

2012 - Great Lakes Warhammer League Rules – Version 1.0



The Great Lakes Warhammer League

The Great Lakes Warhammer League (GLWL) has been designed to promote fair competition among veteran gamers and to be flexible with work and family time commitments. If you are new to Warhammer you are also welcome to participate, but be prepared to learn the game system via some hard lessons on the tabletop.

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1 League Structure and Administration

1.1 League Structure

The GLWL is made up of the following structure:

(A) One or more **divisions**, each of which generally consists of at least 6 players. Generally, each member of a division will play each other member of the division (if there are more than 6 in a division, this may not hold true).

1.2 League rules

(A) Each player is responsible for completely understanding and adhering to the rules below.

(B) Failure to adhere to these rules could result in rescission of points, victories, or removal from the League.

1.3 Gaming Rounds

(A) There will be five divisional battles per player during the regular season. One divisional battle will occur in each gaming round against another player in your division.

(B) A **gaming round** constitutes a two-week period, running from Sunday to Saturday, during which the scheduled battle should occur.

The 2012 GLWL regular season gaming rounds are as follows:

Round 1: January 15th, 2012 to January 28th, 2012

Round 2: January 29th, 2012 to February 11th, 2012

Round 3: February 12th, 2012 to February 25th, 2012

Round 4: February 26th, 2012 to March 11th, 2012

Round 5: March 12th, 2012 to April 1st, 2012

**Note Round 5 is actually three weeks long (instead of the standard two weeks) to accommodate for any make-up games due to individual players scheduling conflicts in Rounds 1-4.*

The League Playoffs will be held as part of the end of season tournament (one day) after the finish of the regular season. The **end of season tournament / playoffs** will occur in April 2012 at Pandemonium in Garden City, Michigan.

(C) Battles may be played at any time during the gaming period that the players agree to and at any site (local gaming store, player's home, etc.).

(D) It is the responsibility of both players to communicate with one another prior to the start of each round to arrange their match.

(E) If due to scheduling conflicts the players are unable to arrange a match they may agree to postpone their match to a later round. Note however, that this may not be done during Round 5 as that is the final round of league play.

(F) If both players have made a good faith effort to arrange their match and are unable to resolve scheduling conflicts (even with an extension from the League Office) then the game will be considered a draw and each player will be credited with 750 victory points. This is called a *default tie*. If evidence suggests that one of the players has purposely not scheduled a game to his benefit in the standings, the League Office may adjust the results.

(1) A fifth round game that is not reported to the League Office by the cutoff date will also be declared a default tie. There are no exceptions to this.

(G) If due to an emergency or unforeseen circumstances a player misses an agreed upon match and his opponent is unable to reschedule, the player who missed the match will forfeit. His opponent will be credited with a win and 1500 victory points. This is called a *default victory*.

(1) A default victory will be awarded in the case of a scheduled game **only if** both players contact the League office via e-mail or if the reporting player sends an e-mail addressed to both the League Office and to the other player. If the default victory is not confirmed by both players, it will be recorded as a default tie.

(H) If a division has an odd number of members (or fewer than six members), a BYE will be given to each player for each round in which they have no opponent scheduled. This is treated exactly like a default victory as described above in (G).

(I) If a member fails to complete a game before the start of Round 4 without notifying the League Office and all opponents via e-mail to confirm availability for finishing their games, that member may be removed from the League and all remaining games may be awarded as default victories to his opponents.

(1) It is at the League Office's sole discretion as to whether truant members such as this will be able to take part in subsequent seasons of the League.

1.4 Schedule

(A) The League Office will be responsible for setting the regular season divisional schedule. The entire divisional schedule will be provided in advance of the start of the season.

1.5 League Champion

(A) League Standings are determined as follows:

- (1) 2 game points are awarded for each win in the regular season
- (2) 1 game point is awarded for each draw in the regular season
- (3) 0 game points are awarded for a loss in the regular season

(B) The League will be broken into several divisions. Each **division champion** will be the player who accumulated the most game points in his division.

