

 **OBJECTIVE**
SECURED Presents



MIXED DOUBLES

A Single Day Tournament for 10th Edition Organised Play,
Warhammer 40,000 Matched Play Event

Last updated - 10/10/2024 V1

Welcome to our doubles 10th 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 10th Edition Matched Play mission format.

Venue and Cost

Mixed Doubles is being held on Sunday 26th October at the Kelmscott Hall. Tickets are available via Best coast pairings and are sold 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 10th edition rules. You will have no more than **THREE Hours per game**.

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.

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 army!
- This Player Guide
- Rulebooks, codex, datasheets as needed and any relevant FAQ documents – hard copy or digital is permitted (Note that Battlescribe or similar army builders is not a substitute for an official rule book and players are expected to carry the required rules for their army)
- Pens and a notepad/paper
- Dice (Including special ones)
- Objective Markers, Templates & Tape measure
- Calculator
- Super glue (for emergency repairs)
- Spending money for food and drinks

Saturday

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 Thursday 24th 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. 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 10th 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.
- 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 epic 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**
- 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/en-gb/downloads/warhammer-40000/>

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 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. 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 2/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.

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 - Mission Pack

You may score a maximum of 50 victory points in the mission objective category, 40 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.

Terrain will be laid out randomly by the organisers using a variety of terrain from the extensive collection.

Mission 1 – The Messengers

Deployment – Dawn of War

Primary Mission – Each team will have 3 messengers attached to units in their army. The messengers must push through the enemy forces and leave the opponents board edge. Messengers may not be removed from the board via redeploy abilities but may be transported in a vehicle taking up 1 space of transport. No more than 1 messenger may be carried per vehicle. Messengers have a MV8" and may advance but may only move when accompanied by a friendly model in coherency. Messengers may not be destroyed or interacted with in anyway and are counters only. Each messenger that escapes the battle scores 15 points for primary. If all 3 messengers escape a bonus 5 points are scored for primary.

Secondary Missions (fixed) – Behind Enemy Lines & Assassination

Mission 2 – Thunderhawk Down

Deployment - Search and Destroy

Primary Mission – A transport has been hit in orbit while delivering important cargo – this cargo needs to be recovered and secured. During turn 1, the cargo is falling from orbit. At the start of battle round 2, the cargo comes crashing to the battlefield. Place 1 objective in the middle of the battlefield. Any model within 6" of this point may be hit by falling debris during turns 2 and 3. Roll a d6 for each unit, on a 5+ the unit takes d3 mortal wounds. Place another objective 12" to the left and 12" to the right – these represent light debris which while not dangerous to you to secure, are still valuable. Holding the objectives in your command phase scores 5 points and holding all 3 at the end of the game scores an additional 5 points.

Secondary Missions (fixed) – Storm Hostile Objective & Area Denial.

Mission 3 – The Shrine

Deployment – Hammer and Anvil

Primary Mission – Each team deploys an objective in their own deployment zone which represents their shrine. Place an additional objective in the centre of the table – this is the conduit point for completing a ritual and vital ground to be held. Holding the central objective is worth 5 points, holding your own objective is worth 2 points and holding your enemies is worth 8 points. These may be scored from turn 2 onwards.

Secondary Missions (fixed) – Establish Locus & Cleanse.