



North Atlanta Tactical Organization

# LEAGUE RULES

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WARMASTER

Summer-Fall 2001

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## WARMASTER

### ARMY COMPOSITION

There are **no set point values** for your army lists and you may change your list as often as you like between games. You may play more than one army during the league, you are not required to play the same one for the entire league. Players will decide between themselves how many points to play on a game-by-game basis. Arrange for your games with your opponents via phone, email, or this bulletin board ahead of time and agree on points values at that time. You may also pre-generate lists in increments of 500 points (1000, 1500, 2000, etc...) in order to facilitate pickup games. **ALL** army composition requirements must be met for each of your lists.

All published Warmaster Army Lists are legal for League Play. This includes the Kislev and the Bretonian List published in WarMags 2 and 4.

If you are playing an army and Games Workshop modifies your published Army Book/Rules during the Season, then you may immediately begin using the new rules.

### RULES TO FOLLOW

All battles will be fought using Warmaster rules. Clarifications and corrections to rules as published by Games Workshop are considered League Legal and will be published in the Rules section of the NATO web site if not in violation of copyright. Any rules clarifications made by the League will be published in the Rules area of the NATO web site.

Any rule that lists 'requires opponents permission' may only be used with your opponent's permission (Be prepared for them to say 'no.').

Doubtless, during the course of the Season, GW will release new "Official" rules. These rules may be used immediately provided you have a copy with you. Any rule of this nature must be revealed before play begins. If not revealed before play starts, then such rules are not "League Legal."

Any rule found to be in dispute is to be resolved by rolling a D6 and the winner may decide the interpretation for that single instance. Reroll if the same issue arises more than once during a game. Make a note of any rules you feel need a ruling by the Game Manager on the score sheet. Both players should explain their interpretation if appropriate.

### SCENARIO AND TERRAIN

All games should be played on a surface roughly 6' x 4' in size. Larger or smaller sizes may be used, but size of deployment zones need to be adjusted for larger or smaller areas.

All battles will be standard "pitched" battles unless payers agree to play a scenario from the Warmaster rulebook or Warmag. Any special terrain required for the scenario is set up first and is not part of each player's terrain selections.

For a generic battle, each person will roll a die before the game to select the terrain type that will be used. The winner of the dice roll can select either the terrain type for his army or the terrain type for his opponent's army. Use the terrain tables in the Warhammer Fantasy Battles rulebook. The winner will place the first piece of terrain by rolling 2d6 and selecting off the appropriate terrain chart. There is a minimum of 3 pieces for each person. After placing 3 pieces a player may pass. The remaining player may place 1 or 2 more pieces of terrain if desired. The terrain can be placed anywhere on the table.

The person who won the die roll for choosing terrain type has the option to select the Attacker/Defender for a given scenario. Roll again and the winner selects on which side of the table to deploy unless deployment is specified in the scenario rules.

Who goes first, game length, special rules, and victory conditions are as per the scenario dictates.

### VICTORY POINTS

To determine how many victory points each side has, use the standard Victory Points rules on page 198 of the Warmaster rulebook. Any victory from a scenario that does not use victory points is considered a 'Solid Victory'.

### LEAGUE POINTS PER BATTLE

At the end of the battle both players should determine how many 'League Points' they scored for that fight. Pre-printed score sheets are available.

| <b>Base League Points</b> |               |
|---------------------------|---------------|
| <b>Result</b>             | <b>Points</b> |
| Lose                      | 1             |
| Draw                      | 2             |
| Minor Victory             | 3             |
| Solid Victory             | 4             |
| Massacre                  | 5             |

| <b>Modifiers</b> |   |
|------------------|---|
| +1               | Your army consists of 100% Painted models |
| +1               | Killing the opposing general              |

### REPORTING RESULTS

It is the responsibility of the players to record the battle and submit the results in writing. Official battle report sheets are available for download on the League website and in the League Scores box hanging on the wall at the War Room. Players should record the battles themselves and place the completed forms in the folder provided at the War Room.

Your signature on the score sheet indicates that the list played by your opponent was legal and that the scores recorded are accurate. There will be no changes in scoring made for non-legal lists, after scores are recorded. You have the opportunity to check your opponent's list. Unsigned score sheets will be discarded (no attempt to chase down a signature will be made).

## FINALS

The Finals will be held on a date and time to be determined later in the season. With any luck we will tie down the date and time at least 2 weeks prior to the finals to give plenty of warning to the qualifiers.

All battles during the finals will be fought using **a single 2000 point list** and lists will be checked for accuracy. Check your finals lists carefully; the burden of proof for legality is on the player turning in the list. All finals lists must be clearly legible and **include the point values and stat lines for all units and any magic items**. Hand written lists must be printed clearly.

You may submit your Finals army list anytime until the day of the finals. If your list is not approved you may make corrections and resubmit it if there is time before the finals begin. If you wait until the day and time of the finals and your list is illegal or illegible you will be disqualified from the finals and no "on the spot corrections" will be made. There will be ample time before the date of the finals to get your finals list approved.

All games during the finals will be standard 'Pitched Battles' as per the Warmaster rulebook.