

GOSFORD SHIELD
2012

Warhammer 40k Tournament

Players Pack

1. EVENT INFORMATION

What:

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

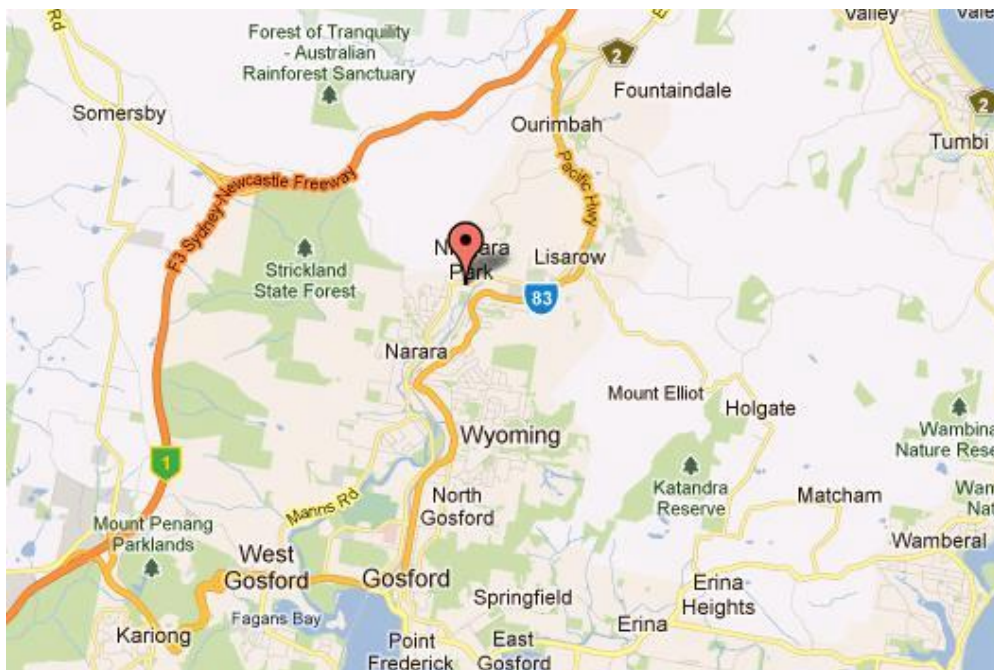
The tournament will consist of 4 rounds. Each game will be against a different player. Each round will be seeded so that as far as possible each game will be an even match up. Army composition scores will determine match-ups for the first round. Battle points will determine match-ups for the following rounds. .

The Overall Winner on the day will be determined not just by the results of their games, but also based on their sportsmanship and how well their army is painted. This is described in more detail in the Scoring Criteria section.

Where:

The Gosford Shield will be held at Niagara Park Community center, Washington Avenue, Niagara Park.

The suburb of Niagara Park is located on the NSW Central Coast, roughly 1 and a quarter hours' drive from North Sydney, and one and a quarter hours' drive south of Newcastle. It is roughly 5 km, or 5-10 minutes drive, north of Gosford.



The Community Center is found within a small shopping complex. There is plenty of free parking available out the front of the complex. For those who are unfamiliar to the region, there is a large Sports and Youth center next door.

For those who wish to travel by train, Niagara park station is roughly 150m, or 2 minutes walk, away.

If driving, look for the Sara Lee Bakery sign on the turn off from Old Pacific Highway.



When:

The tournament will be held on Saturday, 14th of January, with set-up, sign in and briefing from 8:45am and gaming starting at 9:00 am sharp. Gaming should finish by 5 pm, with awards and prizes handed out by 5:30pm.

Army list must be submitted by Saturday, January 7th, 2012, to allow time for them to be checked for errors. Lists must be emailed to Shadow_cat_mk2@hotmail.com. Army lists received after this date may receive a penalty to their comp score.

The tournament will be limited to 36 players so we strongly recommend buying your tickets early to avoid disappointment.

Timetable:

8:45am – 9:00pm	Registration and set-up
9:00am - 10:50am	Game 1
10:50am - 12:40pm	Game 2
12:40 pm - 1:10pm	Lunch and Best Painted Voting
1:10pm – 3:00pm	Game 3
3:00 pm – 4:50 pm	Game 4
5:00pm -5:30 pm	Pack up and awarding of prizes

Organisers:

The Event Organiser is Damien Carter of Gosford Good Games

The Tournament Organiser is Daniel Hale. Any questions about the games, armies or missions should be directed to Shadow_cat_mk2@hotmail.com, or PM 'Spakka' on Wargamer AU.

