



North Atlanta Tactical Organization

# LEAGUE RULES

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WARHAMMER 40,000

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## ARMY COMPOSITION

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During each game, players will have complete freedom to play any army list and any number of points agreed upon between the players involved. Players are not required to play the same list or even the same codex during the Season. *For example, Michael owns 4 WH40K armies. Michael may choose to play any of his 4 armies during a Season and all games will count for his WH40K standing.*

Pre-arrange games with opponents to avoid waiting for players to create lists. Use email, telephone or the League Bulletin Board to arrange times to meet with an opponent. 1500 points may be considered a standard list size and players should pre-configure one or more lists of this size to facilitate pickup games.

- Army lists may be selected from the following:
  - A printed 3<sup>rd</sup> edition Codex.
  - Codex: Chapter Approved book.
  - Army Lists from Citadel Journals (Gene Stealer Cults, Harlequins).
  - Appendix army lists from the Codices are allowed.
- Special Character's are allowed provided any provisions for fielding them are met. In other words, if it says 2000 points and opponent's consent, then you need to be playing 2000 points and have your opponent's consent. If no provisions are listed, then the character can be played. NOTE: Opponent's consent is only required if the character in question specifically states that consent is required.
- Allies allowed by your Codex may be used.
- Painting is strongly encouraged, but is optional since we'd like to encourage new players to join as well as painting enthusiasts/professionals.
- Your army should be accurately modeled. This is called What You See Is What You Get (WYSIWYG). This rule is in the basic rulebook (all war gear must be modeled) but it is restated here for clarity. If your opponent agrees you may play a non-WYSIWYG army.

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## PRE-GAME

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ALWAYS bring a copy of your army list and your Codex to every battle. You should also bring copies of any 'Chapter Approved' rules you may be using that are not included in the basic rulebook, or printed in these rules. Any such rules should be discussed before play begins. Any rules updates printed in White Dwarf will be considered "legal" at time of printing. They will be implemented as soon as they are released. This includes new Codex's and reprints.

Before you begin you and you opponent should swap lists for 5 minutes and review them. Answer any of your opponent's questions and clarify any rules either of you may be fuzzy on. Note that your opponent has the right to ask what models are equipped with DURING the battle as well, this is just a chance to get familiar with the enemy. If you have any 'conversions' or other exceptional models that might be confusing, please point these out to your opponent at this time.

### SETUP SCENERY

Use the rules: Setting up terrain – Method 4 as printed on page 124 of the Warhammer 40,000 3<sup>d</sup> edition rulebook.

Players should agree on the effects of each piece of terrain. It is recommended that true Line of Sight be used for all terrain effects.

If both players agree, an alternative method may be used to setup scenery (Using an existing table, having someone setup for you, or one or both players placing the terrain in a mutually agreeable fashion)

### DETERMINE MISSION TO PLAY

Once the table has been completely setup, the mission is decided by the players. Players may opt to play any mission they can both agree on or may roll up a mission on the "League Missions" table. This table is available in the Master League Binder in the gaming area, posted on the website for download and distributed at the beginning of the season.

Note that specialty armies with specific mission tables related to the army should use those tables provided, but other missions may be played provided both players agree.

Note that the *optional* Strategy Ratings system for mission selection is not in use for League Games. If dice are rolled then all dice rolls are unmodified.

### IN GAME

There are a few simple courtesies that we ask all players to observe during the battle that will help you and your opponent feel more at ease:

Always declare why you are rolling the dice before you roll them.
With the exception of determining if you can Assault, you should NEVER pre-measure for ANYTHING.
Always allow your opponent to clearly see the results of a roll.
Fire and declare any guess weapons you have first. If you have more than one guess weapon declare all the targets and ranges before firing any.
A dice is considered "cocked" when it does not come to rest flush with the table surface. If the dice is at any angle other than flat, REROLL it! If in doubt, reroll the dice.

