OBJECTIVE SECURED

Presents

A 1 Day Tournament for 9th Edition Organised Play, Warhammer 40,000 Matched Play Event

Last updated – 10 July 2022

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.

Welcome to Winter Assault 2022

One of the things about running so many events is we need to remember that sometimes simple is better. Winter Assault is a 1 day, 3 round, matched play event using the 2022 Nephilim GT book – a great way to practice pre WATC!

Venue and Cost

Winter Assault is being held on Sunday 7th August 2022 at Kelmscott Hall, 60 River Road Kelmscott. Tickets are $40. Note that tickets are non-refundable but are transferable to another player for the same event. We will also be donating 100% of profits from the days raffle to charity.

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 matched play and GT 2022 Nephilim rules. 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.

Immediately after each game, each player will be required to load the results into Best Coast Pairings. Once you've finished your game, you must complete the score as soon as possible to confirm the game time and enable us to move on to the next game quickly.

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
- Super glue (for emergency repairs)
- Deodorant – the day is long and people get hot!
- Spending money for food and drinks

Sunday 7ᵗʰ August 2022

7.45am	Check-in & Briefing
8.00am – 11.00am	Round 1
45 Minute Break	
11.45pm - 2.45pm	Round 2
15 Minute Break	
3.00pm – 6.00pm	Round 3
6.15pm	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 Monday 1ˢᵗ August 2022 2021 11.59pm. You must submit the list using your log in for Best Coast Pairings. If you expect to have any problems fulfilling this requirement, make sure you get in touch with the organizers <u>before</u> the due date. **Lists will receive a penalty per day overdue of 5 points per game which will be applied to the end of each game before deciding the winner of a game**.

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.
- **All models not conforming to the restrictions above will be asked by the Judges to be removed from play**.
- **Models need not be painted for this event but the 10 points for battle forged will be used**

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 Grand Tournament 2022 Nephilim book including all secondary objectives.

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 completed via Best Coast 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.

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

Generalship (0-6 round points, 0-300 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 2/draw 1/loss 0 record. The player who has the highest round points total for all 3 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. Highest Strength of Schedule

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!

Mission Pack

The following missions are all found in the Grand Tournament 2022 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 – Tear down their icons

Round 2 – Conversion

Round 3 – Data scry salvage

Secondary Selection

You may select any of the secondary objectives found in the Grand Tournament 2022 Nephilim book for these missions following the usual rules.

Any player who selects 2 objectives from the same category (which is against the core rules) will have both 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. 10 Points will be available if your army is battle ready. A maximum total score of 100 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 this event, 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.

Should players agree to use a clock, both players will be limited by that clock. Should one player 'clock out' (have no time remaining) then they my not perform any voluntary actions, use stratagems at all or any similar abilities that are made by choice. Their opponent may continue to play the game with only saves and morale being made by the clocked out player. Models may not attack under any circumstance should a player clock out.

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 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

We 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
- Floor Grates/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

In 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.
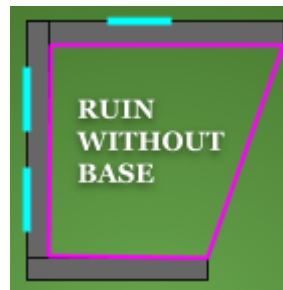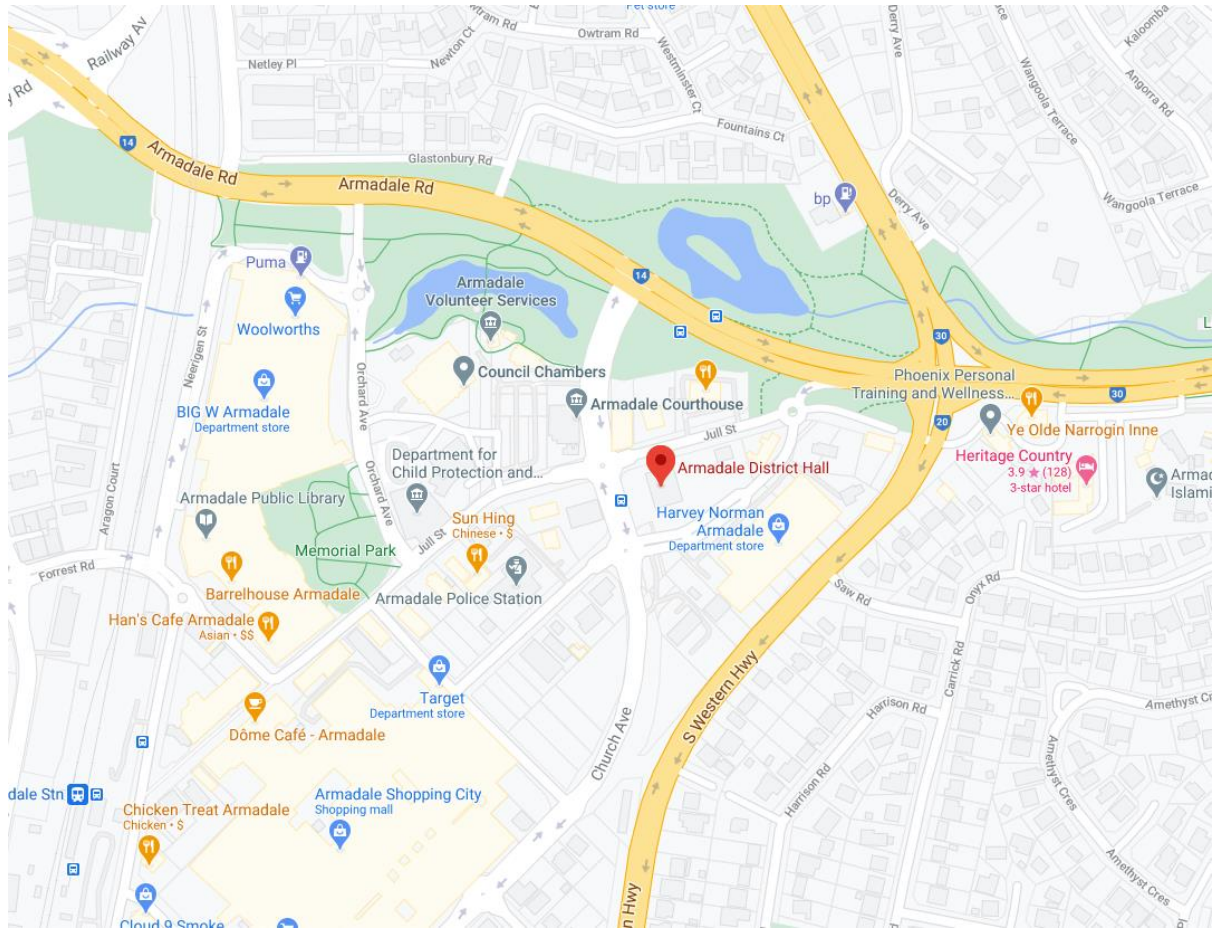
Minimum Painting Standard – Battle Ready Example

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/