

Gosford Shield

Warhammer 40000 Tournament

Sat 16th Jan 2010

Players Pack
v2

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Contact Details

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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: 2.0

Last Updated: Thu 03/12/2009

1. EVENT INFORMATION

1.1. General Information

Why version 2.0

This Players Pack is version 2.0. It contains updated venue and ticketing information, as well as detailed mission information.

Venue: Originally the plan was to hold the event at the same venue that has been used as the last two years, outside Gosford Hobbies. While we love the open space and fresh air of playing outdoors, it does lead to some sleepless nights for the organisers if the weather forecast is not favourable. With players coming from as far away as the north coast of NSW last year, we decided to hire a hall this year.

The new venue is Tuggerah Community Hall, which is where the Central Coast Corsairs Wargaming Club have their monthly meetings. This is 5 minutes walk from Tuggerah train station and close to the Tuggerah Westfield shopping centre. Refer to the section on “Where” for more details.

Tickets: As well as the change in venue, we also have a change in ticketing arrangements. As the hall is being booked through the Central Coast Corsairs, payments for tickets is being done through the Central Coast Corsairs. Note that Gosford Hobbies will not be selling tickets for this event. Refer to the section on “Tickets” for more details.

What

The Gosford Shield is a one day tournament for Warhammer 40000 (40K).

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.

Numbers

The tournament will be limited to about 32 players so we strongly recommend buying your tickets early to avoid disappointment. In the last two years we sold out 2 weeks before the event.

When

The tournament will be held on Saturday January 16th, 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.

Army lists should be submitted by Saturday 9th January.

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 Organisers are the Central Coast Corsairs. Any questions about the tickets or the venue should be directed to secretary of the Corsairs, Peter Palmer.

The Tournament Organisers are a team headed up by Mark Croxford with the assistance of Darren Cain, Noel Leslie and Damien Carter. Mark ran the Gosford Shield in 2008 and 2009 and also was part of the team running Lords of Terra in 2008 and 2009. Darren helped run the Gosford Shield in 2008 and 2009, while Damien has run events at Gosford-Team Pirate.

Any questions about the games, armies or missions should be directed to the Tournament Organisers. 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, 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.

You should bring a single extra model for the “Saving Private Ryan” mission. Players are also asked to bring three 25mm objective markers.

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

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.

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.

1.2. Tickets

Tickets are \$25. Payments can be made by direct deposit or cheque.

BSB:	633000
Account Number:	133403600
Account name:	Central Coast Corsairs Gaming Club

When using direct deposit please use the following format for the comment: "GS ISurn", where "GS" is short for Gosford Shield, replace "I" with your first initial, and replace "Surn" with the first 4 letters of your surname. For example, Jennifer Hawkins would use a comment of "GS JHawk".

Cheques should be made out to "Central Coast Corsairs Gaming Club" and mailed to
Central Coast Corsairs
18A Collard Road
Point Clare
NSW 2250

1.3. Prizes

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

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.