Entry:

Entry will be \$25 and can either be purchased from the Gosford Good Games store or paid online here:

http://online.goodgames.com.au/product_info.php?cPath=107&products_id=36644

If you are paying online, please remember to put your name in the details/comments box so we know who you are. If you haven't put your name down, we won't be able to know if you have paid.

Prizes:

There will be prizes for overall winner, 2nd overall, 3rd overall, best junior and best painted. There will be additional prizes depending on numbers.

Overall winner:

The player with the highest total of battle, sports and painting points.

Best Junior:

Awarded to the player aged 16 years old or less with the highest total score (only if we get more than one junior entrant)

Best Painted:

Awarded to the player with the most players choice votes. See painting section for more details.

What to bring:

As well as your army, you will need 2 copies of your army list. Also bring your rulebook, codex, measuring devices, dice and templates, as well as a copy of any Games workshop FAQ's relating to your army.

In addition, each player should bring a set of 3 minefield markers. Each minefield marker is mounted on a 25 mm base. Players can feel free to model a minefield marker in any way they choose - a signpost, a mine, or even just a painted base with a question mark (minesweeper style) will suffice, as long as the marker is clearly identifiable during the game.

It is recommended that you bring pens and paper.

Catering:

There is a small convenience store and a Sarah Lee outlet within the shopping complex that are open on a Saturday. At this stage, we cannot guarantee the local fish and chip shop will be open. Several fast food restaurants can be found in nearby Wyoming, roughly 5-10 minutes drive away,

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.
6. Fill in the sports scorecard for your opponent. You do not need to show this to your opponent.

2. ARMY LISTS

2.1. Which armies can be used

Army lists must be made from any current codex released prior to December 31 2011, including the White Dwarf sisters of battle codex.

Armies must be 1250 points or less. An army of 1251 points or more will not be permitted and you will be asked to resubmit your list.

Imperial armour, Apocalypse and Chapter approved units are NOT allowed. Forgeworld miniatures may be used as 'counts as' for other vehicles (see the section below for details on 'counts as' models).

2.2. Alternate or 'Counts as' models

Alternate or non-GW models (including Forgeworld miniatures) may be used as 'counts as' for other units, subject to TO approval. Alternate models must be checked and cleared by the TO at least one week prior to the event, and you may be required to submit a photo of the model(s) in question.

Additionally, the use of alternate models can be confusing for your opponents in game – for this reason, I require all alternate/'Counts as' models to be painted up to minimum standard (see painting section), and you must also have squad markings if you have are using more than one unit of alternate figures.

2.3. 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 submitted by Saturday, 7th of January 2012, and can be sent to the following Email: Shadow_cat_mk2@hotmail.com

Army lists received after Saturday, 7th of January incur a penalty to their comp score.

Please include the following information:

Player's name:

Age, as of 14/1/12 (if we have more than one entrant under the age of 16, there will be a best junior prize)

Contact Details: phone, email or postal address

Army name:

Codex/Army book

Club or district

How long have you been playing 40k?

Army lists must be presented in a clear, easy to read format. Please submit army lists in word, notepad and/or excel files. I do not accept Army Builder formats.

3. SCORING CRITERIA

The Gosford Shield will be scored out of 100, with 75% battle, 15% paint and 10% sports. Army composition will provide a modifier to your battle score.

3.1. Battle

You earn 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 victory or defeat. Additional bonus points may be awarded for achieving secondary objectives.

Total Victory/crushing defeat (won by 3 or more objectives/KP's) = 11-3

Minor victory/loss (1-2 objectives/KP's) = 9-5

Draw (players have an equal number of objectives/KP's) = 7-7

Achieving the Secondary Mission: 2 pts

Bonus Points:

Kill the most expensive enemy HQ character

Kill the most expensive enemy unit

Your most expensive HQ character is alive at the end of the game

Your most expensive unit is still alive at the end of the game.

You have none of your units remaining in your deployment zone at the end of the game

3.2. Army Composition

Army composition is rated on how powerful your army is. Each list will be marked by the TO for a total score of 0-10. The more powerful the army, the lower the comp score it will receive.

This year, instead of forming part of your overall score, army composition will be applied as a modifier to your battle score after each round. The value of this modifier will depend on your army composition score.

3.3. Sports

At the end of each round, you will be asked to rate your opponent on sports. There will be a checklist with 6 questions. You must tick either yes or no for each question.

