

I present to you: The Ardboyz Official Spring 40k Tournament

When: June 19th. Doors open at 11:30am.

Where: Pandemonium Books and Games, Cambridge MA

Points: 1850

Cost: \$15 (\$5 discount for Ardboyz members)

Each player must have a valid 1850 point army list chosen from the following list of approved and official lists below.

Codex: Blood Angels

Codex: Chaos Demons

Codex: Chaos Space marines

Codex: Daemonhunters

Codex: Dark Angels

Codex: Dark Eldar (Please bring appropriate updates)

Codex: Eldar

Codex: Imperial Guard

Codex: Necrons

Codex: Orks

Codex: Space Marines

Codex: Space Wolves

Codex: Tau Empire (Human auxiliaries may be used)

Codex: Witch Hunters

Codex: Tyranids

Kroot Mercenary army lists are permitted.

Forge World models are allowed provided they have a unit selection in your army's codex. Forge World rules and armies will NOT be permitted.

You MUST provide a copy of your army's most up to date FAQ in addition to your traditional gaming material.

Models: All models used must be painted and based. We require all models to be Games Workshop, Forge World or Avatars of War models. Any fitting conversion is requested to be no less than 50% GW, FW and AoW based. Models that have no equivalent in a codex may be converted from scratch using any combination of modeling kits. The tournament organizers reserve the right to disallow a model due to lack of effort or appropriateness. (See: No action figures or toy dinosaurs) Each model is assumed to be WYSIWYG and will be treated as such on the table.

Objectives: Each player is required to bring three objectives. These must either be on a 40mm "terminator" round base or a reasonable equivalent. Objectives do not have to be fancy at all: a simple painted design on the base will do, as long as you can easily identify it as your own. Any actual bits or models comprising the objective should be painted but objectives do not have to be based.

Materials: Please bring all of your traditional gaming supplies which include: 40k Core Rules Book, your army's codex, tape measure, dice, two or more copies of your army list, appropriate counters, templates and a sparkingly positive and gentlemen(women)ly attitude.

Scoring: The overall scoring of the tournament will be broken down into the following categories by percentage and by actual numbers:

Battle Points: 60% (0-54. 15/10/5 plus BP mods)

Sportsmanship: 20% (0-5)

Painting: 10% (1-20)

Composition: 10% (1-20)

A word on comp: This is an experiment to assist players who do not want to bring the latest codex or "internet build", while maintaining a competitive edge. Each comp score will be an average of 6 comp judges (3 European, 3 American). The major reasoning behind this is that I want people to think outside their normal lists to come up with creative ways to win.

Each score is by default, 10 points. I have posted the following modifiers to guide the judges in scoring each list fairly and without bias:

What will make a score higher:

- Creative thought during list building
- Recreating lists or themes from battles or skirmishes featured in background text or novels
- Featuring underused or "underpowered" units (Ogryns, Sisters Repentia, Spawn, Possessed, War Buggies, etc)

What will make a score lower:

- Featuring a list that's been well-published on forums or gaming blogs
- Spamming of a single powerful unit, wargear choice or army feature
- More than one special or named character featured in an army

Because of this guideline, pre-registration is required for a comp score to be given. You do not need to submit your list in advance, but you forgo the additional points for such. The same exists for lists changed after their submitting deadline. All lists must be submitted by June 13th, 2010

For The Emperor!