OBJECTIVE SECURED Presents

LINE BREAKER

An 8th Edition Organised Play, Matched Play Event

HOBBY FORMAT – NOLITE IRRUMATUS

Last updated – 20th February 2020

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 2020 Objective Secured event series is a sequence of events that run during the 2020 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 40k event – Line Breaker!

How can you go wrong with Warhammer and camping?!? This event is a single day event as part of a 3 day trip to enjoy some healthy competition with the gamers of Albany and its surrounding region. The games will be more relaxed but no less competitive.

Venue and Cost

Line Breaker is held on the 13th, 14th and 15th of March 2020 with the tournament itself on the 14th – at Gilcreek scout hall in Albany. Tickets are $80 which includes the stay at the scout camp on the Friday and Saturday night. Note that tickets are non-refundable but are transferable to another player for the same event. A minimum of $5 per ticket will be allocated for prize support but more maybe added pending final numbers.

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 rules. You will have no more than **2.45 hours per game**. The rounds will be paired randomly for game 1 and then via a swiss process for subsequent rounds. 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. We will also have hard copy back ups just in case but we don't expect an issue in accessing mobile data while on site.

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! Please note that while we usually require a minimum of 'Battle Ready' as defined later in this pack we will not be requiring it for 1st time attendees of the event.
- 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 14th March 2020

- 8.45am – 9.00am   Tournament briefing
- 9.00am   Round #1 begins
- 11.45am   Round #1 ends
- 11.45am – 12.30pm   Lunch break
- 12.30pm   Round #2 begins
- 3.15pm   Round #2 ends
- 15 Minute Break
- 3.30pm   Round #3 begins
- 6.15pm   Round #3 ends
- 6.30pm   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 that are not submitted on time will receive a 3 point penalty per day late to your final overall score.

Lists must be submitted by Wednesday 11th March at 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.

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

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 1750 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.
- Army lists must be battle forged.
- Chapter approved 2019 must be used for all points and rules updates
- Warhammer 40,000 Legends may not be used in anyway
- You may select your force using up to 3 detachments of your choosing as found in the Main Rule Book.
- 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**. The FW index and WD index may be used as normal.
- Line Breaker is a Matched Play event and follows all the rules for that play format.
- **Line Breaker will be using the rule of 3 for every unit except dedicated transports and troops choices**
- All models should be painted (to battle ready standards) and based miniatures of the appropriate type for the troops they represent. **Note that for this event, first time attendees may ignore this requirement though it is strongly encouraged.**
- Conversions are allowed however the conversion should clearly represent the model they are converted to be and should be on the correct size base with a similar silhouette to the model they represent.
- 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**.
- 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**.

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 3 missions you will be playing for the event. These missions are all copied from Chapter Approved 2019 but will be repeated later in this pack for your ease of access.

The referees will do their best to ensure that all players are matched on 3 different tables during the course of the event though this cannot be guaranteed

Time Keeping

Players will have 165 minutes per round to complete their games, including setup time. Part of the challenge of the tournament is making tactical decisions under pressure, so games should be played at a reasonably quick pace. Don't wait until it's your turn to consider your next moves!

Referees will be monitoring the time taken per game as recorded in Down Under Pairings as well as turns completed – please ensure you enter your scores for the game before packing up to record the most correct time possible. It is expected that all players will play in a prompt and timely manner. If you believe your opponent is intentionally 'slow playing' please inform a referee immediately.

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 (typically doors and windows) 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!

Awards

Renaissance Player (Combined Generalship/Sports)

The winner of the Renaissance award 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.

Best General (0-9 round points, 0-60 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.

The Artist (Peer Judged)

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 days first 3 rounds of play.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 players with the highest painting score will be 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.

Favourite Opponent (3-9)

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 3 points while your second favourite will be awarded 2 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 Renaissance Award
Best General
The Artist
Favourite Opponent

Players will only be eligible for a single award each with priority given to Renaissance, Best General, Favourite Opponent & The Artist (in that order). Players who do not have their whole force painted to battle ready standards will be ineligible for the Renaissance and Artist awards

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!

Line Breaker 2020 - 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.
- 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 .
- Kill Points will be used for all missions – simply count up the number of enemy units completely destroyed at the end of the game and enter this total.
- 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.
- Players will need to construct a Maelstrom of war deck following the rules on page 70 of Chapter Approved 2019.
- All rules found on pages 70 and 71 of Chapter Approved 2019 'Schemes of War' will apply to the missions for First Blood 2020 – they are replicated below.