- (1) In the event of a tie in game points, the tiebreakers for the division champions will be, in order, (1) head to head competition, (2) total victory points earned over all games in the season, and (3) total victory points in head to head competition. In the unlikely chance that the draw is still not resolved, it will be necessary to hold a division-level playoff.
- (2) If a Division has a tie for first place and the players who have tied did not play (if they were in a Division with more than 6 players, for example), the “head to head” tie-breakers are not used to resolve that tie.

(C) The eight highest ranked division champions (as determined first by game points and then by victory points) will face off for the League championship (see the League schedule for details). The exact sequence of the playoffs and the number of wild card slots (wild card slots become available if divisional champions can not make it to the playoffs) will be determined by the League Office.

1.6 Sign-up / League Office Contacts

(A) Players must have internet access to participate and must use the League's Sign Up Form to sign-up: http://www.glwl.org/glwl_signup_form.html

(B) Players must include the following information:

- Name
- City and County of residence
- E-mail Address
- Telephone number (home or cell)
- Army you are fielding

(C) Players should be a minimum of 18 years of age and have reliable transportation. If players are younger than 18 and wish to participate, they may petition the league office and a review of their particular situation will be performed.

(D) Players should send in the fixed portions of their army lists to the League Office: Brian Folcarelli – BF@glwl.org

(E) Sign-ups and the fixed portion of your army lists must be received **no later than December 15, 2011**. No late entries will be allowed due to difficulties in rearranging the League divisions and schedule. A reserve list will be maintained in the event of early drop-outs by League members.

(F) IMPORTANT NOTE: If using Army Builder Software to create your army list, use the **“Save as Text SUMMARY”** option in Army Builder to create a text file (.txt) and send that in. ***Please do NOT send Army Builder roster files (.rst).***

(G) The league website is located at <http://www.glwl.org/glwl.html>

(H) The league discussion group is located at <http://games.groups.yahoo.com/group/GLWL/>

2 Army Guidelines

2.1 Army composition

(A) General:

- (1) Players may field an army of up to 2500 points.
- (2) Players must use the same army for the course of the League's regular season play-offs. See Appendix A for a list of GLWL sanctioned armies. Armies which do not appear in Appendix A may not be fielded.
- (3) Due to the problems with converting lists in the past, the League Office will **not** be allowing players to switch to using newly released army books during the middle of the season.
- (4) Army lists may be modified by the players each game (i.e. you do not have to use the same list against each opponent), though, as detailed below, a minimum of 1,500 points of your army list for each game must be the same from game to game (including League play-off games).
 - (a) You must provide a subset of your army list to the League Office prior to the first gaming round that consists of **at least** 1,500 points. This subset list is called the **fixed portion** of your army. The point difference between the size of your fixed portion and 2,500 points are your **variable points** (e.g. the maximum amount of variable points you will have available is 1000). This list must be e-mailed (as an attachment or in the body of the e-mail) to BF@glwl.org.
 - (i) The fixed portion of your list must clearly identify each unit/character and all of the options/equipment/magic items/marks/detachments/weapons teams, etc., which you have given that unit/character and the point total of those units/characters and the options. *Text output from Army Builder is desirable (use the **Save As Text Summary** command) but any text format will be appropriate; Army Builder (or other army list management software) roster files (.rst) are not appropriate as it may require a specific data file or version of Army Builder that the League Office does not have.*
 - (ii) The fixed portion of each member's list will be posted to the GLWL Yahoo Group Files section (<http://games.groups.yahoo.com/group/GLWL/files/>) no later than three days prior to the first gaming round.
 - (b) The fixed portion of your army may consist of any point total between 1,500 points and 2,500 points (*though the closer the point total to 2,500 points the less flexibility you will have for each gaming round and the more you can expect your opponent to know about the specific list for a game*).
 - (c) The fixed portion may be built from any valid subset of a 2,500 point list. (i.e. it does not in and of itself have to be a valid army). When the fixed and variable portions are merged, the list **must** be a valid army.
 - (d) The fixed portion of your army **must** identify the General of your army.
 - (e) For any particular game during the season, the list you use for that game must be built with the fixed portion as a strict subset (*i.e. your fixed portion must appear in each army list you build for a league regular season or play-off game exactly as it was submitted to the League Office*).
 - (i) You may add a total number of points to your fixed portion that keeps the total list at or below 2,500 points.
 - (ii) These variable points may **only** be used to purchase **new** characters or units. Your variable points may **not** be used to add equipment, magic items, additional models,

detachments, weapons teams, upgrades, etc. to any characters or units in the fixed portion of your list (that is, your fixed portion is fixed in stone).

