

Lost Legion Fall 2011 Warhammer League Rules

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1.0 League Structure and Administration

1.1 League Structure

The LLWL is made up of the following structure:

- One or more **divisions**. 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).
- Divisions may be grouped into one or more **conferences**. The exact configuration and numbers will depend on the number of participants in the season.

1.2 League rules

- Each player is responsible for completely understanding and adhering to the rules below.
- 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 battles per player during the regular season. You will play each member of your division and some members of another division depending on the number of players.

B. A **gaming round** constitutes a two-week period, running from Sunday to Saturday, during which the scheduled battle must occur. The 2011 League regular season gaming rounds are as follows:

Round 1: July 9th to July 23rd

Round 2: July 24th to Aug 6th

Round 3: Aug 7th to Aug 20th

Round 4: Aug 21st to Sept 3rd

Round 5: Sept 4th to Sept 17th

The League Playoffs will be held as additional weeks of play following the same two week format for the players that qualify. It is a single elimination tournament. The schedule is as follows:

Round 1: Sept 18th to Oct 1st

Round 2: Oct 2nd to Oct 15th

Round 3: Oct 16th to Oct 29th

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.). We encourage playing at Battleground Games in Plainville MA, Game Castle in Nashua NH, and the DorkaMorka club in Watertown Ma. Feel free to play your games early.

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 league will issue a request amongst participants to play a "ringer" game against the two. This game will not count towards the standings of the "ringer". If no one is available for the "ringer" game or scheduling is still an issue, the game will be considered a draw and each player will be credited with 600 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 of

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Sept 18th will 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 max points for the game. 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 does not have a full membership (fewer than the other divisions) a ringer will be assigned to play in the place of the missing member. If no ringer can be found then 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 more than 2 games before the start of Round 5 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.

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" tiebreakers are not used to resolve that tie.

- C. All League participants will face off for the league championship in a playoff tournament (see the League schedule for details). The highest ranked division champions (as determined first by game points and then by victory points) will be given the highest seed. The exact sequence of the playoffs and the number of wild card slots will be determined by the League Office.

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1.6 Sign-up / League Office Contacts

- A. Players may sign-up by sending an e-mail to the League Office (league@thelostlegion.net) or Online at <http://www.thelostlegion.net/forum/viewtopic.php?f=6&t=380>.
- B. Players must include the following information:
 - Name
 - City and State of residence
 - E-mail Address
 - Lost Legion Board Name
 - Telephone number (home or cell)
 - Army Played
- 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 must have internet access to participate since all information will be post via the website.
- E. Sign-ups and the fixed portion of your army lists must be received **no later than July 8th 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://thelostlegion.net/leagues/>
- H. The league discussion group is located at <http://www.thelostlegion.net/forum/viewforum.php?f=6>

2 Army Guidelines

2.1 Army composition

- A. General:
 - a. Players may field an army of up to 2500 points. Regardless of size, the armies will use the requirements and allowances for 2500 point armies for WHFB 8th Edition.
 - b. Players must use the same army for the course of the League. See Appendix A for a list of LL sanctioned armies. Armies which do not appear in Appendix A may not be fielded.
 - c. Due to the problems with converting lists in the past, the League Office will **not** allow players to switch to using newly released army books during the middle of the season.
 - d. 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 1,750 points of your army list for each game must be the same from game to game.
 - i. You must provide a subset of your army list to the League Office prior to the first gaming round that consists of **at least 1,750 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 750). This list must be e-mailed (as an attachment or in the body of the e-mail) to league@thelostlegion.net.
 - a. The fixed portion of your list must clearly identify each unit/character and all of the options/equipment/magic items/marks/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 are not appropriate as it may require a specific data file or version of Army Builder that the League Office does not have.

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b. The fixed portion of each member's list will be posted to the Lost Legion website (<http://thelostlegion.net/leagues/>) no later than the first day of the first gaming round. An attempt will be made to not post the lists until all lists are received from all players.

- ii. The fixed portion of your army may consist of any point total between 1,750 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).
- iii. 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.
- iv. The fixed portion of your army **must** include any Lord level characters that you intend to use.
- v. The fixed portion of your army **must** identify the General of your army.
- vi. All wizards must identify their lore of magic in the fixed portion on the list.
- vii. 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 game exactly as it was submitted to the League Office).
 - a. You may add a total number of points to your fixed portion that keeps the total list at or below 2500 points.
 - b. 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, 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

- a. Special Characters may be used, with the exception of Thorek, Kairos, and Teclis. Limit of one special character in the army. If you use a lord level special character, your entire list is **fixed**. Hero level special characters do not require a fixed list. Special Characters must be in the fixed portion of your list.

