



The 1st Norwich Last Stand “Salty Tear League”

**A Warhammer 40,000
Internal Club League**

Rules Document

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1. Introduction

This league is an internal club event which will span over a number of months and broken down into rounds. It is designed to offer competitive games while at the same time being relaxed.

The idea is to also run this league as an annual event.

This document seeks to offer a concise run down of the rules which will be enforced with the league.

1.1. Prizes

There is no specific serious prize pool for this league other than having the winner having the glory of being the winner and having their name (and army) engraved on a nice tear shaped plaque / trophy. Additional prizes may be available, but this is by no means an aim or guarantee. The point is to take part, have fun, perhaps try something competitive but also to play against others you either haven't played or do not play often.

Awards will be presented following at the conclusion of the final round and will be as follows:

Award	Description
"Warlord of Last Stand"	For the player who finishes in first place Prize: Glory, bragging rights and the fresh, salty tears of everyone else
"Artificer of Last Stand"	For the individual model that is something special. Prize: "the artificer sprue" or dried cube of green stuff
"Fluff of Last Stand"	For the army that best resembles the fluff Prize: a nice fluffy (and clean) ball of cotton wool
"Gorgonzola of Last Stand"	For the army considered to be the most disgusting Prize: a fresh lump of Gorgonzola in a start collecting box
"Last Stand Legion of Merit"	For the best painted army Prize: an old and worn out paintbrush
"Grot of Last Stand"	For the player who finishes in last place. Prize: Shame (and bragging rights for finishing last)

With the league position determining the first and last place awards, the others are on a vote based system during the last round with players unable to vote for themselves.

1.2. Organisers

Steve Jones is primarily organising the league but in collaboration with Shaun Ede who is responsible for all events. In either case, you can speak with either should you have any questions.

1.3. Player Requirements

As this is an internal league, you either be a member or regular player at Norwich Last Stand. To define “regular player” the organisers will use their discretion and/or consider this to be a player who has played at the club for at least one month.

Players must be familiar with **8th Edition Warhammer 40,000 rules and applicable Errata and FAQs** by Games Workshop available at: <https://www.warhammer-community.com/faqs/>.

The organisers will **not enforce** the use of the **Beta FAQs**. If players wish to use these, then this will need to be agreed by their opponent **prior to the start of the game**.

In the event of a rules dispute which cannot be resolved informally by each player, the organisers can arbitrate and **this decision is final**.

2. Round Organisation and Missions

The league will be broken into a series of rounds, the exact number of rounds will depend on the number of entrants, but the aim is for everyone to play each other. The precise duration of the league and rounds is yet to be determined.

2.1. Rounds

Each round will be time constrained meaning that players need to arrange and play their game within the time allocated to the round. For example, if the round limit is one month, then you need to have concluded your game with that time frame.

2.1.1 Round Fixtures and Scoring

The outcome of the round is determined by the specified mission and victory points scored. The score from the round is as follows:

Game Outcome	Round Points
Win	3 points
Draw	1 point
Loss	0 points

You will play every participant at some point during the league. These fixtures will be determined by the organisers with the first round being a random draw. The organisers will provide as much notice as possible.

2.1.2 Missions and Deployments

The organisers will determine the mission to be played prior to each round. This will be announced when the round begins. Given not all factions yet have a codex, the missions will be taken from Eternal War but the OpenWar twists will also be utilised. Battlefield terrain setup is to be agreed by both players.

- Missions will be determined by the organisers and will be Eternal War from the Warhammer 40,000 rulebook.
- Deployment maps will be determined by the organisers.
- The organisers will draw OpenWar to mix things up.
- Players to agree terrain/scenery setup with each other.

2.1.3 Round Specific Rules:

- Games **must be concluded** within the round time limit
- At least one player to report the game outcome to the organisers **by the end of the round** (a simple score card will also be provided).

In the event **where one or both players are unable to play their game due to other circumstances**, they should inform the organisers at the earliest opportunity. The organisers have the discretion to grant an extension to the round for affected players or a round score of 1 point each. Otherwise:

- **Both** players will automatically forfeit the round and **score 0 points** in the event that the round game has not been concluded.
- Where one player has made attempts to arrange the game, substantiated with evidence, but to no avail - that player will score **3 round points**, but this will ultimately be at the discretion of the organisers.

