

Southern California Games Workshop

League Warhammer 40K Rules

There is no room for cool cover art.

There is only room for war.

Summer 2009 Season

1.01 League rules:

- (a) Each player is responsible for completely understanding and adhering to the below rules.
- (b) Failure to adhere to these rules could result in rescission of points, territories, victory bonuses, and/or victories, or removal from the League.
- (c) The League reserves the right to amend these rules as is necessary and proper for the betterment of the league.

1.02 Fees:

- (a) The Summer 2008 season begins TBA.
 - (1) Sign-up begins the first day of the playoffs.
 - (2) Pre-registration deadline for returning members is July 11th, 2009
- (b) The fee should be sent to the League office at:

19522 Aragon Circle

Huntington Beach, CA 92646

714 724-6429

Or Paypal'ed to:

scgwl40k@hotmail.com

1.03 Schedule:

- (a) There will be ten battles per player during the regular season.
- (b) It is both players responsibility to contact each other to schedule that weeks game. If a player is unable to make contact by phone and email, then they must notify the League.
- (c) A 'week' constitutes a two-week period, running from Sunday to Saturday, during which the scheduled battle must occur:
 - (1) A missed battle results in a forfeit to the player who could not sit the game.
 - (2) There shall be two types of forfeits, Administrative Forfeits (AF) and Forfeits.

(A) Both types of forfeits shall result in a score of 6 Battle points, 3 Composition & 3 Sportsmanship points for the winning player, as well as the award of a Wastelands territory.

(B) Administrative forfeits shall be granted when a player was unable to complete a game during it's scheduled period, as a result of events ruled as beyond their control by the League. Administrative forfeits shall only be granted at the sole discretion of the League.

(C) Administrative forfeits shall result in a score of 0 Battle points, 3 Sportsmanship points, & Composition points for the forfeiting player, and shall have no further adverse affect on the forfeiting player.

(D) A players non-Administrative Forfeits shall result in the following:

(3) The non-administrative forfeiting player shall receive a score of 0 Battle, Sportsmanship, & Composition points. They shall be dropped five positions in the next season draft, and their entry fee shall be an additional \$10 for their first forfeit. Should the same player have a second non-administrative forfeit in the same season, their further participation in the SCGWL shall be subject to review, and may result in expulsion from the League. Should they be allowed to continue, they will automatically draft in the last position in the next draft, and their League entry fee will be doubled.

(4) If a player will be out the entire week, it is his/her responsibility to contact the commissioner to arrange an alternate date for the battle.

(d) Each player will have one battle against everyone in his/her division, with the remaining schedule filled by battles with players in another other division within his/her conference.

(e) The battles are held at a place of the two participants' choosing.

(f) In the event of a tie, the record will reflect that tie.

(g) No regular season overtime.

1.04 Army composition:

(a) Size:

(1) The base size is 2000 points.

(2) The base size may be increased by gaining territories of wasteland or city.

(c) Forgeworld - Imperial Armour Books

Units from the Forgeworld Imperial Armor Books are allowed with the following exceptions.

- (a) Flying vehicles; and
- (b) Anything with mass points; and
- (c) Anything that requires a modification to the standard force organization chart.

(d) Current line items banned models.

- (1) Deathstorm Drop Pod (aka Deathwind Drop Pod)

(d) Composition:

- (1) The standard force organization chart will be used for all battles.
- (2) Each player's army must have minimum two Troops selection.

(e) Allies are allowed as per your Codex. If you choose an ally that is the only ally that you may take for the season.

(f) Special characters are allowed:

(1) For the purposes of the League a special character is defined as an HQ selection of a **NAMED** individual whose equipment and/or abilities cannot be altered. Simply being unique does not qualify a selection to be a Special Character.

(2) An army may choose a maximum two HQ special characters for their army at the beginning of the season.

(3) If special characters are chosen, those special characters must be used for all games during the season, including playoffs.

(4) Sergeant upgrades and other non HQ selections are not limited on a game to game basis.

