

WARHAMMER 40,000 LEAGUE

Once every hundred years, it pleases the Emperor to put to the test the martial skill and military prowess of the Space Marines in a conflict to the death, fought in a spirit of brotherly rivalry. To the winner goes the honour of victory. To the vanquished, one hundred years of shame.

Choosing Your Forces

On the opposite page, you will find the army list for League Games. You have 1000 points to spend on your force, and may select up to 3 squads of Marines. Any extra points can be spent on a leader or on the optional upgrades available on the list. When you've sorted out your force, enter it on your Master Roster Sheet and give a copy to the shop manager.



Playing League Games

- 1) League games are played using only the rules from *Warhammer 40,000* and the *Warhammer 40,000 Compendium*.
- 2) Before the game, you and your opponent set up any terrain you want to use. This part of the game is not a competition – try to create an interesting and varied tabletop.
- 3) Once the terrain has been laid out, you and your opponent each roll a D6, rerolling any ties. If you have the higher score, choose the table edge where you want to set up your force. You also get to move first. Your opponent must set up along the opposite table edge and moves second.
- 4) Forces can be set up anywhere within 12" of the relevant table edge.
- 5) The duration of a *Warhammer 40,000* battle is always fairly tricky to tie down. Basically you should play the game for as long as suits both players: one, two, three or more evenings is fine, so long as both players agree. It's a good idea to set up a time limit *before* you start playing, to avoid any arguments later.

Victory

- 1) If your forces are wiped out, you've lost!
- 2) If neither force is wiped out, victory is calculated by counting casualties.
 - Each dead Marine counts as one casualty. Vehicles also count as one casualty, plus one for each member of its crew (eg destroying a Marine on a bike counts as two casualties).
 - Whoever *inflicts* the most casualties is the winner! It's possible for a game to finish in a draw if you and your opponent cause the same number of casualties.

- 3) If you win a game, you can recover one item from any one particular enemy body.

- The recovered item is crossed off the loser's Master Roster Sheet and written into the Captured Equipment box on your Roster Sheet. Your opponent must sign and date your roster when you recover an item.

- You may assign recovered equipment to any Marine in your force for use during future games. However, if that Marine is killed, the equipment is destroyed and must be crossed off your roster by your opponent.

After the Battle

- 1) Determine how many of your opponent's casualties make it to the next battle; your opponent will do the same for you. Recovery of wounded Marines is sorted out so:

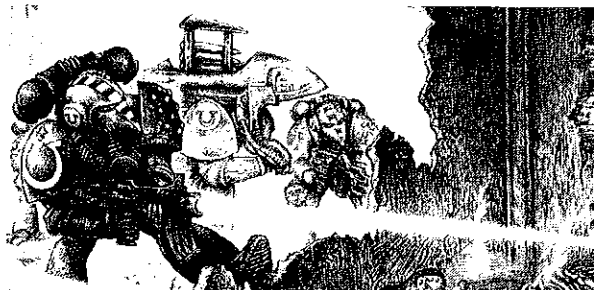
- Swap roster sheets with your opponent. Roll 1D6 for each Marine who was killed in the battle. On a roll of 3-6, the Marine recovers. On a roll of 1 or 2, the Marine is lost. Cross him off the roster. *If a Marine whose body was looted recovers, he does not recover the looted item.*

- Once you have both rolled for every casualty, sign and date the Roster Sheets and swap them back. Don't let your opponent go off with your army roster!

- 2) You and your opponent must fill in, sign and date each other's Results Sheet and then return them to the shop manager.

