



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 player for each system (40k, Fantasy and War of the Rings) in the nation. The top three finishers in the Qualifying round will be asked to attend the Regional 'Ard Boyz Semi-finals. Locations of the Semis will be posted on the GW web site and will be scattered across the country. The top three finishers at the Semis will be asked to attend the 'Ard Boyz Finals - locations will also be posted on the website.

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 ever 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.

DA RULZ



What You Need To Do

Before the Preliminary Round

- Sign up at your local store for the Preliminary Round. Be sure to provide an email you check regularly as well as a phone number that you can be contacted at. You don't want to miss out on the next round of 'Ard Boyz because we couldn't get in contact with you!
- Review the rules of the tournament and your army. Be sure to check online and bring any FAQs or other rules updates to avoid any possible rules disputes.

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 need to take care of

- Lodging
- Food
- Transportation to and from the event

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 2 1/2 hours, 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 which scenario will be used.

Scoring

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 additional battle points possible. 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 for any tiebreakers.

DA RULZ



Army Selection

No more than 2,500 points may be used in the 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 modeled 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.

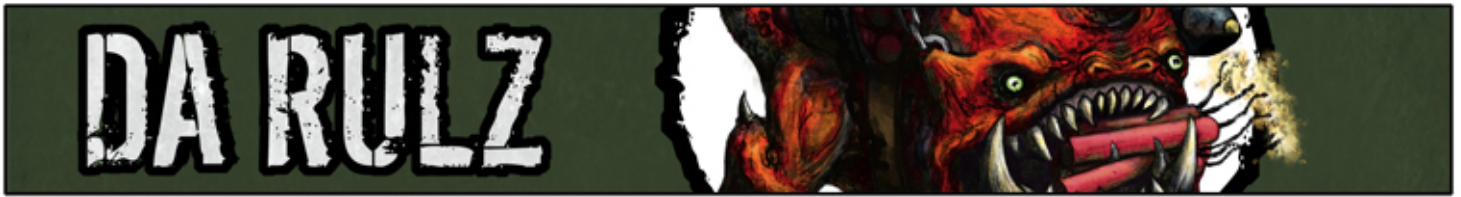
Any conversions must begin as Citadel models and contain a majority of Citadel components.

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.

Approved Army Lists

- Codex Chaos Daemons
- Codex Chaos Space Marines
- Codex Dark Eldar
- Codex Eldar
- Codex Grey Knights
- Codex Witchhunters - see Witchhunters FAQ
- Codex Imperial Guard
- Codex Necrons
- Codex Orks
- Codex Space Marines
- Codex Dark Angels
- Codex Space Wolves
- Codex Black Templars
- Codex Blood Angels
- Codex Tau Empire
- Codex Tyranids



Prize Support

Prize support for the event will be chosen from the current stock on-hand at the location you participated at. The exception to this is the prize for the 1st place winner at the Semi-Final round. The details for the prizes at each round are detailed below.

Qualifiers

These prizes will be awarded at the tournament and are provided by the tournament organizers.

1st Place - A GW boxed set worth \$60.00 or less

2nd place - A GW boxed set worth \$40.00 or less

3rd place - A GW item worth \$25.00 or less

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

These prizes will be awarded at the tournament and are provided by the tournament organizers. The exception is the first place prize, which will be sent to a store of their choice. Be sure to inform the tournament organizer of the store you would like it sent to as well as what army you would like to receive.

1st Place A 2,500 pt army of the player's choice

2nd Place 40K Battleforce of the player's choice

3rd Place 40K Battleforce of the player's choice

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.