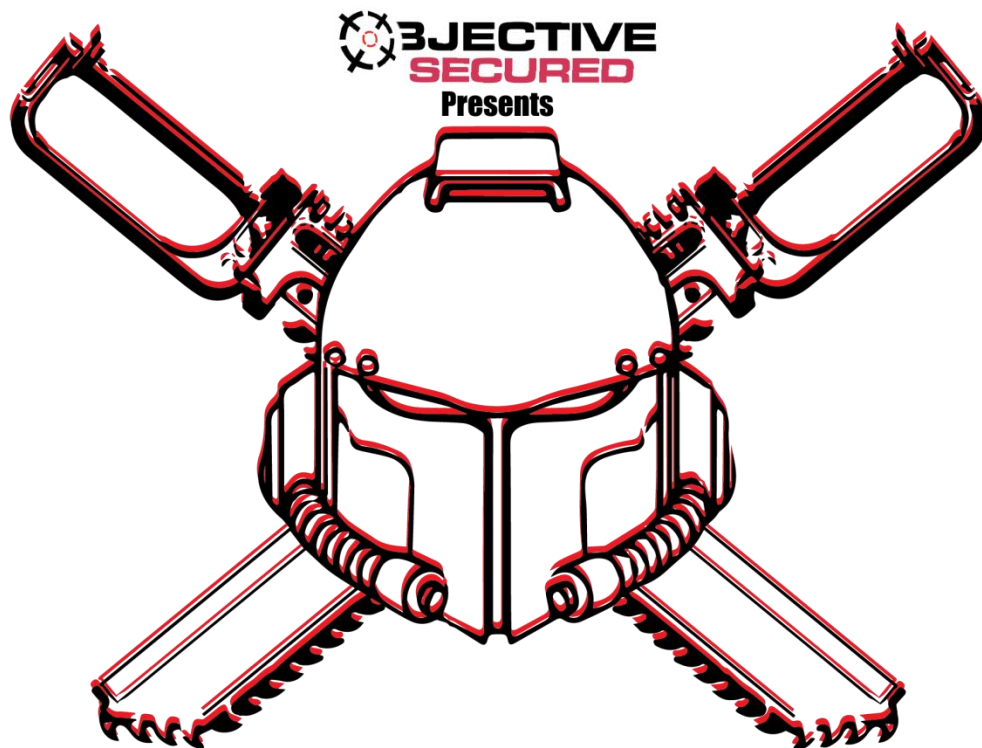




Presents

The 5th Annual Warhammer 40,000



WA MASTERS

An 8th Edition Organised Play, Matched Play Event

Last updated – 26th September 2019

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 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 our final 40k event – Masters!

Masters is the final event for 2019, 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 23rd and Sunday 24th November 2019 at the Kelmscott Hall – 60 River Road in Kelmscott. Tickets are \$80 before the 4th of November and \$90 after this date. Note that tickets are non-refundable but are transferable to another player for the same event. A minimum of \$10 per player will be allocated to prize support for the event

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 8th edition matched play rules. You will have no more than **THREE 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 3rd & 4th highest scores will play each other, 5th & 6th 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. If you have any questions about the event, then either e-mail: 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!

Emergency Info

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 and Visitors

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 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 inc scoring the required primary/secondary/tertiary points) for this round. No player will be asked to have more than 1 Bye Round.

What to Bring?

Remember to bring any gaming material you require to play Warhammer 40,000 including:

- Your painted army!
- This Player Guide
- Rulebooks, codex, datasheets as needed and any relevant FAQ documents – hard copy or digital is permitted (Note that Battlescribe or similar army builders is not a substitute for an official rule book and players are expected to carry the required rules for their army)
- Pens and a notepad/paper
- Dice (Including special ones)
- Templates & Tape measure
- Calculator
- Super glue (for emergency repairs)
- Spending money for food and drinks
- 8th edition Maelstrom Cards
- Objective Markers

Saturday 23rd November 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

Sunday 24th November 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
6.30pm	Closing ceremony & awards

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 13th 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
- Codex and detachments in use
- Army Building stratagems (stratagems used when mustering your army)
- Default Warlord Traits, Psychic Powers, Relics, etc (these may be changed game to game)

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.

Please ensure you submit your list as a plain text – NO ARMY BUILDING SOFTWARE WILL BE ACCEPTED AS AN ARMY LIST.

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.
- 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. Masters 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 (to battle ready standards) 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 should 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 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.

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 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.

Scenarios will incorporate those found in the Warhammer 40,000 Rulebook, Chapter Approved 2017 & 2018 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

Players will have 3 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!