(g) Proxies:

- (1) A unit must be represented by figures which accurately indicate the unit's racial composition.
- (2) A unit must have all of its figures outfitted correctly regarding its armament.

1.05 League conventions:

- (a) Each player is responsible for naming his army, due by the draft.
- (b) Armies must be complete, on paper, and in ink upon arrival at the battle site.
- (c) Measurements must be taken on the table.
- (d) Squad, vehicle, or character statistics need not be disclosed before the time of necessity.
- (e) Pre-measuring results in forfeiture of unit action.
- (f) At the beginning of the battle each unit and character must be announced, including any relevant weaponry. The fact that a weapon may be master crafted, etc. need not be disclosed.
- (g) Army lists are to be exchanged at the end of every battle for the opponent to keep.

1.05.2 Sportsmanship award::

- (a) At the end of the game, each player will remit composition and sportsmanship scores for his/her opponent to the League office (see 1.10.2 and 1.11 supra).
- (b) The sportsmanship award measures how fair, fun, patient and respectful a player is, both to his/her opponent at the table and to the spirit of the game.
 - (1) Composition measures how fair and within the spirit of the fluff the army was and occurs before the game.
 - (2) Sportsmanship measures how decently and fairly the opponent behaved and occurs during the game.
 - (3) These two components are to be graded independently of one another.
 - (4) These scores will be charted during the season.
- (c) Each player will use the above criteria to determine the person s/he considered to be his/her best opponent.
 - (1) During the final week of the regular season this person's name must be submitted to the League office.
 - (2) These results will be tabulated and used as the sportsmanship award tiebreaker.

(d) At the end of the regular season the winner will receive the Southern California Games Workshop League Best Sportsman award.

(1) The winner will be the person with the highest cumulative composition/sportsmanship score for the season.

1.06 The battlefield:

(a) The size is 72 inches by 48 inches.

(b) The area for set-up is determined by the scenario.

(c) Generating terrain:

(1) The table is divided into six 24" by 24" quadrants.

(2) Each player will roll d3 pieces of terrain for each quadrant based on the terrain chart provided by the league.

(3) Players each roll a die with the higher roll generating a terrain piece first.

(4) All pieces of terrain must be placed in an alternating fashion anywhere on the board until all terrain pieces has been placed. At least ¾ of each terrain piece placed must lie in the table quarter chosen for placement.

(5) There is allowed no pre-measuring of terrain.

(6) Terrain chart at end of rules page is to be used to generate terrain.

1.07 Scenario generation:

(a) The Mission: The Mission will be generated from the following list.

(b) The home player rolls a D6 to generate the mission.

1 Seize Ground (as per the rule book)

2 Capture and Control (as per the rule book)

3 Annihilation (using SCGWL Slaughter Style Kill Points / see below)

4 Advance and Destroy (see below)

5 Take the Hill (see below)

6 Final Battle (see below)

(c) Mission Descriptions (4-Advance and Destroy, 5-Cleanse and Burn, 6-Final Battle)

Advance and Destroy:

This mission is a modification of the Capture and Control Mission with the following amendments: The two markers are not placed in each player's deployment zones. Instead each marker must be placed anywhere along the imaginary line 24" in from each player's long board edge. The markers cannot be placed further than 48" from each other or closer than 24" from each other.

Deployment is determined as normal and all rules for a Standard mission are in effect.

Take the Hill:

This mission is a modification of the Seize Ground Mission with the following amendments: A single marker is placed in the middle board. If there is a piece of terrain in the middle of the board the piece of terrain becomes the objective. If the terrain piece is impassible roll a scatter die and move the objective off the terrain piece in that direction. The player that has control of the objective at the end of the game wins.

Deployment is determined as normal and all rules for a Standard mission are in effect.

The Final Battle:

The mission is a modification of the Seize Ground Mission and the Annihilation mission with the following amendments:

There will be five objectives for this mission, DO NOT ROLL! Each objective is worth 3 points.

Place the objectives and determine the deployment as normal.

Slaughter style kill points will be used for the mission.

