

 **OBJECTIVE**
SECURED Presents



MIXED DOUBLES

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

Last updated - 05/10/2022 V3

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 our doubles 9th edition event – Mixed Doubles!

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 9th Edition Matched Play mission format.

Venue and Cost

Mixed Doubles is being held on Sunday 16th October at the Armadale District Hall. 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 GT 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 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

Sunday 16th October 2022

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 Best Coast Pairings.

Lists must be submitted by Monday 10th October 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 before the due date. Lists will receive a penalty per day overdue of 5 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.

Army Selection

No more than 1000 points 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.

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 the GT 2022 Matched play rules.
- Each player will start with 3CP to use in building their list and CP may not be shared between players
- Players may only use a single Patrol or Battalion to write their list. The Rule of 2 is applied to each players army
- Players may not include any model with 15 or more wounds in their army.
- **A single player per pair may take EITHER a single model of 15 to 24 wounds OR Super Heavy Detachment instead of a patrol or battalion. This detachment may only take a single model with 24 wounds or less – the rest must abide by the 15 wound limit.**
- While players may take the same faction on the same team, they will not count as friendly models for the purposes of keywords and as such will not be eligible to be affected by stratagems, psychic powers, auras and the like from their partners army.
- Each army of renown (found in the book of rust and similar publications) will be considered unique per team – you may not duplicate these for both players on the same team
- Each named hero will be considered unique per team – you may not bring the same named character for both players on the same team
- **Teams are expected to make an effort to bring fun, interesting lists or theme armies found in the lore of Warhammer 40,000 – leave your competitive builds at home for this one – The TO will consider asking for resubmissions if needed**
- Each player must nominate a warlord in their 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 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 per day you will be playing for the event.

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 winners will be the players who score 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 2022 - Mission Pack

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

Round 2 – Cut off the Head

Round 3 – Raze & Ruin

You may score a maximum of 45 victory points in the mission objective category, 45 points in the secondary 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.

When selecting secondary objectives, players nominate 3 per team (not per player) and may only select the core GT 2022 secondaries – you may not select codex specific secondaries for this event

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

SUPPLIES FROM ABOVE

MISSION BRIEFING

Valuable supplies are being delivered in slow-fall drop canisters. You must secure the landing sites; they are hard to judge from the ground, so your forces must be ready to react and secure them while driving the enemy away from these locations.

Mission Rules

Objective Markers: The players alternate placing six objective markers on the battlefield, one at a time, starting with the Attacker. Objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge and more than 9" from any other objective marker.

Drifting on the Wind: At the start of each battle round, one of the players rolls two dice as close to the centre of the battlefield as possible (if a dice lands more than 12" from the centre of the battlefield, roll it again until it lands within 12" of the centre of the battlefield). Draw a straight line between the two dice, from the one with the lowest result to the one with the highest, and move each objective marker, one at a time, D3+3" in the direction shown by this arrow (if the results are the same, there is no wind this battle round and the objective markers do not move). Objective markers can be moved

over models, objective markers and terrain features, but they cannot end the move on top of models or objective markers and they cannot leave the battlefield — if they would, reduce the distance they are moved by the minimum amount necessary.

