



Gosford Shield

Warhammer 40000 Tournament

Sat 17th Jan

Players Pack

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Contact Details

Event Organiser:	Glenn Andrew	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.

Document Information

Version 1.1 (fixed dates for Army List submission)
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1. EVENT INFORMATION

What

The Gosford Shield is a one day tournament for Warhammer 40000 (40K). A separate Warhammer Fantasy Battles (WFB) tournament will be held later in the year.

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. 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.

This event is unique in Australia because it is held outdoors.

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 Army tents. These are larger than the marquees used last year.

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 17th, with set up, sign in and briefing from 8:30am and gaming starting at 9:00am. Gaming should finish by 6:00pm with awards and prizes handed out by 6:30pm.

Tickets are on sale from December 1st from Gosford Hobbies

Army lists should be submitted by Saturday 10th January. Lists can either be emailed to mark@gosfordgamers.net or dropped off at Gosford Hobbies. 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, this tournament will be limited to 36 players so we strongly recommend booking your spot early to avoid disappointment.

The timetable for the day is given below.

8:30am – 9:00am	Set up, sign in and briefing
9:00am - 10:55am	Game 1
11:05am - 1:00pm	Game 2
1:00pm – 2:00pm	Lunch - Sausage sizzle plus drinks for sale
2:00pm – 3:55pm	Game 3
4:05pm - 6:00pm	Game 4
6:00pm - 6:30pm	Pack up, determine results and awarding of prizes

Organisers

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

The Tournament Organiser is Mark Croxford. Mark has been playing 40K for 5 years and ran the Gosford Shield and Aspirant Lords of Terra in 2008. Mark also maintains the Australasian 40K Tournament Rankings. 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. The ticket price includes a barbeque lunch.

Payment options include cash, EFTPOS, bank cheque and credit card.

Which armies can be used?

40K armies can be chosen from any codex that is current as of Christmas 2008. This includes the Blood Angels army list and Kroot Mercenaries army list published available online from Games Workshop. 40K armies cannot exceed **1250 points** (so an army of 1251 points is not permitted).

You can spend up to 125 points on units from the Forge World Imperial Armour books, subject to approval by the Tournament Organiser (Mark Croxford).

Special or named characters that require the opponents cannot be used. However 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 to be scored for Comp.

Lists should be received by Saturday 10th January, 2009 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 10th January, 2008 please submit your army list ASAP. List submitted after Saturday 10th January may incur a penalty to their comp score.

Please include the following information with your army list

Player Name

Player Age (as of 17/01/2009)

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

Army Name

Codex

How long you been playing 40K

Prizes

There will be prizes for Overall Winner, 2nd Overall, 3rd Overall, Best Junior, Best New Player and Best Painted.

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 under 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.

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.

You should bring a water bottle, hat and sun protection.

Chairs will not be provided. If you want a chair, we suggest that you bring a folding chair.

Catering

A barbeque lunch will be provided. There is Hungary Jacks, McDonalds, KFC, Pizza Hut, Dominoes Pizza and a shopping centre within 5 minutes drive.

Weather

The event is scheduled to be held outdoors under canvas. If bad weather is forecast, we may relocate the event to a hall. If in doubt about the weather and if the event will be relocated, contact Gosford Hobbies.

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. SCORING CRITERIA

The 40K event will be scored out of 100, with 60% battle, 16% sports, 16% composition and 8% painting.

2.1. Battle

You win battle points based on how well you play. For each game you will receive between 5 and 15 battle points depending on whether you win or lose, and the margin of the victory or defeat.

2.2. 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

- | |
|---|
| <ul style="list-style-type: none"><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. 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.

- | |
|--|
| <ul style="list-style-type: none"><input type="checkbox"/> This person was a great sport to play against, and you wish all opponents could be like this. <p>OR</p> <ul style="list-style-type: none"><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 4 for each game, with a maximum sports score of 16 points for the 4 games.

2.3. Composition

The composition score will be marked by the tournament organiser before the event. This can be considered to be a "handicap" score based on how powerful your army is. 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.

Players come to tournaments to get a chance to play against different armies and opponents. To reward players for bringing the less common armies, there will be bonus comp points based on the Codex.

Group	Codices	Comp bonus points
Common	Space Marines, Chaos Space Marines	0
Uncommon	Eldar, Orks, Tau, Tryanids, BA, BT, DA, SW	1
Unusual	Daemons , Dark Eldar, Imp Guard, Necrons	2
Rare	Daemonhunters, Witch Hunters, Kroot Mercs	3

The maximum Comp score, including bonus points, is 16.