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 using a 20-0 margin.

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

Tables and 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

Objective Secured events would not happen without the support of the Gaming community of Perth, the Games Workshop & Warhammer stores of Perth, Hobby Tech Toys, the numerous volunteers who assist with set up and pack up and especially Emma who without her we wouldn't be here 5 years later!

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 2019 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 (0-18 round points, 0-120 Battle Points)

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 round 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. Battle Point Totals
2. Victory Points Totals
3. Highest Sportsmanship Score.

Painting (0-50)

Fully painted armies are awesome to see on the tabletop and we ask that every model is painted (to battle ready standards) and based for this event. 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.

Sportsmanship (0-30)

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 announcing 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 2019 - Mission Pack

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 in the event of it being a token.
- Disregard any referral to players picking the deployment map in the missions played, as the event 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 – these may not be changed per game. 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.
- Players may discard a single maelstrom card at the end of their player turn per turn for free.
- 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 – this rule should be ignored. All games will go for 6 turns and then end.
- 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.

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 only use the 36 cards from the rulebook for this 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. No more than 15 Points may be scored in this category

Total your score for the Maelstrom of War mission - this is your **SECONDARY MISSION** when completing the score card. No more than 18 points may be scored for this category

Total the number of enemy units that have been removed from play. Compare this to the number of your own units that have been removed from play. Use the differential with a max score of 8 as the score for this component of scoring – this is your **TERTIARY MISSION** when completing the score card.

For example, if you lost 4 units and your opponent lost 11, the differential is 7. This score is put in your Tertiary score. Your opponent receives zero on the score card.

Following are the mission summaries as well as a detailed guide to how each mission deploys its objectives and so on. The summaries are abridged for easy reference here but you should consult the referenced rule book for complete information on the missions and any relevant rules for them.

Mission 1

Primary Mission – Eternal War: Scorched Earth (Markers 1-6) Page 70 CP 2017

Control or Raze: Each player scores 1 victory point at the end of each of their turns for each objective marker they control. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does. However, if an objective marker is within the enemy's deployment zone you can choose to raze it if you control it; doing so scores you 03 victory points instead of 1 but that objective marker is then unable to be scored for either player for eternal war. (Leave the marker in place for this mission for the purposes of scoring maelstrom points)

Secondary Mission – Maelstrom of War: Tactical Escalation (score 3 Cards per turn cap) Page 232 RB 8ed

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer active Tactical Objectives than the current battle round number, they must generate Tactical Objectives until they have a number equal to the current battle round number.

TACTICAL PRIORITY - At the start of the first battle round, but before the first turn begins, each player nominates a single Tactical Objective type (e.g. Take and Hold). You score an additional victory point for each Tactical Objective of that type you achieve. However, you lose a victory point each time you discard a Tactical Objective of that type.

Mission Priorities: If, at the end of the game, one player has achieved more Tactical Objectives of their nominated type (see Tactical Priority, above) than their opponent has of their own nominated type, that player receives 1 additional victory point.

Tertiary Mission – Kill Points (1vp per enemy unit killed)

Deployment – Frontline Assault – also known as pointy dawn of war (6" at edges coming to a point 9" from the centre of the table)

Process

- Roll off. Starting with the winner, alternate nominating a Warlord Trait, Relic, Psychic Powers and spending pre-game CP.
- Then the winner of the roll off takes objectives 1, 3 and 5. Their opponent takes the others. Objectives are placed in numerical order according to usual objective marker deployment rules.
- Roll off. The winner determines their deployment zone. The loser will then deploy their entire army and determine who will take the first turn once their opponent has deployed their army. If they choose to take the first turn their opponent may attempt to seize the initiative.

Before the first battle round begins nominate a tactical objective card type as outlined in the rule book. The types are CAPTURE AND CONTROL (or the type native to the army's warlord), TAKE AND HOLD, STORM AND DEFEND, SEIZE GROUND, PURGE, ANNIHILATION and PRIORITY ORDER.

Mission 2

Primary Mission – Eternal War: Frontline Warfare (Markers 1-4) Page 68 CP 2017

Seize and Control: At the end of the game, each objective marker is worth a number of victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does. The number of victory points you receive for each objective marker you control depends on its location: the objective marker in your own deployment zone is worth 1 victory point, the objective marker in the enemy's deployment zone is worth 4 victory points, and the other two objective markers are each worth 2 victory points.