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## POST GAME

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### VICTORY CONDITIONS

Use the specific Mission Objectives for each mission to determine wins, losses, and draws.

### POINTS PER BATTLE

Calculate Victory Points for Missions that use victory points. A victory by less than 25% of the total battle points counts as a draw. This may be overruled by Mission Objectives.

Conditions	Victory Points
Each enemy unit/vehicle/character either destroyed, fleeing or having fled the table.	Victory points = points value of unit
Each enemy unit reduced to 50% of its models, vehicles immobilized or weapons destroyed, or individual models with more than 1 wound reduced by 50%.	Victory points = 50% value of unit
Successfully completing additional mission objectives if any.	Victory points = As defined by Mission Objectives

### Calculate League Points

<b>BASE POINTS</b>	
Win Game	5
Draw Game	3
Lost Game	1

<b>Modification Points</b>		
<b>Player1</b>	<b>Player2</b>	
<input type="checkbox"/> +1	<input type="checkbox"/> +1	If your army is modeled fully 'rep' or WYSIWYG
		Total Modifier Points

### REPORTING RESULTS

It is the responsibility of the players to record the battle and submit the results in writing to the league manager. Official battle scoring sheets are available for download on the League website and in a folder in our gaming area at the War Room. Players should record the battles themselves and place the completed forms in the folder in the gaming area of the War Room at their earliest convenience. 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 after scores are recorded for non-legal lists that you had the opportunity to check. Unsigned score sheets will be discarded (no attempt to chase down a signature will be made).

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## BATTLE RULES

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### RULES TO FOLLOW

The League will follow the rules printed in the 3<sup>rd</sup> Edition WH40K rulebook, the “Chapter Approved” rules, plus any “Chapter Approved” material published in White Dwarf or Citadel Journal.

As stated before, any “Chapter Approved” material published in White Dwarf or the Citadel Journal may be used. However, if you use ANY of these rules, you MUST have a printed copy on hand for review. If you do not, you may not use that rule. Additionally, any rules that are “Optional” or “Recommended Optional” can only be used with opponent’s permission. “Optional” and “Recommended Optional” rules will not be used in the finals.

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### CLARIFICATIONS

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#### HOLDING QUADRANTS

Just to keep things simple, here’s what can hold a quadrant in missions where this matters:

- Any infantry, cavalry, or bike unit that is ABOVE 50% of its original size (even if it is a unit of only 1 model)
- A Vehicle that is not immobilized.
- A monstrous sized creature (this would include Wraithlords) that has more than 50% of its original wounds.
- “Individuals” & Independent Characters CAN NOT hold a quadrant, regardless of their size.

#### UNITS LESS THAN 50% CAN’T RALLY

This is printed correctly in the rulebook, but incorrectly on the reference card. Note that this means a unit AT 50% can still attempt to rally. Individual Codices may alter this rule.

#### DECLARING TO FIRE RAPID

A squad armed with rapid-fire weapons must declare that they are remaining stationary before measuring range to their target. Any models within 12” can fire twice, while models outside of 12” will fire once (assuming the weapon has a range longer than 12”).

If a unit/model remains stationary for ANY shooting advantage it may not assault

#### FEAR LEADS TO SUFFERING

Adding fearless models to non-fearless units does not share the ability unless specifically stated in the rules or the fearless models outnumber the non-fearless.

Space Marines cannot rally if enemy models are within 6” or the unit is not in coherency. The “They shall know no fear” rule only allows them to rally at less than 50% unit size and when assaulted.

#### TRANSPORTS

Transports purchased as an upgrade for a unit are still considered a separate unit from the unit they were purchased for and may shoot at different target than the owning unit. Wargear that enhances unit shooting does not affect the transport crew. Crew Stunned and Crew Shaken results from shooting the vehicle do not affect the unit.

Transports purchased as part of an organization chart choice together with a squad of troops may only transport the troops that “have signed for” the transport (even if they are all dead). During deployment the unit does not have to start in the transport, but they must be deployed within 6 inches of each other.