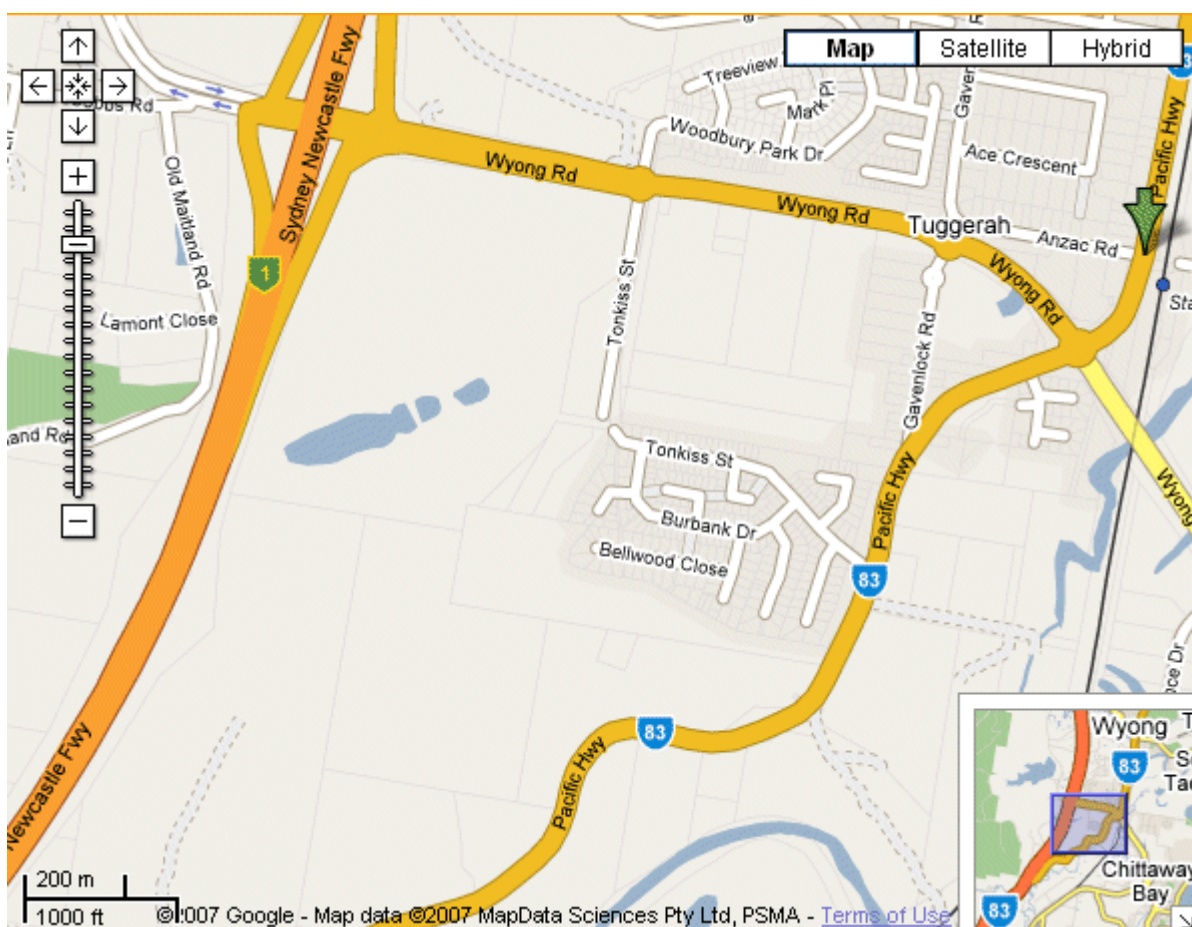
Best Painted: Restricted to the armies who have been painted by the entrant. If you borrowed the army, bought it pre-painted or paid someone to paint it for you then you won't qualify for the best painted prize.

1.4. Where

The tournament will be held at a different venue than was used at the last two years.

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.

For players travelling up from Sydney, although Tuggerah is a little further up the freeway than the Gosford exit, the total travel time will be about the same. The extra time you spend on the freeway is made up by the fact that the Tuggerah hall is only 5 mins from the freeway exit as opposed to distance between the Gosford exit and Gosford itself.



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.

2. ARMY LISTS

In previous years, the Gosford Shield Tournament Organiser marked your army list for composition (power) before the event. This year we are using peer marked composition instead – your opponent will mark your army based on how powerful they perceive it to be. To help keep things balanced we will also be enforcing composition restrictions.

2.1. Composition restrictions

For each category in the force organisation chart (FOC), you must abide by either the slot restrictions OR the points limit restrictions. Note that your army must have at least one HQ and 2 Troop choices and must meet the normal FOC restrictions.

FOC slot	Slot restrictions, or	Points Limit restrictions
HQ	1	250 points
Troops	2 – 4	800 points
Elites	0 – 2	300 points
Fast Attack	0 – 2	300 points
Heavy Support	0 – 2	300 points

For example, a Space Marine army could have a Devastator Squad and a Predator (only 2 heavy support options totalling 360 pts) or 3 Whirlwinds (cost less than or equal to 300 points).

The restrictions apply separately to each FOC slot. For example, it is valid to have 2 Elite unit (totalling over 300 points) choices and three Fast Attack choices totalling up to 300 points in the same army.

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.

2.2. Which armies can be used?

40K armies can be chosen from any codex that is current as of Christmas 2009. This includes the Blood Angels army list. 40K armies cannot exceed **1250 points** (so an army of 1251 points is not permitted).

For Tau armies, Gun Drones detached from a single vehicle squadron form a single unit worth one Kill Point. The drones never count as a scoring unit, but may contest objectives.

2.3. Forge World

You can spend up to 125 points on units from the Forge World Imperial Armour books, subject to approval by the Tournament Organisers.

If in doubt, contact the TO before the event.

2.4. Extra Models

You should bring a single extra model for the “Saving Private Ryan” mission. There should be some obvious way of telling this apart from the rest of the models that you are using in your army.

Players are also asked to bring three 25mm objective markers.

2.5. 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 9th January, 2010 and can be sent to one of the following

Email: mark@gosfordgamers.net (Preferred option)

If you don't have email options contact Mark on 0414 981 694 to discuss options. I will advise you of either a postal address or fax number.

If you cannot submit your list by Saturday 9th January, 2010 please submit your army list ASAP. List submitted after Saturday 9th January may incur a penalty to their score.

