

URBAN WAR LEAGUE 2013



8th November 2013 - 20th December 2013
at Sudbury and District Wargames Club

URBAN WAR²

LEAGUE RULES V1.0

Urban War League 2013

At SADWC 8th November until 20th December 2013

Rules derived from the League rules listed on www.urbanwarthegame.com

To sign up to the league, for rules clarification, or any other questions please contact Ryan Furlong ryanfurlong@projectgood.co.uk

Enjoy!

Player Responsibilities

The objective of League play is for everyone to have a good time. Players must cooperate with their opponent to resolve any disagreements. Players must remain courteous and patient with their opponents, as some maybe new to the game, and the League organiser. The League organiser always has the final word on rules questions or debates; players must accept all rulings.

Players participating in the League must arrange their own models, stat cards, dice, measuring devices, tokens, markers, and templates required for play. So borrowing of armies is fine, so long as you have arranged it.

Players represent a single faction in the League and cannot change this once the League has started. All force lists must be legal based on the force selection criteria details in the Urban War 2nd edition rulebook.

The League organiser tracks the position of each player. All games a player participates in earns League points, and these determine a player's position in the League. These games are referred to as League matches. Please arrange your own games, between 8th November and 20th December (timescale for the league) and you could easily fit two (maybe three) games in one night. There is no objection to you playing the same player twice or more during the league, but you will not be eligible for prizes/awards until you have played at least three different opponents.

After players begin earning League points, the player with the most points will occupy the first place in the ranking and the player with the fewest points the last.

Alongside the main league there are two other leagues; 'Head Hunter' and 'Painting' These are detailed later in this rules pack

If two players are tied in League points, the player with the most casualties caused gets the higher ranking. Any further ties will be determined by playing a tie-breaker until there is a clear victor.

Victory Points

League matches use victory points to calculate the winner of a game. If a scenario does not assign victory points, apply victory points as follows:

- For each enemy model killed at the end of the scenario, you receive victory points equal to the model's point cost.
- If the enemy had to make a strategic withdrawal, you gain 60 victory points.

Win, Draw, Loss?

Most scenarios designate an outright winner of a match. Sometimes the results are just too close to pick a winner though. For league matches the following rule applies: If the difference between the players' victory points is 50 points or less, the game is considered a draw.

League Rules

The number of League points a player scores for playing a League, match depends on the relative point sizes of the Strike Teams, the scenario, and the outcome of the game. The following table provides the base number of League points a player earns for playing a game with Strike Teams of a given size. Note that you use the point sizes of the actual Strike Team you are playing with in a battle and NOT the maximum points you are allowed to use. Players can also earn bonus League points as defined in the rules for individual scenarios. See the individual scenarios for additional information on the bonus points that players can earn.

In addition to being able to earn more League points, the underdog can select one or more advantages for that battle, which are categorised into three different levels. The advantages that can be chosen are listed in the table below. The effects are cumulative, but you can only select each effect just once per level.





Base League Points & Advantages Table

You have:	Awarded League Points			# of Advantages		
	Win	Draw	Loss	Level 1	Level 2	Level 3
Equal or more points	4	2	1	0	0	0
Up to 25 points less	4	2	1	1	0	0
26 to 50 points less	5	2	1	2	0	0
51 to 75 points less	5	3	1	2	1	0
76 to 100 points less	6	3	2	2	2	0
100 or more points less	6	4	2	2	1	1

