

## **2009 - Great Lakes Warhammer League Rules -Version 1.0**



### **The Mission of the Great Lakes Warhammer League**

The Mission of the Great Lakes Warhammer League (GLWL) has evolved over the years. We have grown from a group of players learning the game to a group of veterans who have played thousands of battles.

Participation in a structured GLWL season is only recommended for veterans of the Warhammer game system. If you are new to Warhammer, you are welcome to participate, but expect to learn the system via hard lessons on the tabletop.

To encourage participation among veteran gamers, the League has been designed to promote fair competition and to be flexible with work and family time commitments.

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## **1 League Structure and Administration**

### **1.1 League Structure**

The GLWL is made up of the following structure:

(A) One or more **divisions**, each of which generally consists of at least 6 players. 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).

### **1.2 League rules**

(A) Each player is responsible for completely understanding and adhering to the rules below.

(B) 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 divisional battles per player during the regular season. One divisional battle will occur in each gaming round against another player in your division.

(B) A **gaming round** constitutes a two-week period, running from Sunday to Saturday, during which the scheduled battle should occur.

The 2009 GLWL regular season gaming rounds are as follows:

Round 1: January 18<sup>th</sup>, 2009 to January 31<sup>st</sup>, 2009

Round 2: February 1<sup>st</sup>, 2009 to February 14<sup>th</sup>, 2009

Round 3: February 15<sup>th</sup>, 2009 to February 28<sup>th</sup>, 2009

Round 4: March 1<sup>st</sup>, 2009 to March 14<sup>th</sup>, 2009

Round 5: March 15<sup>th</sup>, 2009 to April 4<sup>th</sup>, 2009

*\*Note Round 5 is actually three weeks long (instead of the standard two weeks) to accommodate for any make-up games due to individual players scheduling conflicts in Rounds 1-4.*

The League Playoffs will be held as part of the end of season tournament (one day) after the finish of the regular season. The **end of season tournament / playoffs** is scheduled for:

**Saturday, April 25, 2008 at Pandemonium in Garden City, Michigan**

Please mark this date in your calendar.

(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.).

(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 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 will also 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 1200 victory points. 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 has an odd number of members (or fewer than six members), 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 a game before the start of Round 4 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 to his opponents.

(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” tie-breakers are not used to resolve that tie.

(C) The eight highest ranked division champions (as determined first by game points and then by victory points) will face off for the League championship (see the League schedule for details). The exact sequence of the playoffs and the number of wild card slots (wild card slots become available if divisional champions can not make it to the playoffs) will be determined by the League Office.

## **1.6 Sign-up / League Office Contacts**

(A) Players must have internet access to participate and must use the League's Sign Up Form to sign-up:  
[http://www.geocities.com/mi\\_whplayers/glwl\\_signup\\_form.html](http://www.geocities.com/mi_whplayers/glwl_signup_form.html)

(B) Players must include the following information:

- Name
- City and County of residence
- E-mail Address
- Telephone number (home or cell)
- Army you are fielding

(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 should send in the fixed portions of their army lists to the League Office: Brian Folcarelli – [mi\\_whplayers@yahoo.com](mailto:mi_whplayers@yahoo.com) / Lee Romero – [pekadad@gmail.com](mailto:pekadad@gmail.com)

(E) Sign-ups and the fixed portion of your army lists must be received **no later than December 20, 2008**. 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://www.geocities.com/mi\\_whplayers/glwl.html](http://www.geocities.com/mi_whplayers/glwl.html)

(H) The league discussion group is located at <http://games.groups.yahoo.com/group/GLWL/>

## **2 Army Guidelines**

### **2.1 Army composition**

(A) General:

