

SCGWL Fantasy League Rules

Spring 2011 Season

Part 1- Scheduling

1) The Basics-

All games are scheduled with a two week play period, beginning on a Sunday and ending on the second Saturday after the start of the game week. It is the player's responsibility to arrange for games with their opponent using all of the available means, including email and phone numbers. Results are due within twenty four hours of the game having been played. Any games not reported at the ends of weeks three, seven, and ten will have draws assigned to them by the commissioner, unless prior arrangements have been made in advance. In the event that you have made ample effort to reach your opponent and they have proven unable or unwilling to play at a reasonable time, then the player is obligated to contact the fantasy league commissioner concerning the incident, prior to the end of the game week in question.

2) Forfeiture-

In the event that one or both players fail to schedule properly, a forfeit will be awarded to the offending party. This will result in a Yellow Comp mark to the player, along with zero battle points. The other player will receive a Bridge territory automatically. If there are special circumstances, a player may contact the commissioner to receive an extension or an administrative forfeit. Administrative forfeits, including ones for unreported games at the three, seven, and ten week marks, carry no penalties and are issued at the discretion of league leadership. Multiple Yellow Comp marks can have negative effects on the player's standing in the league, as outlined in the Composition section.

3) Season-

The season shall consist of ten game weeks, which last two calendar weeks in length. The league is divided into divisions consisting of four players. The first and final three weeks of the season consist of games within your own division, two games against each player and six of the games in total. The middle four games are against other divisions, with a rotation based on the number of divisions within that conference. At the end of the regular season, playoffs are held. The division winners and a number of wild cards equal to the number of divisions in the conference play a football style seeded playoff structure, with home player status going to the player with the highest seed. The finals are then held at the Draft Event.

4) Draft Event and Finals

The Draft Event is mandatory for all new members, unless special exemption is granted by the commissioner. In addition to the Finals, this event is where all territories are drafted for the following season. Players draft two total territories, with an order determined by their regular season record in the season prior. Past members who are returning draft next, followed by the new members, in order of their payment to the league treasurer. Drafting continues until all members have received two territories. Once this is done, any member who participated in a paid SCGWL GT in that calendar year also receives a bonus road territory. Any member who cannot attend the draft must submit a draft order list to the commissioner or appoint a person to draft for them. Army type and name must also be announced at the time of the draft.

Part 2- Army Selection

All armies must be selected from the current army books. Expansion lists, forge world rules, and White Dwarf entries are not allowed to be fielded, with the following exceptions:

- 1) Dogs of War armies may take any entries from any of the Chronicles books, provided that they have all the relevant rules material for their opponents to reference.
- 2) Dogs of War armies may select the Dogs of War Giant entry from the GW website.
- 3) Ogre Kingdom and Dogs of War armies may select any Rhino Rider variants.
- 4) Dogs of War and Chaos Dwarf armies use the relevant PDF files from the GW website for their army entries.

All armies must be chosen at 2500 points. All relevant percentages are calculated on this total, even if you are benefiting from a point increasing territory. This means that an army with a Bridge does not gain additional character points, but also does not require additional core points. All army structure must conform to the 8th edition guidelines for army composition.

In this season, special characters are allowed to be selected with certain limitations:

- 1) You are allowed a single lord or hero level special character, no more. Dogs of War are an exception to this rule and may take any special characters that they wish.
- 2) The character must come from your army book. No WD characters allowed.
- 3) You are also allowed to select either one named unit champion special character. Armies that lack named unit champions may instead select a single Regiment of Renown unit with a race specific entry for their army. Examples of this would include Long Drong's Pirates for Dwarves or Reguld's Armored Orcs for O&G.
- 4) The selected special character and/or champion are to be included in your army listing and must be selected the entire game season. You are allowed one single change to your selection, at any week prior to week ten. Once week ten has begun, no changes may be made.
- 5) No characters, champions, or items may be taken from the SCGWL Ban List.

SCGWL Ban List is:

Characters: Teclis, Thorek, Shadowblade, Skarsnict, Kairos, Slug Tongue, Villitch, Karl Franz, (Hero level Daemon characters and the Green Knight are dropped from the Ban List this season.)

Items: Power Scroll, Book of Hoath, Cupped Hands

This list may be changed, based on new releases. The opinion of the competition committee is final on which characters are acceptable.

