



Coasthammer

Warhammer Fantasy Battles Tournament

4 x 1500 pts

Sat 15th May 2010

Players Pack

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 4 rounds of 1500 points games.

Each game will be against a different player. There will be 1 hr 50 minutes allowed for each 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. If you had a win and a loss in your first two games you would expect to play against a player in the third round that either had a win and a loss or two draws.

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.

Numbers

The tournament will be limited to 22 players so we strongly recommend buying your tickets early to avoid disappointment.

When

The tournament will be held on Saturday May 15th, with set up, sign in and briefing from 9:00am and gaming starting at 9:10am. Gaming should finish by 6:00pm with awards and prizes handed out by 6:30pm.

Army lists should be submitted by Saturday 9th January.

The timetable for the day is given below.

9:00am – 9:10am	Sign in and briefing
9:10am - 11:00am	Game 1
11:10am - 1:00pm	Game 2
1:00pm – 2:00pm	Lunch
2:00pm – 3:50pm	Game 3
4:00pm - 6:00pm	Game 4
6:00pm - 6:30pm	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 five 40K tournaments and one WFB tournament..

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>

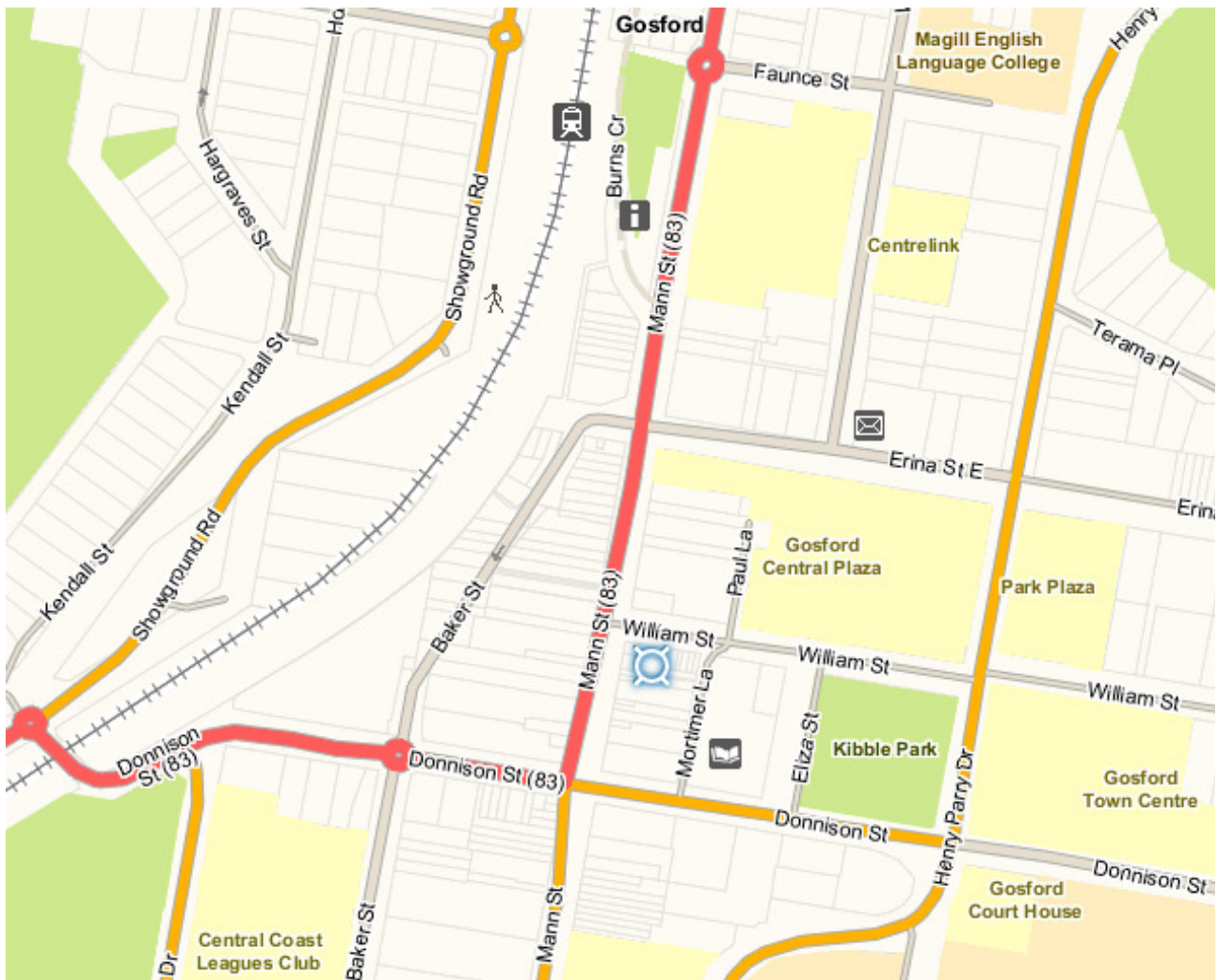
You can also email the tournament organiser at mark@gosfordgamers.net, or send a PM on the WargamerAU forums to MarkC.

