

PIGMAR 40K LEAGUE 2011

LEAGUE RULES

small leagues leading in to a knock out stages. Played over a 12 week period. Is what I would consider ideal. It is up to you to arrange you games in your group. If you don't play a game you don't get the points. If you have made all effort to play your games (i.e. turned up with your forces) but your opponent has not, you can petition the game organiser and the game could be forfeit in your favour. Organiser's decision is final. In the knockout stage, each game has two weeks to play. Final will be arranged at a convenient time for both parties, but no later than week 13.

Game Play and Scoring

Each Group stage game will be a pre-determined scenario chosen in the draw. The knockout stage will be played as standard games as per the 40,000 rule book.

Scoring will be as follows:

Win 3 Points

Draw 1 Point

Loss 0 Point

Each game you will be asked to fill in a results sheet, this includes Victory points. These are scored as per the 40k rulebook.

Add the points up for the total and fill into the appropriate box, with any notes. Note that not all scenarios use victory points to decide the winner, but should still be recorded for each game.

Victory points will be used for any points draw in the league table (a bit like goal difference) as to avoid any confusion on who goes through.

Awards

Prizes will be awarded for the following accomplishments. Players can only win the highest award they qualify for, except for the Perfect Attendance and Favourite Opponent award. At the end of the league, each player will be asked to vote for the 1 player that they enjoyed their games with the most. The player who collects the most votes will receive the Favourite Opponent award.

- 1) "League Champion" - Awarded to the player who wins the final.
- 2) "Whipping Boy" - Awarded to the player who loses the last place match up in week 12.
- 3) "Favourite Opponent" - Awarded to the player who receives the most votes.
- 4) "Perfect Attendance" - Awarded to all players who played all of their games

Army list

Each player will be required to choose one codex that they will use through the course of the league and notify the league organizer of their choice when they sign up. Players may not change their army from week to week, and must write a single 1500 point list. No Allies are permitted.

Every player gets one Joker Card, playing a joker card will allow the player to permanently change their list for the rest of the league. This may only be done once and the game organiser must be informed before the start of the next game, with a written copy of the new list.

Players will be asked to submit the list they use for the group stage when you sign up; entry to the league is on a first come first served basis. You will only be considered to have entered when your Army list has been given to the Organiser.

Games will be played at the 1500 point level, so all armies must be 1500 points or less. No exceptions.

Painting

Models do not need to be fully painted for league play. Base coated minimum though. But progression must be seen, (any base coated miniatures in the initial game should have had improvement by the final for example).

Photographs of your armies will be taken at the beginning of the league and after the final, best painted, as voted for on the forum using these photographs, will be given the Golden Pig award, as well as most improved will be awarded the Silver Piglet award.

Rules

The Warhammer 40,000 5th edition rules will be used for this tournament, along with all published Errata and FAQ responses posted on the Games Workshop website. All players are expected to work out any rules disputes during their game. There is no harm in asking your opponent to show you their codex, or in jointly looking up a confusing rule. When in doubt, the organiser may be asked to resolve the dispute, but organiser's decisions are final. Once results are turned in to the league organiser, they are final.

Terrain

Players are expected to setup the tables themselves by alternately placing terrain. Each table must have 25% coverage of terrain, but may contain more (not less) by mutual player consent. Alternatively, the players may ask a neutral party to setup a table for them, although the 25% coverage of terrain rule still remains in effect.

SCENARIOS

There are five scenarios for the Pigmar 40K league 2011. Each player will play each scenario once during the group stages. All scenarios use deployment rules from the 40K rulebook. To win a scenario where the objective is victory points you must score at least 150 VPs more than your opponent, otherwise the game is a draw.

Forward Position

Your orders are simple. Capture a strategic forward position, without taking too many casualties!

Deployment: Pitched Battle

Objective: Victory points

Special rules: After rolling off for deployment, but before either player deploys, the player that will deploy second places the objective anywhere on the centre line. Holding this objective at the end of the game is worth 300VPs.

Bitter enemies

Wounded or humiliated by their foe during a long war, one of your units takes up a blood sealed vendetta against their bitter enemies.

Deployment: Dawn of War

Objective: Victory points.

Special rules: Before deployment, each player chooses one of his own troops choice units. This unit gains the Rage and Preferred Enemy special rules. The preferred enemy in this case is the entire opposing army. The unit is also worth double victory points to your opponent.

Capture the Flag

Both armies need reinforcements for the ongoing war effort, unfortunately only one comms link remains on the planet. Can one army hold it long enough to tip the scales in their favour?

Deployment: Spearhead

Objective: A single objective is placed at the centre of the board. At the end of each game turn the player who controls the objective gains one point. The player who has the most points at the end of the game wins. The objective can be controlled by infantry units (including jump) or contested by any type of unit as usual. Note if you wipe out your opponent you do not automatically win. Keep playing until the game ends to gain points by controlling the objective.

Scorched Earth

Both armies converge on a devastated area to secure much need supplies, or rescue some powerful artefacts.

Deployment: Spearhead

Objective: Seize ground – use the victory condition from this 40K rulebook mission.

Special rules: After terrain is placed, but before deployment, roll for each piece of area terrain. 1-3 terrain is burning and counts as dangerous terrain, 4-6 the terrain is smoking and adds +1 to any cover save. All area terrain blocks line of sight.

Trench Warfare

It's been an epic struggle and both armies have dug in. Surely this is the final push.

Deployment: Pitched Battle

Objective: Victory points

Special rules: In addition apply the "Dug in" rule from the battle missions book. Units that deploy in open ground gain a 4+ cover save until they move.