



40K LEAGUE 2003

27/07/2003 – 28/09/2003

Overview.

Tanelorn will be running a small 500pts WH40K League consisting of 8 games played over the next 10 weeks. The intention is to try and play **two** games per night and therefore the league should only take most players 4 club nights to complete all their games. 10 weeks will be allocated for people that either cannot attend or wish to play other games in alternating weeks.

Andrew Harris will be running the League and he will be arranging games for the players. Please contact him with regards to playing. The draws will be random at first but will be chosen by Andrew later on to avoid players playing each other more than once. Alternatively, just grab someone you haven't played before and have a game!

Anyone can play! Whether you are a veteran or a newbie we want everyone to participate. The idea is that with so many new members and faces, we want to get people to mingle and get to know different people within the club. There will be a small prize for the winner. The most important element is to have **fun** though!

Your Army.

Your army must conform to the following criteria:

- Army size of no more than 500 points.
- Use the following Force Organisation Chart:
 - 0-1 HQ
 - 0-1 Elites
 - 1-3 Troops
 - 0-2 Fast Attack
 - 0-1 Heavy Support
- No model may have more than 2 *Wounds*.
- No model may have an *Armour* saving throw of better than 3+.
- No HQ model may have both an *Armour* save and an *Invulnerablesave*.
- No *Special Characters* at all. Black Templar's may **not** include the Emperor's Champion.
- No vehicles with a total *Armour Value* greater than 33 (i.e. the Front, Side, and Rear values added together. For example a Rhino is F11, S11, R10 = 32).
- No *Ordnance* weaponry.

You must use the same Codex Army each week (i.e. if you start with a Biel-tan army, you must play all your league games with a Biel-tan army) but you can change your force's composition each game if you so desire.

The Mission.

All games will be played on 4'x4' tables and will use the *Patrol Clash* mission in White Dwarf 284.

The Results.

Once the game is over, report the result (win/lose/draw) to the League organizer. This will normally be Andrew Harris, but if he isn't there then give your results to John Snape. You will score 2 League points for a win, 1 League point for a draw, and zero League Points for a loss. At the end of the league if there is no clear winner there will be a play-off. More games is good!