



Coasthammer 11

Players Pack

Warhammer Fantasy Battles Tournament

3 x 2000 pts, Sun March 6th 2011

1. EVENT INFORMATION

1.1. General Information

What

Coasthammer is a one day tournament for Warhammer Fantasy Battles (WFB).

The tournament is designed to allow players to come together with other gamers and have fun playing against opponents and armies that they wouldn't normally play. It will consist of 3 rounds of 2000 points games.

Each game will be against a different player. There will be 2 hrs 15 minutes allowed for each game, including filling out the score sheets at the end of the game.

Each round will be seeded so that as far as possible each game will be an even match up. For example, if you win your first two games then in round 3 you should be playing against a player who also won their first two games.

The Overall Winner on the day will be determined not just by the results of their games, but also based on their army composition, their sportsmanship and how well their army is painted. This is described in more detail in the Scoring Criteria section.

A Weekend of Gaming

The Tuggerah Community Hall will see a weekend of gaming on the weekend of 5th/6th March. Saturday will be the popular Gosford Shield Warhammer 40K tournament with 36 players expected. Sunday will be three separate tournaments: Warhammer Fantasy, Malifaux and Infinity.

When

The Coasthammer tournament will be held on Sunday March 6th, with set up, sign in and briefing from 9:00am and gaming starting at 9:15am. Gaming should finish by 5:00pm with awards and prizes handed out by 5:30pm.

Army lists should be submitted by midnight Saturday 26th February.

The timetable for the day is given below.

9:00am – 9:15am	Sign in and briefing
9:15am - 11:30am	Game 1: Battleline (It's a Magical World)
11:30am – 12:15pm	Lunch
12:15 pm – 2:30pm	Game 2: Dawn Attack
2:45pm – 5:00 pm	Game 3: Blood and Glory
5:00pm - 5:30pm	Pack up, determine results and awarding of prizes

Organisers

The Event Organisers are the Good Games Gosford store. Any questions about the tickets or the venue should be directed to store.

The Tournament Organiser is Mark Croxford. Mark has previously run six 40K tournaments and two WFB tournaments.

Any questions about the games, armies or missions should be directed to Mark. Contact details for the organisers can be found on page 2 of this document.

What to bring

As well as your army, you will need two copies of your army list. Also bring your rules book, army book, dice and templates. If you know of any Games Workshop FAQs applicable to your army you should bring these as well.

It is recommended that you bring pens and paper, plus a calculator.

For more information

Check the Gosford Gamers website <http://www.gosfordgamer.net/events> and also the forums on WargamerAU (<http://www.wargamerAU.com>) under “WargamerAU Forums > Tournaments and Conventions > NSW tournaments and conventions > Gosford & Central Coast events”:
<http://www.wargamerAU.com/forum/index.php?showforum=307>

