



Durban War Games Club

2017 League Rules Packet

Last Updated: 01 March 2017

At the end of this year the league will fulfil the objective of identifying the best overall player of the year in the rule sets of *Warhammer 40,000* and *Warhammer Age of Sigmar*. At the end of the year, we can safely say that this winner is the one who has put the most effort into winning the league by playing consistently well, maintaining a visually appealing army, and being socially active.

Prizes

The winner's name will be engraved on the plaque of our themed trophy for a year's worth of bragging rights. This will go to the player with the highest ranking by the end of the league season. The league trophy and prizes will only be awarded if the minimum requirement of having 6 players qualify for league placement is met.

Additional prizes will be awarded for best general, the most games played with fully painted/WYSIWYG armies (painted and WYSIWYG definitions can be found in the DWGC House Rules packet), and for the best social player.

Running dates

March 1st 2017 to December 31st 2017.



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League Rules:

1. Players may enter the league by paying the normal club fee. A player may participate in league games before fees are paid up, but will not be eligible for any any of the league prizes until their fees are fully paid.

Players are encouraged to pay up earlier so that the money can be put to good use.

2. A minimum of 10 games for any system must be played by the closing date to qualify for official placement in the league.

This is to encourage regular play, but also not monopolize a player's time. They should be able to play once a month and still have the flexibility to pick up other game systems during the year.

3. All games must be completed to count towards league points (no stopping half way!).

Encourages players to pull finger and get the games finished!

4. There is no maximum amount of games that can be played.

The more games the more fun for players! Playing more games also improves your overall league score, as does playing against different opponents.

5. What will count as points towards the league?

- Any game of *Warhammer 40,000* or *Warhammer Age of Sigmar* that is played from scenarios in the respective core rule books can be considered as a league game.
- *Warhammer 40,000 Kill Team* games are eligible to be played as league games.
- *Warhammer 40,000 "Combat Patrol"* games are eligible to be played as league games (see the DWGC Combat Patrols packet for rules).
- Players must agree beforehand that their game will count towards the league.
- If you wish to play a special scenario as a league game you are welcome to. However be aware that some scenarios are not necessarily balanced and no one will dry your eyes if you are unhappy with the result. If in doubt play test it first.
- From time to time tournaments or special games may (at the discretion of the organizer) count towards league games.



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7. Army lists may be drawn from any relevant book as specified in the DWGC House Rules packet. Special lists or lists that normally require opponent permission, WILL require opponent permission! If you are uncertain if your list can be allowed, ask a league administrator first. If you play a game with an illegal list, the results may be null and void.

8. You do not have to stick to one army, you can play any army at any time.

We do not want to restrict players who like variety and have multiple armies. This also gives opponents a wider range of games instead of playing against eg. Space Marines all the time!

9. Players should arrange games before hand or you face the prospect of arriving at a meeting and not having a game.

10. As far as possible please ensure Army Lists are neatly typed or written out (no abbreviations and with all relevant details and costs). Players are responsible for checking each other's lists. This is the best way to spot honest mistakes right away.

11. You may appeal should you be dissatisfied with aspects of the league. *see "War Tribunal" (cue ominous music sound bite)

There are so many things that could come up. This rules pack is not designed to be exhaustive. If you want to nitpick or if you have a genuine complaint, either live with it or make an appeal. For instance a player whose opponent regularly does not pitch for their games. Or a player has used an "illegal" list may qualify for an appeal.

Submitting results

Active club members may capture their game results on the DWGC website. Capturing a result in this way will require either the opponent or a league administrator to confirm the game result.

If one or both of the players are not active club members, then a league administrator will need to either confirm or capture the result on their behalf.

It is the players' responsibility to ensure results are captured soon after a game has been played. Any game result not captured within a week of the game being played is subject to be rendered void at the discretion of a league administrator. Results provided to a league administrator should be submitted with the painted and WYSIWYG states of both armies, otherwise it will be assumed no to both.

League administrator:
Travis Catlett



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Appeals – “War Tribunal”

First rule of lodging an appeal – you are all adults. Act like one is this really necessary?

Any player may lodge an appeal against the:

- Outcome of a game
- Conduct of other players

The tribunal will be made up of the

- A League Administrator
- A Club committee member
- One other player elected by his peers

Appeals must be made in writing within 1 week of the event. The Tribunal have 2 weeks to resolve it.

Both parties can put forward their case after which the tribunal must reach a consensus on the outcome and may implement one of the following actions:

- replay the game(s)
- cancel the points scored for the game(s)
- throw the appeal out and you live with it
- any other suitable alternative at the discretion of the tribunal

If no consensus can be reached then the appeal will be thrown out.

**In the event that the appeal involves the playing committee member or administrator or even both, then other league players will substitute their places and sit with, as far as possible, a non playing chairman or administrator.*

Disclaimer:

The league will be run with the assumption of fair play, fun and integrity from all parties. If you make mistakes you are encouraged to bring them to the attention of your opponent. No trophy is worth the eternal scorn of your opponents. Players unfairly taking advantage of system glitches, loop holes and rules lawyering etc. will be roundly criticized, scorned, mocked and generally lambasted with contempt by all.

Thank you to the various club members who made both small and large suggestions and contributions to formulating this rules pack.