



# LISBURN GAMING CLUB



## LGC 40k League – Kicking Off April 2022

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### Format

- Pod phase followed by knockout phase
- Pod phase
  - Pods of 4 players.
  - Players are randomly assigned to a pod.
  - Players have 8 weeks to play against other players in their pod for a total of 3 games.
  - Top player in each pod qualifies for knockout stages.
  - To make up the remaining players reaching the “Last 16”, the highest scoring runners up will advance to the knockout stages until the 16 places are filled.
- Knockout phase
  - 16 players from the pod phase will advance to knockout stages.
  - Players that finish top of a pod will play a random runner up from a different pod. If this is not possible due to the number of pods, players will be ranked according to their total game points. Then the top 8 players will be randomly assigned a player from the bottom 8.
  - Knockout format: last 16, quarter finals, semifinals, final.

### Rules

- 9th edition, 2022 War Zone Nachmund Grand Tournament Mission Pack
- Roll for what mission you play at the table
- 2000 points Strikeforce armies
- Pod phase will **not** have the 10-point bonus for fully painted (battle ready).
- Knockout phase will have the 10-point bonus for fully painted (battle ready).
- Forgeworld may be used.
- Legend units may not be used.
- Any FAQs/Erratas/Point Changes/New Rules etc. will be used as soon as they are published.



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## Points System

- Pod Phase:
  - Players get their game points using VP difference:

VP DIFFERENCE	GAME POINTS PLAYER A	GAME POINTS PLAYER B
0-5	10	10
6-10	11	9
11-15	12	8
16-20	13	7
21-25	14	6

26-30	15	5
31-35	16	4
36-40	17	3
41-45	18	2
46-50	19	1
51+	20	0

- Players are ranked in their pod according to their total game points scored across all their pod games. In the event of players having equal game points, total VP scored will be used as a tie breaker.
- Knockout Phase:
  - The player who wins the game advances to the next round.
  - If the players draw the game, a roll off is used to determine the winner.

## Lists

- When signing up to the league, players choose a codex and a sub faction. For example, Space Marines – Iron Hands successors, Thousand Sons – Cult of Time, Custodes – Emperor’s Chosen.
- For every game played in the league, their warlord must be from this sub faction.
- Custom traits e.g. Space marine successor tactics must be kept the same for this sub faction in all games. For example, if you chose born heroes and whirlwind of rage for the first game, you must use those tactics for the rest of the league.



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## Games that are not played

- Pod Phase
  - The player that made themselves available the most during the 8 weeks allocated for the pod phase will be awarded the win. They will be given the average game points of all games played. For example, if Player A can only play games in 2 given weeks and Player B can only play games in the other 4 weeks, Player B will be awarded the average game points from all the other games played.
  - If someone drops from the league stand in opponents will try to be arranged for the players in their pod.
- Knockout Phase
  - The player that is available to play the game takes the win.

## Terrain Rules

As the club has a mix of ruin types (e.g. GW ruins, 3<sup>rd</sup> party terrain), in an attempt to try and get them to function the same, a house rule of when obscuring is “switched off” will be in effect.

- To “switch off” the obscuring keyword for ruins, the model must be within an inch of the ruin wall. If you are within an inch of the wall of the ruin, true line of sight comes into effect.

This is different to GW terrain rules, which has obscuring “switched off” when on the base of the ruin. Some of the club’s terrain does have a base and some does not, so games will be played with the above house ruling. To get the benefit of “light cover” or “defensible” you must be on the base (or what would be considered inside wall) of the terrain and within an inch of the wall.

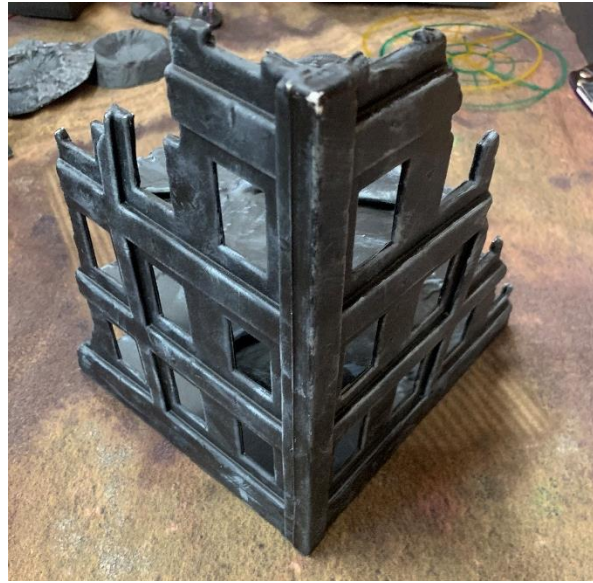
Spend a couple of minutes before the game chatting through all the terrain with your opponent so that you are both on the same understanding of how terrain will be played.



