

Siegeworld: Submission Rules

The VDR, Customizing, and Siegeworld

One of Siegeworld's primary intentions is to allow the fielding of massive fighting vehicles and for people to play with custom items. However, it is also part of Siegeworld that there be consistency in the use of rules and predictability of what units do. For this purpose the VDR is allowed, but there are certain specific restrictions on its use.

Why do I have to get something approved?

There are two reasons, one is to prevent outright power gaming and the generation of vehicles and units which are just not fun, the second is so that cool new ideas can become a part of the Siegeworld universe and are not just a part of any one person's army. As part of the second, vehicles need to make sense in the 40K universe and making something just because a player "wants it" when it makes no sense in the 40K universe is not appropriate. For example, if you want to play with hover tanks, you should play Eldar or Tau, you should not be making an Imperial Hover Tank force unless you can come up with some pretty good reasons why its appropriate.

Why does my (Insert name of unit here) have to use the Siegeworld Rules?

This came out of experience. In particular, before there were 3rd edition rules for the warhound titan put out by forgeworld, there was a megagame. In that game, identical titans had widely different rules for their weapons as everybody's take on what a "turboloaser destroyer's" effect in 40K was different. This meant that some players avoided a titan thinking it was a danger, when in fact they were out of range of its guns. Further, two identical titans in combat could result in one far outclassing the other. This is still the case if you put two players together in a room and ask what the rules "should" be. Normally this would be balanced by point cost, but in Siegeworld, point cost is fairly meaningless and that led to over-gunning of models.

For this reason, the Overfiend decided that models intended to represent similar things needed to be standardized across different players, or else nobody had any idea what anything really was. As much of this stuff is custom and players can't agree, a quasi-official rule was needed.

The Overfiend works very hard to try and make posted units "reasonable" to what their purpose and strength is. If players do not like these rules they can discuss their problems with the Overfiend and the rules may be changed. Alternatively, they can simply come up with a new vehicle that is what they want and try to get it separately approved. So long as the model is suitably different from that used previously and the changes are reasonable, that vehicle is likely to get approved as a different vehicle.

But I want my (insert name of unit here) to be THIS WAY. Isn't that what the VDR allows?

Yes it does, and if you want to play with that unit with your friends and they let you, that's fine. Siegeworld, however, is an organized event and quite frankly, the Overfiend running it can dictate what can and cannot be done.

I think that the creativity of gamers is an untapped resource, and I like to see various customizations. What I find, however, is that there are two kinds of people who write rules for their own game worlds.

The first kind spends a lot of time working out if something is appropriate, how best to represent it, and making sure that its rules are accurate to its appearance (even if that makes it less than useless tactically in most situations). These people also will spend inordinate amounts of time modeling something that may never actually see a game board. I want these models to appear in Siegeworld as an outlet for these people to actually play with them.

I also see people who take something they have, and then write up rules that make it as combat effective as possible, usually on the justification that it SHOULD be powerful. Quite frankly, many of these people use the easily obtainable models and come up with rules that make them much more powerful than objects of similar design that Games Workshop has. These are not fun and don't show creativity. Further, these models often make no sense on the game board. I have seen smaller tanks that are more powerful and carry larger guns proposed. This is not logical and it makes gaming hard because you can't determine what something really is.

The Siegeworld Player Generated Material Philosophy

As was mentioned above, I think the stuff created by individual gamers is incredible and I want Siegeworld to be an outlet to display it, however, any outlet for creativity seems to be abused by those who want to win or who are not really willing to work in a framework where creativity still needs to be balanced and be fun. Therefore the Siegeworld philosophy is

Go all out or don't go at all

What that means is if you want to alter your gaming universe in some way, do it and do it well. If you want a custom Space Marine Chapter with custom units, write up a backstory, come up with a paint scheme and an organization and write rules. More than likely if you've got something that's well written and makes sense, its going to be approved and it will also be something you can be proud of.

If you want a new war machine that carries a massive cannon capable of leveling entire blocks, don't take a Leman Russ chassis put a pen in the barrel and call it good. Build something that looks like it COULD level a city block. A gun 3 inches in diameter mounted on a tracked chassis with 8 sets of tracks covering 4 square feet would be appropriate and would be granted very potent rules.

Be logical and stay in the universe. If you want man portable laser cannons that can destroy titans, you're playing the wrong game. That kind of technology simply doesn't exist in the Warhammer 40,000 universe. In the same way, the Imperium doesn't have the technology to

build hover tanks. That's not to say that they wouldn't build something with the capability of a hover tank, just that it wouldn't BE a hover tank (it might be a helicopter for example). Half the fun of building custom items is to build "in universe." The best units really fit their armies. In the same vein, don't violate established conventions. It is stated that Tau do not use Titan like walkers, so don't propose them.