Part 3- Playing the Game

Players shall make arrangements to play one another. It is expected that whatever venue is agreed upon will have adequate terrain and a six foot by four foot playing surface. In the event that one person is uncomfortable with playing at another player's place of residence, there are several neutral options available. Approved sites include: GMI Games, The Realm, West Minster Battle Bunker, Ogre Games, The Adventurer's Guild, GW of Ontario, or GW of Portola. Any game requiring the direct supervision of the commissioner shall be held at GMI Games or the Westminster Bunker.

Army lists must be created, in pen or computer printout, prior to the arrival at the game site. Any evidence of misrepresentation of army list is grounds for disciplinary action, including possible suspension. Armies must be easily identifiable assembled models of the unit type, reflective of the equipment being employed by the unit. All mundane options, such as weapon selection, commands, and armor, must be revealed when the army is described to the opponent. Magic items and hidden units, such as assassins and fanatics, need not be revealed, but must be clearly noted to unmistakably identify which units they reside in on your army list. Following the game, a copy of the army list must be given to your opponent for their review.

Players should first generate terrain for the table, with the following restrictions. The table is divided into six equal two foot by two foot sections, three on each side. The players then take turns generating terrain from the main rulebook terrain table, until each section has at least one piece of terrain. Each player may then roll one additional time on the table and elect to place the resulting piece anywhere on the table. Consult the **main rulebook for all the rules concerning terrain**.

Once a game has been played and scored, all results are final. In the event that an accidental misrepresentation of army composition occurred, then the commissioner may authorize a replay of the game, provided both players agree to it. Failing that, the party who made the mistake will automatically receive a loss for said game.

Part 4- Territory Use and Wagering

Prior to the game, each player may select up to three territories that they wish to use during the game. Multiple copies of the same type of territory may not be used, with the sole exception of Road and Bridge. A given unit may not benefit from two territories in the same game. Any rules for

designating things in the army list must be done in pen prior to the game setup, as well. These territory selections must be announced to the opponent prior to terrain setup, along with which of those territories will serve as your wager.

At the end of the game, the players will generate a territory from the Appendix A- Territories. The victorious player has the choice of accepting that randomly selected territory or taking the other player's wager. Should the wager be selected, then the defeated player will receive the randomly generated territory in its place.

Should a player ever find themselves in a situation where they possess duplicate territories to the point where they are unable to use two or three of them in a game, they have two choices. They may simply bring an extra along purely for wagering purposes. They may also petition the commissioner to have one of their duplicate territories replaced with either a Bridge or Road, depending on the quality of the original territory.

Part 5- Scoring the Game

Once completed, the players must both submit their scores to the league website. In the event that no Victory Points are recorded, then set values will be recorded in their place. To win, one player must achieve a minimum of a minor victory in the scenario played. If the margin of victory is less than the required point total, then the game is a draw. Should a draw occur in the playoffs, then winning by one victory point is sufficient to achieve victory. For this season, the standard margin of victory is a win by **at least 100** victory points.

In addition to the victory points, both players are obligated to report any sportsmanship or composition issues that occurred during the game. Depending on the severity of the issues, a Yellow or Red Mark may be issued by the commissioner. A Yellow Mark is a minor infraction and penalizes the player a single battle point on the season. A Red Mark is a major infraction that carries a three battle point penalty and may require suspension or equally severe disciplinary action, at the discretion of the commissioner. Any player who accumulates two Red Marks in either category, individually, is automatically disqualified from participation of the playoffs. Similarly, any player who accumulates six or more Yellow Marks in total from either category will be disqualified from playoff participation. Examples of infractions that would receive a mark include but are not confined to:

Sportsmanship Yellow Mark Infractions:

- 1) Excessive argumentative rules arguing, including personal insults.
- 2) Improper Dice etiquette, including unclear rolling that could be taken as cheating.
- 3) Gloating or other unbecoming conduct during the game.

Composition Yellow Mark Infractions:

- 1) Excessive magic and shooting elements in an army.

- 2) Major list tailoring that renders the game frustrating, such as taking 200 Bretonian flaming archers against a tree spirit wood elf army.
- 3) An army that lacks a theme or appearance of an actual army, such as a bunch of dark riders backed up by a bunch of shades.
- 4) An army designed to exploit the rules in some frustrating manner, such as spamming 5 man empire detachments or super units with a frontage composed entirely of characters.

Sportsmanship Red Mark Infractions:

- 1) Threats of physical violence issued to members or bystanders.
- 2) Willful abuse of models, such as tossing your own or the opponent's models during the game.
- 3) Willful misinterpretation of a rule.
- 4) Blatant model movement out of the turn sequence.

