'Ard Boyz *sorta'* 2018
Warhammer 40,000 Tournament

What is 'Ard Boyz and why should I play?

'Arb Boyz was a series of nation-wide tournaments that ran during 5th edition that was supported and organized by Games Workshop. Individual stores could register and hold an event for their local players. The winners were then invited to regional events. The winners of the regional events were then invited to a National Tournament in Las Vegas. One could argue that the large Warhammer Events like the Nova Invitational were created to fill the void left by 'Arb Boyz.

'Arb Boyz was sold as a no-holds-barred event when the armies were large and the hobby did not matter. There was no paint score or even a painting requirement. Most tournaments at that time were being held at about 1,750 points, so a 2,500 points army was a huge deal. There was also no kind of "meta-scoring" to be used, like army composition adjustments or sportsmanship scores. While we expect all players to act civil, the 'Ard Boyz almost encouraged players to show no mercy and strive for total domination.

'Ard Boyz is a battle points event. That means that players acquire a number of points that are all totaled up at the end of the tournament to determine the winner. This means that you could possibly loose a game but still win the tournament. It also means that you are encouraged to fight for every single point.

Each mission has a fixed board set-up and a primary mission. How well the players complete that mission determines the bulk of the points they are rewarded. To win the tournament, you not only need to win your game, you need to win your game above-and-beyond the bare minimal requirements to get all 12 points. On top of that, there are smaller point values assigned to secondary objectives that give one or possible 2 points each. These can define who is the best player in the tournament at the end of the match.

We will be recording the event with Best Coast Scoring. Special Prizes will also be added to store credit awards.

Hit Point Hobbies

118 W. Main

St. Aberdeen, NC 28315

September 29th, 2015 9:30 a.m.

Entry Fee: $15.00

Point Level: 2,500 (Maximum of 4 Battalions)

Rounds: 3

Max Time per Round: 2 hours, 40 minutes

Rules

The ruleset used for the 2018 'Ard Boys is what is found in the rulebook plus the FAQs, with the following notable exceptions.

The Rule of 3.

Because 'Ard Boys is an all-out slug fest, the rule of three is suspended for this tournament.

Length of Game

Random turn length as normal (5-7 rounds) or to a 2 hour and 40-minute time limit. Players are responsible to make sure the games end on time, and they may end the game with fewer rounds in order to finish the game in the time limit. If a game runs beyond the 2 hour and 45 minutes time limit, a 5-pt. penalty is applied to both player's scores. Each player should have an equal number of rounds.

First Level of Ruins

The first level of all ruins are considered to block line-of-site.

Terrain

The Terrain on the table is not to be moved or replaced without direct cooperation with the TO. This will be done if :

a) The terrain makes the placement of objectives impossible as defined by the rules defining the objective.

b) Terrain needs to be moved in order to place a player's fortification unit because there is no room for it to be legally placed..

Drawn and Quartered – Round 1

Based on Scenario 3 of the 2009 'Ard Boyz

Primary Objectives: To control 2 objectives while accumulating victory points.

Set-up: Set up as normal, except the deployment zones are already defined by the mission.

Table Set-up: Divide the table into 4 quarters. Player's Deployment zones are in opposing quarters. No units can be closer than 12" to the center or 24" from another unit during .

Objectives: Place one objective in the center of each unoccupied quarter of the table.

Player's Board Edge: Reserves come in from the complete long board edge of your deployment zone.

Victory Conditions

Massacre (12 pts): The player controls more objectives then the opponent, and they have killed more units (kill points).

Major Victory (9 pts): The player controls more objectives then the opponent, and they have killed equal or fewer units (kill points).

Minor Victory (6 pts):   Both players control the same number of objectives and they have killed more units (kill points).

Tie: (3 pts) Both players control the same number of objectives and they have killed the same number of units (kill points).

	Player 1	Player 2
Condition	_____	_____
Victory Condition (as Above)	_____	_____
Slay the Warlord (1 pt)	_____	_____
First Blood (1pt)	_____	_____
Line Breaker (1 pt)	_____	_____
Have at least 1 HQ alive/ all enemy HQ are dead (1 pt)	_____	_____
Scoring Units in all quarters (2 pts)	_____	_____
Number of Rounds Completed (Max 5)	_____	_____
Total	_____	_____

Dis Land is our Ladz! – Round 2

Based on Scenario 1 of the 2010 'Ard Boyz

Primary Objectives: To control 5 objectives while accumulating victory points.

Set-up: Set up as normal, except the deployment zones are already defined by the mission.

Table Set-up: 12" Deployment along the long board edge.

Objectives: Place one objective in the center of the table. Each player places 1 objective in their deployment zone, and one objective in the enemy deployment zone, no less than 6" from the table edge and no less than 12" from any other objective.

Player's Board Edge: Reserves come in from the complete long board edge of your deployment zone.

Victory Conditions

Massacre (12 pts): You hold 4 or more objectives then your opponent
Major Victory (9 pts): You hold 2-3 or more objectives then your opponent, or the opponent has no models left on the board.
Minor Victory (6 pts): You hold one more objective than your opponent.
Tie: (3 pts): You and your opponent control the same number of objectives.

	Player 1	Player 2
Condition	_____	_____
Victory Condition (as Above)	_____	_____
Slay the Warlord (1 pt)	_____	_____
First Blood (1pt)	_____	_____
Line Breaker (1 pt)	_____	_____
Killed more units than your opponent (1 pt)	_____	_____
Opponent has no units in your deployment zone (1 pt)	_____	_____
Number of Rounds Completed (Max 5)	_____	_____
Total	**_____**	**_____**

Land Grab – Round 3

Based on Scenario 1 of the 2009 'Ard Boyz

Primary Objectives: To control 3 objectives while keeping the enemy out of your deployment zone

Set-up: Set up as normal, except the deployment zones are already defined by the mission.

Table Set-up: 24" Deployment Zones are Set-up on the short edge of the table.

Objectives: Place one objective in the center of the table. Each Player places one objective in his own deployment zone no less than 9" from the table edge.

Player's Board Edge: Reserves come in from the complete short board edge of your deployment zone.

Victory Conditions

Massacre (12 pts): The player controls more objectives then the opponent, and they have killed more units (kill points).

Major Victory (9 pts): The player controls more objectives then the opponent, and they have equal or fewer units (kill points).

Minor Victory (6 pts): Both players control the same number of objectives and they have killed more units (kill points).

Tie: (3 pts): Both players control the same number of objectives and they have killed the same number of units (kill points).

	Player 1	Player 2
Condition	_____	_____
Victory Condition (as Above)	_____	_____
Slay the Warlord (1 pt)	_____	_____
First Blood (1pt)	_____	_____
Line Breaker (1 pt)	_____	_____
Control all three Objectives (2 pts)	_____	_____
All of your HQ units are alive (1 pt)	_____	_____
Killed Enemy Warlord in Challenge (2 pts)	_____	_____
Number of Rounds Completed (Max 5)	_____	_____
Total	_____	_____