Ask why you are doing this? A good unit which will almost certainly be accepted starts as an idea that fits the proposed army to add it to. Often this means it will be the Imperial Guard, simply because they are the military force most like modern armies. Next there is a model built to be this item, and then rules are written to represent the model staying reasonable to world and game balance. Looking at a gun and saying "Its about the size of the autocannon on my predator model, but a little longer so I'll make it a long barreled autocannon" is the correct way to write rules. Saying " I want it to be a titan killer, so even though its just a soda straw I'll call it a mega, titan-killing, earth shaker cannon to give it the strongest profile I can which fits the battlefield idea" is not. This can be a hard call as everyone wants big guns. But even big guns have scales, some are more penetrating, some have a bigger blast, some have a larger range. Trade off what the gun is with what it looks like. Just because its designed to take down titans doesn't mean it needs to do D3 structure damage. It may just be strength 10 and have a massive range to hit them at a distance. Really pay attention to official rules and what you are building something like (or dislike) and ask if the weapon really should be as powerful as you made it. You can always take a rule away from a weapon if you think it makes more sense that way.

The last thing on this issue, is the simple admonition to put some effort into design. Every year I always get a proposal for something that just "doesn't fit" in the universe. Usually, its somebody trying to take an easy way out to get themselves a cool war machine. You don't need thousands of dollars in models, or the latest Forgeworld set to have a good time at Siegeworld. There are no prizes for winning the game, and most years the game ends in a tie. For most people, the spectacle of seeing the game and the building of an army beyond anything they've done before is what's really fun here. If you really want to play something, I probably won't stop you, but do it because you feel strongly about its place in the game, not because it's a model you happened to have lying around and you can use it to boost your army size. The ultimate mega death tank is a lot more likely to draw fire from the mouths of other players, than it is on the battlefield.

Generating your own material

Important Rules for Player Generated Material

- 1. Siegeworld is not an official Games Workshop event, just because your creation is allowed in Siegeworld does not allow you to use it in a tournament, or even without your opponent's permission in any other setting.**
2. The VDR is a guideline in Siegeworld, it is NOT a rule. Trying to justify something simply because its allowed in the VDR is not a good idea. Justify the VDR selected by the model and idea.
3. You are required to submit materials before you know what rules will be finalized for the vehicle, this is to encourage use of the VDR to describe a model you want to build, instead of building a model to try to break the VDR.
4. All submissions will be reviewed by the Siegeworld Overfiend for fluff value and balance using the Siegeworld codex and Published Games Workshop material. If

your proposal seems to be out of line with these documents, it will be changed without your permission.

For Example: If you claim that your Armorcast basic baneblade has been modified to carry a vanquisher cannon instead of a battle cannon, the cannon must be at least the length of a normal Forge World vanquisher cannon, if its also long barreled, it would need to be about 1.5 times as long as a standard Forge World vanquisher cannon. If its only slightly longer than a regular battlecannon, expect to have your rules changed to make the weapon a long barreled battlecannon or possibly just a battlecannon.

5. If they are accepted, The vehicle will be added as a Siegeworld Unit and will be provided to all players so they can identify the vehicle on the battlefield. The vehicle is then part of Siegeworld and allowed in all Siegeworld games. If the vehicle later has rules written by Games Workshop, the Siegeworld rules are immediately superseded by those new rules unless the model is sufficiently different from the official one to justify its own rules (as is the case with many of the old Armorcast models for instance).

Overfiend's Note: Getting a vehicle approved means that it may be used by any player in Siegeworld playing an army with access to the vehicle, so long as an appropriate model is converted, appropriately painted, and any necessary commanders are fielded. Thus if you have a new Imperial Guard War Machine, someone else may build one and field it with THEIR Imperial Guard in Siegeworld without your permission.

Overfiend's note: Some conversions may be particularly interesting or well done representations of a particular thing, but don't necessarily warrant different rules (or only slightly different rules). These may simply be classified as different variants of the same thing (in the same way as Imperial Armor volume II uses variants on rhinos or predators for example), or may have slightly different rules. Generally however, they will still have an entry as a Siegeworld Unit to show off the person's model and insure identification. For example, there are three distinct rule sets for what would commonly be called an Imperial Baneblade because there are three models which were commercially produced and which look quite different. The Glaive (Baneblade Mark I), carries a battlecannon and demolisher cannon. The Castus pattern Baneblade (Baneblade Mark II) carries two battle cannons, while the Baneblade Mark IIIa and IIIb (being Mars and Lucious patterns respectively) carries the expected armament of Imperial Armor volume 1. A player might build a highly detailed Glaive that while it doesn't really look like the armorcast model, is still clearly a Glaive. That will just become a variant.