Composition Red Mark Infractions:

- 1) Use of an illegal list setup.
- 2) Army design that breaks the game in a manner that is completely unenjoyable for the opponent, such as Shade and Assassin spam or an army consisting of nothing but five man skink units backed by a Slaan and two Engines.
- 3) Willful WYSIWYG misrepresentation.

Players will be scored 6 total battle points for a loss, 8 for a tie, and 12 for a win. Mark Infractions, if present, will be deducted from this total. The Yellow and Red mark system is intended as a mechanism for policing the conduct of league members. Should any player be found to be abusing the system, either to further their standings or as retaliation, they will be issued Marks by the commissioner at his discretion.

Part Six- League Dues and Leadership

League dues are due at the time of the draft. They are \$25 per game system for each season for returning members in good standing. New members pay \$30 for their first season. The following is the list of league leadership. In the event that a rules or administrative issue needs to be resolved, please contact a member of the competition committee first, and then escalate it to the attention of the league commissioner.

Fantasy League Commissioner-Quentin Bohn (phazael.scgwl@gmail.com)

Fantasy League Treasurer- Mike Ulibarri (mgu@earthlink.net)

Fantasy League Competition Committee:

Eric Gerber, Mike Garner, Todd Ensley, Ron McLaughlin, Jim Zaphiriou, **Bob Knudsen**

Appendix A- Territories

D66 Roll	Territory Name-	Rules:
11-12	Bridge	Increases Maximum Army Size by 50 points.
13-14	Counter Magic	Once per game, one enemy spell is automatically dispelled even if cast with Irresistible Force. This will also counter any Loss of Control results associated with the Irresistible Force.
15-16	Enchanter	One Unit Champion, noted secretly on your army list, is granted a magic weapon for no point cost from either the common items or army list worth up to 25 points or less. Daemonic Unit Champions may either select a weapon from the common list or from the following Daemonic Gifts: Unnatural Swiftess, Firestorm Blade, Blade of Torment, Axe of Khorne, Stream of Bile, or Flames of Tzeench. Wood Elven Tree Spirit champs may also choose to select a single Sprite worth 25 points or less. This choice may duplicate a weapon that another model in your army already has.
21	Divine Intervention	Once per game, you may make your opponent reroll an entire dice roll, rerolling all dice involved. The second roll stands and may not be rerolled under any circumstances. If another reroll effect is in play, such as hatred or a Battle Standard rerolling break tests, which is automatic then that effect takes priority and only rolls not affected by the rule in question (e.g. successful hits from a unit with hatred) may be rerolled.
22-23	Elite Training	One unit declared before the game to the opponent, benefits from the Soul Hunger Rule and rerolls failed "to wound" rolls in the first round of any close combat.
24-25	Inspiring Leader	The army general increases their Inspiring Presence range by an additional 6" beyond what they normally have.
26	Hidden Temple	Once per game, you may reroll one of your own dice rolls, rerolling all dice involved. The second roll stands and may not be rerolled under any circumstances. If another reroll effect is in play, such as hatred or a Battle Standard rerolling break tests, which is automatic then that effect takes priority and only rolls not affected by the rule in question may be rerolled.
31-32	Last Minute Orders	One Unit, other than a war machine , declared during deployment, gains the Vanguard special rule. Characters may not be joined to this unit unless the character has the Vanguard rule through other means, though the unit may be a character itself. This may not be combined with other pre game moves.
33-35	Road	Increases Maximum Army Size by 25 points.
36	Rally Cry	One Unit with a Unit Standard, declared at deployment, may reroll any failed Break Tests. Unstable units sustain half the normal number of wounds, rounding up, when they lose combat. Should the unit lose its banner, the benefit ends immediately.

