

Marauders, Inc. League Rules

2007/2008 League (Fall/Winter & Winter/Spring)

TERM Fall/Winter (November 1st, 2007 to February 16th, 2008; Playoffs March 1st, 2008)

TERM Winter/Spring (March 2nd, 2008 to June 14th, 2008, Playoffs TBD)

Version 1.0

The purpose of this league is to encourage people to play against as many different opponents as possible. There is no requirement to play games, and you can choose who you want to play against, where, and when. The basic concept is the more games you play the higher your standings. It is as simple as that.

For the playoffs, the top four players based on league standings in each region after the end of league term will face off against each other in a single elimination tournament.

BASICS

Everyone is encouraged to play as many games in 3 months as possible. Opponents agree on the number of points (min 250 for Skirmish and 1000 for regular play). Players can play in group gatherings, or on your own in pickup games. After each game each participant scores as follows. To gain your score you must post your results on the Marauders forum (<http://www.marauders-inc.com/forum/index.php>), or TBD.

HOW WELL YOU SCORED

Your basic score is determined by how well you did in your game. These points apply for all games 1000 points or higher. They are calculated using the victory conditions in the manual.

Normal Games

Massacre	SV	MV	D	ML	SL	Slaughter
17	15	13	11	9	7	5

Skirmish & Warband Games

Lose	Draw	Win
0	1	2

SKIRMISH/WARBAND SCORING

For increased support of both larger and smaller games, we are including scoring for Skirmish games as well. Skirmish games are NOT subject to any frequency modifiers. Skirmish games qualify as any game 250 points – 999 points. Points are awarded as follows. Games are affected by painted army modifiers.

MODIFIER SUMMARY

Fully Painted Army (no proxies allowed for this benefit) +1

Core Army Bonus+1/per 1000 points of core in your army

Game Size +1 point/1000 played over 1000 points. (Example +1 for a 2000 point game)

Playing an army other than your “Playoff Army” = Results X 50%

Frequency Multiplier = Result X 25% (See below for details)

NOTE: You will incur the worst of the two modifiers if your game applies for both modifiers. They will not stack with each other. In other words, you won't get a 50% penalty for playing an army other than your "playoff army" and then get a penalty of 25% on top of it. Only the 25% would apply in that case.

PLAYOFF ARMY

At the beginning of each term, it is required to pick one army that you will use at "playoffs" if you qualify. This also affects your scoring by scoring all games with this army at 100%. All other games played with other armies will be subject to a **50% penalty**.

PAINTED ARMY

Playing with a painted army is always an important part of the game. Thus it is worth **+1 point** You cannot claim this if you are proxying any models in your army.

ARMY COMPOSITION

An army list should be based on a high percentage of core troops. Core troops are defined by the category from which the troops are purchased. For example, empire detachments are core troops regardless of which unit they are attached to. For every **1000 points** worth of core troops, you gain a **+1 bonus**.

GAME SIZE

The standard game size is 2000 points per player. It is easier to fit in smaller games into your schedule so to compensate for this there is a bonus for playing 2000 points or more. If the armies have different totals because of the scenario, use the average army size (e.g. 1000 vs. 2000 points is a 1500 point game for this purpose). For every 1000 points played beyond 1000 points, you gain a +1 bonus. A game with 3000 points on each side would be worth +2, 2000 points +1, 5000 points +4 etc.

FREQUENCY MULTIPLIER

Once the points are tallied up for a game, you apply the frequency multiplier. Again, if two players live together it is easy to play a ton of games and put you ahead in the standings. Instead you are encouraged to play against a variety of different players. You are permitted two games per month against a single opponent before incurring the frequency multiplier. Subsequent games played against the same opponent within the same month will incur a multiplier of 0.25. *NOTE: This does not stack with the playoff army multiplier.*

TOURNAMENT SCORING

Tournaments are special scoring situations for players. We recognize that you do not get to choose your opponent in a tournament situation. If you play a tournament game against a league player, you do not suffer any modifiers for frequency. For tournaments graded on a win, lose or draw scoring, you only get points for either a Solid Victory (SV), Solid Loss (SL), or a Draw (D). All other modifiers are calculated as normal.

RANKING

Players have one week to email/call in the results of their game. There is a forum topic on our website as well for game submission. If you use that form, please ensure that only one of your reports a game. Also, if you pass the results to your regional rep, please let them know if they need to report the game online. Please use the forums on our web site for your results and battle reports. If you do not have access to the internet, please pass along your results to your local league representative or store representative.

The person emailing in the results has the right to tell their side of the story. :)

WINNERS ONE-YEAR RULE

Players can only win once per year with the same army. If they won with the same army within the past year, then they cannot play in the playoffs (and thus they cannot win first place again).

MEGA BATTLES

Mega battles will also add to the results of the league by awarding participants on the same side the same score (with the exception of the painting bonus). The frequency multiplier will always be one, and the player rankings per side will be the average of the individual rankings.

Marauders, Inc. Playoff Rules

Regional Play-offs

1. Models must be WYSIWYG, though do not have to be painted. Absolutely no proxy models are allowed, though models that depict what they actually are from other companies is acceptable. Final discretion is given to the league representatives.
2. Special characters are legal as long as they are represented in an army book or other official publication (such as white Dwarf).
3. Armies must be drawn to a 2000-point game size. If a contender cannot meet those standards, then they are disqualified from the play-offs. Note that for the very first league play-offs, the tournament will be for 1000-point armies to help allow people to start building their armies.

Each game will score a specific amount of game points per the standard set for league scoring for the term. Thus, if you score a draw, you would score 11 game points. To this, there will be modifiers. The scenarios for each round itself will have modifiers in addition to the modifiers on the list below. The player with the most game points at the end of the game is determined the winner.

+1 game point if your army has 1000 points or more of core.

+1 game point if your army is fully painted.

Overall League Championships

These are the tentative rules for the league championship. The details will be finalized as we work through the first two terms of the league.

Each region will run its individual play-offs per the standards set above determining a winner for each league term. After three terms (a season), there will be a play-offs run to determine who is the overall champion of the Marauders, Inc!!! For a full season, the top four players in each region will win the opportunity to represent their region in the league play-offs. The league representatives and organizer will hold league play-offs for the year in January of the following year at a location that will be determined. This will be announced at least a month ahead of time to give players the opportunity to plan for the day's events.

For the Overall League Championships players will play in an invitational Rogue Trader Tournament using all approved Marauders, Inc modifications for scoring. These will be available at the Marauders, Inc website for preview so there are no surprises.

Format for the Tournament:

- 3 rounds
- Armies are 2000 points for each player
- Special characters that are made official or are listed in the army books are legal.
- Armies must be WYSIWYG and must be painted. Unpainted armies may compete, but will not be allowed to win. This is the most important event the WWHFB runs and should showcase the best of our hobby and gaming skills.