

SCGWL 40K RULES – 2019/2020

OVERVIEW

This season will consist of nine (9) games, followed by playoffs and finals/BBQ. Players should average one game every 3 weeks. Players are paired together for games based primarily upon geography and traveling ability. We do our best to have players travel as little as possible, though we also want to provide the opportunity to play people not in your local circle. Opponents will be given all at once, at the beginning of the season. Games may be played in any order that works for the players. Playoff spots are designated as described under the “Playoffs” section. Finals are played at the League BBQ, after which the championship trophies are presented.

ARMY SELECTION

Armies must be chosen from one of the current, official Warhammer 40k codices. ForgeWorld is allowed. Each player is allotted 1,500 points with up to two detachments. Only a single codex shall be used per army. Named special characters are not allowed this season.

Per Chapter Approved 2019 custom character rules, you may create a warlord with 3 choices. It is encouraged to kitbash and paint this new character. There will be a warlord showcase award given at the barbeque.

SCHEDULING GAMES

Each member is responsible for arranging games using all available means, including email and phone numbers. Games must be played at a mutually agreeable venue. In the event that one or both players cannot reach consensus, provided on the last page is a list of SCGWL approved neutral locations (in alphabetical order).

In the event that your opponent has proven unable or unwilling to complete the game in a reasonable time, it is your responsibility to submit Battle Results to record the forfeit. **Contact the League regarding any extenuating circumstances preventing game play. MEMBERS ARE EXPECTED TO RESPOND TO CALLS AND MESSAGES FROM OTHER MEMBERS, REGARDLESS OF WHETHER OR NOT A GAME CAN BE PLAYED.**

PLAYING THE GAME

Army lists must be created online prior to arrival at the agreed venue. A copy must be printed for your opponent to review prior to the start of the game. You should also have a copy for yourself in either paper or electronic form. All League games are considered to be “open list” in order to reduce confusion and prevent unintentional misrepresentation of elements of either player’s army. Any evidence of misrepresentation of army lists will be grounds for disciplinary action.

ORDER OF OPERATIONS

1. Set up terrain
2. Roll for mission
3. Roll to see who places objectives first
4. Place objectives
5. Roll for deployment
6. Roll to pick sides
 - a. Person who wins places first unit
7. Place units back and forth until all units placed
 - a. Person who finishes first gets +1 to go first roll

TERRAIN PLACEMENT

Terrain should be placed on the table in the following manner:

Divide the table into quarters. Players choose eight pieces of available terrain (four pieces each). Each player must place one terrain item in each quarter, resulting in two terrain items per quarter. Eight pieces of terrain should be placed. A single player may only place 1 terrain item into each quarter. **Do not put the terrain around the table edges. Terrain MUST be placed at least 6” from any edge and there must be at least 12” between pieces of terrain.** Essentially, spread the terrain across the whole table. Recommendations: place some blocking or difficult items just off center; avoid always placing hills in deployment areas.

SCENARIO SELECTION

Six Maelstrom Missions, rolled randomly 1D6

1. **Cleanse & Capture** – main rulebook p 230
2. **Tactical Escalation** – main rulebook p 232
3. **Deadlock** – main rulebook p 235
4. **Decapitation Strike** – Chapter Approved 19, p 55
5. **Strategic Gamble** – Chapter Approved 19, p 56
6. **Scars of Battle** – Chapter Approved 19, p 59

BATTLE RESULTS

Players score up to nineteen (19) points for a win, ten (10) points for a draw, and as low as one (1) point for a loss. Sportsmanship and composition are both reported on a ten-point scale with ten (10) indicating a great game and one (1) indicating major issues. Each game, players also assess their opponent's paint scores according to the rubric and assess the battle for bonus points.

BOTH PLAYERS ARE RESPONSIBLE FOR SUBMITTING BATTLE RESULTS ONLINE AFTER GAME COMPLETION (scgw1.com). Failure to submit scores will result in point modification. Difficulties reporting a game via the website must be referred immediately to the commissioner via email: scgw140k@gmail.com.

If one or both players fail to schedule properly or your opponent has proven unable or unwilling to complete the game, it is your responsibility to submit Battle Results to record the forfeit prior to the season ending. Forfeit scores are assigned at the discretion of the commissioner as outlined under the Score Guidelines.

Players have ALL SEASON to play a game and report the scores. **Games do not need to be played in order.** Game Days with a tournament setting can be used to facilitate your League game. Please inform the event host prior to Round 1 pairings being announced.

SCORE GUIDELINES

When submitting Battle Results, each player reports sportsmanship, composition, and paint scores for their opponent. Not only do these 'soft scores' assist in keeping the commissioner apprised of any issues, they contribute to each player's overall scores. Overall scores are used to determine playoff spots.