Underdog Advantage Effects Table

Level	Effect
1	Peek-a-boo: You managed to surprise your opponent by outmanoeuvring him. After terrain set-up you choose which side of the table you will set-up your forces.
1	Take initiative: Superior intelligence reports allow you to take the initiative. You decide who starts the game.
1	Surprise! You manage to sneak up to your opponent before being detected. Your deployment zone is 6 inches larger than normal.
1	We're ready for you! You've had time to deploy your troops in the best spots. You may deploy on top of terrain.
1	You're on our turf now! Your knowledge of this area enables you to make the most of the terrain. After terrain set-up, but before set-up of forces, you can move up to two terrain pieces up to 6 inches each. You may not rotate the terrain pieces and they must keep a distance of at least 2 inches from other terrain pieces.
1	Luck is with you! You like to tempt fate and fate tends to reward you for your daring. You get 1 extra re-roll.
2	Emergency Medical Unit (EMU): Your Strike Team carries an EMU that restores one wound to a fallen comrade the turn after he 'died'. If one of your Team members can get within 6 inches of the fallen comrade he can automatically revive him instead of shooting. The aiding model need not have a ranged weapon to do this. The revived model counts as having been issued a Snap-fire order and it doesn't count as a kill for victory point purposes.
2	Your middle name is 'Lucky': You know how to get yourself out of a tight spot. You get 2 extra re-rolls.
3	Emergency Medical Unit (EMU): Your Strike Team carries an EMU that restores one wound to a fallen comrade the turn after he 'died'. If one of your Team members can get within 6 inches of the fallen comrade he can automatically revive him instead of shooting. The aiding model need not have a ranged weapon to do this. The revived model counts as having been issued a Snap-fire order and it doesn't count as a kill for victory point purposes.
3	Master of the underdogs: You make the most of being outnumbered and outgunned. You get 3 extra re-rolls.

Maximum Size Strike Team

As you gather League points the League organiser can give you an increase in the maximum number of points you can spend on your Strike Team. With each increase it will become progressively harder to gain the next increase. You start the League with a maximum of 250 points, which you can increase with increments of 25, to eventually a grand total of 400 points. The table below lists the number of League points you need to gain the listed maximum.

League Points	Maximum size Strike-Team
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0	250
4	275
9	300
15	325
22	350
30	375
39	400

Scenarios

Players can both agree on which scenario they will play, or throw a die and consult the following table.

d10 roll	Scenario
1-3	Scuffle (standard scenario)
4-5	<u>Vendetta</u>
6-7	<u>Drop Zone</u>
8-9	<u>Pillage</u>
0	<u>Breakthrough</u>

You can also use the additional scenarios available in the 2nd Edition Rulebook (all markers will be supplied).

d10 roll	Scenario
1-4	Scuffle (standard scenario)
5-6	High Ground
7-8	Take The Bridge
9-0	Three Sisters

Head Hunters

(Variation on Head Hunter Scenario from UW website) This scenario is used in conjunction with all games played in the league, and points earned will be recorded in a separate table to the main league. The Headhunter scenario is very simple. Each player must attempt to kill their opponent's commander model for which the player will receive Head Hunter points, see table below. Killing the opponent's commander does not bring the game to an end, unless it is a consequence of a failed Command check for a Strategic Withdrawal. Even if a player has lost their own commander they still may attempt to kill their opponent's commander and if they succeed they too will receive bonus Head Hunter points but not as many. In addition any kill will add a single point to the Head Hunter score.



Order of Kill	Head Hunter Points
First Commander Kill	6
Second Commander Kill	3
Non-Commander Kill	1

Painting awards

It would be very nice if all models used in the games during the league are painted to a gaming standard. This greatly improves the gaming experience for all players. To recognise this, players will be awarded 'Painting Points' for each and every battle they play based on the following table, and points recorded in a separate league. Note: If you are borrowing a force and did not paint them, it is assumed you will pass the award to the actual person that painted the army.

% of Force Painted	Painting Points
50%+ Painted	¼ x Army points used
50%+ Based	¼ x Army points used
100% Painted	½ x Army Points Used
100% Based	½ x Army Points Used

Prizes

All prizes will be announced on the final date of the league 20th December, games played after this will not count towards the league positions.

The Prizes for the Main League are as follows:

- 1st Place: Gold Medal, 1st Place Certificate, a Painted Koralon Force
- 2nd Place: Silver Medal, 2nd Place Certificate,
- 3rd Place: Bronze Medal, 3rd Place Certificate

The Prizes for the Head Hunter League are as follows:

- 1st Place: Gold Head Hunter Medal, Certificate, Head Hunter T-Shirt
- 2nd Place: Silver Head Hunter Medal, Certificate
- 3rd Place: Bronze Head Hunter Medal, Certificate

The Prizes for the Painting Award

- 1st Place: TBC
- 2nd Place: TBC
- 3rd Place: TBC

All participants who play at least three opponents during the league will receive a participation badge.

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