



Player Packet



Rules

Competitors will participate in six (6) games over the course of the weekend; four on Saturday and two on Sunday. In each game, you will play a scenario and record the outcome of the battle on Results Sheets. Each round you will play a different opponent.

In the first three rounds, players will be matched randomly. All attempts will be made to make sure that individuals from groups traveling together do not have to play against each other. After the first round, players will be matched according to current rankings in the tournament (e.g., the player in first place will play the player in second place and so on, with the exception that you can never play the same opponent twice during the tournament). We want to apologize in advance because people that travel together may have to play against each other in the later rounds.

If, for some reason, you are paired against someone you have already played, alert a judge who will move you up or down a spot on the tables so that no delays in game play occur.

The pairings for each round will be posted as soon as they are determined. The published schedule will have the start times for each round and those rounds will begin on time (unless some unforeseen circumstance delays them).

Please be sure to arrive at your table ready to play and on time. We ask that each player be conscious of the time and that you play at a regular and steady pace to complete the game. Anyone found slow playing or deliberately stalling for any reason will be penalized.

Each game will be played on a 4' x 6' board with terrain features. The terrain will be pre-set. Refer to the mission packet for questions about terrain.

Players will receive Results Sheets at the beginning of each round. Each Results Sheet must be filled in properly to ensure that match-ups and points totals are correct. Once Results Sheets are completed, they are to be turned in at the head table so the scores can be entered into the computer. Both players are needed at the time results are submitted.



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If illegal units or rules violations are found in a player's list, at a minimum, the models in violation will be removed from all subsequent play. Tournament points may be deducted and award eligibility may be forfeited. Please use the feedback form on this website to ask any questions you or your club may have regarding rules issues or legal units in advance!

Cheating will not be tolerated at DaBoyz GT. Cheating affects the quality of the experience for all attendees and creates a significant disruption for event staff. Proof of cheating at DaBoyz will lead to forfeiture of the GT and being placed on the banned list for all future DaBoyz GTs.

The 'What You See Is What You Get' (WYSIWYG) rule is in effect. This means all units must be easily identifiable as the particular codex choice they represent and that any and all weapons/options taken for a unit or character must be clearly represented on the model.

A separate printed army list is required for the judges and each of your opponents. Army lists must be turned in by November 10, 2013.

There will be a TV in the game room with a countdown showing the time remaining in the round. To keep the tournament running on schedule, when time is called for a round, all players must finish their turn - No Exceptions. Because of this, please be aware of the time left in the round and do not start a turn you cannot finish. A hard warning will be issued with 5 minutes remaining in the game. It is acceptable to play another game turn if there is more than 5 minutes remaining, but not after 5 minutes time has called. We do, however, want players to be able to finish all their games.

DaBoyz Tournament Judges and Officers rulings are final and arguments or poor conduct by players will not be tolerated. DaBoyz reserves the right to remove players from the tournament without providing a refund. That said, quitting is not allowed unless it is due to legitimate circumstances. All games need to be played out.

Your army needs to be painted to at least a three minimum color to attend the DaBoyz GT. Models not painted will be removed from play.

You must provide access to your own rules (which include the actual Codex including the digital version used for your army), dice, templates, pen/pencil, calculator, or anything else you'll need during the course of regular play. Dice: DaBoyz GT does not require the use any specific type of dice; however, your dice must ALWAYS be made available to your opponent to use if they so desire. DaBoyz reserves the right to remove any dice showing excessive wear, obvious tampering or other questionable deformities. Also, please note that any dice that has symbols for either a six or one need to be consistent.



Theme

This is the third year for this award. This is an independent award which is not part of your GT Score and is determined by player votes. This award is for players who go beyond “normal”. For us, this award demonstrates some of the best parts of the game. This award is chosen by your fellow players. Here are some of the things to take into account when making your choice:

- Booklet or handout for your opponents
- Costumes or other shirts or clothing
- Banner or some other type of display
- Display base
- Army song, theme drinks or something else that shows the theme of your army. An example would be an Ork army which has dice with Ork heads in place of the sixes.
- Army appearance can relate to theme too. An example would be a chaos dedicated Imperial Guard army which has chaos symbols and chains hanging off all their tanks.



Counts As

Counts as models can be used, but they need to be modeled correctly. For example you can have a Ork Boy play as a Space Marine, but he needs to modeled correctly with a bolter or other wargear. One example that would not be allowed is an Eldar Falcon being used to count as an Ork Trukk. The counts-as models need to be on the correct base size. If there are any questions, please e-mail us and send pictures of your models to daboyzrocgt@gmail.com .



Terrain at DaBoyz GT

Below are several pictures of terrain and gaming tables that we have created for the DaBoyz GT. As you can see, we take pride in building our terrain and tables. We wanted to take a few minutes and explain to you our thinking about what you should expect if you attend our event. We treat terrain like our armies. We want our armies to all look different and have their own unique characteristics. We feel the same way about terrain. So each table at the DaBoyz GT is different. Yes there are going to be some tables with similar set ups and themes, but we try to mix up the tables as much as possible, because as in real life, each battle is fought on vastly different types of terrain. Like in past events, the software occasionally generates the same table assignment for a player. Please let us know immediately. We get asked all the time to change tables and there are always a couple extra tables to switch games onto if necessary.





The gaming group has put a lot of effort into the tables and we hope you enjoy them. We certainly do!