1.2. Where

Venue

The event is being held at the Good Games Gosford store, at 135 Mann St, Gosford, NSW 2250. The store is located in the Gosford CBD, upstairs from LJ Hooker. LJ Hooker is at the traffic lights where the mall meets Mann St.

The venue is about 5 minutes walk from the Gosford train/bus station.



Parking

There is a council multistorey car park close to the event on Baker St, but parking fees apply. There is a free multistorey car park on Showground Rd at the Gosford train station. This car park is on the other side of the train line from the Gosford CBD and so is probably 10 minutes walk away from the venue.

There are also shopping centres in the Gosford CBD with multistorey car parks that are about 5 minutes walk from the venue.

Food

The food options are plentiful. There are cafés in the mall and a small food court at the Gosford Central Plaza shopping centre 5 minutes walk away.

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. Prizes

There will be prizes for Overall Winner, 2nd Overall, 3rd Overall, Best Junior and Best Painted. If funds permit there may also be additional prizes.

Overall Winner: The player with the highest total of battle, sports, composition and painting points. For the main competition it doesn't matter who painted your army.

Best Junior: Player aged less than 18 years old with the highest total score.

Best Painted: Restricted to the armies who have been painted by the entrant. If you borrowed the army, bought it pre-painted or paid someone to paint it for you then you won't qualify for the best painted prize.

2. ARMY LISTS

Armies should be valid 1500 point armies with the exception of Orcs and Goblin armies, which are considered underpowered at 1500 points and so will be allowed to use up to 1650 points. Also, in some cases the normal restrictions on armies of the number of heroes, special or rare choices have been varied on an army by army basis (see below).

All armies must also meet the following restrictions:

- Rare choices may not be repeated (except High Elves)
- Maximum of two of the same special choice
- Special and named characters are not allowed.
- Maximum of 1 unit of flyers, including characters
- Maximum of 1 terror causer

If in the TO's opinion the army list is overpowered and/or no fun to play against, you will be asked to re-submit your army list.

2.1. Race specific restrictions and bonuses

These restrictions and bonuses are largely based on those used at the Queensland tournament *Ides of March*.

BEASTMEN:- No extra restrictions or bonuses.

BRETONNIA:- No extra restrictions or bonuses.

DAEMONS OF CHAOS:- A Herald BSB may only take either daemonic gifts or a daemonic icon, not both; Daemonic Gifts may not be duplicated; Horrors are limited to 0-2. Siren Song counts as a hero choice. Flamers are limited in unit size to a maximum of 4 models.

DARK ELVES:- Every assassin counts as a hero choice; Shades limited in unit size to a maximum of 8 models; The Pendant of Khaeth counts as a hero choice.

DWARFS:- No extra restrictions or bonuses.

EMPIRE:- A Giant or unit of Ogres may be taken as a Dogs of War rare choice.

HIGH ELVES:- Can repeat their rare choice. So basically they can field, 2 Bolt Throwers, 2 Eagles or one of each.

