

FRESH! NEW! START!

Are you new to *Warhammer 40K*?

OR do you want to start a new *Warhammer 40K* faction?

OR do you need more incentive to paint your models?

Then our **Warhammer 40K Journeyman League** is for you!

Our league has three core components: Game Play, Hobby Scores, and Sportsmanship! Earn points by playing games! Paint models or host a Demonstration/Workshop! Collect votes for Best Sportsperson! At the end of our season, we'll have three separate prizes: one for each component!

We'll start with small army point totals and work our way towards tournament army point totals: our end goal is to have our players enter the tournament scene with **Onslaught** (April 2013)! Our league meetings will take place on alternating Saturday afternoons from 1 PM to 5 PM.

Watch for upcoming Airbrushing Classes, Spray Primer taste-tests, and Spray Protector taste-tests! We'll also have a Light Box setup at our meeting so you can take pictures of your models!

We're looking for Volunteer Judges and Stat Judges! Contact me for more info!

Hope to see you at our events,

Roy Kim

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ThunderGround Warhammer 40K Journeyman League:

0. Entry Fees:

- * Entry Fees cover the costs of the league, provide for snacks, and allow us to award prizes
- *Pay your Entry Fee, get 2 FREE drinks (either cans of pop or bottles of water) per meeting!

0.1 Season Pass:

- *Want to save \$\$\$ on Entry Fees? Buy a Season Pass!
- *Pay only **\$60** for a Season Pass
- *Players who purchase a Season Pass, will also receive:
 - *Choice of one paint brush (*GW Standard Brush, GW Detail Brush, or GW Dry Brush*)
 - *Choice of any 3 *GW Paints or P3 Paints*

0.2 Joining Our League Anytime After Our Opener:

- *All are welcome to play in our league- even after it's started!
- *Late Joiners can either pay **\$10** per meeting or purchase a Season Pass (whichever is cheaper)

0.3 Final Enrollment:

- *Final Enrollment refers to the number of league members who have paid for their league time in full
- *Final Enrollment determines our Opponent Game Quota, Number Of Volunteer Judges, and our Prizes

1. League Meetings:

- *All league games will take place in store

Q: Why no Home Games?

A: This league is about community- meeting new people and playing games. I'm not stopping anyone from playing games at home; what I am trying to do is have people get together twice a month and roll some dice.

1.1 League Schedule:

- *Our league will have 8 meetings (all taking place on Saturdays from 1 PM to 5 PM):

	Date	Army Size(Pts)	Table Size
Meeting One: Opener	January 5	750 to 2000	4' x 4' and 4' x 6'
Meeting Two	January 19	750	4' x 4'
Meeting Three	February 2	1000	4' x 4'
Meeting Four	February 16	1250	4' x 4'
Meeting Five	March 2	1500	4' x 6'
Meeting Six	March 16	1750	4' x 6'
Meeting Seven	March 30	1999+1	4' x 6'
Meeting Eight: Finale	April 13	2000 (Double FOC)	4' x 6'

1.2 Army Size:

- *This will be an *Escalation* (also called *Slow-Grow* or *Journeyman*) league, starting with 750 and adding 250 points to the army build total each meeting over the course of eight meetings to get to 2000 points

2. Game Play:

*Choose your favorite army, challenge an opponent, battle, and then report your results!

	Game Limit	Number Of Lists	Wins (GPs)	Losses (GPs)	Mission
Meeting One: Opener	None	NA	0	0	Meet And Greet
Meeting Two	3	3	2	1	Purge The Alien
Meeting Three	3	3	2	1	The Emperor's Will
Meeting Four	3	3	2	1	Crusade
Meeting Five	2	2	3	2	<Random>
Meeting Six	2	2	3	2	<Random>
Meeting Seven	2	2	3	2	<Random>
Meeting Eight: Finale	2	2	3	2	<Random>

2.1 Game Limit:

*Players are encouraged to play games past their Game Limit so that other players may reach their Game Limit, however all games past a player's Game Limit will not count towards their standing:

Meetings One to Four: Play as many games as they like but only their first **THREE** (not best three) games per meeting will count towards standing

Meetings Five to Eight: Play as many games as they like but only their first **TWO** (not best two) games per meeting will count towards standing

Q: Why have a Game Limit?

