



# DRAGON SLAYERS

present a Warhammer Fantasy Battle campaign

## winter warhammer 2004

to be held at the Gas Club in Mansfield  
throughout the months of January, February and March 2004

### campaign rules



[www.dragon-slayers.org.uk](http://www.dragon-slayers.org.uk)

# winter warhammer 2004

*Welcome to the Winter Warhammer 2004 Campaign Rules!*

## why a campaign?

Winter Warhammer is the second Warhammer campaign for the Dragon Slayers in recent years, running through January, February and March of 2004. All games must be played at the regular club meet at the Gas Club and, apart from the obvious draw of a cash prize for the winners, the campaign is being run to ensure Dragon Slayer members play each other regularly and not just the same few people all the time, which will hopefully raise spirits as well as skills.

To enter, players just have to declare their next game as a campaign one, with all scores recorded and averaged over the length of the campaign. The player with the



highest average wins. Sounds simple doesn't it? Well, it should be - a simple mind devised it...

**above:** the Gas Club crowd going for it

## campaign rules

*The Winter Warhammer 2004 campaign will be held in the months of January, February and March, with all games to be played at the regular club meet at the Gas Club. Players will simply declare they wish their next game to be a campaign one and scores will be recorded and averaged over the length of the campaign, and the player with the highest average wins.*

## armies

Feel free to use any army you wish, as long as you follow these guidelines:

- Armies must be selected for 2,000 points and not a point over.
- Army lists do not have to be handed in. However, you may not change the race of your army from week to week as in previous campaigns—you must stick to the same race. The lists themselves may be changed of course, although you must keep broadly the same army—especially when it comes to Chaos! If you're unsure about changing your list or need to check if your changes are okay, ask the organiser.
- No special characters are allowed.
- It does not matter if non-painted armies are used, but you won't be able to win anything unless your army is fully-painted by the end of the campaign.

## games

Unlike a tournament, the campaign won't be run in a Swiss Chess manner with set opponents, simply because it's almost impossible to force players to play that way over a period of time!

- You can play any player you want whenever you want, but you can only play that person once during the campaign.
- There's no maximum amount of games per se, but you are limited simply by the amount of members in the club. Basically, if you've played every member once, you can't play anybody else and you must wait until the next campaign!
- Campaign games will use the Random Scenario Generator.
- Before a campaign game, you must tell the Campaign Organiser - in this case Rob Lane - that you are doing so. You can't play, win and then say you want your score entered!

## campaign rules

- Before each game both players must hand in their Campaign Subscription Fee (a quid) to the Campaign Organiser. This will go towards the prizes awarded at the end of the campaign!
- Needless to say, you have to hand in your scores to the Campaign Organiser after each game, but please make sure these scores are in Victory Points.
- During the campaign a player may Challenge another player to a game for the week after. If a challenge is refused or not played after three weeks have elapsed, the challenger automatically wins the game with a score of 2,000 points with no victory points added, and the refuser loses with no victory points. Needless to say, this means you must always take up your challenges!

To score your games you must use the usual

### scoring

Victory Points table found on page 198 of the Warhammer rulebook, and then they'll be modified by the Campaign Organiser for the Campaign Table.

- Your Victory Points total will be turned into Campaign Points using the usual Dragon Slayer Scoring System that we use in our tournaments. See over the page for details.
- No other scoring systems - sportsmanship, painting and the like - are to be used, unless the scenario you are using states otherwise.

The Campaign Tables - the Leaderboard and Reserves Tables - will be the place to check

### campaign table

your position within the campaign every week!

- The campaign tables will list each player, his army, the amount of games he has played as well as those he has won, drawn or lost and his average score.
- Your campaign points will be averaged, not added, which basically means you can play as many games as you like - in fact, the more games you play, the more accurate your eventual average will be.
- Because of this, you will only be entered onto the Leaderboard Table after you

have played seven games, which ensures you've had a good spread of opponents. In previous campaigns it was all too easy for unscrupulous individuals to play a couple of games, winning big both times, and claim they've won! That shouldn't be the case this time.

- Anybody who has played less than seven games will be entered onto the Reserves Table until they've reached the required amount.

