OBJECTIVE SECURED

Presents

CHARITY HAMMER

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

Last updated – 10 May 2023

Welcome to our first Charity Event for 2023 – Charity Hammer!

Men's Mental health is something that can go unchecked and overlooked in our modern world. Something that Objective Secured has always been about is supporting the community. To that end, we are trying to help raise money to support a charity in providing mental health services to men and new dads.

Venue and Cost

Charity Hammer is being held on Sunday 28th May 2023 at the Kelmscott Hall – 60 River Road, Kelmscott. Tickets are $50. Note that tickets are non-refundable. We will be donating all proceeds from tickets as well as donating 100% of profits from the days raffle to charity. There are a number of other ways to support the charity as noted later in the pack.

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 2023 rules. The first round of the event will be drawn at random while the following 2 rounds will follow a random match up process. 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 rule's 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.

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 28th May 2023

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 Best Coast Pairings.

Lists must be submitted by Wednesday 24th May 2023 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.

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.

Army Selection

No more than 1865 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. You may also bring an alternate army of the same points value as well as a sideboard of 500 points as detailed in the mission rules.

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.
- You may use any detachment featured in the core rule book or may use the arks of omens detachment from the GT 2023 book.
- The limit on supreme commanders will not be applied for this 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**.

Please note – the Tournament Organisers reserve the right to make changes as required due to new releases or FAQ changes.

We would encourage you to bring cool, fun, theme armies for this event

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 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

Painting (Peer Voted)

Fully painted armies are awesome to see on the tabletop and we ask that every model is painted (to base colour / battle ready standards) and based for this event. At lunch time on day 1, 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. Whilst we would prefer this wasn't the case, you are permitted to do so. However, we do want to ensure that the 'Best Painted" awards go to the players who did paint their armies themselves and for this reason you'll be asked to indicate to the Judges whether you painted the entire army yourself or if someone else helped. Therefore, whilst bought or borrowed armies will still allow you to compete for generalship, they will be ineligible for any painting awards.

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

3 Unique missions will be used for this event. They can be found on the following pages. All missions will score 45VP for primary, 45VP for secondary and 10VP for battle ready painted.

CHARITY MISSION RULES

As this event is all about raising money to support a not for profit organization, we have added a few extra rules to the games for the days play.

Change your Warlord Trait – Get to the table and realise another warlord trait would be better against this opponent? $1 donation will see you able to change the trait for the remainder of this game.

Change your psychic powers – Argh! You wish you had that one situational power but don't have it! $1 donation and you can change a power for this game.

Use a stratagem again – sometimes you play a stratagem and wish you could play it again later in the same phase, $1 donation and you can!

Rerolls – Have you ever rolled, then used a built in or CP reroll and still failed? Suffer this frustration no more! Should you wish to donate to the cause, you can buy a reroll for $1 at the table and you can even reroll a reroll in this manner. This reroll follows the same rules as the stratagem however you can use it as often as you like! You may use this sort of reroll a maximum of 10 times per game.

Back from the dead – lose a critical unit at a decisive moment? You may in your reinforcement step of the movement phase, redeploy a unit that has previously been destroyed using the normal rules for deep strike at a cost of $5 per 250 points (or part there of)

Side board – swap out 500 points of your existing army before deploying and use your 500 point sideboard instead for only $5

The Ole switcheroo – not happy with your army but you brought a legal spare army? Before deployment you can for just $10

You can buy these at the table (simply declare it to your opponent, make the donation and resolve as necessary or you can buy a batch of rerolls from the TO desk or Bar – you will even get a receipt which will be tax deductible if you buy from the TO or Bar!

