

Redcap's Corner

WARHAMMER 40K LEAGUE!

Redcaps Corner is starting up an ongoing Warhammer 40,000 league! Get your army together and get ready to throw down with other great 40k players right in West Philly!

When and Where. The league will begin Thursday, June 3, 2010, with the first round running throughout June. Matches can be played anytime, but players are encouraged to come Thursday evenings at 6pm. When arranging matches at other times, please keep the store calendar in mind and pick times when space will be available.

Signup and Prizes. Register for a round at Redcap's for \$5 cash or a \$15 purchase. For the first round, 1st place at the end of June will take \$3 and 2nd place \$2 per player in store credit.

Questions? Contact redcapscorner@gmail.com or (215) 387-4040. Redcap's is at 4040 Locust St.

Core Rules. Details will be posted, but in sum:

- Armies may total up to 1500pts, standard FOC, lists & transports shared before deployment.
- Players must use the same codex throughout a round, but may use different lists. Warhammer 40,000 units only (no Apoc., etc.), 5th Edition rules, and current codexes (see full rules).
- Models must be assembled but need not be painted; reasonable proxies permitted. Fully painted armies (3 color standard) get +1 on deployment/turn order rolls (not Seize Initiative).
- Rounds run for one month. Players may play as many matches in a round as they wish. Matches will be played at Redcap's Corner and may be arranged or pick-up—come Thursdays at 6pm to meet & play new people!

Scoring. The basic math:

- Only a player's best match result per opponent will be counted for scoring, though grudge matches and practice games are encouraged!
- Each player's 4 best results will be counted. Results are worth the following points:
 - Major Victory: 6/winner, 0/loser
 - Minor Victory: 4/winner, 2/loser
 - Draw: 3 each
 - Bonus Point: One point per criteria metTies will be broken by the strength of the players' opponents, then by number of Major Victories, then by number of Minor Victories.

Mission Rules. The rules of engagement:

- All Standard Mission rules apply, including Seize Initiative, Reserves, Deep Strike, Infiltrate, Scouts, and Outflank.
- Matches end on a D6 of 1–2 after turn 5, 1–3 after turn 6, or automatically after turn 7. If a player is eliminated, the other player may continue playing until the game ends in order to attempt meeting the victory conditions.
- Deployment is determined by a D6 roll against the main rulebook scenarios (pgs 92 and 93): 1–2 is Pitched Battle (12" along long edges); 3–4 is Spearhead (quarters); and 5–6 is Dawn of War (halves, limited starting units).
- Missions are determined by a D6 roll against the scenarios in the core rulebook (pg 91), with modifications and goals as follows:
 - 1–2, Seize Ground. Place 5 objectives, one at table center and others by the players as usual.
 - Major Victory: Control at least 3 objectives
 - Minor Victory: Control more objectives
 - Draw: Control equal number of objectives
 - Bonus Point: Player has more Kill Points
 - Bonus Point: All of player's HQs survived
 - 3–4, Capture and Control. Declare one non-vehicle HQ or Elite unit as your Heroic Figure.
 - Major Victory: Control both objectives
 - Minor Victory: Control more objectives
 - Draw: Control equal number of objectives
 - Bonus Point: Player scored first Kill Point
 - Bonus Point: Opponent's Heroic Figure killed or never entered game (i.e., stuck in Reserves)
 - 5–6, Annihilation. No rules, just kill!
 - Major Victory: Opponent has no units left
 - Minor Victory: At least 2 more Kill Points
 - Draw: At most 1 Kill Point difference
 - Bonus Point: Control more table quarters, each determined by most scoring units in that quarter
 - Bonus Point: Scoring unit in opponent's deployment zone above half strength