

# WARHAMMER 40,000 2009 '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 **July 11th, 2009** at scores of locations around the country. The top three finishers in each tournament will be asked to attend the Regional 'Ard Boyz Semi-finals on **August 8th**. Locations of the Semis will be posted on the GW web site shortly after the Preliminary Round and will be scattered across the country. The top three finishers at the Semis will be asked to attend the Finals held at the Chicago Battle Bunker on **Friday, September 19th, 2009**.

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 NEED TO DO BEFORE THE PRELIMINARY ROUND

- Register on the GW Online Store - This is necessary for you to receive prize support in the Semi Final rounds onward as we are awarding Online Store vouchers to the winners. **If you are not registered, you will not receive prizes!**
- Sign up at your local store for the Preliminary Round. Be sure to provide the email address that you used to register for the online store. This is the email we will send your Online Store Voucher to if you're in the top three.
- 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

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## APPROVED ARMY LISTS

### Chaos Daemons

- Codex Chaos Daemons

### Chaos Space 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, chosen from the latest versions of their codices. As both of these codices have changed recently, use the following amendments to the list on pg 30-31 of the Daemon Hunters book and page 26 of the Witch Hunters book:

#### Troops

Space Marine Tactical Squad, Space Marine Scout Squad, Imperial Guard Infantry Platoon, Imperial Guard Veteran Squad. Unit upgrade characters may NOT be taken (i.e. Commander Chenkov, Sergeant Bastonne)

#### Fast Attack

Space Marine Assault Squad, Land Speeder Squadron, Space Marine Bike Squadron, Scout Sentinel Squadron, Armored Sentinel Squadron, Rough Rider Squad, Scout Bike Squad

#### Heavy Support

Space Marine Devastator Squad, Space Marine Land Raider (Crusader and Redeemer as well), Space Marine Dreadnought, Space Marine Predator, 0-1 Leman Russ Squadron (Pask may NOT be taken)

### Imperial Guard

- Codex Imperial Guard 2009
- Imperial Guard may take Inquisitorial Allies as defined in Codex Daemonhunters or Codex Witchhunters.
- Grey Knight Terminators may not travel in Valkyries or Vendetta Gunships

### Necrons

- Codex Necrons

### Orks

- Codex Orks

### Space Marines

- 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

### 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 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 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 for any tie breakers

## PRIZE SUPPORT

In order to streamline the process and get you your prizes in a reliable fashion, we have decided to award all prize support for the Semi-final and Final rounds in the form of GW Online Store vouchers. Winners will be sent an email with a promotional code that will credit their online account. **It is very important that all 'Ard Boyz participants make an account on the GW Online Store and provide the email address that they used when registering to the tournament organizers.**

### 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 blister worth \$20.00 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

Prizes will be awarded in the form of Online Vouchers that are emailed to winning participants. In addition, all Semifinalists will receive an 'Ard Boyz patch.

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

**2nd Place A \$100.00 Online Voucher**

**3rd Place A \$75.00 Online Voucher**

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

The top three winners will receive absurdly huge piles of loot, cool custom made trophies, and the right to call all others dirty runtherders in light of their prestigious accomplishment!