



LINE

BREAKER

A 9th Edition Organised Play, Matched Play Event

NOLITE IRRUMATUS

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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 2021 Objective Secured event series is a sequence of events that run during the 2021 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 9th, 10th and 11th April 2021 with the tournament itself on the 10th – at Gilcreek scout hall in Albany. Tickets are \$180 which includes the stay at the scout camp on the Friday and Saturday night, the tournament itself and 4 meals. Note that tickets are non-refundable but are transferable to another player 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 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) 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
- Objective Markers

Saturday 10th April 2021

- 8.30am Tournament briefing
- 8.45am Round #1
- 11.30am Break 1
- 11.45am Round #2
- 2.30pm Lunch
- 3.00pm Round #3
- 5.45pm Break 2
- 6.00pm Round #4
- 9.00pm 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 5 point penalty per game per day late to your final overall score.

Lists must be submitted by Wednesday 7th April 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 AND power level (for use when calculating strategic reserves)
- 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 player 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 3rd PARTY ARMY BUILDING SOFTWARE WILL BE ACCEPTED AS AN ARMY LIST.** If a list is not submitted correctly you will be asked to resubmit and will incur the late penalty should the resubmit be requested after the final date due. A sample list can be found later in this pack alternatively you may submit lists using the official 40k app though you will still be liable for any errors in the list even if they come from the software itself.

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 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.
- Army lists **MUST** be battle forged. This 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 most 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 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 most 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 most models used in an army be Games Workshop models, models from other companies that clearly represent entries from the relevant codex may be used if 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.**
- **Models are required to be painted for this event** – the minimum expected standard is battle ready/base colours – no bare plastic or undercoat only will be permitted.

Each player's army list will:

1. List which model will be the warlord and its warlord trait. Additionally, list the psychic powers and 'free' relic being used.
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 – required for reserves/reinforcements.
3. Show upgrades to complex units on a model by model basis including wargear points break up as necessary.
4. Show any stratagems used at list creation or when mustering your army and show the CP spent (such as additional relics and similar stratagems)
5. Show the selected psychic powers, relics, similar items in the army on units
6. List any reinforcement points and factions (for any type of summoning).

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 4 missions per day you will be playing for the event. These missions are directly taken from the Grand Tournament 2020 book including all secondary objectives.

The referees will do their best to ensure that all players are matched on 4 different tables during the course of each day though this cannot be guaranteed

Time Keeping

Players will have 2 hours and 45 minutes on the day 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 completed via Down Under Pairings. Note that we will be using the differential scoring system (20-D) for scoring which will be automated in DUP. For every 5 points of differential the score will move 1 point as per the WTC system.

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.

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 Line Breaker

Best All Rounder (Combined Total Score 0-150)

As a hobby event, we feel it is necessary to reward players who not only score well on the table but put the effort into fantastic looking armies and behaving with sportsmanship and integrity. The winner of this category will have the highest total combine score across generalship, painting and sportsmanship. Countbacks will be completed on generalship first then painting then sportsmanship if required.

Generalship (0-8 round points, 0-80 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 2/draw 1/loss 0 record. The player who has the highest round points total for all 4 games each day will be awarded the Generalship award. In the case of a tie, a countback will be completed first using the differential scoring (BP), then Victory Points then Strength of Schedule.

Painting (0-30)

Fully painted armies are awesome to see on the tabletop and 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.

During the course of the day the judges will move around the room and score players armies using the matrix found later in this pack. This score will be used to generate a score which will go towards the best all rounder 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.

Sportsmanship (0-40)

We expect that all players behave in a sportsmanlike manner but we also want to reward players who go above and beyond. At the end of each game you will need to complete an additional score card in Down Under Pairings with some simple questions around the opponents behaviour and their army. The player with the highest total in this category at the end of the event will win this category. Count backs will be one on Round points, then victory points as needed.

Judges Painting Score Card

	score	Max score
Paint Application		
Bare Minimum (ie Battle Ready)	0	
Solid Tabletop (Battle ready plus additional details/shading/highlighting)	3	
Advanced (Solid Tabletop plus extra details/blending/tonal range in shading)	6	
Showcase (competition level)	9	9
Model Preparation		
Score from 3 random samples		
Prep work evident with no obvious defects in clean up and assembly		
1	1	
2	1	
3	1	3
Basing		
Bare Minimum (Single texture or flat colour or clear acrylic)	0	
Solid Table Top (Minimum plus extra details/points of interest/static grass etc or pre-sculpted bases)	2	
Showcase (competition level)	4	4
Army Wide		
Does the army look cohesive	1	
Does the basing for the army match across the whole army	1	
Are the units easily identifiable from each other (ie unit markings or similar)	1	
Is there freehand work evident on at least 25% of the army (does not include edge highlights or similar)	1	
Are there extensive conversions in the army - at least 25% of models (including kit bash models)	1	
Have the centrepiece model(s) for the army received extra attention in their finish	1	6
Hobby Extras		
Basic Display Board (single flat surface or tray with minimum texture or effects)	1	
Advanced Display Board (Basic plus extra details and theme items to tie the army to the board)	2	
Showcase Display Board (highly detailed board with extra effects/multiple layers and tells a story)	3	3
Custom Dice (must be a custom colour or at least 1 custom face)	1	
Tools of Trade (additional game tools in theme with the army - eg wound markers, tokens, measuring tools etc)	1	
Objective Markers (themed for the army)	1	
Named Characters and Unit Designations on army list - notes on identifying models on the table also favourable	1	
Background story or material (max 1 page of text in minimum size 10 font - must be hard copy with the army for points to be received)	1	5
		30

