

TANELORN WARMMASTER LEAGUE 2004

GAME SIZE: 1,200pts (Table Size: 120cm x 120cm)

LEAGUE GAMES: 6 games over 6 weeks (can be played outside club)

START DATE: Sunday 13th March 2004

ARMY LIST RESTRICTIONS:

- No Magic Items worth more than 20pts.
- No Unit or Character worth 200pts or more.
- No Terror causing mounts.
- No more than 5 units of the same type in any army.
- Official and Skaven armies only (Araby and Daemon armies - <http://forums.specialist-games.com/warmaster/vault/vault.htm> - may also be used if you have suitable models and you report back results to play testers forum - http://forums.specialist-games.com/warmaster/forum_b/default.asp?CAT_ID=1 (I'll be watching!!). Suitable models may include models from other armies but you should use like for like. For example, Araby Spearmen = Empire Halberdiers, Araby Bowmen = Empire Crossbows, etc.)

SCORING:

Calculate the difference in Victory Points and compare to the below table to see your score:

If you Break your opponent you get +1 League Points.

VP Difference	League Points
500 +	8
350 to 499	7
200 to 349	6
50 to 199	5
0 to 49	4
-1 to -49	4
-50 to -199	3
-200 to -349	2
-350 to -499	1
- 500 +	0

All results to be given to Erwin Jackson.

SPORTSMANSHIP:

At The end of the league each player will be asked to cast one vote for the Most Sporting Player (to be given to Erwin Jackson). You should mark your vote for

the opponent you thought was the most "sporting" in your league games. I have not given hard and fast rules for determining this but ask players to be fair and impartial. The person with the most votes will get a special prize and in the event of a tie the winner will be determined by a dice roll off.

PRIZES:

The person with the highest points at the end of six games is the league winner and will receive the overall prize. The highest placed "newbie" will also receive a prize. You can receive both.

MATCHES:

Erwin will allocate games to players for a players first three games and an *attempt* will be made to match experienced vs. experienced and newbie vs. newbie for these games. Once a player has had three games a "swiss" type system will be used. (Note: This is supposed to be a fun, flexible and non- competitive event so this will not be hard and fast and will partly depend on the availability of players on the evening).

PARTICIPATING PLAYERS:

Name	Army	Models Borrowed
Experienced:		
Erwin	Chaos	
Conrad	Chaos	
Alex	Dwarves	
Martin	Undead	
Shane	Dwarves	
Mike	Empire	
Chris	Lizardmen	
Newbies		
Michael	Dark Elves	(Clubs)
Ben	High Elves	(with some of Erwin's)
Frank	Kislev	(Martins)
Paul	High Elves	(with some of Erwin's)
Andrew	Empire	(Martins)