

WARHAMMER 'ARD BOYZ RULES

Welcome to the 'Ard Boyz!

"I'm gonna stomp 'em ta dust, I'm gonna grind dere bones. I'm gonna burn down dere towns and cities. I'm gonna pile 'em up inna big fire and roast 'em. I'm gonna bash 'eads, break faces and jump up an' down on the bits dat are left. An' den I'm gonna get really mean."

- Grimgor Ironhide

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 smash 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.

How the 'Ard Boyz Work

The 'Ard Boyz are a series of three tournaments designed to find some of the best Warhammer players in the nation. The first tournaments, the 'Ard Boyz Qualifiers, will be held on April 19th, 2008. 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 May 31st, 2008. The top three finishers there will be asked to attend the finals held in Chicago July 25th - 26th, 2008.

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. (Yes a scenario, they will not be pitched battles)

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 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!)

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 paint, comp, or sportsmanship scores at the 'Ard Boyz.

"The only good stunty is a dead stunty, and the only thing better n' a dead stunty is a dyin' stunty that tells yer where to find his mates."

- Morglum Necksnapper

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



"Orcs 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 Orc view of warfare

Army Selection

No more than 3,500 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.

Named (special) characters are permitted, subject to the normal restrictions for that character in the army book.

Only armies listed in the Approved Army Lists section may be taken.

Any mounts, weapons and upgrades must be modeled on the miniatures (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.

"We ate Gitter boss. One of Maggot's lot. But 'e was dead when we found 'im. 'Corse he claimed 'e was just sleepin' but that lots all liars ain't dey?."

- Goblin Chef

Battles

The 'Ard Boyz consist of three games of Warhammer for each player. The Seventh Edition Rulebook will be in use for all games and will be the definitive guide for all rules. The time limit for each game is 3 hours (180 minutes) and the end of this time limit the game will be called. Games will be finished immediately 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.

Scenarios will be posted online approximately one week prior to the tournament.

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.

"WAAAAAAGH!!!"

- 'Ard Boyz

Good Luck!

Approved Army Lists

Chaos

- Chaos Daemons will release in May of 2008. This list will be legal for the Finals held in July.
- Hordes of Chaos This list will be legal for Qualifiers (April) and the Semi's (May). WD 341 will have a temporary list for Hordes of Chaos armies that will be legal for the Finals only (July).
- Beasts of Chaos will be legal for all tournaments. However Beast of Chaos armies will not be allowed to have Daemon or Mortal units in either the Semi's or Finals.

Brettonnia

- Bretonnian army book

Dwarfs

- Dwarf army book

Dark Elves

- Dark Elf army book

The Empire

- Empire army book

High Elves

- High Elf army book

Lizardmen

- Lizardmen army book

Orcs and Goblins

- Orc and Goblin army book

Skaven

- Skaven army book

Vampire Counts

- Vampire Counts army book

Wood Elves

- Wood Elf army book

Tomb Kings

- Tomb King army book

Ogre Kingdoms

- Ogre Kingdom army book

Chaos Dwarves

- Ravening Hordes

If you have any questions, please contact your local participating trade account. For a listing go to: <http://us.games-workshop.com/news/events/default.htm>