Secondary Mission – Maelstrom of War: Contact Lost (score 3 Cards per turn cap) Page 231 RB 8ed

(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). Each player generates 1 Tactical Objective at the start of their first turn. In subsequent turns, if a player has fewer than 6 active Tactical Objectives, they must generate 1 Tactical Objective for each objective marker they control (to a maximum of 6 active Tactical Objectives).

Additional Stratagem – Temporary Comps Uplink (3cp)

Provided you have fewer than 6 active Tactical Objectives, you can use this Stratagem to immediately generate 1 extra Tactical Objective.

Tertiary Mission – Kill Points (1vp per enemy unit killed)

Deployment – Hammer and Anvil (short edge deployment 24" deep)

Process

- Roll off. Starting with the winner, alternate nominating a Warlord Trait, Relic, Psychic Powers and spending pre-game CP.
- Then the winner of the roll off takes objectives 1, 3 and 5. Their opponent takes the others. Objectives are placed in numerical order.
- The first objectives (1&2) placed by each player must be more than 12" from each player's deployment zone and more than 12" from the centre of the battlefield.
- Objectives 5 & 6 are for Maelstrom only and can be placed anywhere on the battlefield according to usual objective marker deployment rules.
- Roll off. The winner determines their deployment zone
- The second objectives (3&4) placed by each player must be in their own deployment zone according to the normal placement rules.
- The loser of the deployment roll off will then deploy their entire army and determine who will take the first turn once their opponent has deployed their army. If they choose to take the first turn their opponent may attempt to seize the initiative.

Mission 3

Primary Mission – Eternal War: The 4 Pillars (Markers 1-4) Page 5ICP 2018

Siphon Power: At the end of each battle round, if one player controls more objective markers than their opponent, they score 1 victory point. If they control all four objective markers, they score 3 victory points instead. A player controls an objective marker if they have more models with the Troops Battlefield Role within 3" of it than their opponent does (other units cannot control objective markers; ignore them when determining who controls each objective marker in this mission).

No Prisoners: At the end of each battle round, a player scores 1 victory point if more units from their opponent's army were destroyed during that battle round than from their own army.

Secondary Mission – Maelstrom of War: Disruptive Signals (3 Cards/turn cap) Page 54CP 2018 – (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). If, at the start of a player's turn, they have fewer than 4 active Tactical Objectives, they must generate Tactical Objectives until they have 4.

Additional Stratagem – Signal Interrupt (1cp)

Use this Stratagem after your opponent generates Tactical Objectives. Select one of their active Tactical Objectives – it can't be achieved this turn.

Tertiary Mission – Kill Points (1vp per enemy unit killed)

Deployment – Vanguard Strike (measure in 21.5" along the long board edge and 14.5" along the short board edge to get your corner deployment)

Process

- Roll off. Starting with the winner, alternate nominating a Warlord Trait, Relic, Psychic Powers and spending pre-game CP.
- Then the winner of the roll off takes objectives 1, 3 and 5. Their opponent takes the others. Objectives are placed in numerical order according to usual objective marker deployment rules except objectives 1 to 4 must be placed 15" from the centre of the battlefield in a line directly toward each corner.
- Roll off. The winner determines their deployment zone. The loser will then deploy their entire army and determine who will take the first turn once their opponent has deployed their army. If they choose to take the first turn their opponent may attempt to seize the initiative.

Mission 4

Primary Mission – Eternal War: Beach Head (Markers 1-3) Page 53 CP 2018

Push Them Back: Starting from the second battle round, each player scores a number of victory points for each objective marker they control at the start of their turn. A player scores 1 victory point if they control the objective marker in their own deployment zone, 2 victory points if they control the objective marker in the centre of the battlefield, and 3 victory points if they control the objective marker in their opponent's deployment zone. A player controls an objective marker if they have more models within 3" of it than their opponent does.

Secondary Mission – Maelstrom of War: Visions of Victory (3 Cards/turn cap) Page 58 CP 2018 - (Markers 4, 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).

If, at the start of a player's turn, they have fewer than 4 active Tactical Objectives, they must generate Tactical Objectives until they have 4.

UNRELIABLE ADVICE - Whenever a player is required to generate a Tactical Objective, they must instead generate two Tactical Objectives and their opponent selects which one they must keep. The other one is discarded, but can potentially be generated again later in the battle.

See below for clarification on "Unreliable Advice" mission rule.

Tertiary Mission – Kill Points (1vp per enemy unit killed)

Deployment – Search and Destroy (corner deployment 9" from the centre of the table) – Top left and bottom right corners to be used.)