MISSION OBJECTIVES

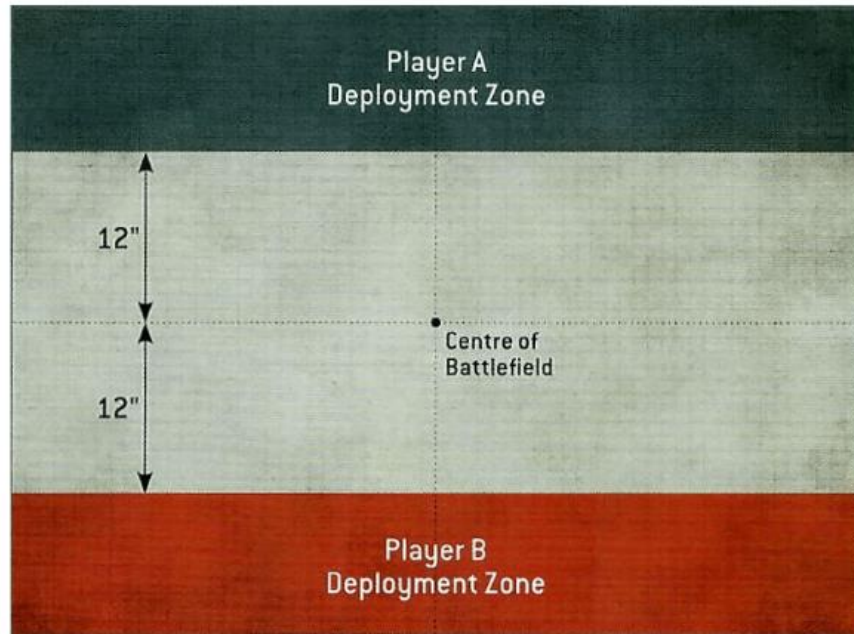
Victory points are awarded as follows:

Capture and Control (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This mission objective cannot be scored in the first battle round.

Player A Battlefield Edge



Player B Battlefield Edge

CUT OFF THE HEAD

MISSION BRIEFING

Your commanders were gathering for a crucial tactical meeting when battle was joined. Your leaders must survive to preserve the information they carry, or else transmit it back to headquarters, while preventing the enemy commanders from doing so.

Mission Rules

Objective Markers: The players alternate placing one **objective marker** each on the battlefield, starting with the Attacker. Objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge, more than 9" from either deployment zone and more than 12" from the other objective marker.

Intel Points: At the start of each player's first **Command phase**, that player must allocate 30 Intel points, as evenly as possible, between the **CHARACTER** units in their army, and note this down on their **army roster**. If a player's army has no

CHARACTERS, 10 Intel points are instead allocated to that player's **WARLORD** unit.

Transmit Intel (Action): One **CHARACTER** unit from your army that has Intel points allocated to it can start to **perform this action** at the end of your **Movement phase** if it is within range of an objective marker. The action is completed at the end of your next **Command phase** so long as the unit performing it is still within range of the same objective marker.

MISSION OBJECTIVES

Victory points are awarded as follows:

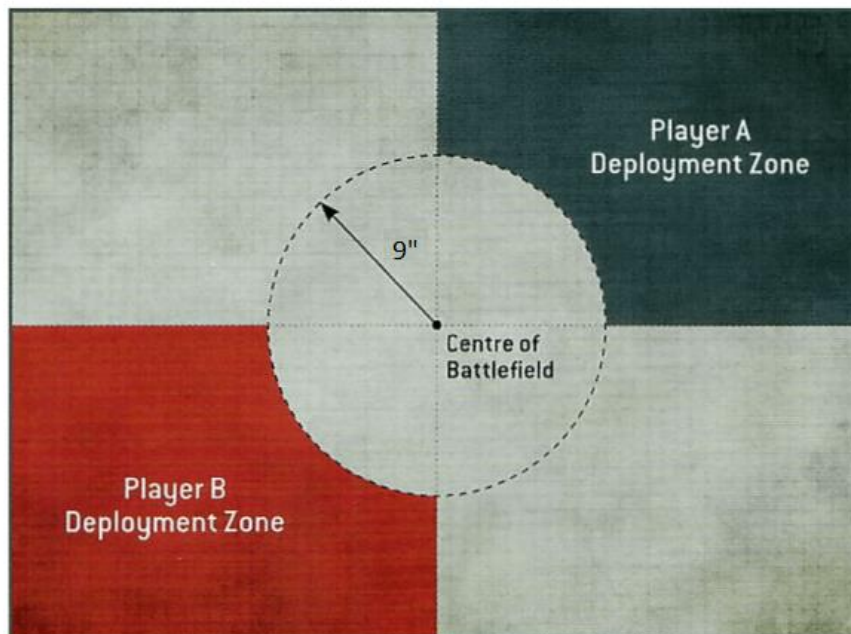
Crucial Intel (Progressive): At the end of each player's **Command phase**, that player adds up the number of Intel points allocated to units from their army that are currently on the battlefield, or that are currently embarked within a **TRANSPORT** model that is on the battlefield; this is the number of victory points that player scores. This mission objective cannot be scored in the first and second

battle rounds. Maximum 15 per round

Intel Transmitted (Progressive): You score 5 victory points each time a **CHARACTER** unit from your army successfully completes the **Transmit Intel** action.