C. Dogs of War (DoW) and Regiments of Renown (RoR) are **NOT** allowed.

D. Kislev Allied Contingents are **NOT** allowed.

E. Storm of Chaos Armies are **NOT** allowed.

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3 Playing your Games

3.1 Battles

- A. The battlefield:
 - a. The size is 72 inches (6 foot) by 48 inches (4 foot).
 - b. Unless playing a scenario that specifically states otherwise, the deployment zones are 72 inches across (6 foot) by 12 inches (1 foot) along the back edge of the table.
 - c. If the only playing surface available is greater than 72 inches by 48 inches, the remainder of the playing surface will be considered impassable terrain.
- B. Generating terrain:
 - a. Terrain will be select as directed by the league terrain documentation. Use the charts found at http://www.thelostlegion.net/files/8th_ed_Terrain_charts.pdf.
- C. Select Spells
 - a. After the terrain has been set up it is time for both armies' Wizards to select their spells, as described in the Magic section of the Warhammer rulebook (see page 490).
- D. Scenarios
 - a. Scenarios will be assigned by the league office.

3.2 Victory points

- A. Victory points are determined as outlined on page 143 of the Warhammer rulebook with the following modifications/clarifications:
 - a. In games where victory is decided by victory points, if the difference in the players' scores is 300 or less, the game is considered a draw. A Minor Win/Loss is a difference of more than 300 but less than double the loser. A Major Win/Loss is more than double the VP of the loser.
 - b. 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. Conceding a game is not recommended by the League Office, but on occasion it may be warranted.
- B. In the Blood and Glory Scenario you receive a Major Victory/Loss if one of the armies breaks. You receive a Minor Victory/Loss if the game goes 6 turns and you have to use Victory Points to determine the winner. In this case you need to Win/Lose by 300 points otherwise it is a Draw.
- C. In the Watchtower Scenario you receive a Major Victory/Loss if one player controls the tower at the end of the game. If no one can claim control because both players have units the same distance from the tower then use Victory Points to determine the winner. You receive a Minor Victory/Loss if the game goes to Victory Points to determine the winner. In this case you need to Win/Lose by 300 points otherwise it is a Draw.

3.3 After the battle

- A. The winner must notify the League Office of the results, including the victory point 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 sent to the League Office at league@thelostlegion.net
- D. Standings will be posted at <http://thelostlegion.net/leagues/> and to the league e-mail group. Standings may also be obtained by contacting the League Office by e-mail.

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4 League Standards

4.1 League rules conventions

- 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.

4.2 Warhammer rules

- A. Each player should have a copy of the Warhammer 8th edition 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.
 - a. 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.
 - b. Should a player materially misrepresent, through sloth or misdeed, any portion of his army, either in composition or performance, he/she will be:
 - i. Stripped of his/her victory, to be awarded to his/her opponent;
 - ii. Be given a 500 point deduction to his/her victory points for the game.
 - iii. 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. Errata and Official Q&As available from the Games Workshop Shrine of Knowledge website located at: <http://www.games-workshop.com/gws/content/article.jsp?categoryId=&pIndex=1&aId=3000006&start=2>

4.5 Questions and Clarifications

- A. The League Office is the final arbiter of rules decisions.
 - a. Any questions should be presented to the League Office in a clear, concise manner.

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APPENDIX A – ARMY LISTS SANCTIONED FOR THE 2011 LLL

Only the following armies are permitted in the 2010 LLL. Note that players may only field armies from the current version of each of the Warhammer Army Supplements.

Beastmen

- Warhammer Armies: Beastmen

Brettonia

- Warhammer Armies: Bretonnia

Chaos Dwarfs

- IndyGt Armybook: Chaos Dwarfs

Dark Elves

- Warhammer Armies: Dark Elves

Demons of Chaos

- Warhammer Armies: Demons of Chaos

Dwarfs

- Warhammer Armies: Dwarfs

Empire

- Warhammer Armies: Empire

High Elves

- Warhammer Armies: High Elves

Warriors of Chaos

- Warhammer Armies: Warriors of Chaos

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

Wood Elves

- Warhammer Armies: Wood Elves