

Southern California Games Workshop

League Warhammer 40K Rules

There is no room for cool cover art.

There is only room for war.

Summer 2010 Season

- 1) 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.

- 2) Fees:
 - a) The Summer 2010 season begins TBA.
 - (a) Sign-up begins the first day of the playoffs.
 - (b) Pre-registration deadline for returning members is Jan 20th, 2010
 - b) The fee should be sent to the League office at:
25121 Mammoth Cir
Lake Forest, CA 92630

Or Paypal'ed to:
scgwl40k@hotmail.com

- 3) Schedule:
 - a) There will be ten games per player during the regular season.
 - b) It is both players responsibility to contact each other to schedule that game. If a player is unable to make contact by phone and email, then they must notify the League.
 - c) A 'game' constitutes a two-week period, running from Sunday to Saturday, during which the scheduled battle must occur:
 - i) A missed game results in a forfeit to the player who could not make the game.
 - ii) There shall be two types of forfeits, Administrative Forfeits (AF) and Forfeits.
 - iii) 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.
 - (1) 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.
 - (2) 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.
 - (3) A players non-Administrative Forfeits shall result in the following:
 - (4) The non-administrative forfeiting player shall receive a score of 0 Battle, Sportsmanship, & Composition points. They may 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.
 - d) If a player will be unavailable during the time when you have games to play, it is his/her responsibility to contact the commissioner to arrange an alternate date for the battle.
 - e) Each player will have one game against everyone in his/her division, with the remaining games filled with players in another other division within his/her conference.
 - f) The person that is home has the choice of where to play the game. If a suitable arrangement can't be made the game will be played at the LA battle bunker if you are in the "west" and GMI if you are in the "East".
 - g) During the regular season there is no overtime unlike the play offs.

- 4) Army composition:
 - a) Size:
 - i) The base size is 2000 points.
 - ii) The base size may be increased by gaining territories of wasteland or city.
 - iii) Current approved codexes: 5th edition Tyranid, Space Wolf, Imperial Guard and Space Marine - 4th edition - Black Templars, Tau Empire, Eldar, Dark Angels, Blood Angels, Chaos Demons, Orcs and Chaos Space Marine - 3rd edition – Deamonhunters, Dark Eldar, Necrons and Witch Hunters.
 - iv) (c) Forgeworld - Imperial Armour Books
 - (1) Units from the Forgeworld Imperial Armor Books are allowed with the following exceptions.
 - (a) Flying vehicles
 - (b) Any Super Heavy vehicle or gargantuan creature
 - (c) Anything that requires a modification to the standard force organization chart.
 - (d) Deathwind or Lucius Pattern Drop pods.
 - b) Composition:
 - i) The standard force organization chart will be used for all battles.
 - ii) Each player's army must have minimum one HQ and two Troops selection.
 - iii) Allies are allowed as per your Codex. If you choose an ally that is the only ally that you may take for the season. You must take at least one unit in each game you play.
 - iv) Special characters are allowed:
 - (a) For the purposes of the League a special character is defined as any selection of a **NAMED** individual whether it is a HQ or unit upgrade.
 - (b) An army may choose a maximum of one special character for their army at the beginning of the season.
 - (c) If a special character is chosen, that special character must be used for all games during the season, including playoffs.
 - c) Proxies:
 - i) A unit must be represented by figures which accurately indicate the unit's racial composition.
 - ii) A unit must have all of its figures outfitted correctly regarding its armament and wargear.
- 5) 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) Pre-measuring except when allowed by wargear/special rules will result in forfeiture of that unit action in that phase.
 - i) No pre-measuring of terrain features.
 - e) In each phase pick a unit and complete everything that unit is going to do; no undoing an action.
 - f) At the beginning of the battle each unit and character must be announced, including any relevant weaponry, and if asked any special rules be disclosed.
 - g) Army lists can be reviewed at any time.
- 6) The battlefield:
 - a) The size is 72 inches by 48 inches.
 - b) The area for deployment is determined by the scenario.
 - c) Generating terrain:
 - i) The table is divided into six 24" by 24" sections.
 - ii) To determine how much terrain is generated each player will roll d3 for three of the six sections; Either A or B.