(B) Special Characters

(1) You may **not** include any Special Characters (*e.g. Karl Franz, Teclis, Malekith, etc.*), including named unit champions (*e.g. The Changeling, Kouran of the Black Guard, etc.*), in an army without prior approval of the League Office. See Section I, Themed Armies below for more information on League Office approvals.

(C) Points Limit on Units

(1) You may NOT include units in an army list which cost more than 500 points (*for example, you may not field a "Death Star" unit consisting of twenty Blood Knights*). Note that characters are exempt from this rule (*so fielding a Lord mounted on a Dragon, or a Greater Daemon is allowed*).

(D) Model Limit on Units

(1) You may NOT include units in an army list which consist of more than 50 models.

(E) Rare Units

(1) You may NOT include multiples of Rare units in an army list, unless all of the units taken in multiple are 100 points or less.

(F) War Machines

(1) You may include a **maximum** of 5 War Machines in an army list and no more than **two** of the same War Machines may be included in an army list.

(G) Flyers

(1) You may include a **maximum** of 3 units with Fly special rule in an army list. *Characters that have the Fly special rule or are riding mounts with the Fly special rule do count against this limit!*

(H) Thunderstomp!

(1) You may include a **maximum** of 3 units with the Thunderstomp special rule in an army list (Units that resolve Thunderstomp at Strength 4 or lower do not counts against this limit). *Characters that have the Thunderstomp special rule or are riding mounts with the Thunderstomp special rule do count against this limit*

(I) Themed Armies

(1) If a player has a particular theme for an army which breaks any of the composition rules listed, he/she may submit a full 2500 point army list to the League Office for consideration and ask for a themed army exemption. If such an exemption is granted, the player must fix their entire 2500 point army list for the entire season, exactly as it was approved by the League Office.

(J) New Player Adjustments

(1) If a player is in his first or second season of participation in the GLWL and the player loses (or draws) his first two divisional games, he will be allowed a one time adjustment to his fixed list. During this adjustment the new player may change any/all of his fixed list. If a new player chooses to adjust his fixed list in this manner he **must** provide the revised fixed list to the League Office for posting to the group, **prior** to using the list in a league game.

3 Playing your Games

3.1 Battles

(A) The battlefield:

- (1) The size is 72 inches (6 foot) by 48 inches (4 foot).
- (2) If the only playing surface available is greater than 72 inches by 48 inches, the remainder of the playing surface will be considered out of play.

(B) Generating terrain:

- (1) Divide the table into four quarters.
- (2) The players each roll a D6 with the higher roll attempting to place a terrain piece first.
- (3) Unless specified by a scenario, no pieces of terrain may be placed within **6"** of the center of the table.
- (4) When it is a player's turn to place terrain, he **first** selects a table quarter and **second** rolls a D6 and places one piece of terrain in accordance with the chart below. Pieces of terrain must be placed at least **6"** away from previously placed pieces of Terrain. Terrain may be placed to overlap table quarters, however the majority of each terrain placement generated must be contained in the table quarter selected.

1: Hill: A normal hill is placed (Rulebook page 118).

2: Forest: A normal forest is placed (Rulebook page 119)

3: Mysterious Forest: A mysterious forest is placed (Rulebook page 119)

4: Marsh: A normal marsh is placed (Rulebook page 121)

5: Building: A normal building is placed (Rulebook pages 126 – 129)

6: Player Choice (choose one of the options noted above)

NOTE: If a piece of terrain is generated which the players' do not have available, then roll again on the chart.