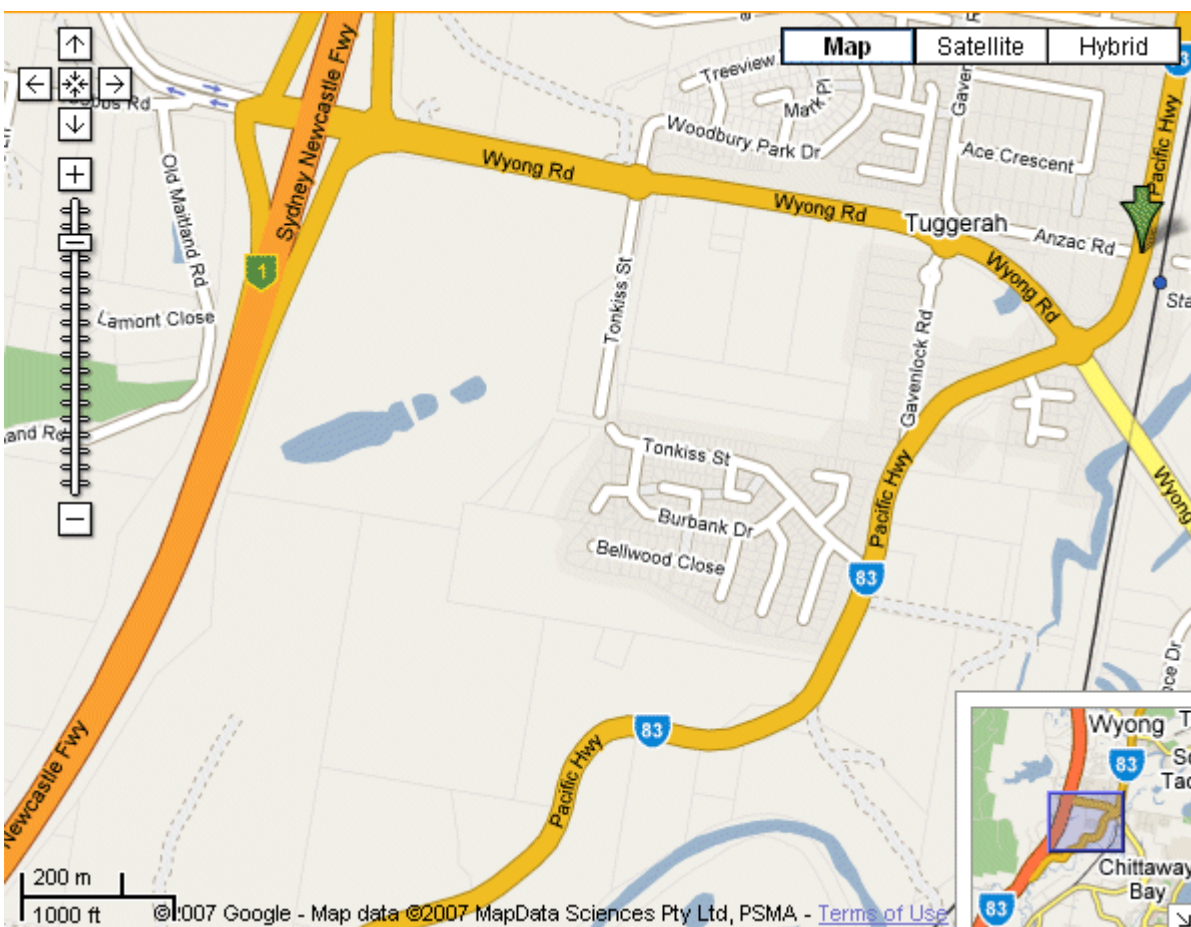
You can also email the tournament organiser at mark@gosfordgamers.net, or send a PM on the WargamerAU forums to MarkC.

1.2. Where

Venue

The event is being at the Tuggerah Community Hall, the same venue as the Gosford Shield 40K tournament and also where the Central Coast Corsairs Wargaming Club used to meet when it was operating.

Tuggerah is on the NSW Central Coast and is within an hour's drive of Sydney, Newcastle and the Hunter Valley. The venue is about 5 minutes walk from Tuggerah train station, and is minutes from the F3 freeway and Westfield Tuggerah.



The map above indicates the intersection of Anzac Rd and Pacific Hwy, which has a set of traffic lights and is also one side of Tuggerah train station.

From the intersection, head down Anzac road towards MacDonald's and Burger King. The hall is across the road from Hungry Jacks/Burger King.

Parking

There is free street parking and a small free car park across the road from the hall.

Food

The food options are plentiful. The venue is across the road from Burger King and McDonalds, and next door to a pizza shop. There is also a bakery and a Subway within a couple of minutes walk from the venue.

Westfield Tuggerah is about 5 minutes drive away and has restaurants and food halls.

1.3. Tickets

Tickets are \$25 and can be purchased from the Good Games Gosford store.

Good Games Gosford
135 Mann St
Gosford NSW 2250

Email: gosford@goodgames.com.au
Phone: (02) 4322-7937

Note that a physical ticket is not provided. When you pay for the ticket your name will go on the list of paid players on WargamerAU under the “NSW tournaments and conventions – Gosford & Central Coast events” forum (<http://www.wargamer.au/forum/index.php?showforum=307>).

1.4. Army List Submission

Army lists need to be submitted before the event to be checked for any obvious errors.

Lists should be received by midnight Saturday 26th February, 2011 and can be sent to one of the following

Email: mark@gosfordgamers.net (Preferred option)

Other: Good Games Gosford
135 Mann St
Gosford NSW 2250

If you cannot submit your list by the above date please submit your army list ASAP. List submitted this date may incur a penalty to their score.