A	B	A
B	A	B

- iii) Players each roll a die with the higher roll generating a terrain piece first.
 - iv) Then start generating terrain based on the SCGWL terrain.
 - v) All pieces of terrain must be placed in an alternating fashion anywhere on the board until all terrain pieces has been placed. At least $\frac{3}{4}$ of each terrain piece placed must lie in the table quarter chosen for placement.
 - vi) There is allowed no pre-measuring of terrain.
 - vii) Terrain chart at end of rules page is to be used to generate terrain.
- 7) The Wager
- a) A random territory is generated, with the away player rolling the "tens" die, and the home player rolling the "ones" die.
 - b) Each player chooses **only three territories** from their available territories to be used for the game. These territories are chosen before arrival at the battle site and you can only use one of each type of territory. Wagered territories are announced. The wagered territory must be one of the three used for the battle.
- 8) Scenario generation:
- a) **Missions** -The home player rolls to generate the mission. (See mission appendix)
 - (1) Recon II
 - (2) Seize Ground
 - (3) Capture and Control
 - (4) Annihilation
 - (5) Take the Hill
 - (6) Cleanse II
 - ii) **Deployment:** The away player rolls to determine the Deployment Type.(If applicable)
- b) Slaughter Style Kill Points
- i) Troops units and Troop dedicated transports are worth 1 kill point for every full 100 points. Each troop unit and transport is worth a minimum of 1 Kill Point each.
 - (1) Example:
 - (a) 10 Marines with upgrades =185 Points = 1 Kill Point
 - (b) In a Rhino with upgrades = 50 Points =1 Kill point
 - ii) HQ's, Elites, Fast Attack, and Heavy Support Selections and their dedicated transports are worth 1 Kill point for each partial 100 points.
 - (1) Example:
 - (a) 5 Marine Terminators with upgrades = 270 Points = 3 Kill Points
 - (b) In a Drop Pod = 50 Points = 1 Kill Point
 - (c) In a Land Raider = 250 Points = 3 Kill
 - iii) 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 of the unit.
 - (1) Example:
 - (a) 10 Devastator Marines with upgrades =295 Points = 3 kill Points
 - (b) Deployed as two 5 man combat squads = 2 Kill Points each
 - (2) Example:

- (a) Three Imperial Guard squads worth 80 points each. = 1 Kill Point Each
- (b) Deployed together as a single squad worth 240 points = 2 Kill Points
- iv) A squadron of vehicles is considered a single unit.

9) Army placement and battle beginning:

- a) Use each mission to determine how the armies are to be deployed and any special rules.
- b) Each player should have a copy of the Warhammer 40,000 rulebook (hereafter: rulebook).
- c) Each player must have a copy of his/her codex present and a current copy of the Games Workshop FAQ of your relevant codex and the base rulebook.
- d) Should a player not be able to produce his/her codex, or any rule in question concerning his army, then [s]he will lose any challenges to the veracity of his/her claims.
- e) Should a player materially misrepresent, through sloth or misdeed, any portion of his army, either in composition or performance, [s]he will be:
 - i) Stripped of his/her victory, to be awarded to his/her opponent; and Lose any and all tiebreakers against that opponent.
- f) Each player is responsible for the rules in the rulebook.

10) Scoring the battle:

- a) Random game length:
 - i) Player whose turn is in the bottom of the phase rolls to determine game length.
- b) Table quarters:
 - i) The battlefield is divided in four equal sections.
- c) Each game will have three components to be scored, the sum of which will be charted and used to determine rankings:
 - i) Battle points:
 - (1) The winner of the mission scores 6 points for a victory.
 - (2) In a tie both players are awarded 3 points.
 - (3) A loss will be awarded 0 points.
 - ii) Sportsmanship:
 - (1) 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.
 - (a) 3 (three) points - my opponent was a good sportsman and was fun to play against.
 - (b) 2 (two) points - my opponent had one or two outbursts and/or lose interpretation of the rules but I would play him/her again; We were able to work through everything though. Measurement and/or movement left a little to be desired.
 - (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).
 - (2) At the end of the game, each player will remit sportsmanship scores for his/her opponent to the League office.
 - iii) Composition
 - (1) Measures how fair and within the spirit of the fluff the army was and occurs before the game.
 - (a) 3 (three) points – This army was extremely fair to play against. It was by no means a “power army” and I would not really expect to see something like it at a high level tournament.
 - (b) 2 (two) points –The army was powerful, but not over the top. This is the caliber of army of army I would expect to see at a high level tournament. Many would describe this army as competitive, but it could be much worse.
 - (c) 1 (one) points – This army is extremely powerful, and it seems that fairness was not in mind when creating this army. Many would call this army “cheee,” and I think so too.

- (d) (zero) points – This army was not fair at all. In fact, it was way too powerful and no one should be burdened by playing against it.
- (2) At the end of the game, each player will remit composition scores for his/her opponent to the League.
- iv) Sportsmanship and Composition are to be graded independently of one another.
- v) These scores will be charted during the season.
- d) After the battle:
 - i) Both players must notify the League office of the results, including:
 - (1) The mission played and the deployment used.
 - (2) The points totals for each side:
 - (3) Victory point;
 - (4) Battle points;
 - (5) Composition points for his/her opponent; and
 - (6) Sportsmanship points for his/her opponent.
 - (7) 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.
 - (8) In the event of a tie, the generated territory is disregarded.
 - ii) Both players must notify the League office of their opponent's respective sportsmanship and composition scores.
 - iii) This notification should be made online with 24 hours of completing your game. If you encounter problems then notification via email would be the next best form of communication.
 - iv) If the League does not receive the sportsmanship and composition scores from the losing player a score of 2 shall be posted for both sportsmanship and composition.
 - (a) The League is the final arbitrator of composition and sportsmanship scores.
 - (b) Each player's territories and victory bonus will be posted on the League's web page.
 - v) It is each player's responsibility to ensure his territories are properly documented by the League office.
 - vi) The web page is the final authority as to what territories are contained within that player's army.

