



Gosford Shield

**Warhammer 40000 and
Warhammer Fantasy Battles
Tournament**

Players Pack

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Contact Details

Event Organiser:	Shane Kunze	Gosford Hobbies Shop 3 / 4 Brooks Ave Wyoming, NSW 2250 Ph: (02) 4329 2066 Fax: (02) 4329-2077
Tournament Organiser:	Mark Croxford	Email: mark@gosfordgamers.net Mob: 0414 981 694

Credits

Thanks to Games Workshop for the game that we love to play and also for providing prize support for the tournament.

The concept for alpha scoring conditions for omega or gamma games is from the Games Workshop GT Players Pack.

The WFB comp scoring criteria is based on that used for the WFB Masters by Andrew Galea of <http://www.irresistibleforce.net>

Document Information

Version 1.0
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1. EVENT INFORMATION

What

The Gosford Shield is a one day tournament for Warhammer 40000 (40K) and Warhammer Fantasy Battles (WFB). It 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.

The tournament will consist of 4 rounds. Each game will be against a different player. 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.

Where

The tournament will be held at Gosford Hobbies, Brooks Ave, Wyoming. The store is located opposite a Toyota dealership.

Wyoming is 5 minutes north of the Gosford CBD.

Gosford is on the NSW Central Coast and is an hour's drive north of Sydney and an hour's drive south of Newcastle.

The event will be held outdoors, under a marquee.

There is plenty of free street parking. Please do not park in the car park immediately in front of the store as this is shared with other businesses.



When

The tournament will be held on Saturday January 12th, with sign in and briefing from 8:30pm and gaming starting at 9:00am. Gaming should finish by 6:00pm with awards and prizes handed out by 6:30pm.

Tickets are available from December 1st. Tickets purchased before December 20th qualify for a lunch voucher, drink voucher and store gift voucher.

Army lists should be submitted by Saturday 5th January to either Gosford Hobbies or emailed to mark@gosfordgamers.net. Army lists submitted after this date may receive a penalty to their comp score.

Unless sold out, tickets will be available at the door on the day of the event. However we strongly recommend booking your spot early to avoid disappointment.

The timetable for the day is given below.

8:30am – 9:00am	Sign in and briefing
9:00am - 11:00am	Game 1
11:00am - 1:00pm	Game 2
1:00pm - 2:00pm	Lunch - Sausage sizzle plus drinks for sale
2:00pm - 4:00pm	Game 3
4:00pm - 6:00pm	Game 4
6:00pm - 6:30pm	Results and awarding of prizes

Organisers

The Event Organiser is Shane Kunze of Gosford Hobbies. Shane and the Gosford Hobbies team organise the annual Central Coast Hobby Expo. All questions about tickets, venue or painting competition should be addressed to Shane.

The Tournament Organiser is Mark Croxford. Mark has been playing 40K for 4 years and attending tournaments for 2 years. Mark also maintains the Australasian 40K Tournament Rankings. Mark has been playing WFB for 1 year. Any questions about the games, armies or missions should be directed to Mark.

Tickets

Tickets will be \$25 and can be purchased from Gosford Hobbies. Payment options include cash, EFTPOS, bank cheque and credit card.

Register before December 20th to receive a gift voucher, and a free lunch and free drink on the day of the tournament. You can still register after December 20th, but will then miss out on gift voucher, free lunch and free drink.

Which armies can be used?

40K armies can be chosen from any codex that is current as of Christmas 2007. This includes the Blood Angels army list published in White Dwarf and available online from Games Workshop. It also includes Ork Speed Freaks (Codex Armageddon), Lost and the Damned and 13th Company (Eye of Terror). 40K armies should be **1250 points** or less.

Units or rules from the Forge World Imperial Armour books, from the Apocalypse rule book, or described in their codex as “requires opponents consent”, cannot be used.

WFB armies can be chosen from any WFB army book that is current as of Christmas 2007. The army should be **1500 points** or less.

No Back of the Book lists are allowed. No Special Characters are allowed including the “named” characters published in the 7th edition army book.

For both systems, special character models may be used to represent 'normal' characters.

If in doubt, contact the TO before the event.

Army Lists

Army lists need to be submitted before the event to be checked for any obvious errors, and army lists for 40K will be scored for Comp.