- (1) Players may field an army of up to 2250 points.
- (2) Players must use the same army for the course of the League. See Appendix A for a list of GLWL sanctioned armies. Armies which do not appear in Appendix A may not be fielded.
- (3) Due to the problems with converting lists in the past, the League Office will **not** be allowing players to switch to using newly released army books during the middle of the season.
- (4) 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 1,500 points of your army list for each game must be the same from game to game.
  - (a) You must provide a subset of your army list to the League Office prior to the first gaming round that consists of **at least** 1,500 points. This subset list is called the **fixed portion** of your army. The point difference between the size of your fixed portion and 2,250 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 [pekadad@gmail.com](mailto:pekadad@gmail.com) and [mi\\_whplayers@yahoo.com](mailto:mi_whplayers@yahoo.com).
    - (i) 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 (.rst) are not appropriate as it may require a specific data file or version of Army Builder that the League Office does not have.
    - (ii) The fixed portion of each member's list will be posted to the GLWL Yahoo Group Files section (<http://games.groups.yahoo.com/group/GLWL/files/>) no later than three days prior to the first gaming round.
  - (b) The fixed portion of your army may consist of any point total between 1,500 points and 2,250 points (though the closer the point total to 2,250 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).
  - (c) The fixed portion may be built from any valid subset of a 2,250 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.
  - (d) The fixed portion of your army **must** include any Lord level characters that you intend to use.
  - (e) The fixed portion of your army **must** identify the General of your army.

- (f) The fixed portion of your army **must** include any magic standards, runic standards, or daemonic icons which cost 75 points or more.
- (g) Due to their extremely rare and unique nature, players wishing to use an Empire Steam Tank, or a Hellcannon of Chaos **must** include it in the fixed portion of their army lists.
- (h) 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).
- (i) You may add a total number of points to your fixed portion that keeps the total list at or below 2,250 points.
- (ii) 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

- (1) You may **not** include any Special Characters (*e.g. Karl Franz, Teclis, Malekith, etc.*), including named unit champions (*e.g. The Changeling, Kouran of the Black Guard, etc.*), in an army.

(C) Character Points Limit

- (1) You may **not** expend more than 1000 points on characters in an army. This limit includes all of the characters' equipment, mounts, magic items, daemonic gifts, vampiric powers, virtues, spites, etc. Unit upgrades to characters such as the Anvil of Doom, the Casket of Souls, and the Cauldron of Blood are also included in this limit.

(D) Core units

- (1) You **must** include at least 400 points of Core units in an army. Core units whose descriptions specify that they do not count towards the minimum number of core units in the army (*e.g. Harpies, Furies, Dire Wolves, etc.*) do not count towards this requirement.

(E) Special Units

- (1) You may **not** expend more than half of your Special slots on the same unit choice in an army. *For example, a Tomb Kings army may not include more than 2 Tomb Scorpions.*

(F) Rare Units

- (1) You may **not** expend more than half of your Rare slots on the same unit choice in an army. *For example, an Empire army may only include one Steam Tank.*  
(a) Ogre Kingdoms: Gorgers are exempt from this restriction (*i.e. you may field two Gorgers if you wish to do so*).

(G) Rank Breaking Flyers

- (1) You may **not** include more than one Unit Strength 5+ model (*including any rider*) with the ability to **fly** in an army (*e.g. you may not field two Dragons in an army*).

(H) Flyers

- (1) You may **not** include more than 3 units with the ability to **fly** in your army list. *Note: Characters that fly and Characters mounted on flying mounts do count against this limit.*

(I) War Machines

- (1) You may **not** expend more than 4 Special / Rare slots on War Machines in an army. *For example an Orcs & Goblins army may field 2 Goblin Bolt Throwers (a 2 for 1 Special Slot), 2 Goblin Rock Lobbers (2 Special Slots), and a Goblin Doom Diver (a Rare Slot).*

(J) Chariots

- (1) You may NOT include more than 3 chariots in your army.
  - (a) Orcs & Goblins: Pump Wagons do not count against this limit.
  - (b) Tomb Kings: Tomb Kings may field up to 10 Light Chariots in an army

(K) Dogs of War (DoW) and Regiments of Renown (RoR).