- (5) Each player must place three pieces of terrain (no more and no less!).
- (6) No more than two pieces of terrain may be placed in any one table quarter.
- (7) Terrain pieces should in general be no greater than 12" across at their widest point. So a wood or hill can be 12" in diameter or 12"x6" for example.
- (8) In general, if in doubt, make sure you and your opponent discuss the effect (on LOS and movement) of each piece of terrain as it is placed – it is always better to both agree before the game starts then find out when the issue is critical during the game.

(C) Scenarios

- (1) **After terrain has been placed**, use the following table to determine the scenario. Note that scenarios with an asterisk (*) have modifications for GLWL play as described in section (D) below.

# Rolled	Scenario Name	Rulebook Page
1-2	Battleline	144
3	Dawn Attack	145
4	Blood and Glory*	148
5	Meeting Engagement*	149
6	Watchtower*	150

- (2) In order to ensure that players arrive with a specific army list to play their game (without knowledge of the specific scenario to be played), you must decide on an army list **prior** to rolling the scenario and **place it face down on the table**.
- (3) The Wood Elves Army Book “Woodland Ambush” special rule (additional forest placement) applies to **all** of the scenarios. Note that the additional forest counts as a normal forest (i.e. it is not mysterious) and may **not** be placed in the terrain dead zone outlined in Section 3.1(B)(3) or within 6” of another piece of terrain.

(D) Scenario Modifications

- (1) Blood and Glory
- (a) Game Length – The game lasts a full six turns.
 - (b) Victory Conditions – Use victory points to determine the winner of the battle (Rulebook page 143)
 - (c) Victory Conditions – The game no longer ends automatically if an army is broken. Breaking the enemy army is worth a Victory Points bonus of **250 points**. Note that both armies may claim this bonus if they have both broken the enemy army at the end of the game.
- (2) Meeting Engagement
- (a) Deployment – Before rolling to determine which units will be held in reserve, characters may be assigned to deploy as part of a unit they are normally allowed to join (state the character will join the unit before rolling for the unit).
- (3) Watchtower
- (a) Game Length – The game lasts a minimum of 5 turns and a maximum of 7 turns.
 - (b) Victory Conditions – Use victory points to determine the winner of the battle (Rulebook page 143)
 - (c) Victory Conditions – Holding the Watchtower at the end of the game no longer automatically wins the game. Holding the Watchtower at the end of the game is worth a Victory Points bonus of **250 points**.

(E) Generate Spells

- (1) After the scenario has been determined it is time for both armies’ Wizards to generate their spells, as described in the Magic section (Rulebook page 490).

3.2 Victory Points & Determining a Victor

(A) Victory points are determined as outlined on page 143 of the Warhammer rulebook with the following clarifications and amendments:

- (1) Please ensure that you understand the “Dead or Fled” rule on page 143. This means that units never surrender half victory points as they did in prior editions of the game and that fleeing units on the table surrender zero victory points to the enemy!

- (2) To encourage players to complete their armies, any player who has his entire army painted (with finished bases) **adds** 100 points to his score.
- (3) To encourage players to model their armies correctly, any player whose army is not WYSIWYG (What You See is What You Get) will **deduct** 100 points from his score. Note that the rulebook allows for a minority of models in each unit to be armed differently. All Lords and Heroes should be strict WYSIWIG.

(B) In all GLWL games, a player needs to earn 250 victory points or more than his opponent to earn a victory. If the difference in the totals is 249 points or less, the game is considered a draw.

(C) If a player concedes a game before the turn limits expire, his current victory points are tallied and he is given credit for them. His opponent is given credit for destroying his entire army, killing any remaining standards, and holding any objectives. Conceding a game is not recommended by the League Office, but on occasion it may be warranted.

3.3 After the battle

(A) The winner must notify the League Office of the results, including the victory points totals for each side. In case of a draw the player with the higher number of victory points should make the notification. The opponent should be copied on the notification. Both players are responsible for retaining the points totals in case questions regarding the match arise.

(B) This notification should come within 48 hours of the end of the battle.