A: It's in your best interests to limit the number of games that everyone can play each meeting that count. This rule will stop those who have more free time from dominating this league just by being able to play more games than anyone else.

2.2 Number Of Lists:

*Players are encouraged to use different army lists provided those lists are submitted to the organizer prior to the start of each meeting. Lists may be built from different factions and use different allies.

*Make sure you bring **three (3) typed** copies of each of your list(s):

*One for the Organizer (please only hard copies, no emails)

*One for your opponent

*One for your own reference

*Sorry, I will not be able to print out extra copies of your lists

Q: Why allow people to change their lists and switch factions?

A: We want everyone to have a great time here! For some people, they haven't found a faction that matches their playstyle. Try something new and have fun with it!

2.3 Game Points:

*Players will accumulate Game Points (GPs) when they Win or Lose a game:

Meetings One to Four: Wins = 2 GPs and Losses = 1 GP

Meetings Five to Eight: Wins = 3 GPs and Losses = 2 GPs

Q: Why the point difference?

A: At each meeting, players should be able to accumulate the same number of GPs. By changing the value of Wins and Losses at lower point games (Meetings One to Four), we will ensure that the total number of GPs a player can collect will be the same as the number of GPs scored in high point games (Meetings Five to Eight).

2.4 Mission:

*Follow the rules of the Mission to determine who wins (see page 124 of *The Warhammer 40K Rulebook*)

Q: Why have some <Fixed> (predetermined) and some <Random> Missions?

A: Transparency and Compromise. It's very important that all of our documentation is made available to the community before the league starts. I won't hide anything or change things without involving our player base. By knowing in advance what will happen at each and every meeting, I hope you will excel at all of the games you play. However, this event is not about me. Many have made it clear that Missions should be <Random>- to encourage a more well-rounded list (called "All Comers"). While, I do feel quite strongly against <Random> Missions, I do not want to slight or alienate those who will become the foundation of our community. So, let's compromise: we will start with open or <Fixed> scenarios so that our new players can learn and properly prepare for the meeting, then move to hidden or <Random> scenarios half way through our season.

2.5 Opponent Game Quota:

*The number of times a league member may play against the same opponent is based inversely on league enrollment.

High Enrollment = Low Opponent Game Quota

Final Enrollment	Opponent Game Quota
8-11	3
12-15	2
16-19	2
20	1

Q: Why use an Opponent Game Quota?

A: Two reasons: 1. So that people will be encouraged to meet and interact with the other members of our community. And 2. to stop players from preying upon or "farming" inexperienced players for GPs.

2.6 Issuing A Challenge To An Opponent:

*To help our players find an opponent, we have these rules:

Meeting One and Two: Any player may challenge any other player to a game. Once a challenge is issued, it must be accepted provided both players have either finished their current games or haven't started a game yet. Challenges may not be issued while either player is already engaged in a game.

Meetings Three to Eight: All challenges made by a lower ranked player must be accepted by the higher ranked player. Once a challenge is issued, the person who was challenged may not challenge another player to avoid playing the player who challenged him. All challenges must be made by players who are not already engaged in a game.

2.7 Setting Up Terrain:

**Alternating Terrain*" placement (see page 120 of *The Warhammer 40K Rulebook*):

1. Players roll for table halves
2. Each player deploys their Fortification starting with the player who won their choice of table half
3. Determine "*Terrain Density*" of each 2' x 2' section of the game board by rolling a D3 (remember: *Fortifications* count towards *Terrain Density*)

4. Starting with the player who won table half, each player takes turns placing a piece of terrain onto each 2' x 2' section of the game board until their Terrain Densities are reached or until they run out of terrain or until they both decide not to add a piece of terrain

(Players may choose a single substantial piece of terrain, like a house, or a cluster of three pieces of terrain, like a single tree, and place them onto the game board 3" from any other terrain piece)

5. Players may move or shuffle pieces of terrain already in play provided both players agree on the placement

2.7a Narrative Setup (Optional):

*If both opponents agree, then they can setup the table using *Narrative* rules

2.7b Third Party Setup (Optional):

*If both opponents agree, then a Volunteer Judge may setup the table for them

Q: Why not just use Narrative Terrain placement?