- (1) Full Dogs of War armies may be fielded following the rules for other armies in sections (A) through (J) above.
- (2) **One** Regiment of DoW or RoR may be hired as rare or special choice in other armies as outlined in the DoW and RoR army lists, however, a DoW or RoR unit fielded in this manner **must** be included in the **fixed portion** of your army.
- (3) **One** Regiment of Ogre Bulls, Ironguts, Leadbelchers, or Maneaters may be hired as rare / special choices in other armies as outlined in the Ogre Kingdoms army book, however, an Ogre unit fielded in this manner must be included in the **fixed portion** of your army.
  - (a) *Exception: Full Dogs of War armies may field up to four Ogre Kingdoms units.*
- (4) **One** unit of Rhinox Riders may be fielded in an **Ogre Kingdoms** or full **Dogs of War** army. A unit of Rhinox Riders fielded in this manner must be included in the **fixed portion** of your army. See the GLWL website at [http://www.geocities.com/mi\\_whplayers/glwl.html](http://www.geocities.com/mi_whplayers/glwl.html) for more information on Rhinox Riders.
- (5) If you hire Bronzio's Galloper Guns as a Regiment of Renown you are allowed to purchase a second Galloper Gun and have the regiment count as both of the army's Rare slots.
- (6) The Giants of Albion may be hired by a full **Dogs of War** army in which case the regiment counts as both of the army's Rare slots.
- (7) Asarnil the Dragonlord may only be used in **Dogs of War** armies.
- (8) Albion campaign models (the Dark Emissary, Truthsayer, and Fenbeasts) are **NOT** allowed to be fielded in League games.
- (9) Giants may only be fielded by armies which actually include entries for them in their published army book.

(L) Kislev Allied Contingents

- (1) Full Kislev armies may be fielded following the rules for other armies in sections (A) through (K) above.
  - (a) If you are brave enough to field a full Kislev army you may field Hireling Wizards (not Hireling Wizard Lords!) using the options and points costs from the Dogs of War army list. Each Hireling Wizard will use up one of your hero slots as normal. All Hireling Wizards in a full Kislev Army **must** use the **Lore of Ice** found in the Kislev Allied Contingent rules. Note that the General of your army **must** be a Kislev Boyar.

- (2) Kislev units may be fielded as an allied contingent as outlined in the Kislev Allied Contingent rules in Warhammer Chronicles 2004, however, all Kislev units fielded in this manner **must** be included in the **fixed portion** of your army.
- (3) As noted in the Kislev rules, if an Empire army does not take a Kislev allied contingent, it may instead take a single unit of the Gryphon Legion as a Rare unit. In this case, the unit is not counted as an allied unit and is treated as part of the army just like any Empire unit (and does not have to be included in the fixed list).

(M) Chaos Dwarfs Armies

- (1) See the League Ruling on these armies found at:  
[http://www.geocities.com/mi\\_whplayers/glwl.html](http://www.geocities.com/mi_whplayers/glwl.html)

(N) New Player Adjustments

- (1) If a player is in his first or second season of participation in the GLWL and the player loses (or draws) his first two divisional games, he will be allowed a one time adjustment to his fixed list. During this adjustment the new player may change any/all of his fixed list. If a new player chooses to adjust his fixed list in this manner he **must** provide the revised fixed list to the League Office for posting to the group, **prior** to using the list in a league game.

### **3 Playing your Games**

#### **3.1 Battles**

(A) The battlefield:

- (1) The size is 72 inches (6 foot) by 48 inches (4 foot).
- (2) If the only playing surface available is greater than 72 inches by 48 inches, the remainder of the playing surface will be considered out of play.

(B) Generating terrain:

- (1) Divide the table into four quarters.
- (2) The players each roll a D6 with the higher roll attempting to place a terrain piece first.
- (3) No pieces of terrain may be placed within **6"** of the center of the table (*unless specified by a scenario....e.g. King of the Hill*).
- (4) When it is a player's turn to place terrain, he **first** selects a table quarter and **second** rolls a D6 and places one piece of terrain in accordance with the chart below. Pieces of terrain must be placed at least **6"** away from previously placed pieces of Terrain. Terrain may be placed to overlap table quarters, however the majority of each terrain placement generated must be contained in the table quarter selected.

1: Pond/Marsh: An area of water and/or reeds counting as difficult terrain is placed.

2-3: Hill: An area of high ground sloping gently on its sides is placed. The top of the hill may be flat. Crossing up/down the slopes does not count as difficult terrain. In regards to Line of Sight, hills are treated as blocking Line of Sight to all targets behind them, regardless of size.