LIZARDMEN :- Characters mounted on Stegadons also use the relevant special or rare slot; Terradons are limited in unit size to a max. of 3 models ; The number of units of Skink Skirmishers cannot be greater than Skink Cohorts.

OGRE KINGDOMS:- They may have an extra special or rare choice, but cannot repeat rare choices. Rhino Riders may be taken as a rare choice.

ORCS & GOBLINS:- Allowed to field 1650 points. May have one extra hero OR special OR rare choice, but must still abide by restrictions of no repeated rare choice and maximum of two of the same special choice. Max 6 goblin fanatics.

SKAVEN:- Plague Furnace counts as a terror causer for restriction purposes. Plague Censor Bearers limited in unit size to maximum of 5 models. Hell Pit Abominations count as both a rare and a hero.

TOMB KINGS:- For each Tomb Prince in the army, one unit of chariots can be taken as core. This is in addition to the maximum of two units that can be taken as special choices.

VAMPIRE COUNTS:- Drakenhoff banner and Helm of command each count as an additional hero choice. Wraiths limited to 4 models (including Banshee).

WARRIORS OF CHAOS:- No extra restrictions or bonuses.

WOOD ELVES:- No extra restrictions or bonuses.

2.2. Standards

For this event, the victory points for standards are changed slightly.

Magic banners and the army Battle Standard are worth 100 victory points when captured as per the rule book. Normal banners are only worth 50 victory points when captured.

2.3. Army Lists Submission

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

Lists should be received by Saturday 8th May, 2010 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 Saturday 8th May, 2010 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 15/05/2010) if under 18

Contact phone number or email address (in case of errors in the army list)

3. SCORING CRITERIA

The event will be scored out of 110, with a breakdown of 60 battle points, 20 sports points, 20 army composition points and 10 painting points.

3.1. Battle

For each game you will receive a score out of 15 battle points depending on the margin of the victory or defeat, with a maximum score of 60 battle points from your four games.

Victory points are calculated as per the rule book with the *exception that normal standards are only worth 50 victory points when captured*. Magic standards and the army Battle Standard are still worth 100 victory points when captured.

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+	15	5

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

Note that there are army composition restrictions for this tournament. Refer to the section on army lists for more information.

At the end of each game each player will rate their opponent's army and give them a score based on the following criteria.

Comp Score	Criteria
0	This army is completely over powered and is no fun to play against.
1	A very powerful army that takes no skill to use.
2	Noticeably more powerful than a normal tournament army.
3	What I expect from a tournament army – reasonably strong but still fun to play against.
4	Noticeably less powerful than a normal tournament army.
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.

Note that if you give a composition score of 0 you will have to justify it to the organisers. Also if you give a composition score that the TO judges to be unfair, the TO may ask you to justify the score.

Your maximum possible composition score from your four games will be 20 composition points.

3.4. Painting

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

Painting Score	Criteria
0	The less said about this army the better.
1	All models are WYSIWYG (what you see is what you get)
2	At least half the army is painted with at least 3 colours per model.
3	Most models are painted with at least 3 colours
4	Most models are painted with at least 3 colours & have bases flocked/textured
5	All models are painted at least 3 colours in a consistent colour scheme.
6	All models are painted with at least 3 colours in a consistent colour scheme & have bases flocked/textured
7	As above, plus they have something extra - eg a superior paint job

+1	The army has especially well painted “feature models” such as heroes or standards.
+1	There are impressive conversions done to some of the models to make them unique.
+1	The army is a thing of beauty.

The painting scoring system is designed to reward players who take the effort to meet what is considered normal tournament standards (the 5 pts or 6 pts level), without cutting out the people who just got a new unit but haven't finished painting it yet.

Your painting score will be judged by the organisers, and your final painting score will be in the range of 0 – 10. It does not matter for this score whether you painted the army yourself or not.

A “Best Painted” prize will be awarded to the best painted army. This will be judged on the entire army, rather than just the best unit or model in the army. To be eligible for this prize, you must have painted the army yourself.