1. Did my opponent play with an unsatisfactory attitude throughout the game??
2. Did my opponent often roll their dice behind terrain where some/all of the dice results were obscured from my view??
3. Did my opponent make inaccurate measurements, such as moving models further than they should, or not checking weapon ranges when shooting at longer ranges??
4. As the game was nearing the end, did my opponent start to play slower??
5. Did my opponent often roll dice without stating what actions they were taking??
6. Would I play this opponent again??

3.4. Painting

The painting score is to encourage players to field decently painted armies. Armies are scored by the criteria below.

Basic Standard:

8 pts: if all models are “What you see is what you get”, and are painted in at least 3 colours, you will get at least these 8 points.

For partially painted armies or those with unpainted figures, I will start you on 8 points and subtract 1 point for each unit that isn't painted to at least 3 colours and subtract an additional 1 point for each unit that is not “What you see is what you get”. These will stack, so if a single unit isn't painted to at least 3 colours and is not “What you see is what you get”, it will lose 2 painting points.

Additional Points:

+1 point: If the army is based in a consistent fashion (flat black bases will not get this point)

+1-2 points: Models have highlighting and/or shading (1 pt if army is highlighted or shaded/washed, 2 points if models have both highlighting and shading)

+1 point: If the army has conversions or is exceptionally well painted.

+1 point: If units have squad markings or other means of visibly identifying each unit at a glance.

+1 point: The army has freehand markings or transfers used. – Please note that this is separate to squad markings. Examples would be army badges/logos, banners, patterns on carapace for tyrannids, etc).

+1 point: The army has something extra. This can include particularly impressive Heroes, monstrous creatures or vehicles that really stand out from the rest of the army, or a modelled display board for your army (it doesn't have to be too crazy. As long as it's clear you've put in a bit of effort to make up a textured board matching the bases of your figures, with maybe a few tufts of grass or whatever here and there, you will get the point)

Best Painted: During lunchtime, any players who feel they are eligible for best painted will be asked to set up their armies. All players will then be required to vote for the player who they believe has the best army. The player with the most votes will be awarded the Best Painted prize.

Note: Best painted is restricted to armies that have been painted by the entrant. If you borrowed the army, bought it pre-painted or paid someone to paint it for you, you will still receive the painting points above, but will not be eligible for the Best Painted prize.

4. MISSIONS

The following section describes the missions that will be used at the event. The table below describes the margin of victory.

Margin of Victory:

The margin of victory determines how many points you will receive after a game for achieving a win or a loss. The greater the margin, the greater the difference in points:

Total Victory/crushing defeat (won by 3 or more objectives/KP's) = 11-3

Minor victory/loss (1-2 objectives/KP's) = 9-5

Draw (players have an equal number of objectives/KP's)= 7-7

Achieving the Secondary Mission:

You will receive additional 2 points for completing the secondary mission. Note that it is possible in some missions for both players to achieve the secondary mission.

Bonus Points:

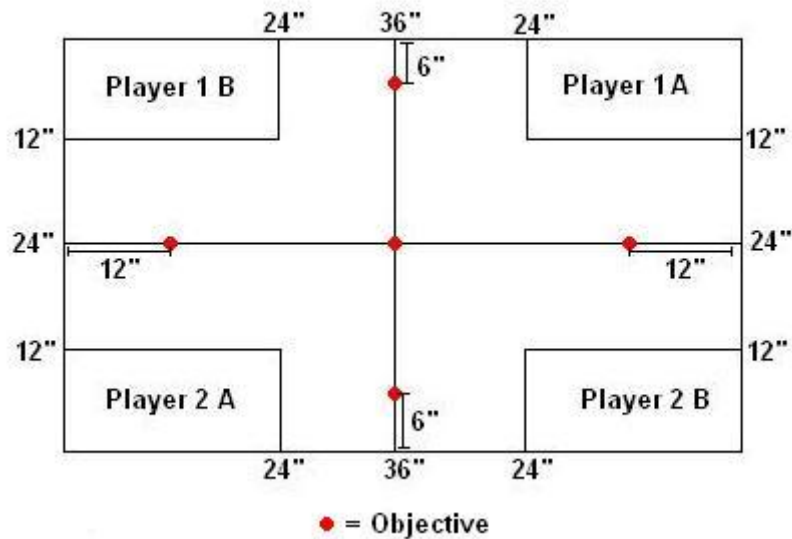
You may be awarded additional bonus points for achieving the following, regardless of whether you win or lose:

- Kill the most expensive enemy HQ character
- Kill the most expensive enemy unit
- Your most expensive HQ character is alive at the end of the game
- Your most expensive unit is still alive at the end of the game.
- You have none of your units remaining in your deployment zone at the end of the game

4.1. Divide and Conquer

Seize ground: 5 objectives.

