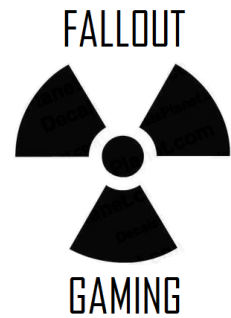


October 2015 Da Boyz GT Primer Rules:

General Information:

- The Warhammer 40,000 7th Edition rules will be used.
- Army point limit is 1850pts.
- Armies may be made up of any number of Detachments.
 - Each detachment is considered unique and is 0-1.
 - Dataslates and Codex Detachments are all considered "Detachments" for this event.
- Formations & Unbound armies will **not** be allowed in this event.
- Any Detachment that would violate the 0-1 unit rule (see below) will **not** be allowed.
- Each player must designate their "Primary" Detachment and the warlord must be from this detachment.
- Games Workshop & the Indy GT FAQ's will be used for this event.



Army Composition:

- All units in the army are 0-1. The only exception to this is Troops.
- A duplicate Troop choice will be available if all other troop unit selections have been chosen in all of your detachments.
 - Example: An Ork detachment may include a second unit of Ork Boyz if a unit of Gretchen is also selected. A third unit of Ork Boyz will be available if a second unit of Gretchen is selected. If there is an Allied Detachment of Tau, then there must also be a unit of Fire Warriors & Kroot to allow the second unit of Ork Boyz (2 Fire Warriors, 2 Kroot, & 2 Gretchen to allow 2 Ork Boyz, etc...)
- Special Characters are considered the same unit as indicated by their background & may only be selected from the Primary Detachment.
 - Example: Ghazghkull Thraka & a Warboss would be considered the same unit choice.
- Units with the same name but from different detachments will also be considered the same unit.
 - A Space Marine Land Raider & a Blood Angels Land Raider would be considered the same.
 - A Space Marine Land Raider & a Space Marine Land Raider Redeemer would be considered the same unit.
- A single Lord of War choice from your primary detachment is allowed. Only Codex Lords of War are allowed. The only exception to this rule is Imperial Knights (including the chaos version), these may be chosen with an acceptable faction.
 - Forgeworld & Imperial Armour Lords of War will **not** be allowed at this event.
- A single non-massive Fortification may be selected & must use the updated Stronghold Assault rules.
- A single 40k Approved (non-lord of war) unit selection from Forgeworld / Imperial Armour will be allowed. Players must bring copies of the appropriate newest rules.

Additional Rules:

- Battle Brothers will be treated as Allies of Convenience.
- Come the Apocalypse Allies will **not** be allowed.
- Codices (as well as supplemental rules) released more than 30 days prior to the GT will be utilized.
- Any 2+ save will be modified to a 4+ for any re-roll.

Event Scoring:

- Scoring for the event will be based off of the following 3 categories:
- Battle Points – Max of 105 Battle Points (each round will be worth a max of 35 battle points).
- Sportsmanship – Max of 30 Battle Points (each round will be worth a max of 10 battle points).
- Painting – Max of 30 Battle Points.

Sportsmanship:

- Sportsmanship will be included in this event, and will make up roughly 20% of your overall score.
- At the end of each round, players will score their opponent based off of that game, and that game alone.
- The rules for scoring sportsmanship will be detailed out on a separate sheet and given to players at the end of each round.

Painting:

- Painting will be included in this event, and will make up roughly 20% of your overall score.
- Paint Scoring will be done as follows:
 - Painting (each is worth **2 Battle Points**)
 - All the models in the army are painted.
 - Models contain at least 3 colors.
 - Paint style for army is harmonious / consistent.
 - Tier 1 Techniques (washes & dry brushes).
 - Tier 2 Techniques (highlights, eyeballs, weathering)
 - Tier 3 Techniques (basic glow effects, free hand)
 - Tier 4 Techniques (non-metal metallic, gemming, fire effects)
 - Tier 5 Techniques (advanced glow effects, direct source lighting)
 - Basing (each is worth **1 Battle Point**)
 - Bases are painted.
 - Bases contain flock / sand / texture.
 - Bases contain rocks, grass, & other details.
 - Models have dioramic bases.
 - Modeling (each is worth **1 Battle Point**):
 - Models are assembled & properly represented.
 - Army contains kit bashed models.
 - Army contains interesting poses / dynamic appearances.
 - Army contains some sculpting / conversion work.
 - Army contains advanced conversion work / LED lighting / advanced sculpting.
 - Display (each is worth **1 Battle Point**):
 - Models have something they can be carried on.
 - Display board that matches the army's theme.
 - Display board that contains interesting features such as rocks, grass, multiple tiers.
 - Display board has custom slots for models / can easily fit all models in the army & be posed properly.
 - Display board is dioramic / contains interesting effects.