

 **OBJECTIVE**
SECURED Presents



MIXED DOUBLES

A Single Day Tournament for 9th Edition Organised Play,
Warhammer 40,000 Crusade Event

Last updated - 27th August 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 our first doubles 9th edition event – Mixed Doubles!

2020 has been a roller coaster until this point so its great to be back into the gaming and Mixed Doubles is aimed at just that – bringing the community back together! A Single day event of 3 games in a doubles format using the new 9th Edition Crusade mission format.

Venue and Cost

Mixed Doubles is being held on Saturday 3rd October at the Kelmscott Hall – 60 River Road in Kelmscott. Tickets are \$80 per team of 2. Note that tickets are non-refundable but are transferable to another team for the same 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 9th edition Crusade 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 2 rounds, teams will be matched using the swiss format. 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.

Due to the present restrictions, we will be doing our best to space the tables for maximum social distance. Spectators will be asked to adhere to the 1.5 meter space for tables.

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 of 30 primary, 30 secondary 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)
- Objective Markers, Templates & Tape measure
- Calculator
- Super glue (for emergency repairs)
- Spending money for food and drinks

Saturday 3rd October 2020

8.00am	Check-in & Briefing
8.15am	Round #1 begins
11.15am	Round #1 ends
30 Minute Break	
11.45am	Round #2 begins
2.45pm	Round #2 ends
15 Minute Break	
3.00pm	Round #3 begins
6.00pm	Round #3 ends
6.15pm	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 30th September 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 of 3 points per game from your total score.

When submitting your roster, make sure you include:

- All pages of the roster itself
- Notarised break up of power level
- Codex and detachments in use
- Army Building stratagems (stratagems used when mustering your army or upgrading models like Chapter Master)
- Warlord & Warlord Traits, Psychic Powers, Relics and any other similar abilities must be listed and may not change for the event.

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 50 power levels per player 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 9th edition rules. 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 built following the rules from Crusade on page 326-327 of the main rulebook.
 - Each player will start with 6CP to use in building their list and CP may not be shared between players
 - Your warlord must be nominated in your army list and may not be changed for the duration of the event.
 - All models must be 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.**
 - 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.**
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- **Players must supply a crusade card per unit to track the relevant experience, battle honours and battle scars.**
 - **While it is possible for your crusade army to grow during the course of the day – you may not exceed 50 power levels per player per game.**

Army List inclusions

Psychic Powers – must be listed

Warlord – must be listed as well as chosen trait

Stratagems – anything that adds abilities, keywords, warlord traits, relics, etc before the game must be noted. Eg Chapter Master or Death Visions of Sanguinius

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 per day you will be playing for the event. These missions are directly taken from the 9th edition main book.

The referees will do their best to ensure that all players are matched on 3 different tables during the course of each day 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! 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 a hard copy handed in to the organiser table as well as being completed via Down Under Pairings.

Tables and Terrain

Games are played on a 44"x60" table. Scenery for each battle will have been set up by the referees and may not be moved or changed in any way. Area terrain that is 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. See later in the pack for Terrain in depth.

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 following the rules for a player conceding in the main rule book.

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.

Winning Mixed Doubles

The winner of each day of War Calls will be the player who scores the highest total score and has not received a warning regarding their sportsmanship. In addition to the Generalship winner we will also give out several other awards, which will be announced at the closing ceremony.

Generalship (0-9 round points, 0-300 Battle Points)

Work out your mission points as per the mission objectives – primary and secondary. Players will be awarded round points based on your win 3/draw 1/loss 0 record. The player who has the highest round points total for all 3 games each day 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. Victory Points
2. Strength of Schedule

Painting

Fully painted armies are awesome to see on the tabletop and while this event does not require painting to participate, we always enjoy rewarding those that show off their forces. The Painting Award will be determined by player vote. At lunch time on each day, 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. 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.

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!

Mixed Doubles 2020 - Mission Pack

The following missions are all found in the 9th edition main rule book. The mission will be played as shown in the book including objective placement and deployment type. In the event an objective ends within a piece of terrain, players should move the terrain piece the minimum distance – and with mutual agreement – to ensure the centre of the objective is not on or within the terrain.

Round 1 – Supplies from Above – page 347

Round 2 – Ambush – page 352

Round 3 – Retrieval – page 350

Agenda Selection

You may select any of the Agendas found in the main rule book (pages 336-337) for these missions following the usual rules. Select 3 before the game starts per team (before rolling for attacker defender)

You may score a maximum of 90 victory points in the objective category and will score a bonus 10 points if your whole army is painted to a battle ready standard for a maximum total score of 100 points per game.

Terrain and Terrain Traits

Common Terrain

- Ruins – area terrain, scalable/breachable/light cover/defensible/obscuring
- Craters – area terrain, light cover/difficult ground
- Shipping/Armoured containers – Obstacle, Light cover/Scalable/exposed
- Barricades/fuel pipes – Obstacle, Defence line/light cover/heavy cover/defensible/unstable/difficult ground
- Woods/forest/deathworld – area terrain, dense/breachable/defensible/difficult
- Debris – obstacle, exposed
- Industrial or Admech structures – area terrain, scalable/breachable/dense/defensible
- Statues – obstacle, light cover/unstable/inspiring (all factions)
- Ruined walls – obstacle, defence line/breachable/dense/defensible/unstable

You may encounter 'intact' buildings – often MDF – with solid walls and a roof. These models should be treated as Ruins (see above) with the caveat that you may not end a move 'inside' the terrain feature regardless of the breachable keyword. You may move through them using breachable but must clear both sides in the move.

You may encounter a piece of terrain that is more commonly used as a fortification. These include (but are not limited too) Bastions, Sky Shields, Fortress of Redemption, Aquilla Strongpoint, etc. The model(s) will be treated as follows regardless of the actual fortification piece in question

- Obstacle, Light Cover, Heavy Cover, Scalable

Ruins

While we update the terrain for 9th edition, we must determine the footprint of the area terrain. Simply draw an imaginary line between the 2 open ends of the terrain walls to determine the footprint. In the below example (where the grey is walls, the blue is windows) – the footprint of the building is shown in purple. This means touching the outside of the walls will NOT mean you are on or within the ruins.