Please include the following information with your army list

Player Name
Player Age (as of the date of the tournament) if under 18
Contact phone number or email address (in case of errors in the army list)

2. TOURNAMENT SPECIAL RULES

2.1. Models

No special characters are permitted. Special character models may be used to represent standard characters.

2.2. Line of Sight

If from a model's eye view there is no line of sight, then there is no line of sight. In addition the following extra line of sight rules are in place:

Hills are big: The hills we use for terrain are not to the correct vertical scale. If we did use the correct vertical scale our models would be at risk of falling off. We thus assume:

- a hill consisting of a single level will stop man sized models from seeing other man sized models on the far side of it
- a hill consisting of two levels (or a hill on a hill) will stop cavalry and monstrous infantry from seeing other models the same size or smaller than it.
- a hill consisting of three levels will block line of sight to anything on the other side.

Forests are dense: If we modelled up forests to accurately represent a true forest you'd never be able to get your models to fit in it. As such we assume that forests are thicker than represented by the table top terrain.

You cannot see through more than 6" of forest. Line of sight is blocked up to the height of the largest tree in the forest. You may still be able to see a model over the top of the forest.

Ranked up units (Don't look between the legs): You cannot draw a line of sight through 2 or more ranks of models. Don't even bother to check to see if there is a gap between the models elbow and its body, or if you can look between the legs to see the foot of another model behind that unit.

You may still be able to draw a line of sight over the models, eg to a cavalry unit behind an infantry unit.

Use model eye view line of sight to see if you can see through a single rank of models.

2.3. Magic

Power Dice: Maximum limit of 12 power dice and 12 dispel dice per phase. This includes any dice that are stored in items, or “stolen” from the enemy.

If during the magic phase you generate additional dice that takes you above a total of 12 for that magic phase, the extra dice are lost.

Irresistible Force: Casting a spell with Irresistible Force can bruise the very mind of the caster. The more powerful the spell, the greater the likelihood that it will take some time for the caster to recover from the effects of the surge of magical power.

After casting a spell with Irresistible Force, roll 2D6 to try and get the casting value (you were attempting) or less. If you fail this roll (or the spell had a casting value of 13+), then that model cannot attempt to cast the same spell again in the following turn.

2.4. Victory Points

Victory Points are calculated as per the rule book with the following exceptions:

- Units that are fleeing at the end of the game count as destroyed for victory points calculations.
- Units that are at half strength count as half victory points.
- Monsters or characters that are at half wound count as half victory points
- Monsters that have been killed count as full victory points even if their handlers are still alive.

2.5. Wood Elves

Wood Elves armies based upon non-Elf units cannot have standards. In the interest of game balance, modified rules apply to Wood Elves armies in the Blood and Glory mission.

3. SCORING CRITERIA

The event will be scored out of 100, with a breakdown of 48 battle points, 15 sports points, 20 army composition points and 17 painting points.

3.1. Battle

For each game you will receive a score out of 16 battle points depending on the margin of the victory or defeat, with a maximum score of 48 battle points from your three games.

Refer to the Tournament Rules section about how victory points are calculated..

Victory Point Margin	Winner's Battle Points	Loser's Battle Points
0 – 99	10	10
100 – 299	11	9
300 – 599	12	8
600 – 999	13	7
1000 – 1499	14	6
1500 – 1999	15	5
2000+	16	4

3.2. Sports

A sportsmanship scoresheet similar to the one below will be filled out by each of your opponents immediately after the game.

Tick all of the following that apply

- | |
|--|
| <input type="checkbox"/> The player explained their army and any special rules associated with their army or individual units before the start of the game.
<input type="checkbox"/> The player played the game in the right spirit and their behaviour was reasonable.
<input type="checkbox"/> The player stated what they were doing before taking any action or rolling any dice.
<input type="checkbox"/> All measurements were accurate. No “rubber rulers” when checking ranges or models moving further than they should. |
|--|

Only select one of the following if your opponent was **exceptionally** better or worse than average.