Please include the following information with your army list

Player Name
Player Age (as of 16/01/2010)
Contact phone number or email address (in case of errors in the army list)
Army Name
Codex
How long you been playing 40K

3. SCORING CRITERIA

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

3.1. Battle

You win battle points based on how well you play. For each game you will receive a score out of 15 battle points depending on whether you win or lose, and the margin of the victory or defeat, and whether you achieve any secondary mission objectives.

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

- | |
|--|
| <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 and their behaviour was reasonable.<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.

3.3. Composition

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

Your composition score is made up of two parts. Your opponents will mark your army on how powerful it is (the more powerful your army the lower the comp score). The second portion of your comp score is a bonus for players using less common armies.

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	This army is noticeably more powerful than my army.
2	It was a fair match. This army is about as powerful as my army is.
3	This army is noticeably less powerful than my army.

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 TOs judge to be unfair, the TOs may adjust the scores.

After 4 games, each army will have a peer composition score in the range 0 – 12.

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	0
Variants	Black Templars, Blood Angels, Dark Angels, Space Wolves, Chaos Space Marines	1
Less Common	Eldar, Imperial Guard, Orks, Tryanids	2
Unusual	Daemonhunters, Daemons, Dark Eldar, Necrons, Tau, Witch Hunters	3

Additionally if the TOs particularly like the army, or believe that it is a fairly soft army and deserves a boost, there is an additional **TO bonus comp** score of +1.

Your final Comp score will thus be (0 to 12) plus (0 to 3) plus (0 or 1). The maximum Comp score, including bonus points, is 16.

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	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

+1	The army has impressively converted or especially well painted "feature models" such as heroes or vehicles.
+1	The army is a thing of beauty and a potential contender for "best painted".

Your final painting score will be in the range of 0 – 8.

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 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.

4. MISSIONS

Wipeout: For any mission, if one player is wiped out (or phased out), the winner will get at least 13 battle points and the loser will get at most 7 battle points. The result can be better than 13-7 if the winner can fulfil the victory conditions of the mission. The winning player gets to move in their remaining turns of the game (after the opponent has been wiped out) to try and fulfil the mission objectives.

4.1. Annihilation – Pitched Battle

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

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

Deployment: Long Table Edges (Pitched Battle)

Objective: Destroy your enemy without taking crippling losses.

Primary Mission: 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.

Secondary Mission: Trash talk. At the beginning of the game, after deployment but before rolling “Seize the Initiative”, pick two enemy units valued at least 125 pts each that you are “going to get”. These will be worth 2 kill points each, rather than a single kill point.

Victory Conditions: The number of Battle Points that each player gets from the game is determined by the following table.

Margin Required	Losing Army's Starting Kill Points			
Battle Points	0-8	9 -11	12 - 13	14+
10 – 10	0	0	0	0
11 – 9	1	1 - 2	1 - 2	1 – 2
12 – 8	2	3	3 – 4	3 – 4
13 – 7	3	4	5	5 - 6
14 – 6	4	5	6	7
15 – 5	5+	6+	7+	8+

Eg. If the losing army started with 8 kill points, then a margin of 4 kill points would result in 15 battle points for the win and 5 kill points for the loss.

If the losing army started with 12 kill points, then a margin of 4 kill points would result in 13 battle points for the win and 7 kill points for the loss.

4.2. Capture the Flag – Dawn of War

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

Deployment: Table halves (Dawn of War).

Objective: Capture the enemy objective while defending your own.

Primary Mission: Control your opponent’s objective while preventing them from controlling your objective. Note that there is more glory in capturing your opponent’s objective than defending your own.

Secondary Mission: Chosen by the gods.

The mightiest of heroes, most monstrous of creatures or most terrifying of hordes are but play things for the gods who look down upon the battlefield from up high. Their successes or destruction are but for the gods’ amusement.

After deployment but before rolling for “Seize the Initiative”, starting with the player that deployed first, each player should nominate three units to their opponents as a candidate to be “chosen by the gods”. No two units which are nominated can be from the same slot on the F.O.C (eg you might nominate 1 HQ, 1 Fast Attack and 1 Troop choice). With the exception of Land Raiders, dedicated transports are ignored for this purpose and cannot be nominated. If you only have troops and HQ units, the TOs will nominate the third choice. Your opponent then gets to choose *one* of these three units as “chosen by the gods”.

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. Otherwise, you contest an objective if you have any units, scoring or otherwise, within 3” of that objective.

If both players control the same number of objectives, the game is a draw.