Line Breaker 2021 - Mission Pack

The following missions are all found in the Grand Tournament 2020 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 – Sweep and Clear – pages 52 & 53

Round 2 – Over Run – pages 50 & 51

Round 3 – Surround and Destroy – pages 44 & 45

Round 4 – Priority Target – pages 54 & 55

Secondary Selection

You may select any of the secondary objectives found in the Grand Tournament 2020 book for these missions following the usual rules. Select 3 before the game starts (before rolling for attacker defender) You may only select 1 from each category.

- Purge the Enemy – Assassinate, Bring it down, Titan Hunter, Cut off the head
- No Mercy, No Respite – Thin Their Ranks, Grind them down, While we stand we fight
- Battlefield Supremacy – Engage on all fronts, Line Breaker, Domination
- Shadow Operations – Investigate Sites, Repair Teleport Homer, Raise the Banners high, Deploy scramblers
- Warp Craft – Mental Interrogation, Psychic Ritual, Abhor the Witch, Pierce the veil

You may elect to use the mission specific secondary objective in place of one of your choices from this list for each mission.

Players may select faction specific secondaries for games. You may only select a single faction specific secondary per game regardless of how many you may access according to the keywords and codex.

Any player who selects 2 objectives from the same category (which is against the core rules) or more than 1 faction secondary will have the higher of the 2 scores reduced to zero as a penalty.

You may score a maximum of 45 points in the primary objective category, a maximum of 45 points in the secondary objective category. A maximum total score of 90 points per game.

Time Management and Slow play

Slow play is a serious issue, as such it is expected that ALL games conclude their full complement of 5 turns within the allotted time. For this reason, the use of chess clocks is encouraged at the Obsec events, however it is important to note that only chess clocks that count down to zero may be used.

Should your opponent decline to use the chess clock, we would encourage you to use the clock and swap time between players as usual to better aid the organisers in establishing any issues of time management.

When using a chess clock, each player is allocated equally half the round time (Based on the master clock shown at the TO table at the start of the round) - usually 1.22 or 1.30hrs per player. When deploying their armies, it is expected that players each take their respective turns to place units and models during their own time allocation. It is NOT acceptable for a player to deploy models and units on their opponent's time when using a chess clock.

It is every player's responsibility to be able to play their army within the allotted time. If you are playing with an especially large army or using an army that takes longer than usual to play, it is your responsibility to practice being able to play a full game within the allotted time frame. Conversely, if you are facing an army you are unfamiliar with or an impressively large enemy force you must be able to make decisions in a timely manner.

Penalties will be applied at the discretion of the organisers if they feel time and or clocks are not managed properly, if players try to abuse time management, or if a game does not complete the mandatory 5 turns. Note that the round clock managed by the organisers takes precedent over the chess clock at any gaming table. Once the 15 minute warning is issued, no further turns may be completed and players should wrap up the present play as quickly as possible. You may not 'talk out' or score any additional rounds after this warning.

Individual Player Penalties

Objective Secured Events employ a 3-warning system for managing player behaviour and conduct. If a player is deemed by the organisers to have broken any of the following rules (or time management issues) they will be immediately subject to one of the following penalties. The application of a particular penalty is dependent upon the nature of the infraction and how many times previously the player in question has broken the rules.

Warning List

1st OFFICIAL WARNING: No penalty to their individual score

2nd OFFICIAL WARNING: -45pts to their individual score for that game

3rd OFFICIAL WARNING: -90pts to their individual score for that game.

Any further warnings will see an immediate expulsion from the event. Warnings are cumulative across the whole event.

Take note that the organisers main concern is always that games are completed naturally within the round time allocated. This of course depends on the transgression but normally the focus should always lie on games to be played even if certain penalties will apply.

A list of offenses follows below:

Agreeing a Result

It has come to our attention that some games were not played to competition at prior events but that certain players simply 'agreed' on the final score without the game being completed. This is unacceptable and may have unfairly affected final positioning of other players. To ensure the integrity of the tournament, any player(s) that are caught doing this will automatically receive an official warning for the round in question. Players should complete the round following the core rules (ie you must complete any compulsory actions) and should the 15 minute warning be issued, no further battle rounds may be scored.