Lists should be received by Saturday 5th January, 2008 and can be sent to one of the following

Email: mark@gosfordgamers.net (Preferred option)

Fax: (02) 4329-2077 (Gosford Hobbies)

Post: Gosford Hobbies
Shop 3 / 4 Brooks Ave
Wyoming, NSW 2250

If you cannot submit your list by Saturday 5th January, 2008 please submit your army list ASAP. List submitted after Saturday 5th January may incur a penalty to their comp score.

Please include the following information with your army list

Player Name
Player Age (as of 12/01/2008)
Contact phone number or email address (in case of errors in the army list)
Army Name
Codex / Army Book
How long you been playing 40K or WFB

Prizes

The prizes for each of 40K and WFB will include Overall Winner, Best Junior and Best Painted.

Overall Winner: The player with the highest total of battle, sports, composition and painting points. Note that the painting points will only be worth about 5% of the total. For the main competition it doesn't matter who painted your army.

Best Junior: Player aged 15 years old or less with the highest total.

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.

What to bring

As well as your army, you will need two copies of your army list. Also bring your rules book, codex or 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 working out victory points.

Catering

A sausage sizzle will be held, with proceeds going to the Guide Dogs Association. There is Hungary Jacks, McDonalds, KFC, Pizza Hut, Dominoes Pizza and a shopping centre within 5 minutes drive.

For more information

Check the Gosford Gamers website <http://www.gosfordgamer.net/events> and also the forums on <http://www.wargamerAU.com> in the Gosford Gamers forums under the Clubs listings.

2. WARHAMMER 40000

40K Scoring Criteria

The 40K event will be scored out of 100, with 60% generalship, 20% sports, 15% composition and 5% painting.

You win generalship points based on how well you play. The winner of each game will be decided on either battle points or victory points. The number of generalship points that you get will depend on the margin of the victory or loss.

Generalship Points		Battle Point Difference	Victory Point Difference
Win	Loss		
10	10	0	0 – 124
11	9	1	125 - 299
12	8	2	300 – 599
13	7	3	600 – 899
14	6	4	900 – 1249
15	5	5+	1250 +

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

- The player explained their army and any special rules associated with their army or individual units before the start of the game.
- The player played the game in the right spirit. For example, they did not gloat when winning or sulk when things went against them.
- The player stated what they were doing before taking any action or rolling any dice.
- 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 significantly better or worse than you expected.

- This person was a great sport to play against, and you wish all opponents could be like this.
- OR
- 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.

The composition score will be marked by the tournament organisers before the event. This can be considered to be a "handicap" score. If you have a super powerful army with only the best units in it then you will get low marks for composition. If your army is underpowered compared to the rest of the armies at the event it will get a higher composition mark to compensate. Also if your army is interesting and unique it might get a bonus point or two. If in doubt, you can contact the TO before submitting your list to discuss your army composition.

The painting score is not to determine the best painted army (that's a separate competition held on the day), but to encourage players to field decently painted armies. The scoring criteria is

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	Most models are painted with at least 3 colours
3	Most models are painted with at least 3 colours & have bases flocked/textured
4	All models are painted with at least 3 colours & have bases flocked/textured
5	As above, plus they have something extra - eg squad markings on models, or a superior paint job

We are rewarding people who take the effort to meet what is considered normal tournament standards (the 3 pts or 4 pts level), without cutting out the people who just got a new unit for Christmas but haven't finished painting it yet

Etiquette for each game

1. Talk your opponent through your army list, identifying which unit matches each entry.
2. Discuss the terrain on the board to determine type (area or WYSIWYG), size, height and cover saves.
3. Play the mission. If you have any disagreements about rules or anything else during the game, discuss it between yourselves first. If you can't resolve it you can ask the TO for a ruling. The TO's ruling will be final.
4. Work out the result of the game and fill in the results sheet. Both players need to sign this sheet.
5. Fill in the sports scorecard for your opponent. You do not need to show this to your opponent.

40K Missions

The player match ups for the first mission will be determined by the armies comp scores. The match ups for the other missions will be determined by total generalship points scored to date.

Players will be provided with a Missions Briefing document with full details of the missions, but a summary is provided below.

Mission 1 (9:00am): Breakthrough (Recon Alpha with modified victory conditions)

The objective is to break through the enemies lines while still defending your side of the board. This is a Recon mission with one battle point earned for each scoring unit entirely in the opponent's deployment zone, plus an extra battle point for each table quarter you hold.

Mission 2 (11:00am): Take and Hold (Omega)

The objective is the centre of the board. You score victory points for enemy losses plus victory points for your own units entirely within 12" of the centre of the board.