Process

- Roll off. Starting with the winner, alternate nominating a Warlord Trait, Relic, Psychic Powers and spending pre-game CP.
- Then the winner of the roll off takes objectives 1, 3 and 5. Their opponent takes the others. Objectives are placed in numerical order as follows: objective 1 goes in the dead centre of the battlefield. Objectives 4 to 6 are placed anywhere else on the battlefield following the normal rules for objective placement.
- Roll off. The winner determines their deployment zone. Objectives 2 and 3 are placed in the deployment zone areas (one in each) following the usual rules for objective placement. The loser will then deploy their entire army and determine who will take the first turn once their opponent has deployed their army. If they choose to take the first turn their opponent may attempt to seize the initiative.

Maelstrom Draw Clarification

When drawing cards – they should be drawn in pairs with one being discarded before moving on to the next draw. If one of the 2 cards drawn is impossible to score, discard it and redraw so you have a pair before selecting the card to be used and moving on in the draw. Remember the opponent chooses which card is kept!

In the event a player has a stratagem that allows for cards to be drawn blind, this stratagem may be used as normal and the discard of the cards is done blind.

Mission 5

Primary Mission – Eternal War: Vital Intelligence – the winner of the roll off for numbering the objectives deploys objective 6 Page 48 CP 2018

Capture the Data: At the start of each battle round, the player who had the first turn rolls a D6 (this cannot be re-rolled for any reason). On a 6, all objective markers are active for that battle round. On any other result, the objective marker which corresponds to the number rolled is active for that battle round. At the end of the battle round, each player scores a number of victory points equal to the number of objective markers they control. Each objective marker is worth 1 victory point; active objective markers are worth 2 victory points instead. In this mission, a player controls an active objective marker if they have more models within 3" of it than their opponent does.

Secondary Mission – Maelstrom of War: Tactical Cascade (No cap on cards per turn) Page 57 CP 2018 – (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)

At the start of a player's first turn, they must choose 2 Tactical Objectives – they automatically generate these Tactical Objectives. These 2 cards may only score a maximum of 1 point per card. At the start of each of their turns after their first, they must generate 2 Tactical Objectives for each Tactical Objective they achieved in the previous battle round; a player cannot generate more than 6 a turn. There is no hand limit for this mission.

Burden of Command: Each player loses 1 victory point for every 3 active Tactical Objectives they still have (rounding down) at the end of the battle.

Tertiary Mission – Kill Points (1vp per enemy unit killed)

Deployment – Spearhead Assault (also known as Pointy Hammer and Anvil)

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.

Process

- Roll off. Starting with the winner, alternate nominating a Warlord Trait, Relic, Psychic Powers and spending pre-game CP.
- Then the winner of the roll off places the first objective in the centre of the battlefield then four more halfway between the centre and each corner of the battlefield. The same player then nominates the number of each of these objectives then places objective 6 following the normal rules for objective placement.
- Roll off. The winner determines their deployment zone. The loser will then deploy their entire army and determine who will take the first turn once their opponent has deployed their army. If they choose to take the first turn their opponent may attempt to seize the initiative.

Mission 6

Primary Mission – Eternal War: Cut off the Head Page 50 CP 2018 – (Marker 1 is deployed in the centre of the table as the objective for this part of the mission)

Each player allocates 3 Intel Points, as evenly as possible, between the **CHARACTERS** in their army, and notes this down on their army roster. If your army has no **CHARACTERS**, 3 Intel Points are instead allocated to your Warlord.

Crucial Intel: At the end of the third battle round, and at the end of each battle round thereafter, each player adds up the number of Intel Points allocated to models from their army that are currently on the battlefield, or that are currently embarked within a **TRANSPORT** that is on the battlefield; this is the number of victory points that player scores.

Transmit Intel: Starting from the second battle round, a player scores 1 victory point if they control the objective marker at the start of their turn. A player controls this objective marker if they have more **CHARACTERS** that have had Intel Points allocated to them within 3" of the objective marker than their opponent does (other units cannot control objective markers; ignore them when determining who controls the objective marker in this mission).

Secondary Mission – Maelstrom of War: Scars of Battle Page 59 CP 2018 – (Markers 2-6 are deployed more than 12" from any other objective and more than 6" from a board edge and are only used for scoring maelstrom)

Lost Communications - At the start of the first battle round, but before the first turn begins, each player rolls a D6. On a 1, that player cannot generate Tactical Objectives numbered 11-16 in this mission; on a 2 that player cannot generate Tactical Objectives numbered 21-26, and so on. If a player generates one of the selected Tactical Objectives during the battle, immediately generate a new Tactical Objective to replace it.