11) Play offs

- a) Division winners:
 - i) The winner of each division makes the playoffs.
 - ii) 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 is total points, with the greater differential receiving higher seeding. If that is the same:
 - (4) The fourth tiebreaker is overall total points, 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.
- b) Wild card playoff participants:

- i) 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
 - ii) The players with the four best records, not including division winners, will be designated wild cards in fourteen player conferences.
 - iii) 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.
- 12) Playoff format:
- a) The first round of the playoffs is the Wild Card Round:
 - i) Twelve or fourteen players in a conference:
 - (1) The lowest seeded division winner battles the lowest seeded wild card.
 - (2) The highest seeded wild card battles wild card two.
 - (3) The highest two division winners get byes to the second round.
 - (4) The higher seed in each battle chooses the time and place of each battle.
 - ii) Sixteen players in a conference:
 - (1) The highest seeded division winner battles the lowest seeded wild card.
 - (2) Division winner two battles wild card three.
 - (3) Division winner three battles wild card two.
 - (4) Division winner four battles wild card one.
 - (5) 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:
 - i) The highest remaining seed battles the lowest remaining seed.
 - ii) The two middle seeds battle each other.
 - (1) 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:
 - i) 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.
- 13) Playoff Special rules and Ties:
- a) 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.
 - b) If this extra turn results in a tie, another turn is played.
 - c) These extra turns continue until one side has defeated the other.
 - d) If table quarters are used to determine the victor, and neither side has any units that can control, then victory points determine the victor.
 - e) Territories are not generated, wagered, won, or lost.
- 14) The draft:
- a) The draft of initial territories takes place at a time and place designated by the League.
 - b) The draft for the next season takes place will be announced by the League.
 - c) Attendance is mandatory for new members of the League.
 - d) Draft order:

- i) All participants in the just-completed season will be seeded before any new participants, provided they pay the fee by the pre-registration deadline.
- ii) 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).
- iii) 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.
- iv) The number of territories generated is equal to two times the number of League participants.
- v) Each choice is removed from draft consideration.
- vi) A player may choose more than one of the same type of territory.
- vii) 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.
 - (a) Territories with further required rolls will be completed upon being chosen.
 - (b) The draft continues until all participants have had their requisite choices.
- e) Should one be unable to attend the draft, [s]he may proxy his/her choices.
 - i) The League office must be notified in writing.
 - (1) Via a letter; or
 - (2) Via e-mail; or
 - (3) Telephone call at the time of the choice.
 - ii) 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.

15) Questions and clarifications: $\leq\leq$

- i) The League is the final arbiter of rules decisions.
- ii) Any questions should be presented in a clear, concise manner.
- iii) The League has a competition committee to whom these questions and/or clarifications should be directed:
 - (a) Scott Tiveron - Head of Competition Committee 949 466 1440
 - (b) Evan Lougheed, 714 925 3835
 - (c)
 - (d) Matt Manders - 310 683 9473

16) Awards

- a) 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.
 - i) The winner will be the person with the highest cumulative composition/sportsmanship score for the season.
 - (1) Each player will use the above criteria to determine the person s/he considered to be his/her best opponent. During the final week of the regular season this person's name should be submitted by email to the League office.
 - (2) These results will be tabulated and used as the sportsmanship award tiebreaker.
 - (3) At the end of the regular season the winner will receive the Southern California Games Workshop League Best Sportsman award.