(C) Report of results must be made using the League's Battle Report Form, available at:
http://www.glwl.org/glwl_battle_report.html

(D) Standings will be posted in the league Yahoo Group. Standings may also be obtained by contacting the League Office by e-mail.

4 League Standards

4.1 League Specific Rules and Rules Amendments

(A) Army Lists **must** be complete, on paper, prior to the game starting.

(B) You **must** present your opponent with a paper copy of your army list after the battle has completed. You **must** also retain a copy for yourself. This is necessary to help when issues arise with exact scoring after the game.

(C) GLWL Magic Amendments

(1) Power Dice Limit: You can use a **maximum** of 12 power dice in each magic phase, regardless of the source.

(2) Casting Dice Limit: The maximum amount of power dice that may be used to attempt to cast a spell is 6, regardless of the source or army special rule.

(3) Casting Cost Modifications: The costs to successfully cast the following spells have been modified (increased by 3) for GLWL play as follows:

Lore of Life: Dwellers Below: 21+ / 24+

Lore of Metal: Final Transmutation: 18+ / 21+

Lore of Shadow: Mindrazor: 21+ / 24+

Lore of Death: Purple Sun: 18+ / 28+

Skaven: 13th Spell: 28+

Lore of Tzeentch: Infernal Gateway: 18+

Lore of the Vampires: Vanhels Danse Macabre: 10+

4.2 Warhammer rules

(A) Each player should have a copy of the Warhammer rulebook present and is responsible for knowing the rules.

(B) Each player must have a copy of his/her army book and list present and must make his/her army book and list available for his/her opponent to review after the battle.

- (1) Should a player not be able to produce his/her army book, or any rule in question concerning his army, then he/she 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, he/she will be:
 - (a) Stripped of his/her victory, to be awarded to his/her opponent;
 - (b) Be given a 500 point deduction to his/her victory points for the game.
 - (c) Lose any and all tie-breakers against that opponent.

4.3 Amendments

(A) The League Office reserves the right to amend these rules as is necessary and proper for the betterment of the League.

4.4 Supplemental Rules Materials

(A) The following supplemental rules material will be considered “official rules” for purposes of the League.

- (1) Errata and Official Q&As available from the Games Workshop website.
- (2) League Q&As developed to fill any gaps in the Official Q&As.
- (3) White Dwarf Issue #380 – Rules for the Vampire Counts Terrorgheist.

4.5 Questions and clarifications

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

- (1) Any questions should be presented to the League Office in a clear, concise manner.

(B) Movement Trays

- (1) Movement trays are a tool which speeds up game play. All players are encouraged to utilize movement trays for their units. Utilizing movement trays is **mandatory** for units consisting of 10 models or more.
- (2) All movement and measuring should be done from the models, not from the movement trays.
- (3) In close combat, work out who can attack whom and how many models can fight against each other as if the movement tray wasn't there.

APPENDIX A – ARMIES SANCTIONED FOR USE IN THE 2012 GLWL

Only the following armies are permitted in the 2012 GLWL. Note that players may only field armies from the current version of each of the Warhammer Army Supplements.

Beasts of Chaos

- Warhammer Armies: Beasts of Chaos

Brettonia

- Warhammer Armies: Brettonia

Daemons of Chaos

- Warhammer Armies: Daemons of Chaos

Dark Elves

- Warhammer Armies: Dark Elves

Dwarfs

- Warhammer Armies: Dwarfs

Empire

- Warhammer Armies: Empire

High Elves

- Warhammer Armies: High Elves

Lizardmen

- Warhammer Armies: Lizardmen

Ogre Kingdoms

- Warhammer Armies: Ogre Kingdoms

Orcs & Goblins

- Warhammer Armies: Orcs & Goblins

Skaven

- Warhammer Armies: Skaven

Tomb Kings

- Warhammer Armies: Tomb Kings

Vampire Counts

- Warhammer Armies: Vampire Counts

Warriors of Chaos

- Warhammer Armies: Warriors of Chaos

Wood Elves

- Warhammer Armies: Wood Elves