

Mountain Gremlin Games 40k League

The Indomitus Crusade has finally reached the edge of the star systems held by the Grand Warlord Unkill-Dakka-OI. In anticipation of the inevitable conflict, small skirmishes have broken out along the ork border. Drawn to the large scale Imperial activity, Chaos Warlords have sent their war bands to disrupt the Crusade and settle old scores. Unknown to either side the Necrons of the Bastron Dynasty have awoken bringing their old foe the Eldar into the conflict...

This Escalation League is to be played in the Mountain Gremlin Games store and at Wexford Warhammer Club. A series of league games followed by a tournament held at Mountain Gremlin Games to determine the overall winner. The prize is the Store Anniversary Miniature : Catachan Colonel.

Tournament Rules

Games are to take place at Mountain Gremlin Games primarily. Games taking place at Wexford Warhammer Club must be adjudicated by the Club Owner or League Herald. At least one game must be played at Mountain Gremlin Games. In order to count as a League game both players must agree before play that the game will be a Gremlin League game. Appropriate fees must be played at either Mountain Gremlin Games or Wexford Warhammer Club for use of the facilities.

All players will need to use the facilities of Wexford Warhammer Club and Mountain Gremlin Games to arrange and play their seven league games. A player cannot play the same player twice in succession. In order to play each player needs to register a single faction which cannot change for the league or tournament. Army lists may be altered for Missions 2,4 and 6. A final army list alteration may take place once between mission 7 & 8 for all players taking part in the Tournament.

Army lists may be made using either the official application from Games Workshop or Battlescribe. A file must be registered on or by Saturday 12th of September and at each time a player changes their army list. A printed file with the army list must be present at each game along with all miniatures, objective markers and relevant codex.

All league games must be completed by October 10th. In order to take part in the tournament players must be available to play three games in store October 17th. A player who is unavailable will substitute their place in the "top four" to the next highest scoring player.

Miniatures

Non citadel or non standard games workshop models may be used subject to approval. Ten additional victory points will be awarded to "Battle Ready" painted forces as stated in the rules. Mountain Gremlin Games will be the final arbiter on what counts as "Battle Ready" and on which non standard models are approved.

Non standard models would be a citadel miniature which is converted from other citadel miniatures, or an out of production citadel miniature, or a mixture of the two. A non citadel miniature, is a model from another miniatures company. Or a conversion using parts from Citadel Miniatures and another companies miniature range. A standard model would therefore be a Citadel miniature with all appropriate equipment depicted on the model.

As a general rule of thumb – paint, base and varnish all models to the best of your ability. If you intend to use non-standard models to represent your forces, the models used ought to be obvious to an onlooker and your opponent what it represents.

League Missions

Mission 1 : There is only War
500 points
Patrol Detachments Only

Missions 2 – 3
Combat Patrol
500 points
Patrol Detachments Only,

Missions 4 -5
Incursion
750 points
Patrol Detachments Only

Missions 6-7
Incursion
1000 points
Patrol, Battalion or Outrider Detachments Permitted

Missions 2-9 players will roll randomly each time to determine Scenario played.

Knockout Tournament October 17th 2020

The highest scoring four players will be entered into a final tournament. Played at Mountain Gremlin Games.

Mission 8 - 9
Incursion 1000 points
Patrol, Battalion or Outrider Detachments Permitted