Note: Any actual acts of violence against any person or property during or resulting from any League game will be grounds for permanent dismissal from the League.

BATTLE POINTS, SPORTSMANSHIP, & COMPOSITION:

BATTLE DESCRIPTION	WIN	LOSS	SPORTS/COMP	POINTS
Massacre/Wrecked	19	1	Great Game / Easy List	10
Major Win/Loss	16	4	Good Game / Fair List	8
Minor Win/Loss	12	8	Ok Game / Tough List	5
Draw	10	10	Bad Game / Awful List	2

PAINT & BONUS POINTS

POINTS	DESCRIPTION	BONUS POINTS - DESCRIPTION
0	All bare, unpainted models	+1 If 6 turns completed
1	No bare models (at least primed)	+1 If you held 4 objectives at once
2	75% painted with 3 or more colors	+1 If you scored 3 objectives in 1 turn
3	100% painted and based	+1 If your Warlord attacked or shot your opponent's Warlord

FORFEIT SCORES AND SCORES NOT REPORTED:

DESCRIPTION	POINTS	CONDITIONS
Forfeit Win	19	Forfeit on other player's part, no extenuating circumstances reported.
Forfeit Loss	1	Forfeit on your part, no extenuating circumstances reported.
Forfeit Draw	10	Forfeit for one or both players, extenuating circumstances reports.
Game Not Reported	-25	One player reports scores and the other doesn't. Player who doesn't report earns the deduction.
Filler Points	8	Sportsmanship and Composition filler points for forfeit games and scores not reported.

If both players fail to report scores, no points will be assigned to either member in any category. Willful use of reporting infractions or forfeits as a means of retaliation will be grounds for expulsion from the League.

PLAYOFFS

The date for playoffs will be announced at least two months in advance to allow players time to reserve the date. If you are chosen for one of the eight playoff spots and cannot make it to the playoffs or BBQ, please inform the commissioner. Another person will be chosen for your spot. Spots are designated based upon overall scores. To qualify for playoffs, players must play and report scores for at least six (6) of their games.

THE BBQ & OPEN FORUM

During each BBQ, after the Finals game, we present trophies and make announcements for the new season. Any major discussions for the group will be held at this time. This is considered an open forum and is meant to provide an opportunity for members to give their input on things happening with the League, as well as a great time to ask questions and voice ideas and opinions to the group. BBQ attendees are considered the "Committee" for the new season. Decisions made by the Committee should be considered final for the season. Any giveaways will be handed out. Army type, membership dues, and contact information are due at the BBQ. Members will not be included in the season schedule until dues are submitted. Attending the BBQ is strongly recommended for all members. Open gaming is encouraged.

The League provides the main dish (burgers and hot dogs) and some small items. Please bring a potluck item to share, ie. chips, soda, etc. If you desire alcohol, please bring your own to contribute.

PRIZES

At the BBQ, the following will be awarded:

Grand Champion (1st place), Champion (2nd place), Upgraded Warlord Showcase (convert and paint the warlord you used during the season), and Best Painted Army. For best painted army, the vote takes place at the BBQ. Bring your army for your peers to see if you'd like a chance to win this award.

LEADERSHIP & DUES

Membership dues are \$25 and should be submitted at the BBQ. Cash, check, and PayPal are accepted at the BBQ. Anyone who cannot attend the BBQ should pay via PayPal. Please send payment via PayPal to scgw140k@gmail.com. Being a league member will afford you slight discounts to League events throughout the season.

League Leadership: Commissioner & Rule Calls: Mike Riley (T: 951.207.0145); Coordinator: Karin Riley

ALTERNATE VENUES (PRE-APPROVED GAME STORES)

In the event that one or both players cannot reach consensus, provided is a list of SCGWL approved neutral locations (in alphabetical order). Both players are expected to accept these venues as a reasonable alternative.

AT EASE GAMES

8990 Miramar Rd #140
San Diego, CA 92126
T: 858.549.4263
ateasegames.com

COMIC QUEST

23811 Bridger #100
Lake Forest CA 92630
T: 949.951.9668
comicquest.org

GMI GAMES

8300 Limonite Ave, Ste M
Riverside, CA 92509
T: 951.681.8270
gmigames.com

BROOKHURST HOBBIES

12188 Brookhurst Street
Garden Grove, CA 92840
T: 714.636.3580
brookhursthobbies.com

GAME EMPIRE

1795 E Colorado Blvd
Pasadena, CA 91106
T: 626.304.9333
gameempirepasadena.com

THE REALM GAMES & COMICS

1033 E Imperial Hwy, Ste E3
Brea, CA 92821
T: 714.990.8450
therealmgames.com