

October 2016 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...)
- 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 single named / unique character may be selected from your primary detachment.
- 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.
- A maximum combination of 3 flyers / flying monstrous creatures are allowed.
- A maximum of 8 warp charges plus the D6 roll per turn will be allowed. Your army may select addition "psychic levels" however a maximum of 8 warp charges may be generated by psykers at the beginning of each turn.
- Battle Brothers will be treated as Allies of Convenience for this event.
- Come the Apocalypse Allies will not be allowed for this event. Tyranids will be allowed to ally with themselves.
- 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.
- The Invisibility psychic power will be resolved as BS 1 and a 5+ to hit in close combat.
- For summoning purposes, you cannot summon a unit that is in your army list or a unit more than once, unless that unit has been destroyed.

Event Scoring:

- Scoring for the event will be based off of the following 3 categories:
- Battle Points – Max of 75 Battle Points (each round will be worth a max of 25 battle points).
- Sportsmanship – Max of 30 Battle Points (each round will be worth a max of 10 battle points).
- Painting – Max of 20 Battle Points.

Sportsmanship:

- Sportsmanship will be included in this event, and will make up roughly 25% 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 15% of your overall score.
- Paint Scoring will be done as follows:
 - Painting (each is worth **2 Battle Points**)
 - All models in the army are painted.
 - All models in the army contain at least 3 colors.
 - Paint style for the army is consistent / harmonious.
 - Army contains multiple models with washes and/or drybrushing techniques.
 - Army contains multiple models with highlights, eyeball detailing, weathering, etc...
 - Basing (each is worth **1 Battle Point**)
 - All models in the army are based.
 - All models in the army have some sort of basic flock, sand, texture.
 - All models in the army have dioramic bases.
 - Modeling (each is worth **1 Battle Point**):
 - All models in the army are properly assembly & wargear properly represented.
 - Army includes some kit bashed models.
 - Army includes minor sculpting and/or conversion work.
 - Army includes major sculpting and/or conversion work.
 - 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 is dioramic / contains interesting effects.