

WARHAMMER 40,000 2008 'ARD BOYZ

DA RULZ

WELCOME TO THE 'ARD BOYZ!

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

Note about Judges, Rulz and being a Git

All participants be advised: all judges rulings are final. This applies to rulings during games as well as all matters of health and safety.

'Ard Boyz tournaments are all about commanding large armies and doing your best to blast your opponent to bits. At its heart though, the 'Ard Boyz is 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 is 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 13th, 2008 at scores of locations around the country. The top three finishers in each tournament will be asked to attend a Regional 'Ard Boyz Semi-final. Locations of the Semis will be posted on the GW web site on October 11, 2008. The top three finishers at the Semis will be asked to attend the Finals held in Baltimore on Friday November 14th, 2008.

If any of the top three finishers from a Qualifier or Semi-final are unable to attend the next round, the invitation will be transferred to the fourth place winner and so on.

There is no entry fee for any of the tournaments.

At each 'Ard Boyz tournament, 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 travelling 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 rule is that nobody will never play the same opponent twice.

We ask that each player be conscious of time and that they play at a regular and steady pace in order to complete each game. Anyone found to be deliberately stalling may be asked to leave the tournament.

Before the game begins, players should determine 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 and if you are found to have an illegal list you will be disqualified. Check that math Boyz!

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 painting, composition, or sportsmanship scores at 'Ard Boyz tournaments.

WHAT YOU SHOULD BRING

- Your Army
- At least four (4) copies of you 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 the event



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

- Gasgrakh Goff Nob

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APPROVED ARMY LISTS

Chaos Daemons

- Codex Chaos Daemons

Chaos Marines

- Codex Chaos Space Marines

Dark Eldar

- 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 web site.
- Imperial Guard may take Inquisitorial Allies as defined in Codex Daemonhunters or Codex Witchhunters.

Necrons

- Codex Necrons

Orks

- Codex Orks

Space Marines - For the Qualifiers and the Semis

- Codex Space Marines 4th edition
- Codex Dark Angels
- Codex Space Wolves (Please check errata on US web site)
- Codex Black Templars
- Space Marine may take Inquisitorial Allies as defined in Codex Daemonhunters or Codex Witchhunters
- Blood Angels (*White Dwarf* 329-330)
- 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.

Space Marines - For the Finals

- Codex Space Marines 5th edition
- Codex Dark Angels
- Codex Space Wolves (Please check errata on US web site)
- Codex Black Templars
- Space Marine may take Inquisitorial Allies as defined in Codex Daemonhunters or Codex Witchhunters
- Blood Angels (*White Dwarf* 329-330)

Tau

- Codex Tau Empire
- Kroot Mercenary armies from Chapter Approved

Tyranids

- Codex Tyranids



"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

"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."

- Grukk, Ork Boy

"Kaboom!"

- Anonymous Bomb Squig

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ARMY SELECTION

No more than 2,500 points may be used in selection of an 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 modelled on the miniatures (WYSIWYG).

Models should start the tournaments fully assembled. Models breaking are a part of the game, but models that are not fully assembled at the beginning of the tournament should not be used.

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

Each 'Ard Boyz tournament will consist of three games of Warhammer 40,000 for each player. The 5th 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 2 1/2 hours (150 minutes). At the end of this time limit, time will be called and all games must be finished immediately. No additional time will be provided. Note: do not begin a round unless there is ample time for both players to receive their turn!

In 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 are a possible 72 points that you can earn per tournament. 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 the base battle points will be

explicit in each scenario.

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

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

PRIZE SUPPORT

Due to the generosity of its supporters, and the rampant greed of its organisers, 'Ard Boyz has some of the richest rewards ever seen at a 40K tournament.

Qualifiers

These prizes will be awarded at the end of the tournament by the tournament sponsor.

1st Place A battleforce of your choice

2nd Place A boxed set of your choice (\$40 or less)

3rd Place A blister pack of your choice

The 1st, 2nd and 3rd place finishers will be asked to attend the Semi-finals. If for some reason they cannot attend, the invitation will slip to the fourth place finisher and so on.

Semi-finals

The 1st Place prize will be sent by Games Workshop to the store of the winners choice. The 2nd and 3rd place prizes will be awarded by the tournament sponsor at the end of the tournament.

1st Place A 2500-point army of a race of your choice

2nd Place A battleforce of your choice

3rd Place A boxed set of your choice (\$40 or less)

The 1st, 2nd and 3rd place finishers will be asked to attend the Finals. If for some reason they cannot attend, the invitation will slip to the fourth place finisher and so on.

Finals

Winners will receive absurdly huge piles of loot, and the right to call all others dirty runtherders!

Now quit hidin' behind your mommy's skirt.
It's time to ante up and roll the dice.

**THINK YOU HAVE WHAT IT TAKES
TO BE AN 'ARD BOY? PROVE IT!**