



Gosford Shield

Warhammer 40000 Tournament

Sat 5th March 2011

Players Pack

1. EVENT INFORMATION

1.1. General Information

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 36 players so we strongly recommend buying your tickets early to avoid disappointment. In the last three years we sold out 2 weeks before the event.

When

The tournament will be held on Saturday March 5th, 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 February the 28th.

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 Good Games Gosford and Team Pirate. Any questions about the tickets or the venue should be directed to Tim Amos or Damien Carter of Good Games Gosford.

The Tournament Organiser is Damien Carter with help from Mark Croxford, Darren Cain, and Chad Mackenzie.

Any questions about the games, armies or missions should be directed to the Tournament Organiser. Contact details for the organiser 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.

Players are asked to bring a set of 5 minor objectives (25-40mm) and 3 major objectives (50mm +) made for the army. However this is not essential but appreciated.

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 forums on <http://www.wargamerAU.com> in the Gosford Team Pirate forums under the Clubs listings.

1.2. Tickets

Tickets are \$25. Payments can be made at Good Games Gosford. If you require additional payment methods please contact Good Games Gosford on 02 4322 7937.

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.

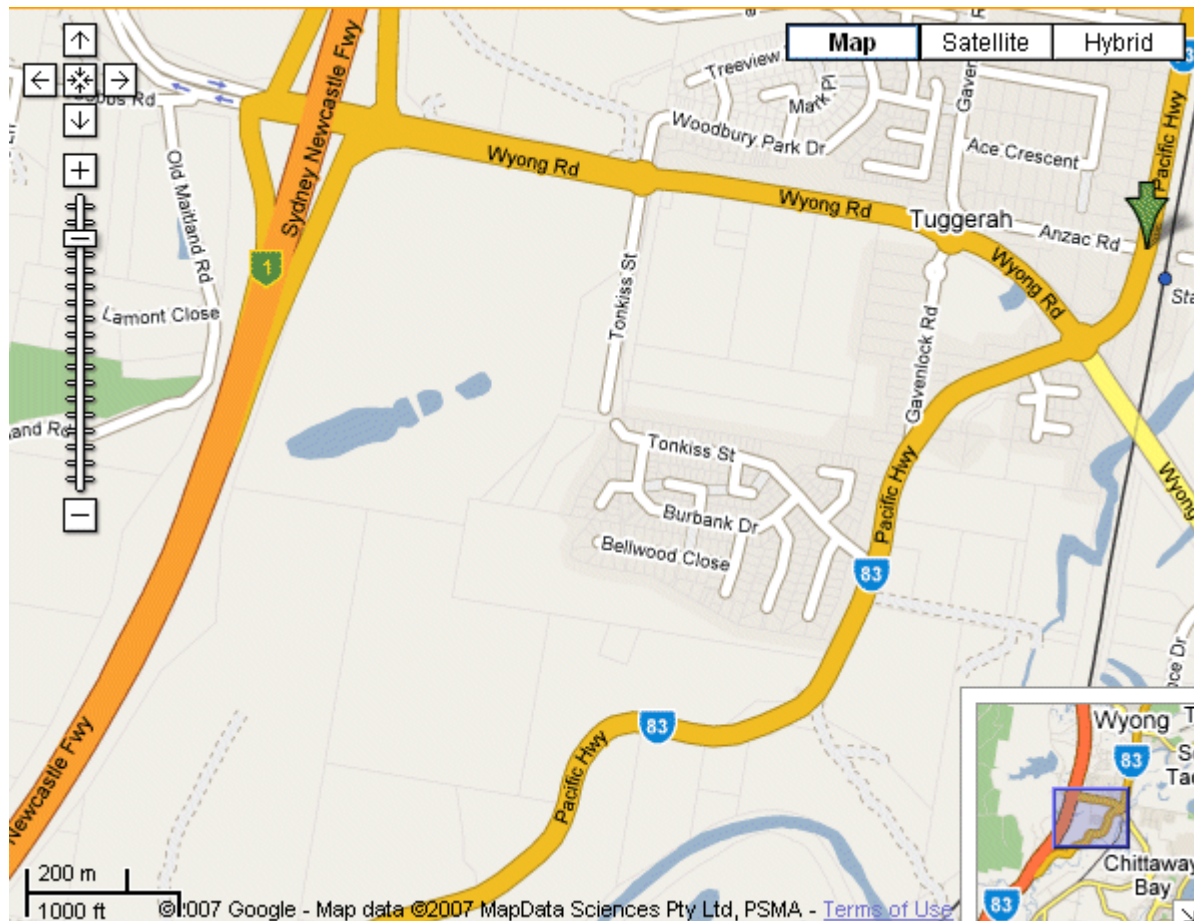
Best Junior: Player aged less than 18 years old with the highest total score.

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 at the same venue as last year.

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.

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 as well – your opponent will mark your army based on how powerful they perceive it to be.

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. Which armies can be used?

40K armies can be chosen from any codex that is current as of February 2011. 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.

2.2. Alternative Figures

Alternative figures are fine as long as it is approximately the same size and shape of the GW equivalent. Bases may be larger (within reason) but not smaller than the bases normally supplied.