4-5: Woods: An area represented by model trees. Woods are difficult terrain and provide cover. In regards to Line of Sight, hills are treated as blocking Line of Sight to all targets behind them, regardless of size.

- 6: Other: Any one of the following types of terrain may be placed at the player's choice:
- a. A Building. Buildings are considered to be impassable terrain. In regards to Line of Sight, buildings are treated as blocking Line of Sight to all targets behind them, regardless of size. The GLWL **does** use the Buildings rules found on pages 97-99 of the rulebook. Note that buildings may have a maximum height of two stories.
  - b. Ruins (ruined building, ancient burial mound or stone circle with debris) which count as difficult ground are placed. In regards to Line of Sight, hills are treated as blocking Line of Sight to all targets behind them, regardless of size.
  - c. A linear obstacle consisting of a section of walls, fences, or hedges up to 12" long. In regards to Line of Sight, linear obstacles are treated as **not** blocking Line of Sight to targets behind them.
  - d. A Steep Hill. An area of high ground sloping sharply on its sides is placed. The top of the hill may be flat. Crossing up/down the slopes of a steep hill does count as difficult terrain. In regards to Line of Sight, steep hills are treated as blocking Line of Sight to all targets behind them, regardless of size.
  - e. Crag/Cliff: A tall rock formation that blocks line of sight to all targets behind it, regardless of size. This may be based on a steep hill.

NOTE: If a piece of terrain is generated which the players' do not have available, then roll again on the chart.

- (5) Each player must attempt to place a minimum of two pieces of terrain. In addition, no more than two pieces of terrain may be placed in any one table quarter.
- (6) Once one player has placed two pieces of terrain, he may pass his next turn. Once a player passes his turn the other player may place one more piece of terrain, provided his placements do not exceed his opponent's by more than one.
- (7) Terrain pieces should in general be no greater than 12" across at their widest point. So a wood or hill can be 12" in diameter or 12"x6" for example.
- (8) In general, make sure you and your opponent discuss the effect (on LOS and movement) of each piece of terrain as it is placed – it is always better to both agree before the game starts then find out when the issue is critical during the game.

#### (C) Select Spells

- (1) 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 107).

#### (D) Scenarios

- (1) See the separate GLWL Scenarios Package for the rules of each scenario that will be used in the League. **After terrain has been placed and spells generated**, use the following table to determine the scenario. To determine the scenario to play, you will need to roll two dice; one is designated as the "10's" and one is designated as the "1's". It is suggested that each player roll one of the dice. Instead of adding the two dice, read the result as a number between 11 (two "1's" were rolled) and 66 (two "6's" were rolled) and consult the following chart:

# Rolled	Scenario	Page # in Scenarios Package
11-12	A Warpstone Hunt!	3
13-14:	Gem of Power	4
15-16:	Bitter Rivals!	3

21-22:	Treacherous Trio	9
23-25:	Gold Rush	5
26-32:	Harbingers of Doom!	5
33-42:	Pitched Battle	8
43-45:	Messengers	7
46-52:	King of the Hill	7
53-54:	Hidden Deployment	6
55-56:	Infantry Strikes Back!	6
61-62:	Chaos Unleashed!	4
63-64:	Raise High the Flag	8
65-66:	Secure and Control	8

- (2) In order to ensure that players arrive with a specific army list to play their game (without knowledge of the specific scenario to be played), you must decide on an army list **prior** to rolling the scenario and **place it face down on the table**.
- (3) The Wood Elves Army Book “Woodland Ambush” special rule (additional wood placement) applies to **all** of the scenarios. Note that the additional woods may **not** be placed in the terrain dead zone outlined in Section 3.1(B)(3).

#### (D) Deployment Zones

- (1) Unless playing a scenario that explicitly states otherwise, the deployment zones are 72 inches across (6 foot) by 12 inches (1 foot) along the back edge of the table.

#### (E) Deployment & Who Goes First?

- (1) Follow the rules for Deployment & Who Goes First? found on page 3 of the Warhammer rulebook.

#### (F) Game Length

- (1) All GLWL game scenarios are 6 game turns (both players get six turns) in length.

