

'ARD BOYZ TOURNAMENT



" We're da best. Think different do ya? Come and have a go then, ya runty little wimp!"

- Gasgrakh Goff Nob

DA NEWZ

This rules packet contains all the information needed to participate in the rough and tumble 'Ard Boyz Tournaments.

Note about Judges, Rulz and being a Git

All participants be advised: please understand that all judge rulings are final. This applies to rulings

during games as well as all matters of health and safety.

The 'Ard Boyz tournaments are all about commanding large armies and doing your best to blast your opponent to bits. But at the heart, the games are about having fun. So don't be a git! In other words do your best to win, but win nicely!

Anyone not adhering to these principles may be asked to leave the tournament.

complete the game. Anyone found slow playing or deliberately stalling may be asked to leave the tournament.

- Players should determine before the game begins the nature and game impact of each piece of terrain.
- The 'Ard Boyz is an open list tournament. You will be required to provide a copy of your army list to judges before the tournament and to each opponent before each game begins. Lists will be checked throughout the day, if you are found to have an illegal list you will be disqualified. (Sorry boyz, check that math!)

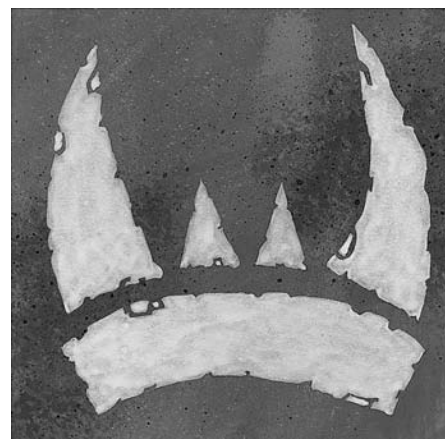
HOW THE 'ARD BOYZ WORK

- The 'Ard Boyz are a series of three tournaments designed to find the best 40k player in the nation. The first tournaments, the 'Ard Boyz Qualifiers, will be held on September 22, 2007. The top three finishers in each tournament will be asked to attend a Regional 'Ard Boyz Semifinal (locations of these Semi's can be found on line at <http://us.games-workshop.com/news/events/default.htm>) on October 13, 2007. The top three finishers there will be asked to attend the finals held in Baltimore on Friday November 2, 2007.
- There is no entry fee for any of the tournaments.
- At each 'Ard Boyz competitors will participate in three (3) games over the course of the day. In each game you will play a scenario and record the outcome of the battle on your result sheet.
- In the first round players will be matched up randomly. All attempts will be made that groups traveling together will not have to play each other. After the first round players will be matched up according to current rankings in the tournament. (first place will play second place and so on) The only exception to this is you will never play the same opponent twice.
- We ask that each player be conscious of time and that you play at a regular and steady pace in order to

- Players will receive result sheets at the end of each round. Each player must record the results of the round and turn in their signed sheet to the judges. Note: there are no paints, comp, or sportsmanship scores at the 'Ard Boyz.

" We don't fight for food, or fer teef, or guns, or cos we's told to fight. We fight cos we woz born to fight. And win."

- Gruk Ork Boy



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WHAT YOU SHOULD BRING

- Your Army
- At least four (4) copies of your army list
- Rulebooks and any other books you need
- Pen and paper
- Dice and templates
- Tape measure
- Super glue (accidents will happen!)

THINGS YOU MAY NEED TO TAKE CARE OF

- Lodging
- Food
- Transportation to and from event

APPROVED ARMY LISTS

CHAOS MARINES

- The fourth edition *Codex: Chaos Marines* (the one in print previous to September 10, 2007) will be the only one used for all 'Ard Boyz Qualifiers (September 22nd). The fifth edition *Codex: Chaos Marines* (released on September 10th, 2007) will be the only legal *Codex: Chaos Marines* for the Semi (October 13th) and the Finals (November 2nd) Yes this does mean that you will have to change your lists from the Qualifiers to the Semis. Our apologies, it's just the way the timing fell.
- The Lost and The Damned lists will be legal in all tournaments. Lost and The Damned armies will use the fourth edition *Codex: Chaos Marines* for all tournaments.