41-42	Geomancer	After terrain has been generated, but prior to selecting sides, you may replace an existing piece of terrain on the table with any piece of your choice. If this is a special type from the book (e.g. Tower of Blood, Grail Chapel, etc.), then you must bring an appropriately modeled terrain piece of your own to represent this.
43-44	Mob Rules	One unit, declared at deployment, calculates supporting attacks as if it were in Horde formation, even when not in Horde formation.
45	Reckless Charge	One Unit, declared secretly on your army list, rolls an additional D6 of charge distance the first time a charge is declared by the unit.
46	Dispel Familiar	Your army increases all dispel rolls by +1.
51	Power Familiar	Your army increases all casting rolls by +1. This does not apply to bound items, but does affect Tomb King Incantations.
52	Grizzled Veteran	Select one unit at the start of the game, declared to the opponent. This unit may never be Disrupted as long as it has either a unit champion or character present within it.
53-54	Elite Marksmen	One unit, declared at deployment, may reroll failed "to hit" rolls with shooting. This has no effect on units that do not use BS to roll to hit.
55-56	Winds of Magic	Select one wizard from your army during spell generation. This wizard may roll one additional spell, selecting any one of the eight lores of magic in the main rulebook. You may substitute the signature spell of the lore for the result, but may only have one signature spell even if you chose other spells from the main rulebook. Tomb Kings may not benefit from this territory, unless the model in question is using the Wizard Hat.
61-62	Alchemist	Select one unit, declared to your opponent when it is deployed. All attacks from this unit, mele or ranged, are considered to have both the Flaming and Magical special rules. Any magic weapons that the unit champion possesses will negate this effect for the champion, but the rest of the unit continues to benefit. Any characters who join the unit do not gain these benefits.
63-64	Loremaster	Select one Wizard in your army when rolling for spells. That model has the Loremaster special rule from the main rulebook, but may only select a lore that the wizard could normally select by rule. This territory has no effect on Ogre Kingdoms, Horrors, or Tomb Kings, unless the model in question is using the Wizard Hat. The lore is still generated randomly when using the Wizard Hat.
65-66	Renown Troops	One unit with a Unit Standard, declared in secret on the army list, gets a free Magical Banner worth 25 points or less from its army list or the ones listed in the main rulebook. This cannot be taken by a unit that already has a magic standard, but it may duplicate an existing choice elsewhere in the army.

Appendix B- Scenarios

The league is using the following scenarios for the Summer 2011 season. Roll a single die to determine which scenario will be played:

Scenario 1- Battle Lines

This is Battle Lines Scenario from the main rulebook. Follow all rules given for the scenario as written.

Scenario 2- Invasion

Deployment: Deployment works exactly like the scenario Battle Lines.

Special Rules: At the end of the final turn, each player scores an additional 100 Victory Points for every non-fleeing unit that he has fully within the enemy deployment zone, provided that the unit counts against minimum core (i.e. not Furies, Skaven Gun Teams, or Empire Detachments) or possesses at least one surviving command model of any kind. In addition, each player scores an additional 100 Victory Points for having either their General or Battle Standard Bearer fully within the enemy deployment zone, provided that they are not fleeing.

Victory: The winner is determined by Victory Points.

Scenario 3- Pride in the Colors

Deployment: Deployment works exactly like the scenario Battle Lines.

Victory: The side that ends the game with the most standards, either captured or their own that they still retain possession of, wins after turn six.

Scenario 4- King of the Hill

Deployment: Place a single normal hill feature in the center of the table, replacing any other terrain feature that might be occupying the same space, if present. Deploy armies as in the Battle Lines scenario.

Special Rules: Any unit in physical contact with the hill at the center of the table is considered to be Stubborn for the purposes of break tests. Units with the Unstable Rule sustain half the normal wounds (rounding down) when losing combat in the feature.

Victory: The army with the most non-character units in contact with the hill feature at the center of the table wins the game, after turn six.

Scenario 5- Gain Ground

Deployment: Deployment works exactly like the Battle Lines scenario. After deployment, but prior to Vanguard moves, each player takes turns placing two objective markers each. The player who deployed first places the first marker. Markers must be deployed on a terrain piece and the piece must not be impassible.

Special Rules: Any unit fully within a terrain piece that has an objective marker is considered to be Steadfast. Units with the Unstable Rule sustain half the normal wounds (rounding down) when losing combat in the feature.

Victory Conditions: At the end of the game, the side that controls the most features wins. In the event of a tie, the side that scored the most Victory Points wins. To control a feature, the unit must be the only friendly unit in contact with the feature. The controlling unit must also count as a core unit (e.g. Furies and Empire Detachments are not eligible) or possess at least one command model of any kind.

Scenario 6- Flank Attack

Deployment: This scenario follows the rules for Battle for the Pass, when deploying the armies. This means that each army must deploy within 24" of one of the narrow table edges.

Special Rules: After deployment, each player may select one unit from their army that is not a single model unit to place into reserve, as their outflanking unit. This unit may be joined by a character if the character is of the same unit type. The outflanking unit may not have a total value greater than 400 points, including any characters present. The player who deployed first must select his outflanking unit first. The outflanking unit's arrival is determined by the standard reserves rules, beginning by rolling on turn two. The outflanking unit may arrive on any table edge during the remaining moves phase, as if it had pursued and enemy off the table, just like normal reserves.

Victory: The winner is determined by Victory Points.

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