A: Narrative Terrain placement does save time and lead to a more interesting game boards, but since we're using Fortifications, Alternating Terrain placement makes more sense. Players will almost always want to change the game board anyways.

2.8 Result Reporting:

*After a match is completed, both players must complete our Match Result form and either sign or initial it:

Meeting Number	Player Who Won	Player Who Didn't Win
Sign Or Initial Below Your Name		

*Submit your Match Result form in our collection box. Do not submit it to a Judge or to the Organizer

*All Match Result forms must be submitted before the end of each meeting.

*Once a Match Result form is submitted, it may not be changed

Q: Why should it matter if and when I submit my result?

A: I want our standings to be updated at the end of each meeting so that our league members will always have the most current information on how well they're doing. Inaccurate or late results, invalidate our efforts. Please make sure you've filled out each Match Result form properly and the submit it in a timely manner.

2.9 Standings:

*Players will be ranked according to the number of Game Points (GPs) they have earned at the end of each meeting.

*Votes for Best Sportsperson will be the first tiebreaker then Last Name, alphabetical will be used for the second tiebreaker if needed

3. Painting Scores:

*Score Hobby Points (HPs) by assembling, priming, basing and painting three or more colors on a model or host a Demonstration and/or Workshop!

*We're not looking for the best painter, we just want our players to paint their models!

3.1 Hobby Points:

*In order to score Hobby Points (HPs), your model must not have been painted prior to the start of the league. It's okay to assemble and/or prime your models (colored primer is fine too)! Please show us the models before you paint them by bringing them to one of our meetings

*Paint your faction or switch to a new faction and paint it! Paint your Allies or switch Allies and paint it! As long as you paint it (and it started unpainted at the beginning of our league), you'll get HPs for it!

*You'll get HPs for painting models that you may not even use- just paint it and we'll award you HPs for it!

*HPs will be awarded at the Start of each meeting by the Organizer (after Opening Announcements)

*HPs will be awarded according to the painted model's base size:

Model Base Size	Hobby Points
25 mm	1 HP
40 mm	2 HPs
60 mm	4 HPs
120 mm	8 HPs

Q: What about a model that doesn't come with a base? Like a Land Raider?

A: If a model doesn't come with a base, please use the closest base size in which the model will properly sit. In order to get a proper fit, you must still be able to see the base while the model is sitting on it and space between the center of the base to the base edge must not be larger than the model itself.

3.2 Hosting A Demonstration:

*Players may host a "Learn How To Play Warhammer 40K" Demonstration at any league meeting for a minimum of 1 hour

*As a Host, you are required to teach a new player how to play the basics of Warhammer 40K (enough so that they are able to play a game on their own)

*Hosts will receive 2 HPs per person that attends their Demonstration. All players attending a Demonstration must be a new player with a maximum of 4 people to a demo per host

*All Demonstrations must be posted at least 3 days in advance on the "Warhammer @ ThunderGround" FaceBook Group

3.3 Hosting a Workshop:

*Players may host a Workshop at any league meeting for a minimum of 1 hour

*As a Host, you are required to teach a new player the basics of either: *Assembling A Model, Painting A Model, and/or Building An Army List*

*Hosts will receive 1 HP per person that attends with a maximum 4 people per host

*All Workshops must be posted at least 3 days in advance on the "Warhammer @ ThunderGround" FaceBook Group

3.4 Filling Out The Hobby Points Sheet:

*All players will receive a HP Sheet used to keep track of their painted models and HPs

*Write down the name and quantity of the models that were painted in the section provided, then the Organizer will confirm and award HPs at the Start of each meeting (after the Opening Announcements)

3.5 Standings:

*Players will be ranked according to the number of Hobby Points (HPs) they have earned each meeting

*Votes for Best Sportsperson will be the first tiebreaker then Last Name, alphabetical will be used for the second tiebreaker if needed

4. Sportsmanship:

*Cast your vote for Best Sportsperson at the end of every meeting!

4.1 Qualities Of A Good Sportsperson:

*"Serious-Fun": A person who is able to balance both seriousness and fun

*Someone who has respect for the rules of the game, his opponent, and for the community

*Golden Rule: A player who treats others as he would like to be treated

4.2 Who Can You Vote For?

*Each player is allowed to make one vote at the end of each meeting

*A player may only vote for someone that they played one of their Game Limit games against

Q: Why limit a player's vote to someone that they've played?