### **3.2 Victory points**

(A) Victory points are determined as outlined on page 102 of the Warhammer rulebook with the following clarifications:

- (1) Each unit standard or army battle standard captured and held at the end of the battle gains 100 victory points.
  - (a) Treat Regiment of Renown heroes who carry standards as battle standard bearers for purposes of capturing the banner and passing the banner on.
  - (b) The unit holding the captured standard and/or battle standard at the end of the battle must not be fleeing to gain the 100 victory points for it.
  - (c) Standards may be recaptured by the side which lost them, but they are immediately removed from play and that side does not gain the benefits of the recaptured standards.
- (2) To encourage players to complete their armies, any player who has his entire army painted (with finished bases) **adds** 100 points to his score.
- (3) To encourage players to model their armies correctly, any player whose army is not WYSIWYG (What You See is What You Get) will **deduct** 100 points from his score. Note that the rulebook

allows for a minority of models in each unit to be armed differently. All Lords and Heroes should be strict WYSIWIG.

(B) 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.

(C) 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, capturing any remaining standards, and holding all table quarters (provided he has enough units at unit strength 5 or greater). Conceding a game is not recommended by the League Office, but on occasion it may be warranted.

### **3.3 After the battle**

(A) The winner must notify the League Office of the results, including the victory points 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 made using the League's Battle Report Form, available at:  
[http://www.geocities.com/mi\\_whplayers/glwl.html](http://www.geocities.com/mi_whplayers/glwl.html)

(D) Standings will be posted in the league Yahoo Group. Standings may also be obtained by contacting the League Office by e-mail.

## **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.

(C) Pre-measuring, *when not specifically dictated by the rules (e.g. frenzied charges)*, of a) charges, b) ranges involving spells, and c) ranges of shooting attacks, results in forfeiture of unit action.

(D) When executing a Change Formation manoeuvre (*Rulebook page 14*) no models in the unit may move more than twice their Movement rate (e.g. Men with Move 4 can move up to 8").

(E) GLWL Magic Rules

#### **(1) Power Dice**

You can use a maximum of 10 power dice in each magic phase. The first bound spell you use each magic phase counts as 1 power dice for purposes of this limit. All subsequent bound spells used each magic phase count as 2 power dice for purposes of this limit (*exception: Prayers of Sigmar originating from Arch-Lectors & Warrior Priests, and Treesinging originating from Treemen Ancients & Treemen only ever count as 1 power dice*). All power dice from special rules, magic items, etc. such as the extra dice per spell from a Second Generation Slann, Warpstone Tokens, the Black Periapt, etc., also count in the total number of dice you can use in a magic phase.

Extra dice earned from the Dark Magic spell, Power of Darkness and the Lore of Tzeentch spell, Boon of Tzeentch do not count against this limit. Dice used to dispel enemy remains in play spells do not count against this limit.

Tomb Kings count each dice they use for a spell as 1 power dice for purposes of this limit and the Casket of Souls counts as 2 dice.

## (2) Dispel Dice

You may use a maximum of 10 dispel dice per magic phase. The first dispel scroll you have in your army counts as 1 dispel dice, in **every** magic phase, whether you use one that phase or not. The second and all other scrolls, count as 2 dispel dice in **every** magic phase, whether you use it that phase or not. Note that items which work as dispel scrolls (*i.e. they automatically dispel a spell*) count as dispel scrolls for purposes of this limit even if they appear under a different name (*e.g. spell breaker gift*) or have additional effects (*such as having a chance to destroy the spell being cast*). So if you have 3 dispel scrolls in your army, you can use a maximum of 5 dispel dice each magic phase, even if you used the dispel scrolls earlier and are no longer holding them. Dice from magic resistance does not count against this limit.

**Prior** to each battle, you must reveal to your opponent how many dispel scrolls (or equivalents) you have in your army list to ensure that the Dispel Dice rule is handled correctly.

## **4.2 Warhammer rules**

(A) Each player should have a copy of the Warhammer 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.