CONSTRUCTING YOUR OBJECTIVE DECK

Before playing one of the following Maelstrom of War missions, you must construct an Objective deck. This deck should be made up of a minimum of 18 Tactical Objective cards, chosen from the pool available to your army – you may select either the faction specific cards or the standard cards. No more than one copy of each uniquely named Tactical Objective can be included in the deck. This deck may not change game to game and must be listed as part of your army list submission. Any list with no card list submitted will be assumed to be using the full 36 card standard deck

USING YOUR OBJECTIVE DECK

At the start of the first battle round, each player shuffles their Objective deck and draws 5 Tactical Objective cards. If either player is not happy with the initial cards that they have drawn, they can choose to place them at the bottom of their Objective deck, in any order, and draw 4 new Tactical Objective cards. At the start of your turn, put Tactical Objective cards from your hand into play until you have three in-play Tactical Objectives or there are no more cards left in your hand. A Tactical Objective card is considered to be generated when it is put into play. When putting a Tactical Objective card into play, place it either face up for both players to see, or face down – its details kept hidden from your opponent until such a point as it is either achieved or discarded. No player can have more than one face-down, in-play Tactical Objective at any point (unless otherwise specified). You can only achieve in-play Tactical Objectives. After you have finished putting any Tactical Objectives into play, draw Tactical Objective cards until you have a hand of 5 cards.

ACHIEVING TACTICAL OBJECTIVES

At the end of every turn (yours and your opponent's), you must check to see if you have achieved any of your in-play Tactical Objectives – the descriptions will tell you how and when they are achieved and how many victory points are scored for achieving them. If you can achieve a Tactical Objective at the end of a turn, you must reveal it, if necessary, and immediately score the victory points for it – you cannot choose not to do so. Players can achieve any number of their Tactical Objectives in the same turn. After a Tactical Objective has been achieved, that card is discarded.

DISCARDING IN-PLAY TACTICAL OBJECTIVES

At the end of the Morale phase, you can discard any of your in-play Tactical Objectives.

DRAWING A TACTICAL OBJECTIVE CARD

When you draw a Tactical Objective card, take the top card from your Objective deck and add it to your hand. A player's hand is kept hidden from their opponent for the duration of the battle. If there are no cards left in the Objective deck when instructed to draw a Tactical Objective card, do nothing instead.

DISCARDING A TACTICAL OBJECTIVE CARD

When you discard a Tactical Objective card, place it face up on your discard pile. Tactical Objective cards in a discard pile are not considered to be in play. A discard pile is not a part of a player's Objective deck.

PRIORITY ORDERS RECEIVED

For the purpose of this event, you may not select Priority Orders Received as part of your maelstrom deck. If you are using the full deck of cards, this card must be discarded when drawn and a new card drawn in its place.

STRATAGEMS

When using the rules for Tactical Objectives in this section, a player can make use of the following Stratagems:

RE-PRIORITISE
Stratagem 2 command points

Use this Stratagem at the start of your turn. Discard up to two Tactical Objective cards from your hand and draw a new Tactical Objective card for each card that was discarded.

TACTICAL FORESIGHT
Stratagem 1 command point

Use this Stratagem at any point during the turn. You can look at the top three cards of your Objective deck and choose to put each back on either the top or bottom of the deck, in any order. You can only use this Stratagem once per turn.

DETERMINED PUSH
Stratagem 2 command points

Use this Stratagem at any point during the turn. Select up to three Tactical Objective cards from your discard pile and shuffle them back into your Objective deck. You can only use this Stratagem once per turn.

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

Covert Manoeuvres – page 72 CA19

THE BATTLEFIELD
Terrain will be set up by the referees. The players place 6 objective markers via a roll off. Starting with the winner, alternate setting up objective markers until 6 have been placed on the battlefield. Each objective marker must be placed at least 12" from any other objective marker and at least 6" away from the battlefield edge. Unless otherwise stated, a player controls an objective marker if they have more models within 3" of the centre of it than their opponent.

DEPLOYMENT
The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender determines (via rolling) which of the standard deployment maps is used in the battle (see the *Warhammer40,000* rulebook) and selects one of the deployment zones for their army. The Attacker uses the other deployment zone. The Attacker deploys their entire army first. The Defender then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN
The Attacker decides who takes the first turn. If they decide to take the first turn, the Defender can roll one D6: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES
This mission uses the Schemes of War rules found on pages 70-71 CA19.

ACCEPTABLE CASUALTIES
The matched play rules for Sudden Death are not in use in this mission.

COVERT MANOEUVRES
At the start of each battle round after the first, if there is a player with fewer victory points than their opponent, then for the rest of that battle round all Tactical Objectives that player puts into play can be placed face down, and all face-up Tactical Objectives that player has in play can be turned face down. For the rest of that battle round, all Tactical Objectives their opponent puts into play must be placed face up, and all face-down Tactical Objectives their opponent has in play must be turned face up.

BATTLE LENGTH
The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS
At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been destroyed during the battle, you score 1 victory point.
First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.
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.

Mission 2

Confined Command – page 77 CA19

THE BATTLEFIELD

Terrain will be set up by the referees. The players place 6 objective markers via a roll off. Starting with the winner, alternate setting up objective markers until 6 have been placed on the battlefield. Each objective marker must be placed at least 12" from any other objective marker and at least 6" away from the battlefield edge. Unless otherwise stated, a player controls an objective marker if they have more models within 3" of the centre of it than their opponent.