A: It only makes sense to limit a player's vote to someone that they've played- otherwise how would they know that other person is the Best Sportsperson if they didn't even play against them?

4.3 Standings

*We'll use a spreadsheet with the players listed on the x and y axes, then track who voted for whom by marking the meeting number in the square where the two names intersect

*Players will be ranked according to the number of votes for Best Sportsperson they received each meeting (Last Name, alphabetical will be used as a tiebreaker)

Q: Why post votes for everyone to see?

A: It helps to make our results more accountable- so people can see how a person got so many votes.

5. Prizes:

*Our league will have a Monthly prize and three awards based on final standings

5.1 Monthly Prizes:

Month	Prize	Criteria	When Awarded?
January	White Dwarf: January 2013	Most Votes For Best Sportsperson	Start Of Meeting Three
February	White Dwarf: February 2013	Most Hobby Points	Start Of Meeting Five
March	White Dwarf: March 2013	Most Game Points	Start Of Meeting Seven
April	White Dwarf: April 2013	<Random>	Start Of Meeting Eight

5.2 End Of The Season Prizes:

*We will have three awards:

Destroyer Award (Player with the Most Game Points):

First Tiebreaker: Player with more votes for Best Sportsperson

Second Tiebreaker: Player with the highest cumulative score of GPs + HPs + Sportsperson Votes

Third Tiebreaker: Random

Creator Award (Player with the Most Hobby Points):

First Tiebreaker: Player with more votes for Best Sportsperson

Second Tiebreaker: Player with the highest cumulative score of GPs + HPs + Sportsperson Votes

Third Tiebreaker: Random

Best Sportsperson (Player with the Most votes for Best Sportsperson):

First Tiebreaker: Player with the highest cumulative score of GPs + HPs + Sportsperson Votes

Second Tiebreaker: Random

*Award winners will receive a *ThunderGround Gift Card* determined by Final Enrollment:

Final Enrollment	ThunderGround Gift Card Prize
8-11	\$50
12-15	\$75
16-19	\$100
20	\$125

*Each award will be given to the person that best meets it's criteria- it doesn't matter if that player has won more than one award, if he's earned it, then he deserves it.

5.3 Season Finale:

*End Of Season Prizes will be awarded at our Season Finale

*Let's celebrate the achievements of ALL our league members at our FINALE (April 13) hope you can make it!

6. Standings:

*Follow your progress on our FB Group ("*Warhammer @ ThunderGround*") and on our website (www.thundergroundcomics.com)!

*After every meeting, we will post an update based on: GPs, HPs, and Votes For Best Sportsperson (in chart form)

6.1 Stat Volunteers:

*Depending on how many people enroll, we may need help compiling our standings

*Justin Gatner has volunteered to help, if you are also interested in helping out too, please send the Organizer an email (info@thundergroundcomics.com)

7. Rules Questions:

*We will resolve rules questions with a team of Judges (a *Head Judge* and X *Volunteer Judges*)

7.1 Qualities Of A Judge:

*A community-minded individual who seeks to improve our league and game experience

*Someone who is able to make decisions alone, yet is open to the input of other Judges

*A player who knows the Rules As Written (*RAW*) and also understands the Spirit Of The Rules (*RAI*)

*Someone who is able to communicate an answer in such a way that all parties involved understand and agree on the solution. He has to be able to explain WHY; "Yes" or "No" answers are not enough

*A player who is able to give an impartial, selfless ruling on a rules question to help another community member, all the while knowing that it may mean his own standing or ranking may suffer from it

*Become a Volunteer Judge by sending the Organizer an email (info@thundergroundcomics.com) with your name, contact info (cell number)

7.2 Role Of A Judge:

*Resolve rules questions

*Volunteer Judges are not able to make any rulings in game that they are currently playing in, if their opponent has a rules question, another Judge must be contacted

*Issue and document penalties to league members who incur an infraction (see **8.1 Infractions**)

*The highest penalty a Volunteer Judge may serve another player is a "*Warning*", only the Head Judge or Organizer may issue a "*Disqualification*."