At the end of the game add together your earned kill points with points earned for objectives you control. The player with the highest combined total of kill points and objective points wins the game.

All rules for a Standard mission are in effect.

(d) **Deployment:** The away player rolls a d6 to determine the Deployment Type:

- 1-2 Pitched Battle
- 3-4 Spearhead
- 5-6 Dawn of War

1.07.2 Slaughter Style Kill Points

(a) Troops units and Troop designated transports are worth 1 kill point for every 100 points rounded down. Each troop unit and transport is worth a minimum of 1 Kill Point each.

Example	10 Marines with upgrades	=185 Points	= 1 Kill Point
	In a Rhino with upgrades	= 50 Points	=1 Kill point

(b) HQ's, Elites, Fast Attack, and Heavy Support Selections and their designated transports are worth 1 Kill point for each 100 points rounded up.

Example:	5 Marine Terminators with upgrades	= 270 Points	= 3 Kill Points
	In a Drop Pod	= 50 Points	= 1 Kill Point
	In a Land Raider	= 250 Points	= 3 Kill

(c) The kill point value of a unit is determined at the time it is deployed. Units split into combat squads will split the original point cost of the unit regardless of where weapons are allocated. Units merged with other units are worth the Kill point value of the total value the unit.

Example:	10 Devastator Marines with upgrades	=295 Points	= 3 kill Points
	Deployed as two 5 man combat squads	= 2 Kill Points each	

Example:	Three Imperial Guard squads worth 80 points each.	= 1 Kill Point Each
	Deployed together as a single squad worth 240 points	= 2 Kill Points

(d) A squadron of vehicles is considered a single unit.

1.08 Army placement and battle beginning:

(a) Use each mission to determine how the armies are to be deployed and any special rules.

(b) Random territory is generated, with the away player rolling the "tens" die, and the home player rolling the "ones" die.

(c) Each player chooses three territories from their available territories to be used for the game. These territories are chosen before the mission is generated. Wagered territories are announced. The wagered territory must be one of the three used for the battle.

1.09 Warhammer 40K rules:

(a) Each player should have a copy of the Warhammer 40K rulebook (hereafter: rulebook).

(b) Each player must have a copy of his/her codex present. A current copy of the Games Workshop FAQ of your relevant codex is also suggested.

(1) Should a player not be able to produce his/her army book, or any rule in question concerning his army, then [s]he will lose any challenges to the veracity of his/her claims.

(2) Should a player materially misrepresent, through sloth or misdeed, any portion of his army, either in composition or performance, [s]he will be:

(A) Stripped of his/her victory, to be awarded to his/her opponent; or

(B) Be given victory points equal to his/her opponent's total, less one; and

(C) Lose any and all tiebreakers against that opponent.

(c) Each player is responsible for the rules in the rulebook.

1.10.1 Table quarters:

(a) As per the Rulebook.

1.10.2 Scoring the battle:

(a) Each game will have three components to be scored, the sum of which will be charted and used to determine rankings:

(1) Battle points:

(A) The winner of the mission is scored 6 points for a victory and the loser is scored 0 points.

(B) In a tie both players are awarded 3 points

(D) A win, loss or tie will be determined using the guidelines in 1.10 infra.

(2) Composition points:

(A) 3 (three) points - my opponent's army was fair and within the spirit of the fluff;

(B) 2 (two) points - my opponent's army was mostly fair and mostly within the spirit of the fluff; or

(C) 0 (zero) points - my opponent's army was not particularly fair and/or was made contrary to the fluff (or s/he forfeited).

(3) Sportsmanship points:

(A) 3 (three) points - my opponent was a good sportsman;

(B) 2 (two) points - my opponent had one or two outbursts and/or squeezes of the rules but I would play him/her again; or

(C) 0 (zero) points - my opponent had many outbursts and/or squeezes of the rules and I would prefer not to have to play him/her again (or s/he forfeited).