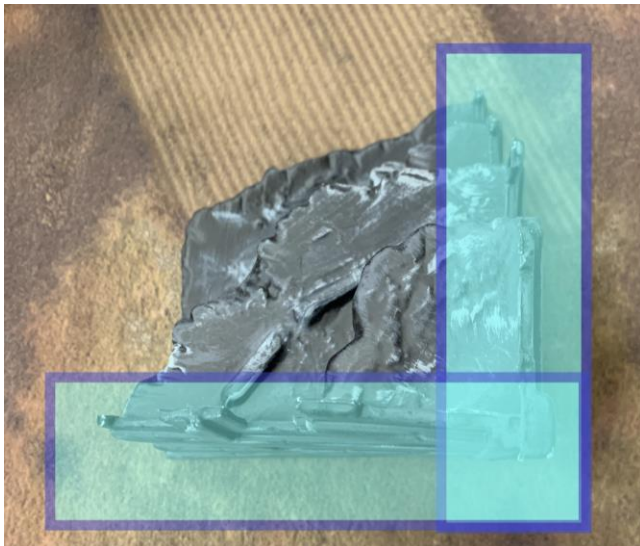
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- Ruins



Switching off obscuring would come into effect in the blue boxes i.e. within an inch of the wall.



Common Terrain Features

## 1. Ruins

The galaxy is littered with the shattered remains of once proud cities.

Terrain Category: Area Terrain

Terrain Traits: Scaleable, Breachable, Light Cover, Defensible, Obscuring

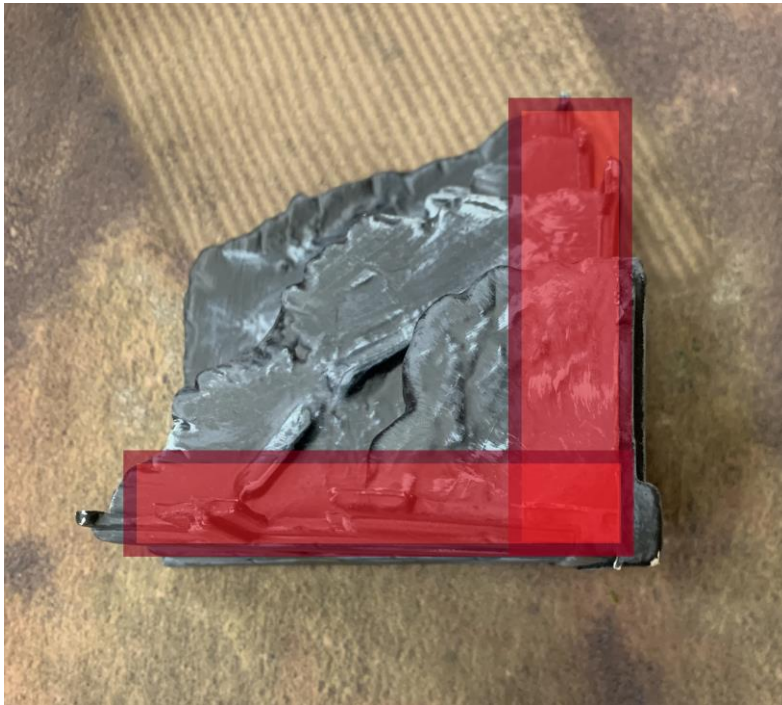




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Light Cover and Defensible are active within an inch of the inside wall of the ruin, i.e., the red boxes:





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If there is no obvious wall, then there is no obscuring i.e., only walls of a ruin can be obscuring (not the bases). In the image below:

- The yellow, purple, red, and blue dots represent single model units
- Yellow is **not** within an inch of the wall
- Red is within an inch of the wall
- All models have weapons that require line of sight



- Purple can target yellow and red, but not blue
- Yellow can target red and purple, but not blue
- Red can target yellow, purple, and blue (red has switched off obscuring by being within an inch of the wall, so true line of sight is in effect).
- Blue can target red, but not purple or yellow



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- **Craters**



Common Terrain Features

## **2. Craters**

Many battlefields bear the scars of heavy and sustained bombardment.

Terrain Category: Area Terrain

Terrain Traits: Light Cover, Difficult Ground





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- **Woods**



Common Terrain Features

## 5. Woods

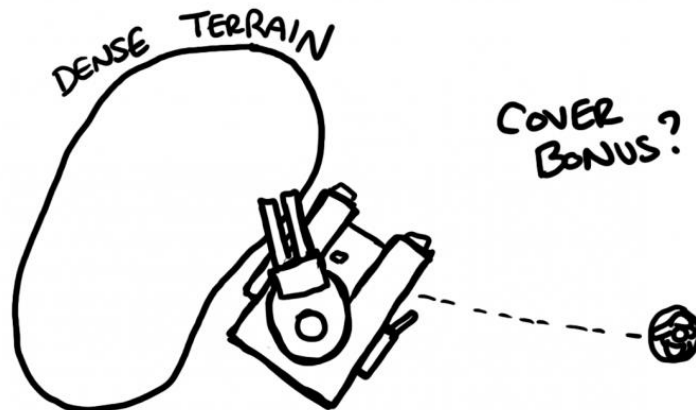
Twisted woodlands and alien flora grow on many a corpse-strewn battlefield.

Terrain Category: Area Terrain

Terrain Traits: Dense Cover, Breachable, Defensible, Difficult Ground

Trees can be removed from woods so that you can move models easier.

Partially being within dense terrain is good enough to claim the bonus, even if you're a vehicle/monster. In the image below, the tank does gain the benefit of dense cover against the infantry shooting it.







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## Sign up

Please email your:

- Name
- Mobile Number (so you can be added to the LGC 40k League WhatsApp group)
- Army (e.g. Space Marines)
- Sub Faction (e.g. Ultramarines)

To [lisburngamingclub@outlook.com](mailto:lisburngamingclub@outlook.com) with the subject "40k League".