A transport bought as an organization chart choice on its own (Eldar Falcon, Land Raider) may pick up any unit it CAN carry. A transport can only carry one unit at a time, regardless of how many models are in the unit. Independent characters leading a unit may ride in a transport owned by that unit provided there is room.

#### **COVER FROM ORDINANCE & GUESS WEAPONS**

To determine cover from Ordinance or Guess weapons use the center of the blast, not the direction of the shot. Note that if the center of the blast lands in the woods, and some models are outside the wood they still get a save, since there are trees between the blast and the victim.

#### **LINE OF SIGHT (LOS)**

In order for a unit to completely block LOS to a unit farther back, the screening unit must be arranged base-to-base (or as close as models allow). Only models in a shooting unit with LOS to a valid target unit model may shoot and only target unit models that can be seen can be shot.

Infantry does NOT block LOS to vehicles. A vehicle can only be screened by other vehicles and/or terrain features. Also note that vehicles do not block twice their height. For example, a Razorback could shoot over a Rhino.

#### **DESTROYED VEHICLES**

Any destroyed vehicle will count as cover and remain on the table unless a 6 is rolled on the Ordinance Penetrating Table. The destroyed vehicle counts as difficult terrain (think scattered debris) and will provide a 5+ saving throw. Any model touching the destroyed vehicle counts as being in the terrain and therefore in cover. Troops may pass over a destroyed vehicle using the rules for difficult terrain. Note that a destroyed vehicle blocks LOS as it did when it was functional.

Dreadnaughts, Walkers or similarly sized vehicles should be removed from play with any destroyed result.

#### **SEARCHLIGHTS**

In order to illuminate an enemy unit with a searchlight, the unit must first be “spotted” as per the rules for night fighting on page 134 of the main rulebook. Once the enemy is spotted the searchlight can illuminate the enemy for all friendly units with line of sight and range to shoot at.

Vehicles using searchlights can still be screened by other vehicles. In these cases the unit firing at the vehicle using the searchlight actually hits the screening vehicle. Note that the firing unit must have range to the vehicle as they are shooting at the searchlight even though they may hit a screening vehicle.

#### **DEPLOYING UNITS**

When deploying units for missions, all units of a particular class are deployed before proceeding to the next class. For example if players are currently supposed to place Heavy Support units and one player does not have any Heavy Support, then the other player places ALL Heavy Support units before both players proceed to the next class of unit.

#### **DEEPSTRIKE**

All troops that deploy using Deepstrike are also considered to be troops in Reserve. Use the rules for availability of Reserves to determine when to deploy Deepstrike troops. Deepstrike troops cannot arrive before turn 2 of a battle. This rule applies to Marines deploying via Drop Pods and Tyranid Seeding Swarms.

#### **SHOOTING IN HTH**

Troops cannot shoot into or through a HtH Melee, even with Flamers.

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## HOUSE RULES

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### SPIKY BITS

Spikes, banners, and other extraneous items on a figure for decoration only should not count for purposes of shooting or hand-to-hand. These items add to the feel of the game, and to the overall atmosphere and should not be discouraged by being a disadvantage.

All firing should be measured from base of figure to base of figure where practical, and the same shall be applied to hand-to-hand range estimations. Spiky bits poking over the edge of terrain do not allow the opponent to declare them as targets if those are the only parts of the miniature exposed. Having your banner shot off will not keep you from fighting.

Vehicles can also have spiky bits (Dark Eldar) to add to the overall look of the vehicle. These bits are not valid targets, as only the hull of the vehicle is what is considered the vehicle. In order to target a vehicle, you need to be able to shoot at the crew, hull or turret of a vehicle. The hull of a vehicle is usually a large rectangular block where the wheels (flying base) are connected.

By the same logic Spiky Bits are not to be used when determining if one model can screen another from shooting. Models can normally screen for other models that are no more than twice as tall as the screening model.