If in doubt, contact the TO before the event.

2.3. Extra Models

Players are asked to bring a set of 5 minor objectives (25-40mm) and 3 major objectives (50mm +) made for the army. However this is not essential but appreciated.

2.4. 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 February the 28th, 2011 and can be sent to the following

Email: gosford@goodgames.com.au (Preferred option)

If you don't have email options contact Damien on 02 4322 7937 to discuss options. I will advise you of either a postal address or fax number.

If you cannot submit your list by February the 28th, 2011 please submit your army list ASAP. List submitted after February 28th may incur a penalty to their score.

Please include the following information with your army list

Player Name

Player Age (as of 28/02/2011)

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 56% battle, 24% composition and 20% painting. Do note that army composition and painting are almost as important as how you play the game.

3.1. Battle

You win battle points based on how well you play. For each game you will receive a score out of 14 battle points depending on whether you win or lose, and the margin of the victory or defeat.

3.2. Sports

Sportsmanship will not be part of the scoring system; every game should be a great game and when you go to a tournament this should be everyone's expectation.

Sportsmanship will be on a flag system, where you can flag a player for best sports and you can flag a player for bad sports.

If a player is flagged for bad sports, **the TO will ask you why you gave this out**. The TO will pay attention to the players next game and if warranted deduct a 5% penalty to the player in questions overall score.

3.3. Composition

Your composition score is made up of two parts. Your opponents and the TO 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 how powerful they believe the army to be.

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.

Army comp will be made up of 0-12 points TO marked and 0-12 points from your opponents over the 4 games in the day.

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
Very Common	Space Wolves, Blood Angels	-1
Common	Space Marines, Orks, Tyranids, Imperial Guard, Eldar, Daemons, Chaos, Witch Hunters, Dark Eldar	0
Less Common	Black Templar, Dark Angels	1
Unusual	Tau, Daemon Hunters (2003), Necrons	2

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.

3.4. Painting

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

- | | |
|--------|---|
| 0 | The less said about this army the better. |
| 2 | All models are WYSIWYG (what you see is what you get) |
| 3 | At least ½ the army is painted with at least 3 colours. |
| 6 | Most models are painted with at least 3 colours |
| 7 | Most models are painted with at least 3 colours & have base flocked/textured |
| 8 | All models are painted at least 3 colours in a consistent colour scheme |
| 10 | All models are painted with at least 3 colours in a consistent scheme & have bases flocked/textured |
| 12 | As above, plus they have something extra - eg squad markings on models, or a superior paint job. |
| +1, +2 | The army has been impressively converted |
| +1, +2 | Especially well painted “feature models” such as heroes or vehicles. |
| +1 | The armies bases are a something special on their own. |
| +1, +2 | The army is a thing of beauty and a potential contender for “best painted”. |
| +1 | Player has a set of 5 minor objectives (25-40mm) and 3 major objectives (50mm +) made for the army |

Your final painting score will be in the range of 0 – 20.

The painting scoring system is designed to reward players who take the effort to meet what is considered normal tournament standards (the 7 pts to 10 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 12 battle points and the loser will get at most 10 battle points. The result can be better than 12 – 10 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.

Mission Scoring

Win loss

14 - 8 - 3+ point victory

13 - 9 - 2 point victory

12 - 10 - 1 point victory

11 - 11 - Draw

4.1. Scalps – Dawn of War Deployment

Seeding: Players will be grouped by age/experience. Within each group players will be seeded by their TO composition score.

Deployment: Long Table Edges (Dawn of War)

Objective: Destroy your enemy without taking crippling losses.

Each unit that completely wipes out an opponents unit gains 1 token. A unit that has tokens that is destroyed/running at the end of the game loses all tokens it carries. The player with the most tokens at the end of the game wins. Units do not gain tokens for making a unit run off the board.

4.2. The Great Gosford Random Mission – Standard Deployment

Setup: Players before deployment roll off to place 5 minor objectives on the table at least 12” away from another minor objective and 3 Major objectives 1 in each players deployment zone and one in the center of the table

Deployment: Standard.

Objective: At the end of turn 3 the player who went first rolls as per below to find the mission for the game.

1-2 – Kill Points.

3-4 – Minor Objectives

5-6 – Major Objectives.

For Kill Points, any units destroyed before the end of turn 3 do not count towards the final total.

4.3. Too Many Objectives – Spearhead Deployment

Setup: After choosing quarters are chose players roll off deploying 10 obj onto the table. No obj can be within 6” of another objective or a board edge. No objective can be played in a players deployment quarter.

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

At the beginning of the second game turn, players roll off with the winner removing any 1 objective from the board. In each of the following game turns the player who didn’t remove an obj in the last turn remove an obj in this turn.

4.4. Capture and Control – Standard Deployment.

Setup: 1 objective in the centre of the table. 2 objectives in each players deployment zone deployed before either play deploys their army..

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

The center objective is claimed by the army with the most amount of scoring units within 12” at the end of the game. No unit can contest the centre objective and scoring units still count even when in close combat.