Dice-, Movement- or Rules-Cheating

Any instances of the following, or anything else within similar confines, that is witnessed by a referee and/or an impartial bystander (i.e. a person not associated in any way with either player) and deemed as deliberate cheating will result in an immediate penalty:

Rules cheating - forgetting core rules for your OWN army and models will all result in an instant official warning.

Movement cheating - moving too far, pushing models outside of their regular movement allowance will result in an instant official warning.

Dice cheating - loaded dice, incorrectly counting the number of passed or failed rolls, changing the value of dice rolled will immediately incur an official warning.

A note on dice etiquette: in regards to dice policy and "cocked dice", "dice that land on top of each other" or in terrain and such, note that the following applies: dice rolls will only count when the bottom of the dice surface is entirely touching the table or game-mat surface and is flat. Re-roll cocked or stacked dice when the event occurs, and re-roll any dice that land in terrain or on anything other than the flat table (mat) surface. The use of dice-trays is authorised. When using GW faction dice, or any batch of custom dice, players need to ENSURE their dice pips (essentially the number on the dice) can EASILY be distinguished from across the table by their opponent. We encourage players to bring generic dice for speed and ease of play as a back up to any faction/fancy dice.

The use of dice rolling apps is a contentious issue with many players having issue with how the results may be generated and the perceived implications of random number generators and how they operate within the confines of any given app. After speaking with a number of international event organisers around the use of various apps as well as the developers of several app options, we have decided that the use of Dice Apps will not be allowed. This decision will be reviewed as more information becomes available to us on various apps for future events.

Poor Sportsmanship or Negative/Aggressive Attitude

Any player deemed by a referee to be acting in any manner not in-line with the expectations of friendly but competitive gaming will incur an immediate official warning. As a community we all believe that the game to be played in a friendly but competitive manner. Failure to uphold this belief will be met with immediate reprimand. Please note the players pack may also include additional penalties in this area up to and including immediate ejection from the event.

A few examples to make it clear:

A player forgets to bring in his reserves, and his opponent objects to this when the player remembers later in the turn during any given phase. It is BOTH players' responsibility to ensure mandatory things that happen in the game take place. It is customary to ask your opponent at the end of his movement phase if he is sure he does not want to bring any reserves on before moving on to the next phase – using 'gotcha' tactics is not acceptable.

A player forgets to announce he will use a certain rule, ability, stratagem, or war gear at the start of the turn or phase and remembers later in the turn or phase. It is OK as an opponent to disallow the use of said rule or item, but let it be known that we strongly discourage such behaviour and encourage players to work together rather than against each other.

ORGANISERS DISCRETION

We, the organisers, reserve the right to make amendments and appropriate decisions when we deem necessary. All decisions will be final, and no discussion will be entered into during the event. Any further argument may result in additional penalties.

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

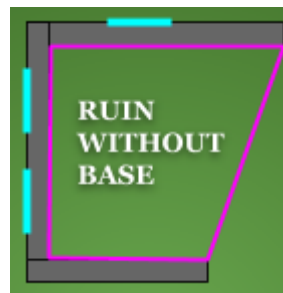
You may encounter 'intact' buildings – often MDF – with solid walls and a roof. These models should be treated as Ruins (see above) with the caveat that you may not end a move 'inside' the terrain feature regardless of the breachable keyword. You may move through them using breachable but must clear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



SAMPLE ARMY LIST FORMAT

Necrons - 2000 points

Vanguard Detachment: <relentless expansionist & eternal conquerors> -3cp

HQ: Chronomancer(80pts), entropic lance(0pts) – 80 points **4PL**

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Elite: Ctan shard of the nightbringer(350pts) – 350 points **18PL** gaze of death & cosmic fire

Elite: Canoptek tomb Spyders – 210 points **12PL**

- 3x tomb spyder w/ twin particle casters (70pts)

Elite: Skorpekh Destroyer squad – 210 points **10PL**

- 2x skorpekh destroyers w/ hyper-phase reap blades, 4x skorpekh destroyers w/ hyper-phase thresher

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- 2x skorpekh destroyers w/ hyper-phase reap blades, 4x skorpekh destroyers w/ hyper-phase thresher

Bound Creation: 2x cyrptothralls(40pts) – 40 Points **2PL**

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Sub-total: 1220, -3cp

Outrider Detachment: <relentless expansionist & eternal conquerors> -3cp

HQ: **Warlord** Technomancer(75pts), cryptek control node(15pts), fail-safe overcharge(30pts) – 120 points **6PL** Thrall of the silent king WT, voltaic staff relic

Fast Attack: Canoptek Scarab swarms – 120 points **6PL** - 8x Canoptek scarab swarm(120pts)

Fast Attack: Canoptek Scarab swarms – 120 points **6PL** - 8x Canoptek scarab swarm(120pts)

Fast attack: Canoptek wraith squad – 210 points **10PL** - 6x Canoptek wraiths w/ vicious claws (210pts)

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Sub-total: 780 points, -3cp

Total: 2000 points

Starting CP: 6 CP

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-1fw-homepage-post-1/>