

# Warhammer 40,000 Tournament

## Coastal Assault

Hosted by Good Games Gosford  
135 Mann St Gosford

Sunday 13 December 2009

Tournament Organiser: Damien Carter

Registration at 9.00am

1500pts  
4 Games  
18 player limit

You can use any current Codex, following the standard force organisation chart.  
Special characters can be used, ignoring point restrictions.  
You can use Forge World models but Imperial Armour rules are not allowed.

Both army lists need to be submitted, preferably by email, to Damien Carter at [gosford@goodgames.com.au](mailto:gosford@goodgames.com.au) or [meeeeuuuu@hotmail.com](mailto:meeeeuuuu@hotmail.com) before Wednesday 9 December 2009.

There can be no extensions.

Include your name, your army name and codex, and your contact email and/or phone number.

**Scoring** will be based on Battle Points 50%, Composition 30%, Painting 15% and Sportsmanship 5%.

**Composition** will be 30%, of which 10% is TO marked. You will also earn up to 5% from each of your 4 opponents.

**Painting** will be 15%, of which 5% is TO marked, 5% players choice and 5% will be checklist marked according to the checklist below.

### Painting Checklist.

1. Everything is painted to a 3 colour minimum.
2. Everything is "What you see is what you get"
3. Squads are marked in such a way so it is easy to tell who is with who at a glance.
4. The army is based in a consistent fashion. (Flat black bases will not earn this point).
5. There has been an effort to make conversions throughout the army.

**Code of Conduct:**

Make all measurements clearly and accurately.

State what you are rolling for and roll in plain sight.

Politely answer any questions asked about your game, scenario, rules or army list.

Play briskly and in an organized fashion. Do not stall for time.

Stop playing immediately when time is called.

Be gracious, whether winning or losing.

If you have a rules question, first check your codex and then the rulebook. If you cannot resolve the issue with your opponent you can call the referee. The referee will then make a call on that particular question.

All decisions of the Tournament Organizer/Referee are final.

**Timetable:**

There will be 4 games.

Registration: 9.00

Players Choice and Paint Scoring: 9.00 – 9.30

Game 1: 9.30 - 11.00

Game 2: 11.15 - 12.45

Game 3: 1.15 - 2.45

Game 4: 3.00 – 4.45

Winners will be announced by 5.30pm

**Match-ups** for the first game will be based on the Tournament Organiser's Composition Score. There will be no grudge matches. Match-ups for subsequent games will be based on battle points.

**Winners** will be decided on the overall score, i.e. a combination of battle points, composition, painting and sportsmanship.

There will be **Prizes** going to **1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>**, Best Painted and others if possible.

**Bookings:** Please indicate your intention to attend on the Gosford Team Pirate Wargaming forum on [www.wargamerau.com](http://www.wargamerau.com), or email [gosford@goodgames.com.au](mailto:gosford@goodgames.com.au) or [meeeeuuuu@hotmail.com](mailto:meeeeuuuu@hotmail.com), or phone 02 4322 7937. We are limited to 18 players and we will be running a first paid first served basis.

**Payments** can be made at the Good Games Store in Gosford or at the Cessnock Slayers meetings. Alternate payments can also be made by contacting Damien or Tim on the above phone number.

The cost is \$25 per player

Bring copies of your army list, rulebook, codex, FAQs, tape measure, dice, templates, etc.

**Lunch:** Gosford is pretty dead on a Sunday, but the usual fast food outlets are only a short 5min drive away.

For further information use the contacts listed above, or contact Azure Fade on wargamerau, or phone Gosford Good Games on 02 4322 7937.

This tournament is hosted by **Team Pirate Gosford**.

We meet most Thursdays for Warhammer at Good Games Gosford.

Come along!

You can contact us via [www.wargamerau.com](http://www.wargamerau.com)

**Victory needs no explanation; defeat allows none!**

## Missions.

### Mission 1. Coastal Assault

Attackers attempt a lightning raid to smash through a dug-in defender.  
Players Roll off to decide who goes 1<sup>st</sup> or 2<sup>nd</sup>. The player who goes first is always the attacker.

#### Table Setup

Defender places 2 objectives, 1 on each 12" line from both long board edges, more than 12" away from the short table edge. Defender also places one objective in the centre of the table.

Attacker then places 2 more objectives on each 12" line from each long board edge and 12" away from another objective or the short table edge.

#### Deployment

Attacker holds everything off the board, bringing them on as per the 1<sup>st</sup> turn of the Dawn of War mission in the 40k 5<sup>th</sup> Ed Rulebook. Defender deploys 12" from a long table edge (the other long table edge then becomes the attacker's long table edge) but may deploy up to 3 troops up to 24" from his long table edge, and all fast attack up to 36" away from his long table edge.

Attacker has 1<sup>st</sup> turn, and the defender cannot steal the initiative.  
Since the attacker has the initiative the defender may not use infiltrate or scout moves.  
Defender and attacker may outflank/deep strike etc as normal though.  
There is no night fighting.

Players roll at the end of turn 5 to see if the game continues as normal.

### Mission 2. Burn them All

After the success/failure of the coastal assault the pressure is now on to disrupt the enemy's Troop movements. Burn all you can and leave the enemy demoralised.

#### Deployment

Spearhead

#### Mission

Each time a squad/unit wipes out an enemy unit (your own don't count, even by accident...) place one of your opponents models with the unit as a marker. When a unit is destroyed it loses all markers that it had accumulated. The side with the most markers at the end of the game wins.

### **Mission 3. Feed the Troops**

#### **Mission**

Ammo Run. Air-dropped supplies are inbound; try to be in the target areas when they arrive.

#### **Deployment**

Dawn of War

#### **Mission Setup**

Both players roll a D6. Starting with the player who rolled highest, both players alternate placing 10 objectives on the field. No objective may be placed within 12" of a deployment board edge.

#### **Decoys**

Starting with the second game turn, at the start of the game turn the players roll off. The winner then removes any one objective from the board. If the die roll is a draw then the player who lost the last roll gets to remove an objective.

### **Mission 4. All your bases are belong to us.**

#### **Mission**

Conquer your opponent's lands for the glory of Terra/Khorne/The Waaagh/Tau Empire/Whatever.

#### **Deployment**

Pitched battle

#### **Mission Setup**

Both players roll a D6. Starting with the player who rolled highest, both players alternate placing an objective in each table quarter. When 4 objectives are out a 5<sup>th</sup> objective is placed in the table centre.