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
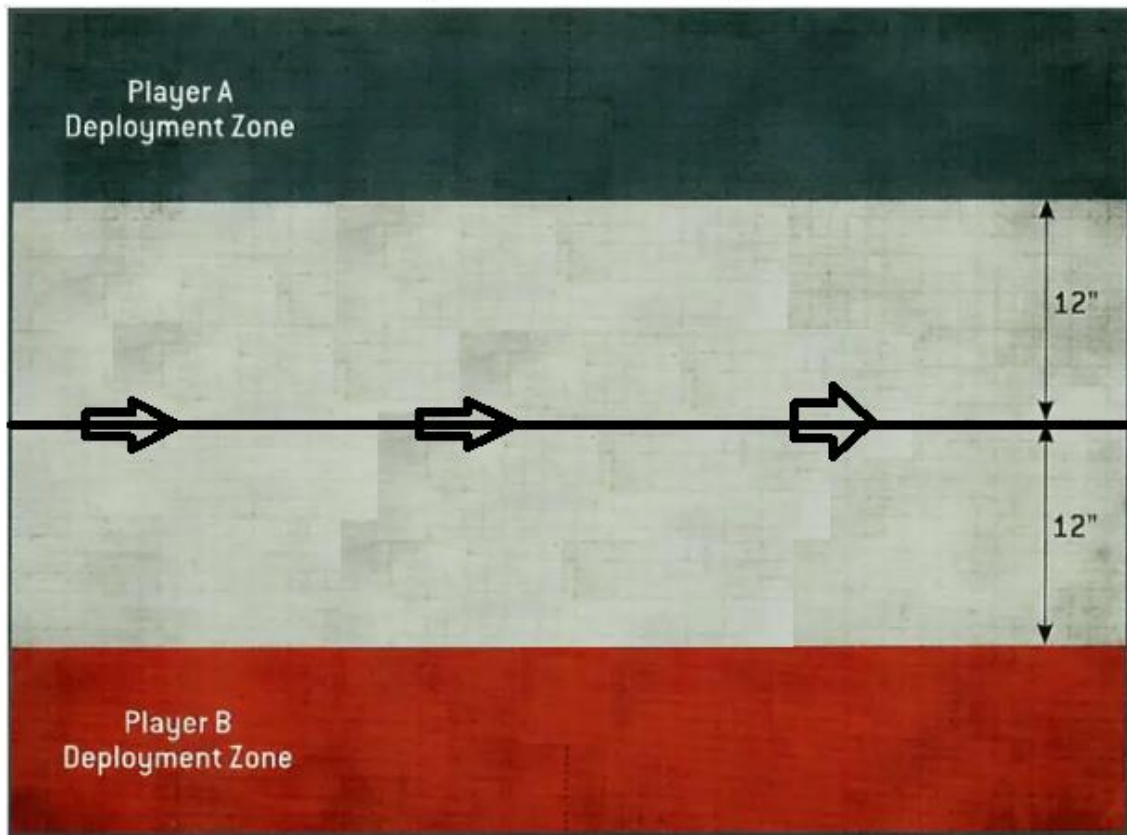
- Obstacle, Light Cover, Heavy Cover, Scalable

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.

Mission 1 – Thunderhawk Down
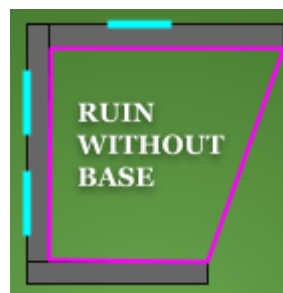
Player A Battlefield Edge

Player A
Deployment Zone

12"

12"

Player B
Deployment Zone

Player B Battlefield Edge

MISSION BRIEFING

An aircraft carrying vital intel is coming down and you need what its carrying – but the enemy is also on the move to recover the remains within the burning wreckage.

Mission Rules

Wreckage: The objective markers in this mission represent wreckage and burning debris. In this mission, if you have any units within 3" of an objective marker at the end of your Command phase, these units will take 1d3 mortal wounds as they move through the debris field.

PRIMARY OBJECTIVE

At the end of battle round 2, the thunderhawk breaks up and spills its contents onto the battlefield along with burning wreckage. Roll 4d6, 8d6 and 12d6 (max result of 60) and move 3 objective markers on from the board edge as directed on the mission map. Any unit within control range of the objective on the turn that it lands will take 1d6 mortal wounds as it is battered with detritus and wreckage. Each objective is worth 6 points if you control it at the start of your command phase. Player B will score this at the end of their turn in battle round 5 rather than their command phase. (Max45VP)