Battle Points	Game Result
10 – 10	Draw. No objectives or each player has one objective.
11 – 9	Control your own objective, and your opponent does not control their objective.
12 – 8	Control your opponent’s objective, and your opponent does not control yours.
13 – 7	Control both objectives.
+1	if your unit “Chosen by the gods” controls or contests your opponent’s objective
(-1)	if your chosen unit is not entirely in your opponents table half at the end of the game
+1	if you destroy your opponent’s unit that was “Chosen by the gods”
(-1)	if your chosen unit is destroyed

If your chosen unit is destroyed when at least partially in your table half, the total modifier is (-2).

If your chosen unit is destroyed when entirely in your opponent’s half, the total modifier is (-1).

4.3. Saving Private Ryan – Pitched Battle

Based on the mission used at the 2009 tournament *Melbourne in Flames*.

Background: Some Private in the 501st has gone and lost 3 brothers / brood spawn / acquaintances and is to be given a ticket home to see his mommy. (MYATTT DAAAMOOOON!). Trouble is, his airdrop got scattered to the wind (or he was chasing some French skirt) and got lost, and no-one knows where he is. You have to find him and bring him back. Trouble is, some of your men don't like the idea that they have to risk their necks for Matt Damon (we mean Private Ryan).

Deployment: Long Table Edges (Pitched Battle).

Objective: Control the most objectives. However, the "hidden" Private Ryan objective is worth at least three times as much as a normal objective.

Mission Special Rules:

Before deciding deployment zones, the players must determine the position of 5 objectives. Objectives must be at least 12" from each other and each table edge. After positioning the objectives and before choosing deployment zones each player then chooses one of the objectives as his opponents Private Ryan. Write this choice down on the paper provided and keep it secret.

Searching the objectives - An objective is considered 'searched' if any of your scoring units move within 3" of it during their movement phase. If this is your Private Ryan, your opponent must tell you, and Ryan will be considered activated. Swap the objective marker for your hero model.

Escorting - An Activated Ryan can be escorted by any scoring unit (friend or foe), providing there is no enemy unit within 3" at the start of the movement phase. Private Ryan moves as an infantry model but will never fall back, will not enter a vehicle and cannot move within 12" of a table edge. The escorting unit can drop Private Ryan by moving more than 3" away from it (This includes involuntary movement such as fall back moves – as Private Ryan will not fall back with them) or losing enough casualties so that the Private Ryan is more than 3" away from the closest model. If this happens Private Ryan will fall stationary and await its next escort unit.

Assaults - An escorted Private Ryan makes an assault move if the escorting unit does so. Private Ryan will not make pile-in moves. If a scoring unit within 3" of a Private Ryan wins an assault, it may make a consolidate move with him.

Mutiny - Unfortunately, this is an unpopular mission with your men. If your Private Ryan has been activated, at the beginning of your turn roll 2D6 for each unit (including fearless ones) within 3" of Ryan. On a double one, the unit will make an automatic fall back move. Fearless units who have mutinied automatically regroup at the end of their player turn. Other units can test to regroup in their next player turn.

Double Agent – It is possible that both you and your opponent nominate the same objective as their Private Ryan. In this case Private Ryan is either a double agent or Private Ryan is a love/food interest of both High Commands.

When your opponent advises you that an objective you have searched is your Private Ryan, if it is also your opponents Private Ryan you must inform your opponent of that fact. Obviously your report back to High Command included information about secret documents/love letters/recipes indicating the dual nature of Private Ryan, and the enemy intercepted the transmission.

Victory conditions: You get one objective point for each objective you control and for your opponent's Private Ryan. You get three objective points for your Private Ryan. If Private Ryan is a double agent he/it is worth 4 objective points to the controlling player. The player with the most objective points win.

Battle Points	Game Margin (Saving Private Ryan)
10 – 10	draw
11 – 9	1 objective point
12 – 8	2 objective points
13 – 7	3 - 4 objective points
14 – 6	5 – 6 objective points
15 – 5	7 - 8 objective points

4.4. Seize Ground – Spearhead

This mission is based on pages 91 – 93 of the rule book with slightly modified rules.

Deployment: Table Quarters. 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 placed one in each table quarter, and they must be at least 12” from each other and each table edge.

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

Primary Mission: 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. For each objective that you control you get 3 objective points. For each objective that you contest with a scoring unit you get 1 objective point.

Secondary Mission: Ability to wage war. For each enemy scoring unit you have destroyed you get 1 objective point.

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.

If both players control the same number of objectives, the winner is the player who controls the most objectives if only scoring units can control or contest objectives.

Battle Points	Game Margin (Seize Ground)
10 – 10	draw
11 – 9	1 – 2 objective points
12 – 8	3 – 5 objective points
13 – 7	6 – 8 objective points
14 – 6	9 – 11 objective points
15 – 5	12+ objective points