

Warhammer 40,000 Tournament

Let Gosford Burn!

Sunday 30 May 2010

Hosted by Good Games Gosford
135 Mann St, Gosford

Tournament Organiser: Damien Carter

1500pts
4 Games
22 Player Limit

You can use any current Codex, following the standard force organization chart. Special Characters can be used, ignoring point restrictions. Figures can be from any range as long as it is declared to your opponent at the start of the match and is not smaller in either base or size than the GW equivalent figure. Imperial Armour rule sets are not allowed.

Bookings: Please indicate your intention to attend on the Gosford Team Pirate forum on www.wargamer.au, or email Damien - meeeeuuuu@hotmail.com or Tim - gosford@goodgames.com.au
Alternatively phone Good Games Gosford on 02 4322 7937. We are limited to 22 players and we will be running a first paid first served basis.

Payments can be made at Good Games Store in Gosford or at the Cessnock Slayers meetings. Alternate payments can also be made by contacting Damien or Tim on the above phone number.

The cost is \$25 per player – All entries

Bring copies of your army list, rulebook, codex, FAQs, tape measure, dice, templates, etc.

Scoring:

Battle – 70%

Army Composition – 30%

Painting Prizes:

The Beauty Pageant

TO's Choice

Sportsmanship Prize:

Best Sports

Army Composition:

Panel Marked Peer Comp.

A panel of judges will give your army a score between 2-8. From which peer marks cannot deviate by more than 2 points.

This should allow for table and mission to affect an armies score, but not allow buddy boosting or player sniping.

For example if the panel awards an army a score of 5, peer scores cannot go past 7 or below 3.

Sports:

Sportsmanship will not be given a number mark in Let Gosford Burn! Instead people will be either flagged to win best sports, or they will be flagged as a bad sport.

People Flagged for bad sportsmanship will have their next game monitored by the TO. If the TO finds the flagging unwarranted then it will be ignored.

Someone flagged in the last round will be ineligible for Best Sports or The Beauty Pageant awards. Someone who repeatedly gets flagged for bad sports will receive a penalty to their overall scores as follows.

Times Flagged	Result
1	Next game monitored by TO.
2	-10% to overall score.
3	-15% to overall score.
4	-20% to overall score.

Painting:

There will be 2 prizes for painting, TO's Choice and The Beauty Pageant.

TO's Choice will be awarded to the most technical painted and converted army.

Any figures not painted by the player will not be considered by the TO when the army is marked.

The Beauty Pageant will be awarded to the player who generates the most votes from his fellow gamers. Voting will be at the start of the day and each player may vote for between 1-3 armies. Be in early to make sure everyone votes for your army.

Painting Minimums:

Figures (and units containing said figures) that are not painted to a 3 colour minimum will be disadvantaged by not allowing them to score or contest objectives. Also in the "Burn them All" mission they will not be able to collect kill point markers. This is there to prevent people from squabbling over ownership of unpainted figures etc..

Time Table.

8.30 – 9.15 - Registration and The Beauty Pageant voting.

9.15 – 11.00 - Mission 1: Feed the Troops

11.15 – 1.00 – Mission 2: Burn them All.

1.00 – 1.30 – Lunch

1.30 – 3.15 – Mission 3: Surprise Attack

3.30 – 5.15 – Mission 4: Let Gosford Burn!

5.30 – Prize Giving.

Lunch:

Gosford is pretty dead on a Sunday, but the usual fast food outlets are only a short 5min drive away.

For further information use the contacts listed above, or contact Azure Fade (Damien) on Wargamerau,
or phone Good Games Gosford on 02 4322 7937.

This tournament is hosted by **Team Pirate Gosford**.
We meet every Thursday for gaming at Good Games Gosford.
Come along!

You can contact us via www.wargamerau.com

Mission 1: **Feed the Troops**

Deployment: Dawn of War

Mission Setup and Mission Rules:

Both players roll a D6. Starting with the player who rolled highest, both players alternate placing 10 objectives on the field. No objective may be placed within 12" of a deployment board edge.

Starting with the second game turn, at the start of the game turn the players roll off. The winner then removes any one objective from the board. If the die roll is a draw then the player who lost the last roll gets to remove an objective.

Mission 2: **Burn Them All.**

Deployment: Pitched Battle.

Mission Setup and Mission Rules:

Each time a squad/unit wipes out an enemy unit (your own don't count, even by accident...) place one of your opponents models with the unit as a marker. When a unit is destroyed it loses all markers that it had accumulated. The side with the most markers at the end of the game wins.

Mission 3: **Surprise Attack**

Deployment: Pitched Battle

Mission Setup and Mission Rules:

3 Objectives are placed on the table. One at the table center and one 12" directly towards each long table edge from the center point.

Only scoring units may score or contest objectives.

Scoring units cannot score from inside a vehicle.

All units may outflank in this mission unless they are forced to deploy otherwise.

Mission 4: **Let Gosford Burn!**

Deployment: Spearhead.

Mission Setup and Mission Rules:

At the start of the game players alternate placing 4 objectives, 1 in each table quarter 8" away from the board edge or the center of the table. Then a 5th objective is placed at the center of the table.

Players then roll to see who goes first or second.

Before the first player deploys, players alternate rolling off for each piece of terrain on the table: 1-3 the piece of terrain will have +1 to all cover saves for units in it. 4-6 the piece of terrain will also count as dangerous terrain.

If the game goes to turn 6 or 7, all terrain will also count as dangerous terrain.