6. The Siegeworld Overfiend does not take kindly to powergaming or abuse of the VDR. If the Overfiend does not agree with your proposed rules he will change them. He may provide the changed rules back to you to determine if you wish to alter the model to try to get your prior rules back, or if you wish the amended rules to be used to make the vehicle legal. He may simply publish the amended rules as official without your input and you are stuck with them.

- 7. Submissions of material for VDR vehicles or anything else which will appear in Siegeworld include a right to publish the entirety or any portion of the work in Siegeworld materials (including on the Internet and in Hardcopies) and to freely modify the work prior to such publication for the life of any copyright or other intellectual property claimed in the work. A Submission will not be considered and will be disallowed if this is not agreed to. Submissions are presumed to include a binding transfer of such rights unless the submitter expressly states otherwise (and then they will be returned unconsidered). Any disagreement over rights in these materials is agreed to be limited to \$10 in total damages by your submission of them. Regardless of its other effects, this disclaimer DOES NOT, in any way, effect any rights Games Workshop, Ltd. May have in the work.**

- 8. The Overfiend reserves the right to remove any submitted unit at any time from all Siegeworld material and disallow it at Siegeworld games in the future regardless of the desires of the original submitter.**

Siegeworld: Army Lists

These are complete, self-contained army lists which can provide the basis to an army and are essentially the same thing as a Games Workshop Codex but for an army Games Workshop does not provide a list for. A Siegeworld army will provide you with the five types of units available (HQ, Elites, Troops, Fast Attack, and Heavy Support) as well as background to the army, special rules, etc. Some Siegeworld: Army Lists have been created by the Overfiend. These exist to eliminate squabbling over who has the “correct” list for a particular race by players who have different opinions and are (as best I can) built on Games Workshop published materials.

A Siegeworld army list should be written to work in standard Warhammer 40,000 unless the force is one which simply would have no place there. You can find online numerous people who have put together army lists in this fashion.

While the list can be for a force Games Workshop has discussed but does not have a list for, note that all Siegeworld materials are immediately superseded if Games Workshop publishes something official. So if you write a massive tome for Eldar Exodites, and Games workshop gives them rules in the back of a new Eldar Codex, your work is immediately superseded. Of course you may change the list to get away from the official list (e.g. by making the list Eldar Dinosaur Kings, instead of Exodites for example)

All Siegeworld: Army lists will also include a Siegeworld: Army extension to provide all specifics to Siegeworld for that army, if necessary.

Please be aware that combined formations selected from a Siegeworld: Army List MAY ONLY use the Army list itself, unless the appropriate Army extension discusses otherwise. For instance. If you write an army list for a DIY space marine chapter, you cannot use a space marine - Armored (heavy armor) formation of tank painted in that

chapter's color scheme UNLESS the appropriate army extension says you can. This is because the special formation have been chosen based on what is official and each new army list is examined in turn to determine if these special formations are appropriate.

To submit an army list, just submit it for approval. I ask, however, that in the actual rules for fielding the list, that if a unit in a Games Workshop publication has the same stats, there simply be a reference to that location. This helps to avoid Games Workshop legal concerns and also makes it easier for players to realize what a unit is like quicker. If you have any questions on what is meant by this, look at the already existing Army lists. Note that an army list should include pictures and paint schemes, backgrounds, rules and everything else one would expect to understand the armies place in the universe, if possible.

Some Guidelines on the VDR

Games Workshop has clearly proposed the types of vehicles some races use. Breaking that will generally result in a vehicle not being allowed (unless its really cool). For example: the Imperium does not use skimmers, it uses flyers with hover (like the Valkyrie). The Eldar only have a maximum armor value of 12, huge walkers are titans and not part of the Imperial guard and are not used by the Tau. Etc.

Overfiend's note: if you want to be building your own stuff for Siegeworld it is expected that you have a very through understanding of the army you are building it for and the way that army is depicted in Games Workshop fluff. Dramatic departures from that fluff will not be accepted (unless they are really appropriate in other ways).

To field a Vehicle different from anything already having rules as a Siegeworld: Unit

Standard Sized Vehicles

For models having 4 structure (mass for monsters) or less, and which can be adequately described using the VDR (e.g. if you feel the VDR can be accurately used to describe the capabilities of the model as the VDR appears in the latest Chapter Approved).