SECONDARY OBJECTIVES

In this mission, players will select from the secondary missions below (rules for each as outlined in the GT2023 book) (Max45VP)
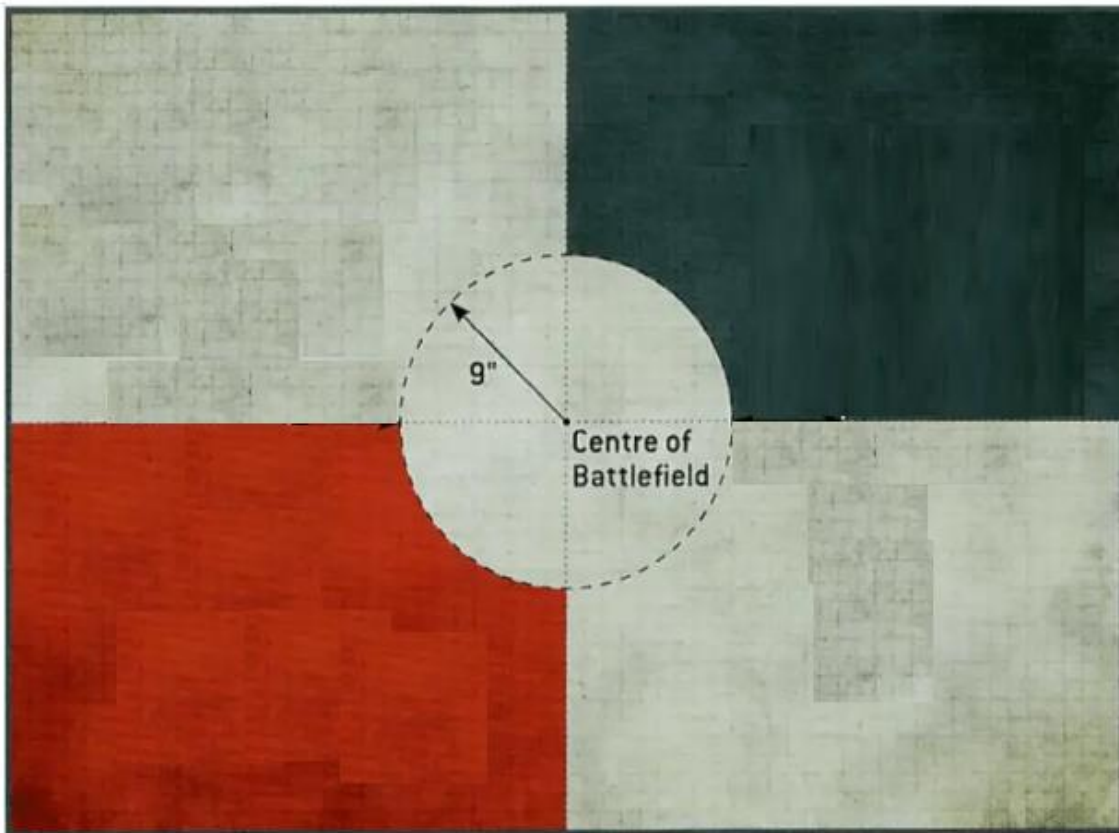
Assassinate or Bring it Down

Grind them down or No Prisoners

Behind Enemy Lines or Engage on All Fronts

Player A Battlefield Edge

9"

Centre of
Battlefield

Player B Battlefield Edge

MISSION BRIEFING

With the remains of the thunderhawk looted, its time to get that intel back to HQ!

Mission Rules

Messengers: Each player must nominate 3 models in their army to be the messengers. These may be any model in your army and will gain or lose some rules as follows.

Change M to 8 and lose FLY. Gain a 4+ invulnerable save. Increase wounds to 6 unless already higher. Lose the ability to redeploy or deep strike. May not make an advance or charge move. Gain a S:User, AP-3, D2 close combat weapon if no other weapon is already on the models profile. May not embark on any transport vehicle.