*Judges must record all infractions in our League Infraction Folder

*Participate in re-evaluating league policy once an issue has been escalated by the Organizer

7.3 Judge Team:

*We will require one Head Judge and a team of Volunteer Judges

7.3a Volunteer Judges:

*The backbone of our rules enforcement team: we rely on their diligence and expertise

*The number of Volunteer Judges that we require at each meeting depends on the league enrollment

Final Enrollment	Number Of Volunteer Judges Required
8-11	1
12-15	2
16-19	2
20	3

7.3b Head Judge:

*Head Judge is an individual who works with the Organizer to enforce league policy

*All Volunteer Judges will report to our Head Judge

*Head Judge will resolve a rules question once it has been escalated by two (or more) Volunteer Judges. Once the Head Judge has made a decision, his ruling is final

*Head Judge may provide an interim ruling to avoid delays in game play, later he may post a final ruling

*We will have one Head Judge: Darrell Duncan

7.4 Appeals:

*Players may ask for a second opinion from another Volunteer Judge on a rules question provided by a Volunteer Judge. If a consensus cannot be reached between the two Volunteer Judges, the dispute must be escalated and brought to the attention of the Head Judge

*Players may not appeal a ruling made by the Head Judge

Q: Why undermine the authority of your own Volunteer Judging staff with an appeal?

A: No one is perfect. A Judge may have misheard an explanation or the rulings he gave may have been within a specific context. Everything depends upon how well a dispute can be communicated to a Judge. Having two (or more) Volunteer Judges confer and exchange information is not a bad thing, it'll make them both better Judges and more able at serving our community.

8. Code Of Conduct:

*All players are expected and required to act in a civilized and respectful manner. Swearing, wrestling, and any otherwise deemed rude behavior will not be tolerated.

8.1 Infractions:

*Mistakes happen- its unavoidable. How we resolve them will determine if they happen again.

*All Infractions must be documented by the Judge who encountered them in our League Infraction Folder.

*If an infraction occurs, please politely call for a Judge to assist you. There is no need to shout, "JUDGE!" Just stop the game, walk over to a Judge and ask if he can help.

*What kinds of infractions are there?

8.1a Misplay:

*The most common and probably the most difficult infraction to define. A misplay is a mistake that happens within a game. This mistake can take the form of rolling one too many dice, forgetting to remove a dead model, or moving a miniature one extra thumb length past what it is able. Also, misplays can be things like trying to use an older, discontinued rule in place of a new one or even forgetting to deploy a model or unit onto the battlefield. It is really difficult to determine guilt or maliciousness with a misplay. The only way we can do that is by tracking them to see if the same player commits the same "mistake" more than once, in which case it becomes Cheating.

8.1b Stalling:

*If a player takes an excessive amount of time to complete his turn, he may be stalling (obvious). We have two solutions: one is to have a Judge watch over the game and the other is to use a turn timer. We don't have enough Judges to sit and watch over every single game. We do, however, have a bunch of turn timers that we can use. I suggest in low point games (750 and 1000), we use 10 minute turns. In mid point games (1250 and 1500), we use 20 minute turns. And in high point games (1750, 1999+1, and 2000), we use 30 minute turns.

*Warnings for stalling may only be issued when a Volunteer Judge or Head Judge sees it happening

8.1c Outside Interference (Coaching):

*Spectators are expected to remain silent and are not permitted to communicate with players in any way while a match is in progress. Players have the right to request that a spectator not observe their match. All such requests must be made through a Judge. Spectators that believe they have observed a rules violation should inform a Judge and not interfere with the match. Any player that interferes with a league match will be served a Warning.

Q: How is this fair? If I see someone making a game error while playing a game against my friend, I should be able to help my friend- shouldn't I?

*A: **Absolutely not!** The only person that can interfere on a game is a Judge. Period. While I am sure you are looking out for the best interests of your friend, what I see as an outsider to the game is TWO people (you and your friend) teaming up against your friend's in*

game opponent. How is that fair? It isn't. You can tell your friend after he's finished a game what "mistakes" he made, never during a game. It is up to him to make his own decisions and play his own game- not you! This is a question of perspective and manipulation. The only fair way to approach this situation is to let the two players finish their match uninterrupted OR request a Judge watch over their game and catch mistakes that BOTH sides make, not just things that would benefit your friend.