Territories

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). The re-roll must be kept and no re-roll of a re-roll. 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 infantry unit the Infiltrate ability. The unit must be noted on your list prior to arrival and the opponent notified of the unit. No vehicles, monstrous creatures, bikes, cavalry or jump troops, unless the specific codex made allowances for that unit to normally receive the infiltrate ability. A unit outflanking cannot have a transport.
23-24	Communications Jamming Array	One of your opponent's units loses its scout ability. This unit is nominated prior to the deployment phase.
25-31	Wasteland	Allows an extra 25 points.
32	City	Allows an extra 50 points.
33-34	Uncanny Awareness	Allows one of your units the ability to reduce the opponents cover save by -1. The unit must be noted on your list prior to arrival and the opponent notified of the unit
35	Blessed Intuition	Allows you to either reroll, or force a reroll, of random game length.
36-41	Satellite Up-link	Once per game you may reroll any one Deepstrike the reroll must be kept.
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 or Monstrous creature 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 the stealth universal special rule.
54-55	Blitzkrieg	In a mission using the 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. (note: you must remain in your deployment zone.
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	Rivers enters from any table edge and are between 12" and 24" long and between 4-6" wide. Additional rivers may extend the first river or terminate at a existing body of water. . A bridge must be used for each 18 Body of water.	Troop - Difficult Vehicle - Dangerous	Troops - 5+ Vehicle - Yes
3	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
4	Wall/ Fence	Something that provides protection to troops hiding behind it. A linear object between 12"-18" For example.... Walls, Pipelines and Fences!	Troop - Difficult Vehicle - none	Troops 4+ Vehicle No
5	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 Varies
6	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. Regardless of the actual height it is considered to be a one story building. (Needing a 3" on difficult terrain to get to move between floors.)	Troop - Difficult Vehicle - Dangerous	Troop 4+ Vehicle Varies
7	Building	Area Terrain - A building that has lines of sight that can be drawn through open windows, doors, and other open parts of the building. Regardless of the actual height it is considered to be a one story building. (Needing a 3" on difficult terrain to get to move between floors.)	Troop - Difficult Vehicle - Impassible	Troop 4+ Vehicle Varies
8	Large Ruined Building	A ruined building with large collapsed areas or solid unbroken walls that completely block line of sight. Regardless of the actual height it is considered to be a two story building. (Needing a 3" on difficult terrain to get to move between floors.)	Troop - Difficult Vehicle -Dangerous	Troop 4+ Vehicle Varies
9	Hill	Hills come in various shapes and sizes.	Troop - None Vehicle: none	Troop: Varies Vehicle: Varies
10	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 Varies
11	Impassible Terrain	The rolling player must create and area of impassible terrain. This area can be a large hill, a radioactive pool of slime, or a small unstable rift in to the warp.	Impassible Vehicle - Impassible	Troop -Varies Vehicle - Varies
12	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.		

***Varies means that true Line of Sight is to be used to determine if a vehicle gets a cover save.**

**** all terrain pieces must be between 6" and 12" diameter except walls and fences which are between 12" and 18".**

Mission Descriptions

1) Recon II –

Deployment – Pitched Battle (Page 92)

Special rules – Reserves, Deepstrike, Infiltrators and Variable Game Length. (Page 94)

Victory Conditions – The player with the most standard kill points in the opponents deployment zone wins. The Majority of the unit must be within the opponent's deployment zone. Fleeing units and immobilized vehicles don't count.

2) Seize ground-

Deployment – (1-2 Pitched battle, 3-4 Spearhead, 5-6 Dawn of War) (Page 92)

Special rules – Per deployment type

Victory conditions – Per rule book (Page 91)

3) Capture and control –

Deployment – (1-3 Pitched battle, 4-6 Spearhead) (Page 92)

Special rules – Per deployment type

Victory Conditions- Per rule book (Page 91)

4) Annihilation –

Deployment – (1-2 Pitched battle, 3-4 Spearhead, 5-6 Dawn of War) (Page 92)

Special rules – Per deployment type

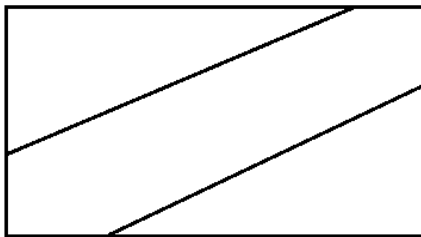
Victory Conditions- SSCGWL Style Kill Points

5) Take the Hill –

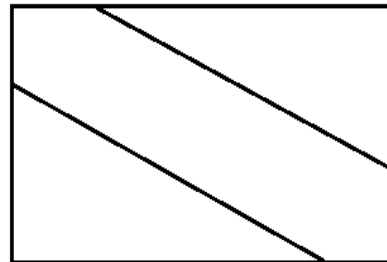
Deployment – (Echelon The player that will go first chooses a corner of the table. They may deploy their forces within a triangle formed by that corner, and 18" away from the two adjacent corners. The opposing player gets a triangle on the opposite corner. Deploy units as normal.)

Special rules – Reserves, Deepstrike, infiltrators, Night fight, and Variable Game Length.

Victory Conditions- Place a marker in the center of the table. The player with the most standard kill points wholly with in 12" of the marker wins. Fleeing units and immobilized vehicles don't count.



or



6) Cleanse II –

Deployment – (Spearhead) (Page 93)

Special rules – Per deployment type.

Victory Conditions – Player that controls the most table quarters wins. To control a table quarter the person with the most standard kill points controls that quarter. Fleeing units and immobilized vehicles don't count.