CODEX DARK ELДАР

- *Codex: Dark Eldar*, Second Edition

ELDAR

- *Codex: Eldar*

FORCES OF THE INQUISITION

- *Codex: Daemonhunters*
- *Codex: Witchhunters*

- Inquisitorial armies may take Imperial Guard and Space Marine allies
- Witch Hunter Zealots (*White Dwarf 292*)

IMPERIAL GUARD

- *Codex: Imperial Guard* – Doctrines may be used. If using a regiment with defined Doctrines in the codex (e.g., Tallarns, Mordians), these Doctrines must be used.
- Imperial Guard Armored Companies (*White Dwarf 294*) are permitted. The WD294 version is the only allowed version. A copy of the list can be found on the US website.
- Imperial Guard may take Inquisitorial Allies as defined in *Codex: Daemonhunters* or *Codex: Witchhunters*.

NECRONS

- *Codex: Necrons*

ORKS

- *Codex: Orks*
- Ork Klans (*White Dwarf 289*)
- Feral Orks from Chapter Approved are permitted
- *Codex: Armageddon* (Speed Freaks)
- Speed Freek Warboss on Warbike (WD 269) is permitted

SPACE MARINES

- *Codex: Space Marines*
- *Codex: Dark Angels*
- *Codex: Space Wolves* (please check errata on US website)
- *Codex: Black Templars*
- *Codex: Blood Angels* (*White Dwarf 329-330*)
- Space Marine may take Inquisitorial Allies as defined in *Codex: Daemonhunters* or *Codex: Witchhunters*.
- Death Watch Kill Teams (US GW site) are permitted
- *Codex: Eye of Terror* (13th Company)
Note - the mandatory fourth HQ choice to run a 2500 point force is waived.

TAU

- *Codex: Tau Empire*
- Kroot Mercenary armies from Chapter Approved

TYRANIDS

- *Codex Tyranids*

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"Orkses never lose a battle. If we win we win. If we die we die fightin so it don't count. If we runs for it we don't die neither, cos we can come back for annuver go, see!"

- Commonly held Ork view of warfare

ARMY SELECTION

- No more than 2,500 points may be used in selection of your army.
- Only the main army lists may be used for the army in question . No appendix lists are permitted.
- Special Characters are permitted, subject to the normal restrictions for that character in the Codex.
- Only armies listed in the Approved Army Lists section may be taken.
- Any armor, weapons and upgrades must be modeled on the minatures (WYSIWYG).
- Any conversions must begin as citadel models and contain a majority of citadel components.
- Non-Citadel models may not be used in the event.
- Forge World models are permitted in the tournament, but they can only be used to represent models from existing Codex list. No Forge World rules are allowed.

BATTLES

The 'Ard Boyz consist of three games of Warhammer 40,000 for each player. The Fourth Edition Rulebook will be in use for all games and will be the definitve guide for all rules. The time limit for each game is 2.5 hours (150 minutes) and the end of this time limit time will be called. Games will be finished immediatly and no additional time will be provided. Note: do not begin a round unless there is ample time for both players to receive their turn!

For each game players will play a scenario. Each scenario will have a list of special rules and other information. Players will be informed at the beginning of each round as to what scenario will be used.

SCORING

There is a possible 72 points that you can earn. Base battle points should be determined by the chart below.

Result	Winner	Loser
Massacre	20	0
Major Victory	17	3
Minor Victory	13	7
Draw	10	10

Parameters to determine results will be explicit in each scenario.

In addition each scenario will have up to four (4) additional battle points possible. Listed in order from easiest to achieve to hardest to achieve. Pay strict attention to the scenarios! You don't want to be the guy who demolished his opponent and failed to gain the objectives!

Total victory points will be used to determine any tie breakers.