(D) A squeeze of the rules could be considered, but not limited to, an intentional interpretation of the rules that runs contrary to either the spirit of the game or the actual rule itself

1.11 After the battle:

(a) The winner must notify the League office of the results, including:

(1) The mission played and the deployment used.

2) The points totals for each side:

(A) Victory point;

(B) Battle points;

(C) Composition points for his/her opponent; and

(D) Sportsmanship points for his/her opponent.

(3) The territories wagered, won, and lost;

(A) The winner retains his territory and:

(i) Takes the randomly generated territory, with the loser retaining his own territory; or

(ii) Takes the loser's territory, with the loser taking the randomly generated territory.

(B) In the event of a tie, the generated territory is disregarded.

(b) Both players must notify the League office of their opponent's respective sportsmanship and composition scores.

(c) This notification must come within 36 hours of the end of the battle.

(1) If the battle takes place the final day of the period, this notification must come immediately after the battle.

(2) If the League does not receive the sportsmanship and composition scores within 36 hours, a score of 3 shall be posted for each.

(d) This notification must come either via telephone or e-mail.

(e) The League is the final arbitrator of composition and sportsmanship scores.

(f) Each player's territories and victory bonus will be posted on that player's web page.

(1) It is each player's responsibility to ensure his territories are properly documented by the League office.

(2) A player's web page is the final authority as to what territories are contained within that player's army.

1.12 Division winners:

(a) The winner of each division makes the playoffs.

(b) In the event of a tie, there are these tiebreakers:

(1) The first tie breaker is head-to-head record, with the better record receiving higher seeding. If that is the same:

(2) The second tiebreaker is division record, with the better record receiving higher seeding. If that is the same:

(3) The third tiebreaker is head-to-head points differential, with the greater differential receiving higher seeding. If that is the same:

(4) The fourth tiebreaker is overall points differential, with the greater differential receiving higher seeding. If that is the same:

(5) The fifth and final tiebreaker is a coin toss.

(A) The winner of the second battle tosses the coin.

(B) The winner of the first battle calls the toss

(C) The coin will be allowed to fall to the floor.

1.13 Wild card playoff participants:

(a) A number of players with the best records in each conference, equal to the number of divisions, not including the division winners, will be admitted to the playoffs as wild card entrants, or

(b) The players with the four best records, not including division winners, will be designated wild cards in fourteen player conferences.

(c) In the event of a tie, there are these tiebreakers:

(1) The first tie breaker is head-to-head record, with the better record receiving higher seeding. If that is the same:

(2) The second tiebreaker is head-to-head points differential, with the greater differential receiving higher seeding. If that is the same:

(3) The third tiebreaker is overall points differential, with the greater differential receiving higher seeding. If that is the same:

(4) The fourth and final tiebreaker is a coin toss.

(A) The winner of the second battle tosses the coin.

(B) The winner of the first battle calls the toss.

(C) The coin will be allowed to fall to the floor.

1.14 Playoff format:

(a) The first round of the playoffs is the Wild Card Round:

(1) Twelve or fourteen players in a conference:

(A) The lowest seeded division winner battles the lowest seeded wild card.

(B) The highest seeded wild card battles wild card two.

(C) The highest two division winners get byes to the second round.

(D) The higher seed in each battle chooses the time and place of each battle.

(2) Sixteen players in a conference:

(A) The highest seeded division winner battles the lowest seeded wild card.

(B) Division winner two battles wild card three.

(C) Division winner three battles wild card two.

(D) Division winner four battles wild card one.

(E) The higher seed in each battle chooses the time and place of each battle.

(b) The second round of the playoffs is the Divisional Round:

(1) The highest remaining seed battles the lowest remaining seed.

(2) The two middle seeds battle each other.

(3) The higher seed in each battle chooses the time and place of each battle.

(c) The third round of the playoffs is the Conference Championship:

(1) The higher remaining seed chooses the time and place of each battle.

(d) The Championship takes place at the League office at a time determined by the League, with the trophy presentation occurring after the battle.

(e) Ties:

(1) In the event of a tie in total points scored, not battle points, the pieces are left as they ended the battle and another turn is played.