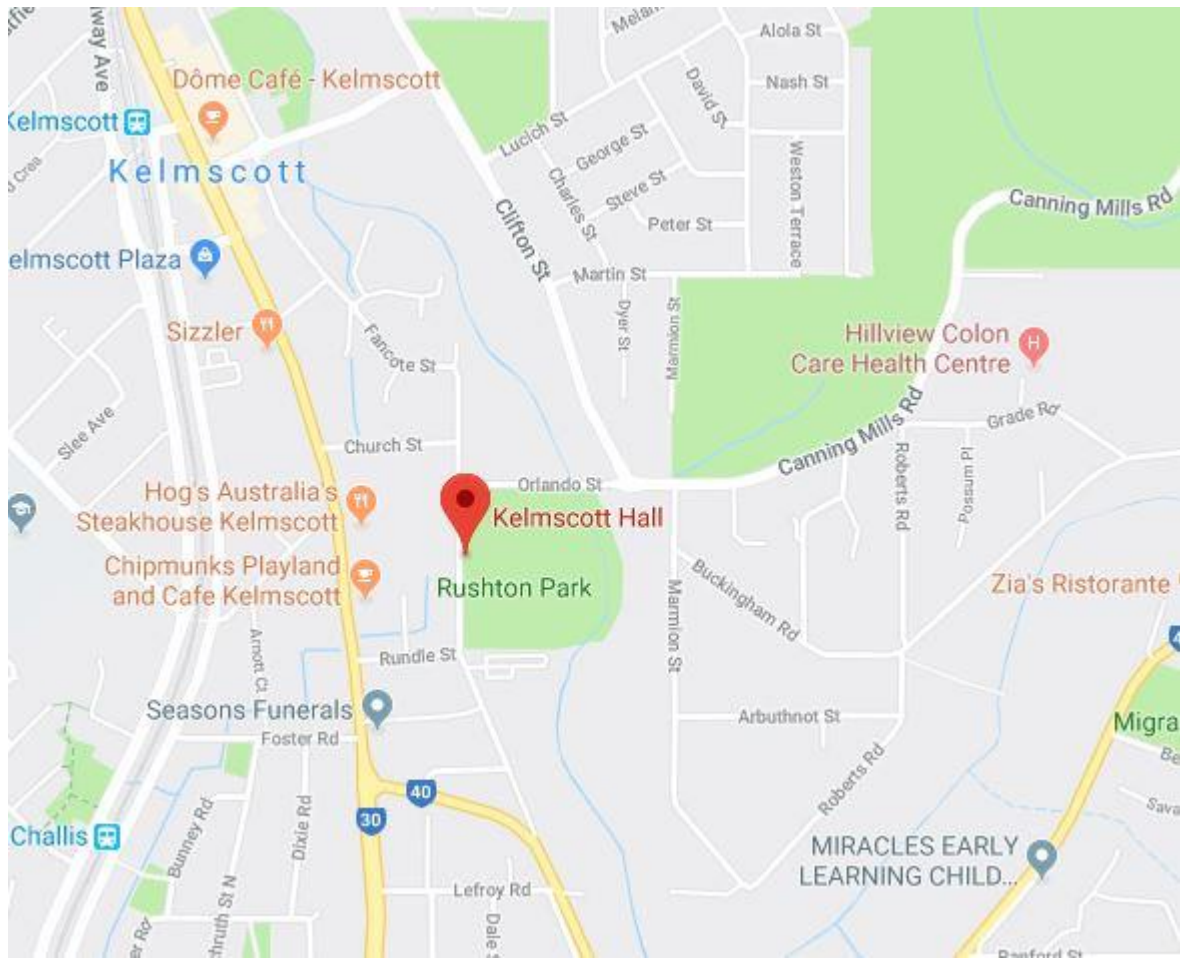
If, at the start of a player's turn, they have fewer than 3 active Tactical Objectives, they must generate Tactical Objectives until they have 3.

Tertiary Mission – Kill Points (1vp per enemy unit killed)

Deployment – Dawn of War (12" on standard deployment)

Process

- Roll off. Starting with the winner, alternate nominating a Warlord Trait, Relic, Psychic Powers and spending pre-game CP.
- Then the winner of the roll off places the first objective in the centre of the battlefield. The second player places the next objective using the normal rules. Players then alternate back and forth until all 6 objectives are placed.
- Roll off. The winner determines their deployment zone. The loser will then deploy their entire army and determine who will take the first turn once their opponent has deployed their army. If they choose to take the first turn their opponent may attempt to seize the initiative.



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