- (1) 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.
- (2) Should a player materially misrepresent, through sloth or misdeed, any portion of his army, either in composition or performance, he/she will be:
  - (a) Stripped of his/her victory, to be awarded to his/her opponent;
  - (b) Be given a 500 point deduction to his/her victory points for the game.
  - (c) 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) The following supplemental rules material will be considered “official rules” for purposes of the League.

- (1) The following White Dwarf Articles:
  - 299 Lizardmen Sacred Hosts

- (2) The following articles from Warhammer Chronicles 2004:
  - Kislev Allied Contingents
  - Dogs of War & Regiments of Renown Army Lists
- (3) The Direwolf FAQs located at: [http://www.geocities.com/mi\\_whplayers/dwfaq.html](http://www.geocities.com/mi_whplayers/dwfaq.html).
- (4) Recommended Base Size Chart located at: [http://www.geocities.com/mi\\_whplayers/glwl.html](http://www.geocities.com/mi_whplayers/glwl.html)
- (5) Errata and Official Q&As available from the Games Workshop Shrine of Knowledge website located at: <http://uk.games-workshop.com/news/errata/3/>

#### **4.5 Questions and clarifications**

(A) The League Office is the final arbiter of rules decisions.

- (1) Any questions should be presented to the League Office in a clear, concise manner.

(B) Movement Trays

- (1) Movement trays are a tool which speeds up game play. All players are encouraged to utilize movement trays for their units. Utilizing movement trays is **mandatory** for units of ranked infantry consisting of more than 10 models.
- (2) During deployment, the entire unit (including its movement tray) must set up within the deployment zone.
- (3) All movement and measuring should be done from the models, not from the movement trays.
- (4) Shooting is measured from / to the actual models. War machine shots which only hit the movement tray count as missed.
- (5) In close combat, work out who can attack whom and how many models can fight against each other as if the movement tray wasn't there. Simply ignore it totally.

(C) 'Clipping', 'Sliding', and Awkward Charges

- (1) In December 2006, Games Workshop issued the Warhammer 7<sup>th</sup> Edition Errata, Frequently Asked Questions & Appendices document in .pdf format on their website. The Appendices portion of this document covers topics such as 'Clipping', 'Sliding', and Awkward Charges. You can download the document from:  
<http://uk.games-workshop.com/news/errata/3/>
- (2) **Prior** to each GLWL game, the participants should discuss whether or not they will use the rules conventions located in the Appendices (i.e. 'Sliding', the 'Drawn In' rule, etc.) or not. If the two participants in the game forget to discuss the rules conventions **prior** to the game, or can not come to an agreement about them, then the rules conventions will **NOT** be in effect (*i.e. the Default rule is to NOT use the Appendices*).
- (3) Point (2) is **very important** so please try to remember it!

#### **APPENDIX A – ARMIES SANCTIONED FOR USE IN THE 2009 GLWL**

Only the following armies are permitted in the 2009 GLWL. Note that players may only field armies from the current version of each of the Warhammer Army Supplements.

***Beasts of Chaos***

- Warhammer Armies: Beasts of Chaos

***Brettonnia***

- Warhammer Armies: Brettonnia

***Chaos Dwarfs***

- Chaos Dwarfs Army List from the Games Workshop Website\*

***Daemons of Chaos***

- Warhammer Armies: Daemons of Chaos

***Dark Elves***

- Warhammer Armies: Dark Elves

***Dogs of War***

- Warhammer Chronicles 2004: Dogs of War / Regiments of Renown Army List

***Dwarfs***

- Warhammer Armies: Dwarfs

***Empire***

- Warhammer Armies: Empire

***High Elves***

- Warhammer Armies: High Elves

***Lizardmen***

- Warhammer Armies: Lizardmen
- Lizardmen Southlands Army found in Warhammer Armies: Lizardmen
- Lizardmen Sacred Hosts Armies found in US White Dwarf #299\*

***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

***Warriors of Chaos***

- Warhammer Armies: Warriors of Chaos

***Wood Elves***

- Warhammer Armies: Wood Elves

***\* Armies noted with an asterisk have additional clarifications / restrictions which are outlined in .pdf documents on the GLWL website found at [http://www.geocities.com/mi\\_whplayers/glwl.html](http://www.geocities.com/mi_whplayers/glwl.html)***