission – Eternal War: Beach Head (Markers 1-6)

Secondary Mission – Maelstrom of War: Visions of Victory (3 Cards/turn cap)

Tertiary Mission – Kill Points

Deployment – Vanguard Strike (21.5" / 14.5")

Mission 5

Primary Mission – Eternal War: Vital Intelligence – the winner of the roll off for numbering the objectives deploys objective 6

Secondary Mission – Maelstrom of War: Tactical Cascade (No cap on cards per turn) – (Marker 6 is deployed more than 12" from any other objective and more than 6" from a board edge and are only used for scoring maelstrom)

Tertiary Mission – Kill Points

Deployment – Dawn of War

Note that for mission 5 – the game will not end when a player has achieved the required tactical objectives as per the standard mission. Keep on playing and conclude the game as usual.