DEPLOYMENT

The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender determines (via rolling) which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and selects one of the deployment zones for their army. The Attacker uses the other deployment zone. The Attacker deploys their entire army first. The Defender then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The Attacker decides who takes the first turn. If they decide to take the first turn, the Defender can roll one D6: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES

This mission uses the Schemes of War rules found on pages 70-71 CA19.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

CONFINED COMMAND

At the start of each player's Movement phase, their opponent can select one Tactical Objective that player has in play. That Tactical Objective is returned to the owning player's hand, and they can put a different Tactical Objective into play.

BATTLE LENGTH

The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been destroyed during the battle, you score 1 victory point.
First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.
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.

Mission 3

Ambitious Surge – page 73 CA19

THE BATTLEFIELD
Terrain will be set up by the referees. The players place 6 objective markers via a roll off. Starting with the winner, alternate setting up objective markers until 6 have been placed on the battlefield. Each objective marker must be placed at least 12" from any other objective marker and at least 6" away from the battlefield edge. Unless otherwise stated, a player controls an objective marker if they have more models within 3" of the centre of it than their opponent.

DEPLOYMENT
The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender determines (via rolling) which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and selects one of the deployment zones for their army. The Attacker uses the other deployment zone. The Attacker deploys their entire army first. The Defender then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN
The Attacker decides who takes the first turn. If they decide to take the first turn, the Defender can roll one D6: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES
This mission uses the Schemes of War rules found on pages 70-71 CA19.

ACCEPTABLE CASUALTIES
The matched play rules for Sudden Death are not in use in this mission.

AMBITIOUS SURGE
At the start of each player's Movement phase, if that player has any Tactical Objective cards in play, their opponent must select one of those Tactical Objectives. If that Tactical Objective is achieved in that turn or the subsequent turn, it is worth 1 additional victory point.

BATTLE LENGTH
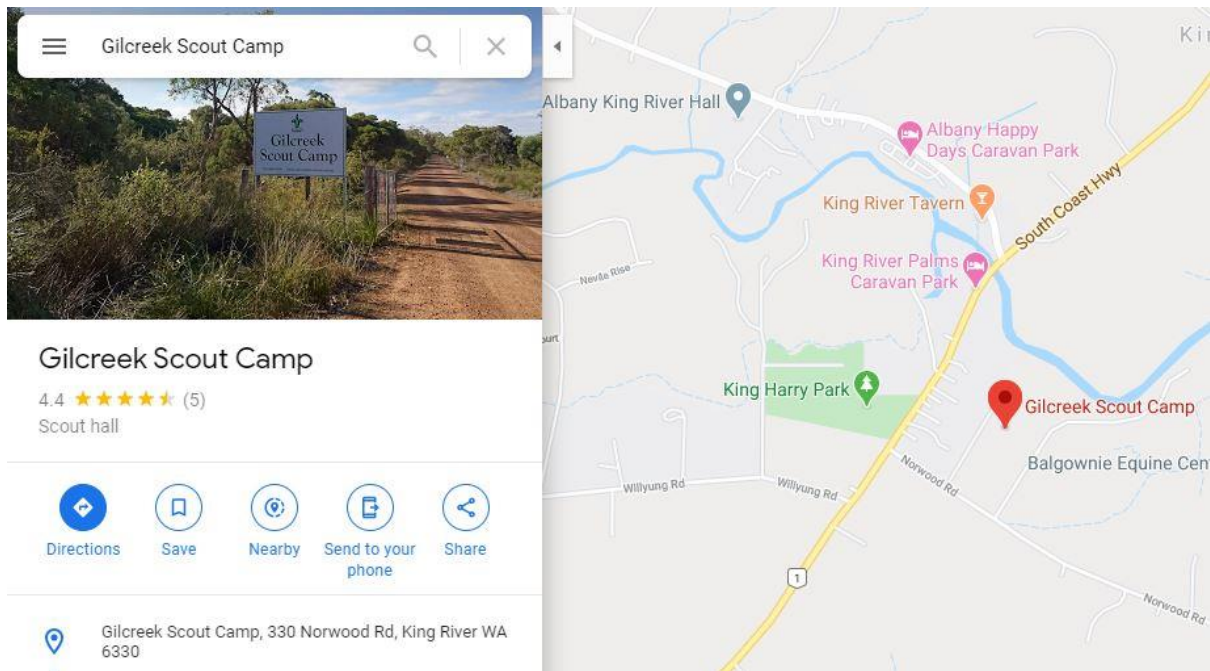The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS
At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been destroyed during the battle, you score 1 victory point.
First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.
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.

Minimum Painting Standard – Battle Ready Example

What is Battle Ready?

If a model is Battle Ready, it means it's ready to game with. Battle Ready models have their main areas coloured and a simple finish on their bases. This finish can be achieved quickly and easily by all hobbyists using contrast paints or simple base colours with minimal finishing. You can find the full explanation of the Battle Ready Standard here - https://www.warhammer-community.com/2019/05/21/introducing-battle-readygw-homepage-post-lfw-homepage-post-1/