(2) If this extra turn results in a tie, another turn is played.

(3) These extra turns continue until one side has defeated the other.

(4) If table quarters are used to determine the victor, and neither side has units above half strength, then victory points determine the victor.

(f) Territories are not generated, wagered, won, or lost.

1.15 The draft:

(a) The draft of initial territories takes place at a time and place designated by the League.

(1) The draft for the next season takes place will be announced by the League.

(b) Attendance is mandatory for new members of the League.

(c) Draft order:

(1) All participants in the just-completed season will be seeded before any new participants, provided they pay the fee by the pre-registration deadline.

(A) Tier 1: Those prior participants will be seeded in reverse order of their League finish, with tiebreakers proceeding according to Sections 1.12(b) and 1.13(b).

(B) Tier 2: Current participants who miss the pre-registration deadline and new participants will be seeded in the order that their entry fees are received by the League office, with ties to be broken by a coin flip.

(d) The number of territories generated is equal to two times the number of League participants.

(e) Each choice is removed from draft consideration.

(f) A player may choose more than one of the same type of territory.

(g) There is a finite time to make each choice:

(1) First round - two minutes per choice;

(2) Second round - two minutes per choice.

(3) Failure to adhere to the time limit will result in forfeiture of that pick.

(h) Territories with further required rolls will be completed upon being chosen.

(i) The draft continues until all participants have had their requisite choices.

(j) Should one be unable to attend the draft, [s]he may proxy his/her choices.

(1) The League office must be notified in writing.

(A) Via a letter; or

(B) Via e-mail; or

(C) Telephone call at the time of the choice.

(2) Failure to notify the League office in a timely manner may result in forfeiture of picks or random choices from the end of the draft.

1.16 Questions and clarifications: <<

(a) The League is the final arbiter of rules decisions.

(b) Any questions should be presented in a clear, concise manner.

(c) The League has a competition committee to whom these questions and/or clarifications should be directed:

(1) Charlie Nichols - Head of Competition Committee 909 854 5649

(2) Evan Lougheed, 714 925 3835

(3) Darian Dalangini - 626 676 0236

(4) Matt Manders - 310 683 9473

1.16.1 Random game length:

(a) Player whose turn is in the bottom of the phase rolls to determine game length

2D6	Territory	Description
11-12	Spaceport	Gives any one unit the deepstrike ability. The unit must be chosen before the battle and the opponent notified of the unit. No vehicles, monstrous creatures, bikes or jump troops, unless the specific codex made allowances for that unit to normally receive the deepstrike rule.
13-14	Planetary Bombardment	Allows one to use a Planetary Bombardment (Rulebook page 258), even if the scenario does not allow it. The Bombardment only affects enemy units.
15-16	Hidden Temple	Allows one re-roll of any throw of the dice, either a single die or a group (e.g. a squad's shooting dice). The re-roll must be kept. Cannot be used on rolls to go first, mission generation, deployment, stealing the initiative, or determining the end of the game.
21-22	Special Forces Training	Gives any one unit the infiltrate ability. The unit must be chosen before the battle and the opponent notified of the unit. No vehicles, monstrous creatures, bikes or jump troops, unless the specific codex made allowances for that unit to normally receive the infiltrate ability. A unit outflanking can only be transported by a designated transport.
23-24	Communications Jamming Array	One of your opponent's units is at -1 to all of its reserve rolls. This unit is nominated at the beginning of your opponent's second turn. This cannot be modified by any additional -1 modifier.
25-31	Wasteland	Allows an extra 25 points.
32	City	Allows an extra 50 points.
33-34	Uncanny Awareness	Allows you to reroll for stealing the initiative.
35	Blessed Intuition	Allows you to either reroll, or force a reroll, of random game length.
36-41	Satellite Up-link	One of your units unit held in reserve is at +1 to all of its reserve rolls. This unit is nominated during your deployment. This cannot be modified by any additional +1.
42-43	Jungle World	Allows any one unit to roll an additional d6 when determining distance moved through difficult terrain. The unit must be chosen before the battle and the opponent notified of the unit.
44-45	Forge World	One vehicle chosen at the beginning of the game gets a 5+ invulnerable save against any Glancing or Penetrating hit.
46-51	Loyalist Troops	One squad chosen during deployment is considered fearless and will pass all morale checks.
52-53	Guerilla Fighters	Allows any one unit in cover to receive an additional +1 to their cover save; note that the unit must actually be in cover, and psyker abilities, equipment, being behind another unit, or innate abilities that confer a cover save are unaffected.
54-55	Blitzkrieg	In a Dawn of War Deployment you may deploy one additional unit.
56-61	Last Minute Orders	Once all deployment is completed, but prior to deploying infiltrators, you can redeploy one of your units. This cannot be used during a Dawn of War Mission.
62-63	Spy	Allows +1 to see who chooses who goes first (maximum one per army).
64-65	Master Tactician	Allows a re-roll of the mission or deployment. Once the initial mission is rolled, you may use the re-roll on it. If the mission is not re-rolled, then you may re-roll the deployment. You may NOT use this territory to re-roll the mission after the deployment has been determined.
66	Divine Intervention	Allows one forced re-roll of any throw of the opponent's dice, either a single die or a group (e.g. a squad's shooting). The re-roll must be kept. Cannot be used on rolls to go first, mission generation, deployment, stealing the initiative, or determining the end of the game.