VDR vehicles used in Siegeworld are subject to the following restrictions of the VDR (which may be waived by the Overfiend if deemed appropriate):

- A) You may have no more than 1 ordinance weapon included per structure point (e.g. a basic vehicle which has one structure may include only a single ordinance weapon).
- B) Only war machines may take any upgrades on any ordinance weapon, every two upgrades, or part thereof, also requires a free structure point (e.g. a war machine with a demolisher cannon, and a mega battlecannon must have at least three structure).

- C) The structure of a vehicle must be generally approximate so that the vehicle has about as many structure points as it has volume in leman russ tank models. (e.g. a user may not use a land raider chassis, which they claim has 3 structure points) This rule does not apply to super heavy flyers.

Because many variants simply change weapons fits and it can be difficult to determine what a variation presents. The following general rules should be used when upgrading weapons.

1. A weapon must be at least the same approximate dimensions as what it is supposed to represent.

For Example: A lascannon is clearly bigger than a bolter (which is appropriately sized to be carried by a 28 mm figure) and a battle cannon is bigger than a lascannon and in fact the size of a main gun on a Lemman Russ battle tank.

2. An upgraded weapon should follow the following general rules. The official counterpart's size being that of the weapon selected in part 1.
 - a. A mega weapon should have at least 1.5 times the diameter of its official counterpart or be particularly long or imposing.
 - b. A long barreled weapon should be at least 150% of the length of its official counterpart.
 - c. A gatling weapon must have at least three barrels in correct dimensions to the weapons made gatling.
 - d. A titan killer weapon should be suitably large to indicate its status either by being very long or by having a large barrel.
 - e. A weapon with basically the same abilities as a forgeworld weapon, should be similarly sized or slightly larger. If a Forge World part is used, the weapon profile is identical to the Forge World profile for that weapon.

For Example: A mega, titan killer earthshaker cannon should be the size of the volcano cannon on a forgeworld shadowsword as the weapon profile is identical

- f. Point (e) also applies to improvements which are on top of the Forge World weapons.

For Example: A mega, titan killer, long barreled earthshaker cannon should be about a foot and a half long and an inch in diameter. It is not a small gun (and note that it could only be fielded on a war machine having at least 3 structure).

The person(s) wishing to field the vehicle must submit the vehicle to the Overfiend for approval. The Overfiend will consider all submissions and may make changes as seen fit to balance and avoid conflict with existing material. They will also be placed in a standard Siegeworld form The submission should occur at least 60 days prior to game day and must include:

1. The entire proposed rules set for the vehicle in a typed format. Including a complete breakdown of how the VDR was used to build the vehicle and including points cost under the VDR.
2. A reasoning explanation (up to one page) must be provided. This should explain why upgrades, weapons etc. were chosen for the vehicle and the particular VDR references. This is your chance to explain what the vehicle is for and how it meets that task.
3. A fluff page (up to one page) must be provided. This needs to include which armies use the VDR vehicle and why and may be combined with part 2.
4. A picture of a fully converted model (and preferably painted). This is the indicator for what the model looks like to others. You should also explain how to build the model so others can build it.

Monster Sized or Unique Vehicles

For models having 5 or more structure (mass) or those whose weapons or performance a player feels cannot be adequately represented by the VDR as printed (and modified in the prior section), the player must provide a slightly altered submission. This segregation is done to prevent extremely large vehicles from being overused and to allow for the Overfiend and the player to reach a conclusion of rules (and points value) which is deemed appropriate to adequately represent the intended capabilities. Players should expect alterations to any submission of such a vehicle and any proposal is merely treated as a suggestion and an indication of what types of capabilities the weapon has.

Monster Sized and Unique VDR vehicles will generally be allowed to carry four alternative types of weapons. These types are the only additional types allowed.

ALL Monster Sized VDR vehicles are subject to the following restrictions unless the Overfiend chooses to waive them (and that will only happen in an extraordinary circumstance)

1. you must have at least 4 extra structure points not necessary for ordinance weapons (and upgrades) above, to take a superheavy weapon or death ray. A special weapon or device may be carried by anything appropriate.

New Rules also Applicable to Very Large War Machines

The following rules relate to some of the truly massive capabilities of certain war machines when fighting. These rules are only applicable to a battlefield this large because war machines of this size would not be seen on a smaller battlefield.

Minimum Movement - Many war machines (particularly walkers) are gargantuan, and each footfall carries them many feet. These machines therefore have a minimum movement. The minimum movement is printed in their stats and represents a single footfall. Minimum movement war machines also generally are limited in how often they can turn.