- | |
|---|
| <input type="checkbox"/> This person was a great sport to play against, and you wish all opponents could be like this.
OR
<input type="checkbox"/> You'd rather not play against someone like this. |
|---|

The above scoresheet will be used to determine your sportsmanship score out of 5 for each game, with a maximum sports score of 20 points for the 4 games.

3.3. Composition

The tournament organiser will check your army list before the event and give it a score out of 5. This score will be used to seed the first round.

In addition at the end of each game each player will rate their opponent's army and give them a score out of 5. Your total composition score will be out of 20.

The following guidelines should be used to mark the army composition.

Comp Score	Criteria
5	The army has not been designed for combat effectiveness and is under powered compared to the other armies. It may have been designed for style, to match the Warhammer background, or just to collect the pretty models.
4	What I expect from a tournament army – reasonably strong but still fun to play against.
-1	Deduct 1 point from a starting score of 4 for each of the following: <ul style="list-style-type: none"> - Each unit with more than 40 models - 40 or more models with missile weapons with range of 20" or more (Chariots, characters and war machines are not counted towards this limit) - Duplicated rare choices (except for "two for one" choices like bolt throwers and eagles) - Each war machine after the fourth (ie 5 war machines is -1). Steam Tank counts as two war machines. - Duplicated war machines (eg two cannons is -1, 3 cannons is -2). - Power scroll - Having ability to pick spells from a book of spells, or knowing all the spells in a lore. (Necromancers, Warrior Priests and similar do not count towards this penalty). - Having something that is overly powerful and not generally available. - It's just not fun to play against.

Note that the above is guidelines rather than set in concrete. For example if you had an army built around shooting and had 39 models with missile weapons, you should still expect the -1. A Wood Elves army with two Great Eagles (a rare choice) should not be penalised for repeating a rare choice, though a third Great Eagle could earn a -1.

Your possible composition score will be between 0 and 20 points. The organisers reserve the right to ask you to resubmit your army list if it looks like it will be overpowered and no fun to play against.

3.4. Painting

The painting score to encourage players to field decently painted armies. The scoring criteria is given below.

Painting Score	Criteria
12 pts	The army is WYSIWYG, and painted at least 3 colours per model, with no undercoat/unpainted portions showing. You will get part marks for partially achieving this (eg if half your army is at this standard and the rest unpainted you will get 6 pts).
+1	Bases are flocked and textured
+1	Extra effort with the bases and/or movement trays
+1	The army has especially well painted “feature models” such as heroes or standards.
+1	There are conversions done to some of the models to make them unique.
+1	The army is a thing of beauty.

4. SCENARIOS

4.1. Game 1: Battleline (It's a Magical World)

There is a place where the blood of the world bubbles to the surface. You have been sent to gain control of this spot. However, the magical power is such that the very trees near by have been affected by its power.

Place a forest on the table centre line (ie midway between the two long table edges), and 18" from one of the short table edges. This is a mysterious forest as per page 119 of the rule book, except that if you roll a 1 (It's an ordinary forest), reroll the dice. If the re-roll is a 1, the result stands.

Place a marker on the table centre line and 12" from the edge of the forest towards the furthest short table edge. This represents a Wyrding Well as per p125 of the rule book.

At the end of the game, if you have the most units within 6" of the Wyrding Well then you gain +100 Victory Points.

4.2. Game 2: Dawn Attack

As per page 145 of the rule book.

4.3. Game 3: Blood and Glory (Modified)

As per page 148 of the rule book, with the following modifications.

Game Length: The game ends at the end of the sixth turn, or *at the end of the phase that* an army breaks.

Victory Conditions: The first army to break the enemy *earns a bonus +600 victory points*. If neither army has broken by the end of the game, or both have broken *in the same phase*, then neither army gets this bonus.

Breaking Point: Most armies will have a breaking point of two. The exception to this is some Wood Elves armies.

Wood Elves armies that consist entirely of units with the Forest Spirit special rule and Great Eagles, have a breaking point of zero. Wood Elves armies that contain a single unit that does not have the Forest Spirit special rule (with the exception of Great Eagles) have a breaking point of one. Wood Elves armies that contain two or more units without the Forest Spirit special rule (with the exception of Great Eagles) have a breaking point of two.