

A Warhammer 1000pts League!

Starts on the 11th May 2003

What's it all about then?

Tanelorn will be running a small 1000pts WFB League consisting of 6 games played over the next 8 weeks. The intention is to try and play **TWO** games per night and therefore the league should only take most players 3 club nights to complete all their games. 8 weeks will be allocated for people that either cannot attend or wish to play other games in alternating weeks.

John Snape 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 John later on to avoid players playing each other more than once.

Who can play?

Anyone!! 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!

Army Selection, Restrictions, and Miscellaneous Rules.

- Your Army must be 1000pts, based upon the restrictions of an army of **< 2000pts**.
In addition:-
- You can only take **1-2 Hero's**
- You must take a minimum **3 Core** units to take the **1 Rare** choice.
- Armies lists detailed in the back of the various Army Books **can not** be taken.
- The most up-to date version of your army **must** be used. This may be determined from the following order of published GW material:-
Army Book > Annual > White Dwarf > Ravening Hordes
- You **can not** have more Movement 7+ units than movement 6 or less. **Models that do not have a fixed movement statistic count as 7+ if they pursue/overrun 3D6 or higher.**
- You **can not** take a model that has 6 or more Wounds on it's original profile.
- DOW units as rare choices in other armies **can not** be used. DOW armies can be taken with Regiment of Renown units as per normal restrictions.
- The amended Lore of Beasts, Lore of Heavens and Lore of Life spells will be used as detailed in WD265 not the ones from the WFB Rule Book.
- All games will be played on 4x4' board. In addition all scenarios will be **Pitched Battle**.

GAME PLAY – VICTORY POINTS

The following League Points table will be used. The Winner's score is based upon the point's difference after tallying up the VP's.

PLUS: 1 LP is scored by the winner per complete turn remaining if their opponent conceded or is wiped out. (eg. If they conceded in Turn 5, the winner would get +1 LP)

If a player concedes in turns 1 or 2 the winner gets the full 16 LPs points automatically.

The winner can only ever score a maximum of 16 points

The loser gets 16 LPs minus the winners TP score.

VICTORY PTS TO LEAGUE PTS TABLE

<u>VP Difference</u>	<u>Winner's LPs</u>
1200+	16
950-1199	15
750-949	14
550-749	13
400-549	12
250-399	11
150-249	10
50-149	9
< 50	8

Please give the Scores to John Snape.