Mission Map:



Set up: Roll for deployment as normal. The player who wins the roll off must choose their long table edge. Their opponent will have the opposite long table edge.

Each player has 2 small deployment zones adjacent to their long table edge. These extend 24" from each short table edge, and 12" from their long table edge. Deployment zones are designated as: Left side = A, right side = B.

Deployment: When it is your turn to deploy units, declare which units are in reserve or infiltrating. For each unit in your army that is not declared to be infiltrating or in reserve, roll a D6. On a 1-3, that unit must be deployed anywhere within side A. On a roll of 4-6, that unit must be deployed anywhere within side B. You may not choose put a unit into reserve after you have rolled to determine its deployment zone.

Objectives: First two objectives are placed 12" in from each end along the center line of the table connecting the short table edges. Second two objectives are placed 6" in from each end along the center line of the table connecting the long table edges. Final objective is placed in the center of the table. (See mission map).

Victory Conditions: The player holding the most objectives at the end of the game is the winner. Consult the Margin of Victory table to determine the battle points awarded to each player.

Secondary Mission: After deployment, but before the game starts, each player must secretly select one unit in their opponents' army. Write this unit down on your score sheet (with detail if there are multiple units of the same type in your opponent's army) and keep it hidden. Your opponent earns the secondary mission if that unit is still alive at the end of the game.

4.2. Navigate the Minefields

Setup: Pitched battle.

Special Rules: Units may not outflank in this mission, but may still use infiltrate and scout moves as normal.

MINEFIELDS: Each player has 3 minefield markers (25mm base). After deployment zones have been determined, but before deploying any models, players alternate placing their minefield markers starting with the player who gets first turn. Each player may place their minefield markers anywhere on the table that isn't within their opponents' deployment zone or within 6" of another minefield marker.

Minefields extend 3" in all directions from a minefield marker and are dangerous terrain for **all** models – this includes jump infantry and skimmers.

In addition, moving at speed through an area covered in mines is risky at best. Any model which moves over 6" in any single phase must take a dangerous terrain check.

Deep striking into a minefield is generally considered suicidal. Units may still deep strike, however any models that choose to do so must take a dangerous terrain check even if they land in open ground (including units disembarking from drop pods and vehicles). If they land in a minefield (the area covered by a minefield marker), they will fail their dangerous terrain check on a 1-3, rather than the usual 1.

Chaos Daemons; Daemon units from the Chaos Daemon Codex do not have to take dangerous terrain checks for landing in open ground. This is a special ruling to balance out the mission for Chaos Daemons armies since they must deep strike their entire army.

Victory Conditions: Get more units into the enemy deployment zone than they get into yours. Score 2 victory points (VP's) for each scoring unit you get into the enemy deployment zone, All other units except for dedicated transports score 1 VP. Dedicated transports are worth 0 VP's.

The player with the most VP's at the end of the game is the winner. Consult the Margin of Victory table to determine the battle points awarded to each player.

Secondary Mission: Kill points. The player with the most kill points earns the secondary mission. If it is a draw, neither player will earn the secondary mission.

4.3. Take and Hold

HQ requires you to seize and hold a critical objective, no matter the cost.

Setup: Pitched Battle

Victory Conditions: Have the most units within 12" of the center. Score 2 victory points (VPs) for each scoring unit within 12". All other units except for dedicated transports score 1 VP. Dedicated transports score 0 VP's.

The player with the most VP's wins. Consult the Margin of Victory table to determine the battle points awarded to each player.

Secondary Mission: You have at least 50% of your starting number of models still alive at the end of the game.

4.4. Scalps

Set up: Spearhead.

Mission: Defeat your enemy without taking crippling losses.

Scalps: Each time one of your units completely wipes out an enemy unit in shooting or close combat, that unit gets a token. To clarify, the token goes to whichever unit scored the last kill on the enemy unit.

Enemy units that fall back off the table as a result of a failed morale check do not give up a token as the survivors lived to fight another day.

If a unit is wiped out, any tokens it was carrying are lost.

Victory Conditions: The player with the most scalp tokens at the end of the game is the winner. Consult the Margin of Victory table to determine the battle points awarded to each player.

Secondary Mission: Table Quarters. Control the most table quarters at the end of the game. You control a table quarter by having any scoring unit and no enemy units within that table quarter.