PRIMARY OBJECTIVE

Each messenger must try and leave the table from their opponents battlefield edge from within the opponents deployment zone. Each model that escapes in this manner scores 15VP. (Max45VP)
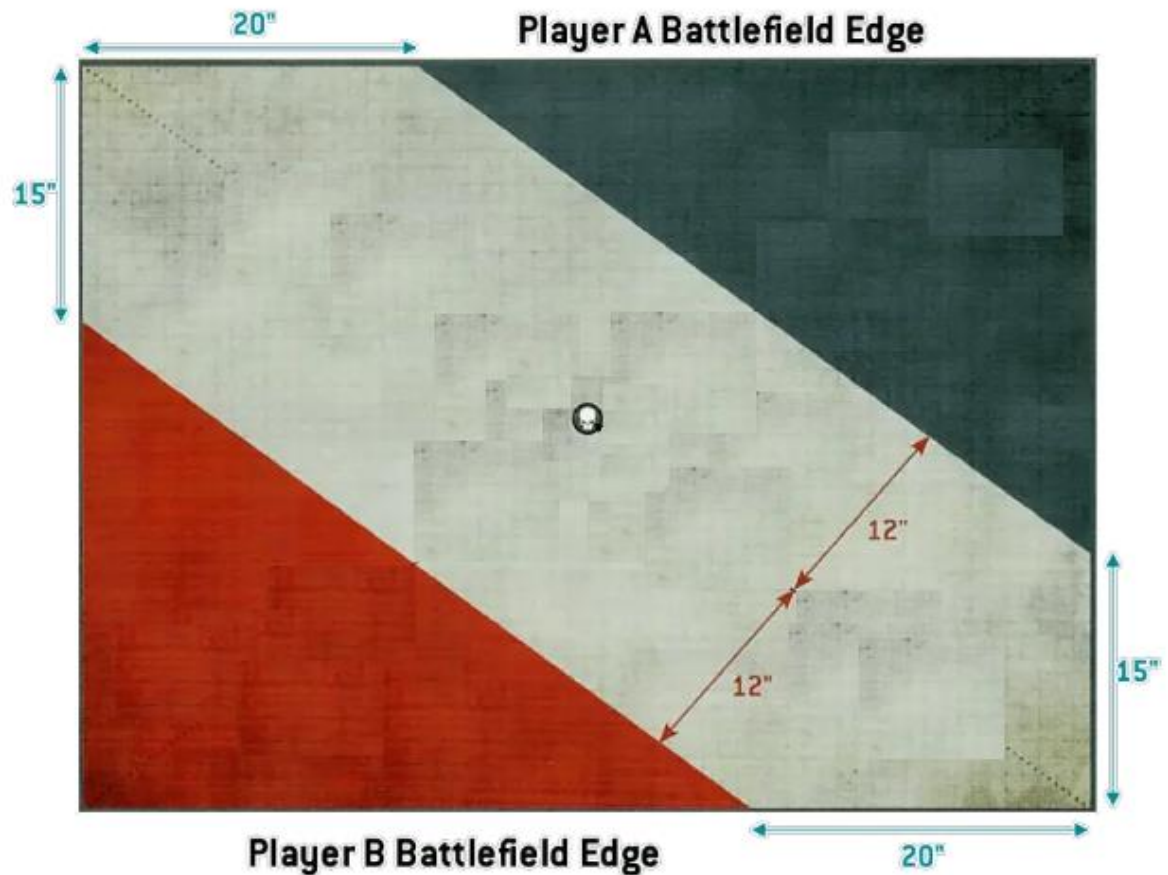
SECONDARY OBJECTIVES

In this mission, players will select from the secondary missions below (rules for each as outlined in the GT2023 book) (Max45VP)

Assassinate or Bring it Down

Grind them down or No Prisoners

Behind Enemy Lines or Engage on All Fronts

MISSION BRIEFING

With the intel secured you must now secure the sacred ground from the enemy – hold nothing back!

Mission Rules

Sacred Ground: While within 3" of the objective, all units will automatically pass morale tests. All units will also count as being in light cover and difficult ground. Blast weapons may not target units who are within 3" of the objective lest they destroy the sacred site.

PRIMARY OBJECTIVE

At the end of each player turn (excluding the first), the player who controls the objective will score 6VP. In addition, if the player who scores in any given player turn held it in the previous turn, score an additional 2VP.

The Duel – Now is the time for heroes! Any CHARACTER who is within 3" of the objective must attempt to charge an enemy hero who is also within 3" of the objective. A successful charge will see the 2 heroes unable to fallback – they must fight to the death! A CHARACTER slain in this manner scores the victor 2VP. (Max45VP)

SECONDARY OBJECTIVES

In this mission, players will select from the secondary missions below (rules for each as outlined in the GT2023 book) (Max45VP)

Assassinate or Bring it Down

Grind them down or No Prisoners

Behind Enemy Lines or Engage on All Fronts

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/