



# Memphis Area Wargamer's League

Presents:

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## THE MARCH OF DEATH CAMPAIGN

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A six-week campaign beginning in March 2003 and culminating with the award of the club campaign champion on April 8, 2003.



# CAMPAIGN GUIDE

Greetings Warrior,

Welcome to the March of Death Campaign!

This brochure has been provided to give you all of the information necessary to participate in the six week long campaign running from March 4, 2003 to April 8, 2003.

You can track your results in the space provided below:

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GAME 1 Scenario: \_\_\_\_\_

Name: \_\_\_\_\_ W / L / D

VS

Name: \_\_\_\_\_ W / L / D  
=====

GAME 2 Scenario: \_\_\_\_\_

Name: \_\_\_\_\_ W / L / D

VS

Name: \_\_\_\_\_ W / L / D  
=====

GAME 3 Scenario: \_\_\_\_\_

Name: \_\_\_\_\_ W / L / D

VS

Name: \_\_\_\_\_ W / L / D  
=====

GAME 4 Scenario: \_\_\_\_\_

Name: \_\_\_\_\_ W / L / D

VS

Name: \_\_\_\_\_ W / L / D  
=====

GAME 5 Scenario: \_\_\_\_\_

Name: \_\_\_\_\_ W / L / D

VS

Name: \_\_\_\_\_ W / L / D  
=====

GAME 6 Scenario: \_\_\_\_\_

Name: \_\_\_\_\_ W / L / D

VS

Name: \_\_\_\_\_ W / L / D  
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**Game Dates:**

March 4  
March 11  
March 18  
March 25  
April 1  
April 8

**Where:**

Reel World  
9823 Goodman Road  
Olive Branch, MS 38654  
662-893-6070

**Points:**

1,850

You will play six games

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**Warhammer 40,000 March of Death Campaign Rules**

The general rules for the MAWL March of Death Campaign are straightforward. You must use the same race for each game, and the models must be painted Citadel Miniatures. The latest edition of the rules must be used. Furthermore, contestants should know that the MAWL March of Death Campaign is for fun, and that poor sportsmanship will not be tolerated in any way.

1. You must play the same army throughout the entire campaign. In other words, if you start the campaign playing Space Marines, you play all six weeks using Space Marines. You can modify your army list from week to week but you must play the same race throughout the campaign.

If you choose to switch to a different race, you forfeit all points earned up to that point and your points total starts over at zero.

2. Points will be awarded as follows:

- 1 point awarded for participating
- 10 points awarded for a win
- 7 points awarded for a draw
- 5 points awarded for a loss

In the event an odd number of gamers shows up for any given game, any gamer that does not have an opponent will be awarded 7 "bye" points for that night's game just as if they had fought to a draw.

Campaign victory Points will be tracked and posted on the MAWL web site each week.

It is suggested that you bring a copy of your army list to the campaign each week and turn it in with your game results.

Each week participants will fill out a results form listing the winner and loser of each game.

3. You can only use one Force Organization chart.

4. You must create this force using rules found in the 3rd edition Warhammer 40,000 rulebook, a 3rd edition Warhammer 40,000 Codex or the Chapter Approved books. Only published material is legal. The most current rules must be used.

5. The army must be made up of Citadel, Marauder, Fanatic or Forge World miniatures. You must use models that are representative of the race. If you are playing Space Marines you must use Space Marine models. If you are playing Dark Eldar, you must use Dark Eldar models, etc etc. Models must appear on their appropriate base size or some configuration that takes up an equal amount of space.

6. What You See Is What You Get (WYSIWYG). If a model is armed with an item, it must be shown on the figure. Models for army list choices that are not available must be converted.

7. Effort should be made so that every model is painted. Unlike the Rogue Trader or Grand Tournaments, you can play with armies that are not completely painted, however, if you are preparing for an RTT or GT event, it is suggested that you take this opportunity to get your army in top shape to compete.

8. You must conduct yourself in a manner that will not bring the hobby or the MAWL into disrepute.

9. You must bring all materials needed to play including: dice, measuring device, templates, models, and any rules that you will be using.

10. The fourth edition "trial" assault rules will be in effect.

11. You may use Special Characters.

12. Specific zone fighting rules will NOT be in effect, such as city fighting and jungle fighting. Vehicle Design Rules will also NOT be in effect.

13. Imperial Armour may be used.

14. Chapter Approved rules clarifications and Q&A appearing in White Dwarf are in use.

15. Games will be played on Tuesday nights at Reel World with the table and terrain set up beginning at 7:00pm and the game starting at 7:30pm. Unless otherwise specified in the game scenario, games will last 2.5 hours or six turns, whichever comes first.

16. Tables used will be 4 feet by 6 feet standard tables provided by Reel World. Terrain should be placed by both opponents prior to rolling to determine deployment choice. It is suggested that players agree on the number of terrain features to be placed by each player and that the

characteristics of terrain be discussed and understood prior to the beginning of the game.

17. Registration will be handled at the first night of the campaign, however you can join the campaign at any point. A sign up form will be available at the games each week and also on our MAWL web site.

18. Battle reports are encouraged but are not required. If you make a report of your battle, please verify the report with your opponent and then submit it in writing or via email to the campaign organizers.



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**The March of Death Campaign  
is sponsored by:**



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