- 3) The League and Victory Points you receive depend on how you fared in the game:

For a win	30 League and 1000 Victory Points
For a draw	20 League and 600 Victory Points
For a loss	10 League and 300 Victory Point



League Days

- 1) On League Days, your forces are brought back to their original strength by the arrival of fresh brother Marines from the ranks of your Chapter.
- 2) If you have some new miniatures you want to use, or if you want to try out some completely different tactics, you can change your Master Roster on a League Day by choosing a different set of squads from the army list provided. The restrictions outlined in *Choosing Your Forces* still apply. Make sure that the shop manager gets a copy of any changes to your Roster Sheet *before* any League Games are played with the new roster.
- 3) If you buy an item in the auction, the shop manager will give you a file card which describes it. Keep this card with your Master Roster Sheet. Directly before a League Game, you can show the card to your opponent and use your extra Power Glove, Land Raider or whatever for the duration of the game. At the end of the game, your opponent rips up the card – it can only be used for one game.

40K LEAGUE ARMY LIST

0-3 TACTICAL SQUADS at 250 pts per Squad

PROFILE:	M	W	S	T	W	I	A	Ld	Int	C	WF
MARINE	4	4	4	4	3	1	4	1	8	8	8

Tactical Squads are the basic fighting unit of the Chapter; armed, trained and equipped for a flexible role in battle.



BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL FRAG GRENADES

STANDARD EQUIPMENT

SERGEANT: BOLT GUN
7 MARINES: BOLT GUN
1 MARINE: MISSILE LAUNCHER (INCLUDING TARGETER & SUSPENSORS) WITH FRAG AND MELTA MISSILES
1 MARINE: FLAMER

OPTIONAL UPGRADES: (additional points cost is per squad).

SUBSTITUTE ALL FLAMERS WITH:

GRAVITON GUN	0 (FREE)
MELTA-GUN	5
PLASMA GUN	4
SHURIKEN CATAPULT	8

SUBSTITUTE ALL MISSILE LAUNCHERS WITH:

BEAMER	20
HEAVY PLASMA GUN	45
LAS-CANNON	60
MULTI-MELTA	20

EQUIP ALL SERGEANTS WITH ADDITIONAL:

CHAINSWORD	2	WEB GUN	2	GRENADES:	
POWER AXE	6			PLASMA (1)	1
POWER GLOVE	15				
POWER SWORD	7				

EQUIP ALL SQUADS WITH:

GRENADES:		HALLUCINOGEN	20	STASIS	40
ANTI-PLANT	5	KNOCK-OUT	5	STUMM	5
BLIND	10	MELTA-BOMB	40	TANGLEFOOT	10
CHOKER	5	PHOTON	10	TOXIN GAS	5
CRACK	20	SCARE GAS	10		
		SMOKE	5		

EQUIP ALL MISSILE LAUNCHERS WITH:

ANTI-PLANT	1/2	KNOCK-OUT	1/2	STUMM	1/2
BLIND	1	PHOTON	1	TANGLEFOOT	1
CHOKER	1/2	SCARE GAS	1	TOXIN GAS	1/2
CRACK	20	SMOKE	1/2		
HALLUCINOGEN	2	STASIS	4		

0-3 ASSAULT SQUADS at 235 points per Squad

PROFILE:	M	W	S	T	W	I	A	Ld	Int	C	WF
MARINE	4	4	4	4	3	1	4	1	8	8	8

Assault Squads are armed, trained and equipped for storming actions. Their armament primarily features close combat weapons.



BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL BLIND GRENADES
CRACK GRENADES FRAG GRENADES

STANDARD EQUIPMENT

SERGEANT: CHAINSWORD
7 MARINES: ADDITIONAL BOLT PISTOL
1 MARINE: HAND FLAMER
1 MARINE: PLASMA PISTOL

OPTIONAL UPGRADES: (additional points cost is per squad).