Hopefully you'll all be winners by the end of the Campaign, but there'll be prizes for each

### winners

player to ensure you get some kind of reward for your efforts!

- The winner of the event will be the player with the highest average score on the Leaderboard Table.
- If there's a tie for winner (which is unlikely thanks to our scoring system), your placing on the Leaderboard is calculated by the amount of games you've played - the higher the better!
- The Campaign Subscription Fee will go directly towards the prizes awarded at the end of the campaign. This means that the more games you play, the bigger the prizes will become - which should encourage you to participate and play more games!
- First, second and third place will engender the biggest prizes, with the rest of the prizes split between the rest of the Leaderboard. The prizes for first, second and third place will be Games Workshop vouchers worth a set amount for each game you play (£6, £4 and £2 respectively) and then rounded down to the nearest fiver. This means that if you only play the minimum five games, you'll won't receive as much as if you played ten or more games! It's even possible for second or third place to receive more of a reward than first... so get playing!
- The rest of the Leaderboard will be given a blister pack each with any excess going towards those who have played more games, starting with the person who has played the most.

## the league

*The results from each game are entered into the event's League Table, which will be posted on the notice board once all the results are in. You'll find your next opponent on here as well as the results of all the other games.*

### league points

First of all, you must differentiate between league points and victory points, because they are two very distinct things. Victory points are, of course, the scores used to work out who has won or lost a game, and the methods used to calculate these can be found on page 198 of the Warhammer 6th edition rulebook.

League points, however, are scores used to rank players in a tournament or campaign, or indeed any other event, and are dependant upon how players perform in their battles rather than how many casualties they have inflicted - just like any other tournament. For example, in a WPS tournament, a win by 1,000 victory points would give a player 20 tournament points, and his opponent - because he lost by 1,000 victory points - would only gain 5 tournament points. Broadly, Dragon Slayer events follow this type of scoring system, but there is one major difference: the amount of victory points you score are also factored into your league points. This means that if a player has inflicted a lot of damage on his opponent whilst still losing quite badly, he'll gain more league points than somebody who has simply been slaughtered - which means, of course, there is a major incentive to play on and inflict a few casualties rather than give in at the first sign of trouble!

Further, the scoring system we use is calculated in the thousands rather than in the tens, which means we can directly relate victory points to league points. It also has one huge advantage over other scoring systems in that ties are almost never seen and placings are always differentiated clearly - there's no roll-offs to see who has won in our events!

### ending games early

In some cases games may be ended early and the scoring system is well set up to cope with this. If a player concedes before a game is over, he automatically loses the game as an Utter Defeat (gaining 250 League Points plus half of his Victory Points scored). His opponent receives a Total Victory (2,000 points plus half of his Victory Points scored).

If a player doesn't turn up for a game or cannot take part for some reason, the opposing player will receive a bye in the form of a Total Victory (2,000 League Points), with no other points added.

### league points scoring

In general players do not have to worry about how league points are calculated, because all they have to do is hand in their victory points total to the scorers. For those who need to be in the know, however, the following system is used to modify victory points (vps) and turn them into league points (lps).

#### Total Victory

(win by 1,000 Victory Points or more)

2,000 League Points

plus half the Victory Points scored

(maximum of 3,000 League Points)

#### Victory

(win by 600-999 Victory Points)

1,750 League Points

plus half the Victory Points scored

(maximum of 2,750 League Points)

#### Marginal Victory

(win by 200-599 Victory Points)

1,500 League Points

plus half the Victory Points scored

(maximum of 2,500 League Points)

#### Draw

(within 200 Victory Points)

1,125 League Points

plus half the Victory Points scored

(maximum of 2,000 League Points)

#### Marginal Defeat

(lose by 200-599 Victory Points)

750 League Points plus

half the Victory Points scored

(maximum of 1,500 League Points)

#### Defeat

(lose by 600-999 Victory Points)

500 League Points plus

half the Victory Points scored

(maximum of 1,250 League Points)

#### Utter Defeat

(lose by 1,000 Victory Points or more)

250 League Points plus

half the Victory Points scored

(maximum of 1,000 League Points)