Terrain

2D6	Type	Example	Movement Restriction	Cover
2	River or Pond	Enters from any table edge, is at least 18" long and between 4-6" wide. Additional rivers extend the first river and must enter into adjoining sections. A bridge must be used for each 18". A river may terminate at a body of water. Or be lazy and just place a pond.	Troop - Difficult Vehicle - Dangerous	Troops - 5+ Vehicle - Yes
3	Difficult Ground / Cover	Crop field, Hedges, shallow mud, tall grass, and large bushes. This area provides more concealment than cover.	Troop - Difficult Vehicle - Dangerous	Troops 5+ Vehicle - No
4	Wall/ Fence	Something that provides protection to troops hiding behind it. For example.... Walls, Pipelines and Fences!	Troop - Difficult Vehicle - Dangerous	Troops 4+ Vehicle No
5	Area Terrain	An area that has low to mid level obstacles that hinder troops but do not affect vehicles. Crates, light detritus, barrels, stacked tires. (Detritus!)	Troop - Difficult Vehicle - None	Troop 4+ Vehicle No
6	Forest	Woods, Plantation, Dense foliage, etc. Tree models will be placed to cover approximately ¼ to ½ of the template spread over the entirety of the template.	Troop - Difficult Vehicle - Dangerous	Troop 4+ Vehicle Yes
7	You Pick!	Big Winner! You rolled a seven! If only the rest of the game your dice worked this well... Chose any result between 3 and 11.		
8	Hill	Hills come in various shapes and sizes. Determine special rules for hills as they are placed. The rule must be depicted by the features of the hill.	As per the model	Varies
9	Tank Stopper	An area of terrain impassible for vehicles. Rock field, tank traps, a wrecked vehicle, or dragon's teeth.	Troop - Difficult Vehicle - Impassible	Troop - 4+ Vehicle Yes
10	Ruined Building	A ruined building that has lines of sight that can be drawn through open windows, destroyed walls, and other open parts of the building. The height of the building does not matter. A 6 inch section of wall may be placed next to the building.	Troop - Difficult Vehicle - Impassible	Troop 4+ Vehicle Yes
11	Large Ruined Building	A ruined building with large collapsed areas or solid unbroken walls that completely block line of sight. The height of the building does not matter.	Troop - Difficult Vehicle - Impassible	Troop 4+ Vehicle Yes
12	Impassible Terrain	The rolling player must create an area of vertically impassible terrain. This area can be a large burning building, a radioactive generator, or a small wormhole stuck in one place. Be creative!	Impassible Vehicle - Impassible	Troop None Vehicle No

My Territories

Notes from this Season

