

October 2017 – Da Boyz GT Primer Tournament Rules:

**** Early List Turn-In for Bonus Battle Points is due by Friday, October 13th!!! ****



Army Roster Guidelines:

- The Warhammer 40,000 8th Edition rules will be used.
- Army point limit is 2,000pts.
- Armies may include up to **3** Detachments.
- All units must be Power Level 32 or less.
- Players will select their own warlord traits, psychic powers, & army specific charts.
- Forgeworld units & army lists are allowed in this event.
- Lord of War units will be allowed in this event.

Additional Information:

- The Games Workshop & Forgeworld FAQ's will be in effect for this event.
- The Fallout Gaming Code of Conduct will be in effect for this event.
- All players must have the following to participate:
 - **Written Army List**
 - Rulebook
 - Codex(s)
 - Any additional rules and/or FAQ's

Terrain & Fortifications:

- Terrain will be preset on all tables but is not fixed.
- Fortifications may not be placed on top of preset terrain.
- If you have a Fortification in your army list, you may slightly adjust terrain (up to 3") to accommodate the Fortification.
- If you cannot fit a Fortification on the table (even after slightly adjusting terrain) please let the Tournament Organizer know and they will adjust the terrain on the table for you.

Tournament Scoring:

- Missions:
 - Each mission will be worth a max of **25 Victory Points**.
- Sportsmanship:
 - After each mission, players will score their opponents based on their game.
 - Players can earn up to **10 Victory Points** from sportsmanship for each mission.
- Favorite Opponent:
 - At the end of the tournament, players will mark down their favorite opponent.
 - Each favorite opponent vote will grant that player **1 Victory Point**.
- Early List Turn-In:
 - Players who submit their army lists in early for review will receive an additional **3 Victory Points**.

Army Deployment:

- Players will each roll a D6, the winner will decide who begins deploying units first.
- Players will then alternate deploying units onto the table.
- The player who completes their deployment first can choose to either take the first turn or second turn.
- If the player decides to go first, their opponent may then attempt to seize the initiative.

Battle Length:

- At the end of Round #5, the player who had the first turn will roll a D6. On a roll of a 3+, the game will continue.
- At the end of Round #6, the player who had the second turn will roll a D6. On a roll of a 4+, the game will continue.
- After Round #7, the game will end.

Tabling an Opponent:

- If at any point in the game a player has destroyed all of their opponent's units, continue to play the game to attempt to achieve the maximum amount of Victory Points for the mission.