Mission 3 (2:00pm): Cargo Drop (Gamma with modified alpha victory conditions)

This mission is based on the Secure and Control mission, but with different deployment rules.

You start the game with two troops choices on the board. The rest of your army is split into reinforcements and reserves. At the beginning of your turn 1 you can choose any or all units that didn't start on the board to be reinforcements, the remaining units that started off the board are reserves. Reinforcements move on from your table edge at the start of turn 1. Reserves are rolled for randomly from turn 2 and may arrive from your table edge or deep strike (if eligible).

There are 5 cargo pods approximately 12" apart along the centre line between the two opposing forces. For each cargo pod that you have a model from a scoring unit in base contact, without any of your opponents scoring units having a model in base contact, you score one battle point.

Mission 4 (4:00pm): Seek & Destroy (Gamma with modified alpha victory conditions)

It has come down to a final battle. Destroy your opponent's ability to engage in combat while preserving your own forces. This is a gamma level Seek & Destroy mission, but rather than calculating victory points at the end of a long day you will score 1 battle point for each enemy unit that is no longer scoring, 1 battle point for each enemy independent character below half wounds and 1 battle point for each of your units that is still a scoring unit.

3. WARHAMMER FANTASY BATTLES

Scoring criteria

The WFB event will be scored out of 105, with 60 points for generalship, 20 points for sports, 20 points for composition and 5 points for painting.

You win generalship points based on how well you play. The winner of each game will be decided on victory points. The number of generalship points that you get will depend on the margin of the victory or loss. The maximum number of generalship points is 60 points for 4 games.

Generalship Points		Victory Point Difference
Win	Loss	
10	10	0 – 149
11	9	150 - 299
12	8	300 – 599
13	7	600 – 999
14	6	1000 – 1499
15	5	1500 +

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. For example, they did not gloat when winning or sulk when things went against them.
<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 significantly better or worse than you expected.

- | |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <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.

The composition score will be marked by your opponent before the game. It is in effect a handicapping system to boost the scores of weaker armies. The players will look at their opponent's lists and rate its composition by nominating it to a category of 1 to 5 (with 5 being the "weakest" and 1 being the "strongest").

The scoring criteria are:

Comp Category	Criteria
Category 5 (5 points)	The army would be considered soft. It has next to none of the stronger units from its army book. Unless it's commanded by a brilliant general, you expect to trample this army into the dust.
Category 4 (4 points)	While the army isn't weak it has sacrificed combat effectiveness for style or to match the background of the Warhammer world. It has forsaken many of the stronger units in its army book.
Category 3 (3 points)	The army seems to represent a well-designed tournament list that seemed to place it with the majority of the other lists and/or normal tournament armies. You can also use this category if you have never faced an army like this before and you can't judge if it is hard or weak.
Category 2 (2 points)	The army has a VERY strong design and mix of units that makes it tougher than the majority of other armies and/or what you would normally see at a tournament.
Category 1 (1 point)	The army is clearly MUCH tougher than the majority of other armies and/or what you would normally see at a tournament. It is a point and click variety of an army - it doesn't need any skill to use it you just point it at the enemy and it will win on the basis of its overwhelming power.

The scores award by your opponents will be the basis of your comp score out of 20. Further details about comp scoring will be provided on the day.

The painting score is not to determine the best painted army (that's a separate competition held on the day), but to encourage players to field decently painted armies. The scoring criteria is

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	Most models are painted with at least 3 colours
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5	As above, plus they have something extra - eg superior paint job

We are rewarding people who take the effort to meet what is considered normal tournament standards (the 3 pts or 4 pts level), without cutting out the people who just got a new unit for Christmas but haven't finished painting it yet

WFB Missions

The player match ups for the first mission will be determined by the players experience and age. The match ups for the other missions will be determined by total generalship points scored to date.

Each mission will be a Pitched Battle.

Etiquette for each game

1. Talk your opponent through your army list, identifying which unit matches each entry.
2. Fill in the army composition scorecard for your opponent. You do not need to show this to your opponent.
3. Discuss the terrain on the board to determine what type of terrain it is and any game effects.
4. Play the mission. If you have any disagreements about rules or anything else during the game, discuss it between yourselves first. If you can't resolve it you can ask the TO for a ruling. The TO's ruling will be final.
5. Work out the result of the game and fill in the results sheet. Both players need to sign this sheet.
6. Fill in the sports scorecard for your opponent. You do not need to show this to your opponent.