2.4. 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	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 at least 3 colours in a consistent colour scheme.
5	All models are painted with at least 3 colours in a consistent colour scheme & have bases flocked/textured
6	As above, plus they have something extra - eg squad markings on models, or a superior paint job
7	As above, plus converted or especially well painted "feature models" such as heroes or vehicles.
8	The army is a worthy contender for "best painted".

We are rewarding people 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 for Christmas but haven't finished painting it yet.

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.

3. MISSIONS

3.1. Annihilation – Pitched Battle

This mission is the standard mission from pages 91 – 93 of the rule book.

Deployment: Long Table Edges

Objective: Destroy your enemy without taking crippling losses.

Victory Conditions: At the end of the game, each player receives one “kill point” for each enemy unit that has been completely destroyed. The player with the highest total number of kill points wins.

Seeding: players will be grouped by age/experience. Within each group players will be seeded by the number of kill points in their army.

3.2. Capture the Flag – Spearhead

This is a “Capture and Control” mission with slightly modified victory conditions.

Deployment: Table Quarters. After deciding deployment zones, but before deploying any unit, starting with the player that deploys first, each player chooses a point in his own deployment zone to be an objective. These objectives must not be in impassable terrain and cannot be within 24” of each other.

Objective: Capture the enemy objective while defending your own.

Victory Conditions: At the end of the game you control an objective if you have at least one scoring unit within 3” of it, and there are no enemy units (of any sort) within 3” of it.

If both players control the same number of objectives, the winner is the player with the most scoring units with at least one model wholly within the opponent’s table quarter.

3.3. Secret Mission

To be advised.

3.4. Seize Ground – Dawn of War

This mission is from pages 91 – 93 of the rule book with slightly modified rules for deploying objectives.

Deployment: Table halves. Before deciding deployment zones, the players must determine the position of 4 objectives. The winner of a roll off places the first objective on the table and players then alternate in placing objectives. Objectives must be at least 12” from each other and the short table edges, and must be at least 18” from the long table edges.

Each player can deploy up to one HQ and two Troops units. Units must be more than 18” from enemy units.

Objective: Control the most objectives and prevent your opponent from capturing objectives.

Victory conditions: At the end of the game you control an objective if there is at least one of your scoring units, and no enemy units of any type, within 3” of the objective. If a unit is within 3” of more than one objective the player must nominate which one of the objectives it wishes to claim/contest. The player controlling the most objectives wins.

4. CALENDAR OF EVENTS

Sat January 3 rd	Cryx Cup VI 4 rounds of 40K. Points limit tba (possibly 1250) Good Games near Central Station, Sydney http://www.wargamer.au.com/forum/index.php?showtopic=62924
Sat January 10 th	C-4 (Central Coast Corsairs' Championship) 4 x 1500 pts of 40K Tuggerah Hall, Central Coast http://corsairs.freehostia.com
Sat January 17 th	Gosford Shield 2009 4 x 1250 pts of 40K. Gosford Hobbies, Central Coast http://www.gosfordgamers.net/events
Jan 24 th – 26 th	CanCon 8 x 1750 pts of 40K. Also numerous other gaming systems. Canberra http://www.wargamer.au.com/forum/index.php?showforum=7
Jan 24 th Jan 25 th – 26 th	DogCon WFB Teams event Sat 24 th . WFB tournament Sun/Monday. 2250 pts. North Sydney http://www.wargamer.au.com/forum/index.php?showforum=5
Feb 21 st	Cessnock Slayers Doubles tournament 40K teams event. Cessnock
Feb 21 st – 22 nd	Clash of the Titans 5 x 1500 pts of 40K. 5 x 2250 pts of WFB Cherrybrook (near Hornsby) http://www.wargamer.au.com/forum/index.php?showforum=231
Apr 11 th – 12 th (Easter Sat/Sun)	Battle in the Vines 5 x 2000 pts of 40K Hunter Valley http://www.wargamer.au.com/forum/index.php?showforum=36
Apr 18 th – 19 th	Leviathan 40K @ 1500 pts, plus other systems Quakers Hill http://www.wargamer.au.com/forum/index.php?showforum=46
July	Lords of Terra 5 x 1850 pts North Sydney (to be confirmed) http://www.lordsofterra.com/