2.2. Game Order of Events

Please use the following guide when setting up your game:

1. Organisers determine mission, deployment and any OpenWar twists.
2. Setup battlefield and agree terrain with your opponent.
3. Agree with your opponent whether to use Beta FAQs or not.
4. Roll off to determine who places the first objective marker (if applicable).
5. Place objective markers according to the mission brief.
6. Deployment roll-off. Winner picks deployment zone and begins deployment.
7. Roll-off for first turn. Player who finished deploying first gets a +1 to the roll. Winner decides who goes first.
8. Roll for seize the initiative (if desired).
9. Let battle commence!

2.3. League Standings

Following the conclusion of each round, the league standings will be updated and made available to all players. This will be in descending order of round points scored.

3. Army and List Composition

As this is a Last Stand event, armies should **ideally be fully painted** with models consisting of at least 4 colours. However, we want to encourage more hobby and to not exclude folks who may not have a fully painted army at the start. As a result, the following round point modifier system will be in use:

Where an army is not fully painted, the controlling player continues to record their round points as normal. However, if by the conclusion of the league, the army is still not fully painted, then the total round points gained will be subject to a 50% penalty. We understand that not everyone can find the time in short notice to paint an army - so this modifier should offer some breathing space.

The list submitted for the league should be for **no more than 1750 points** and is the list you will play with during each round. The list submitted is final and **cannot be changed** once the league has commenced. The only exception to this rule is where a codex is released meaning you transition from an index. At this point, the organisers will review your list following any adjustments (if any are made). You should keep the same army and unit compositions where at all possible though.

3.1. Key Rules

When composing your Army and list, please adhere to the following rules:

- Not one point more than **1750 points**.
- Must be **battleforged** and contain a **maximum of two detachments**.
- Lists to be composed from **one codex only**.
- Lists should also include the following:
 - warlord trait
 - Grouped into detachments with the type clearly specified
 - artifacts (where applicable)
 - Psychic powers (where applicable)
 - Total Command Points
- Models should be **WYSIWYG** (what you see is what you get) so no bolters that are plasma guns etc.
- A maximum of **one Lord of War** is permitted.
- **No Forge World** models and/or rules are permitted.
 - E.g. The Necron Maynarkh Dynasty is not permitted.

3.2. List Submission

Lists must be submitted to the organisers at the latest of **Sunday 27th May 2018** to allow time for checking and any errors (if they occur) to be corrected. Failure to submit a list will not only make Shaun very sad, but may result in you either forfeiting the first round or not being included in the league. All final lists will be made available to all players.

Lists created with Battlescribe and other such tools may be used, but keep in mind to double check the accuracy of the data. Additionally, a list template is provided in Appendix 1.

3.2. Additional Things

In addition to your army and list, please have at least six objective markers and one relic marker. The open war card pack may be helpful - but not necessary.

Appendix 1 - List Template

List Name:		Player:	
Faction:		Total Points:	
Command Points:			

Detachment: (Brigade, Battalion etc)

HQ, Troops, Fast Attack etc.

Unit Name	M	BS	WS	S	T	W	A	LD	SV	Pts
Wargear:										
Keywords:										
Rules:										

Weapon	Range	Type	S	AP	D	Rules

Of course for models with damage profiles - ensure you include these where applicable.

Example Entries:

HQ 1

Unit Name	M	BS	WS	S	T	W	A	LD	SV	Pts
Cryptek (Canoptek Cloak)	10"	3+	3+	4	4	4	1	10	4+	80
Wargear: Canoptek Clock (5pts)										5
Keywords: Character, Cryptek, Faction: Necrons, Faction: Sautekh, Infantry, HQ, Fly										
Rules: Living Metal, Technomancer										

Weapon	Range	Type	S	AP	D	Rules
Staff of Light	Melee	Melee	User	-2	1	
Staff of Light	12"	Assault 3	5	-2	1	

Troops 1

Unit Name	M	BS	WS	S	T	W	A	LD	SV	Pts
Warriors (x20)	5"	3+	3+	4	4	1	1	10	4+	180
Wargear:										
Keywords: Warriors, Faction: Necrons, Faction: Sautekh, Infantry, Troops										
Rules: Reanimation Protocols, Their Number is Legion, Their Name is Death										

Weapon	Range	Type	S	AP	D	Rules
Gauss Flayer	24"	Rapid Fire 1	4	-1	1	