Intel Lost (Progressive): Each time a unit that had Intel points allocated to it is destroyed, the opposing player gains a number of victory points equal to the Intel points allocated to that unit. This mission objective cannot be scored in the third and subsequent battle rounds.

Player A Battlefield Edge



RAZE AND RUIN

MISSION BRIEFING

You are fighting for control of key strategic assets scattered throughout this region to secure superior supply lines. However, while seizing these locations is undoubtedly valuable, destroying those crucial to your enemy is more important still, and will likely bring you victory.

Mission Rules

Objective Markers: The players alternate placing six objective markers on the battlefield, one at a time, starting with the Attacker. Two objective markers must be placed wholly within the centre ground area (see below) and two objective markers must be placed wholly within each player's territory (see below). Objective markers must be set up more than 3" from either player's deployment zone, more than 6" from any battlefield edge and more than 12" from any other objective marker.

Raze (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker that is in your opponents territory, and no enemy units (excluding AIRCRAFT) are within range of that objective marker. The action is completed at the end of your turn. If this action is successfully completed, that objective marker is razed and removed from the battlefield.

MISSION OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

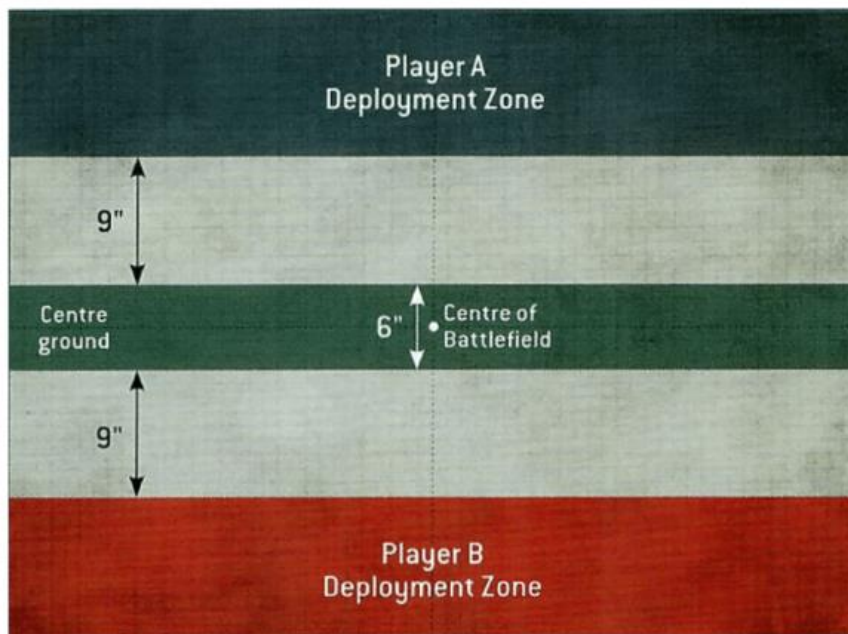
Take and Hold (Progressive): At the end of each player's Command phase, the player whose turn is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers
- They control more objective markers than their opponent controls.

This mission objective cannot be scored in the first battle round.

Demolitions (End Game): At the end of the battle, a player scores 5 victory points if one objective marker was removed from the battlefield due to a successful Raze action performed by a unit from their army during the battle, and 15 victory points if two objective markers were so removed.

Player A Battlefield Edge



Plauer B Battlefield Edge