SUBSTITUTE ALL HAND FLAMERS WITH:

PLASMA PISTOL	3	WEB GUN	0 (FREE)
POWER AXE	0 (FREE)		
POWER SWORD	0 (FREE)		

EQUIP ALL SERGEANTS WITH ADDITIONAL:

POWER AXE	6	GRENADES:	
POWER GLOVE	15	PLASMA (1)	1
POWER SWORD	7		

EQUIP ALL SQUADS WITH:

POWER SHIELDS	10	KNOCK-OUT	5	STUMM	5
CHAINSWORDS	15	MELTA	40	TANGLEFOOT	10
GRENADES:		PHOTON	10	TOXIN GAS	5
ANTI-PLANT	5	SCARE GAS	10		
CHOKER	5	SMOKE	5		
HALLUCINOGEN	20	STASIS	40		

SUBSTITUTE ALL STANDARD EQUIPMENT

PLASMA PISTOLS WITH:

POWER AXE	0 (FREE)	POWER SWORD	0 (FREE)
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0-1 CAPTAIN

CHAMPION 19 MINOR HERO 50 MAJOR HERO 94

PROFILE:	M	W	S	T	W	I	A	Ld	Int	C	WF
CHAMPION	4	5	5	4	3	1	5	1	8	8	8
MINOR HERO	4	6	6	4	4	2	6	2	9	9	9
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	9

Each Marine Company is commanded by a Captain. His battlefield role is to move among the squads of the Company lending his support where it is most needed.



BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES

OPTIONS

SPECIAL EQUIPMENT CHARTS

FLAMER	2
POWER GLOVE	15
MELTA-BOMBS	4
VORTEX (1)	25

STANDARD EQUIPMENT: 21 points

BOLT GUN
POWER SWORD
REFRACTOR FIELD
BIONIC EYE WITH TARGETER

ADDITIONAL EQUIPMENT

JUMP PACK	2
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VEHICLES

The Captain and one half squad (5 Marines) may be mounted on 6 Vincent Black Shadow motorcycles at a cost of 250 points.

0-2 DEVASTATOR SQUADS at 330 points per Squad

PROFILE:	M	W	S	T	W	I	A	Ld	Int	C	WF
MARINE	4	4	4	4	3	1	4	1	8	8	8

Devastator Squads are armed, trained and equipped for a close support role. Their armament primarily features heavy weaponry.



BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL FRAG GRENADES

STANDARD EQUIPMENT

SERGEANT: BOLT GUN
5 MARINES: BOLT GUN
2 MARINES: MISSILE LAUNCHERS (INCLUDING TARGETERS & SUSPENSORS) WITH FRAG AND CRACK MISSILES
2 MARINES: HEAVY BOLTER (INCLUDING SUSPENSORS)

OPTIONAL UPGRADES: (additional points cost is per squad).

SUBSTITUTE ONE OR BOTH HEAVY BOLTERS WITH:

BEAMER	1 or 2
HEAVY PLASMA GUN	30 OR 60

SUBSTITUTE ONE OR BOTH MISSILE LAUNCHERS (AND MISSILES) WITH:

LAS-CANNON	45 OR 90
MULTI-MELTA	3 OR 6

EQUIP ALL SERGEANTS WITH ADDITIONAL:

POWER AXE	6	WEB GUN	2
POWER GLOVE	15	GRENADES:	
POWER SWORD	7	PLASMA (1)	1

EQUIP ALL SQUADS WITH:

GRENADES:		KNOCK-OUT	5	STUMM	5
ANTI-PLANT	5	MELTA-BOMB	40	TANGLEFOOT	10
BLIND	10	PHOTON	10	TOXIN GAS	5
CHOKER	5	SCARE GAS	10		
CRACK	20	SMOKE	5		
HALLUCINOGEN	20	STASIS	40		

EQUIP ALL MISSILE LAUNCHERS WITH: (points cost per Launcher is per Squad)

ANTI-PLANT	1/2	PHOTON	1	TOXIN GAS	1/2
BLIND	1	SCARE GAS	1		
CHOKER	1/2	SMOKE	1/2		
HALLUCINOGEN	2	STASIS	4		
KNOCK-OUT	1/2	STUMM	1/2		
MELTA-BOMB	4	TANGLEFOOT	1		