8.1d Belligerence:

*The most annoying and the easily most avoidable. This is an infraction that commonly occurs with individuals who are poorly socialized or lack maturity. We are trying to bring people together and build community, not indulge others in their vanities or inadequacies. For those who are not familiar with this type of infraction, it involves people who needlessly pester Judges or mock their opponent. Things like yelling out their result after their match but while others are trying to concentrate. Or constantly calling for a Judge, even when it is not required to have one be present.

8.1d Cheating:

*There is only one specific instance that we can call Cheating in this league: if a player deploys an army that is larger than the build total for that specific meeting

*The player who cheated will be served a Loss in his current game.

*This infraction can only be caught while it is happening. Once the game is over and another game involving one of the players has started, it will be too late to prove anything

8.2 Penalties:

*Depending on the severity of the offense, a player will be either issued a Warning or a Disqualification.

*If a player commits an infraction, that player will be given a Warning.

*If a player commits the same infraction twice, that player will be given a second Warning and a Loss in the current game he is playing in (served by Head Judge or Organizer)

*If a player commits the same infraction three times, that player will be Disqualified (served by Head Judge or Organizer)

Q: Hold on a second, isn't this a little extreme?

A: Not at all! These rules are designed to protect our players from those who would abuse them. If it happens once, then it may well be just a simple mistake. If the same thing happens twice or even thrice, then clearly there is a pattern. We have no choice but to enforce our policy (however extreme they may be) to safeguard our interests.

*All Warnings and Disqualifications must be served while the infraction is occurring or shortly afterwards

*Volunteer Judges may serve Warnings, but not Disqualifications

*The Head Judge or Organizer may serve Warnings and/or Disqualifications

*Disqualifications will be served to people in only the most extreme circumstances and only by the Head Judge and Organizer

Q: What's the difference between a Warning and a Disqualification?

A: Both are penalties served to players who commit a rules infraction. Where they differ is in their severity: Warnings are a "three-strike" process designed to see whether or not a player repeatedly commits the same infraction. The first instance has no consequence. The second requires a Game Loss and a second Warning. The third time escalates to Disqualification. A Disqualification occurs in only in the most extreme cases. Once a Disqualification has been served to a player, that player must immediately leave both the current meeting and the league with no recompense.

9. Changes To Policy:

*Our policy may need to be adapted to new and unexpected situations.

*How we will resolve an issue:

1. Anyone may question any part of our project by posting their thoughts online in our FB Group (Warhammer @ ThunderGround)
2. Everyone is welcome to voice their opinion in that thread
3. The Organizer will make a first attempt to resolve the situation by explaining the reasoning behind the policy in question
4. If the Organizer feels the need to escalate the concern. The requester, Organizer, and a council of Judges (with the Head Judge) will meet and discuss the issue in depth and in person
5. The Organizer will deliberate and then make his final decision within one week

Q: How is this fair?

A: I think it's very important to have a decision maker that is not concerned with his ranking within the league standings and has no interest in winning any prizes. This person should be able to view the league as a whole- he should see how everything connects and relates to each other and how changes may impact the totality of what we're trying to work towards- community. This person is me: The Organizer. I have no stake in any of the prizes, nor do I have an ego that may be bruised if I win/lose a game. I do, however, have every interest in protecting, sharing, and nurturing our community.

10. Special Rules:

10.1 Forge World:

**Forge World* models are allowed to use, but *Forge World* rules are not

10.2 Conversions:

**Conversion rules*: Conversions must begin as Citadel miniatures and contain a majority of Citadel components. All conversions must be approved by the Organizer prior to the event.

10.3 WYSIWYG:

*WYSIWYG: "*What You See Is What You Get*" means miniatures used are assumed to actually have the equipment (weapons, upgrades, and armor options) displayed on their model

10.4 Counts As:

*"*Counts As*": allows you to apply current or existing rules to older or scratch-built models that do not have rules of their own. All models using the *Counts As* rule must be cleared by the Organizer prior to the event.

11. Advertising:

*Please help us build our Warhammer 40K community! Tell your friends, post about our league on Facebook and Twitter!