Terrain Rules:

- We will be playing with fixed terrain. The only exception to this if you are using a fortification. If using one of the larger fortifications like the Skyshield Landing Pad, and there is not enough room on the table to place it without moving terrain, then you will be allowed to move one or more pieces of terrain so you can fit it on the table.
- We will be playing with Mysterious Forests and Mysterious Rivers. Refer to pages 102-103 of the rule book.
- We will play hills as per the rule book. Refer to page 105.
- Any building over 7 inches will count as impassible. We typically don't have buildings that tall, but levels beyond that will count as impassible.
- We will allow players to bring all of the different fortifications. This includes the two new fortifications, the Firestorm Redoubt and the Vengeance Weapons Battery. Fortifications need to be 4 inches from all pieces of terrain. With all of the fortifications you are allowed shift terrain so it is a minimum of 4 inches away from the fortifications. Terrain placement and fortification placement will be discussed further in the mission packet. Each player is responsible for bringing their own rules for each of the fortifications.



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Points Break Down

198 points for battle (33 points for each game) 66 %
60 points for painting 20 %
30 points for sportsmanship 10%
10 points early list submission

Total 298 Points

Mission Objectives: 198 points

We are using the battle point system for our event. There will be two main objectives for each mission. Refer to mission packet for more information on the missions.

Painting matrix: 60 points

Early List Submission: 10 points

You will receive 10 points for doing this. The early list submission is for list verification. All lists need to be turned in by end of day on November 10, 2013 to daboyzrocg@gmail.com.





2013 Army Restrictions

DaBoyz has long supported promotion of the idea of Tournament composition. Our group has reflected on this topic, and we feel this continues to be part of the tournament's identity. As such, we will be using the following guidelines:

- 1) All unit selections will be 0-2 with the exception of those from the TROOP category. If a unit has the ability to be taken from both Troops AND another category (i.e. Tervigons, Mega Nobz, etc.) then the 0-2 restriction would apply regardless of what category these units are selected from. Please note that if a unit selection merely "shifts" it to the troop category and it may no longer be purchased outside of the troop category, then the 0-2 restriction would not apply. Dedicated transports that could also be selected in another category (i.e. Land Raiders, Battlewagons, etc.) will also fall under the 0-2 restriction. All other dedicated transports will be 0-4 regardless of which category they are selected from.
- 2) Total number of flyers/flying monstrous creatures will be limited to 4.
- 3) Special or unique named characters may only be selected from either the primary or allied codex, but NOT Both.

Clarifications/Update on army restrictions:

- The 0-2 limitation applies to both the primary and any allied detachment together even if there are variations in the rules. As an example, if 2 Space Marine Predators were selected, then an additional Predator from Codex Blood Angels could not be selected. Similarly, if 2 Daemon Princes are selected from Codex Daemons (either as HQ and/or heavy support), then no additional Daemon Prince may be selected from Codex Chaos Space Marines.
- Daemonic Heralds will be limited to 0-2 per Chaos god entity (i.e. the limit on Heralds is 2 of Tzeentch, 2 of Khorne, 2 of Nurgle and 2 of Slaanesh).
- Space Marine bikes chosen as part of a White Scars chapter tactics detachment will count will be selected as troops and not as fast attack (similar to the rules for Ravenwing).
- The 0-4 limitation for dedicated transport applies to the selection type. There is no maximum number of dedicated transports. For example, assuming you had the points, you could take 4 Drop Pods, 4 Razorbacks, and 2 Land Raiders as dedicated transports (provided there were no other Land Raiders selected as heavy support) in a Space Marine army. Likewise, you could take 4 Ork Trukks and 2



Battlewagons as dedicated transports (provided there were no other Battlewagons selected as heavy support) in an Ork army.

- Should you have any questions regarding these restrictions please contact us at daboyzrocg@gmail.com.

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40k Prize Determination

1. **Overall Winner:** will be determined by the addition of battle, appearance, and sportsmanship scores.
2. **Best Opponent:** will be determined by the addition of appearance, and sportsmanship scores.
3. **Best General:** will be based on the highest battle score. Sportsmanship scores will be used to break ties.
4. **Best Appearance:** will be based on the highest appearance score. Sportsmanship scores will be used to break ties.
5. **Best Sportsman:** will be based on the highest sportsmanship. Battle scores will be used to break ties.
6. **Best Theme:** this is awarded to the army with best theme. This is a separate award and appearance scoring will be used to break ties.
7. **Smoking' Boots (last place):**
This award is given in the gamers' spirit to the gamer that may be young, inexperienced, or totally outclassed in the event. This player gave it everything that he had and came up short, but still smiled and stuck it out.
8. **The Average Joe Award:** this is the overall score of the player in middle of the pack (rounded up). This award is sponsored by the group Beef and Wing, from Buffalo, NY.

We will also be giving out three prizes to the top tables again this year. We always like to see nice gaming tables to play on and a lot of the tables and scenery are donated by players. Players will be picking their favorite tables they enjoyed playing on or looking at throughout the weekend.

Prizes

Overall Winner: Trophy and 1850 point Space Marine list: Chapter Master with a Command Squad, Razorback, 20 Tactical Marines, 5 regular Scouts, 5 Assault Scouts, 3 Marine bikers, 1 Venerable Dreadnought, 3 Devastator Centurions, 1 Land Raider, 1 Stalker, and 1 Hunter. This will be minimum we give away. More will be added depending on attendance and sponsorship.

2nd overall: Trophy and prize (TBD)

3rd overall: Trophy and prize (TBD)

Overall Theme: Trophy and prize (TBD)

2nd in Theme: Trophy and prize (TBD)

3rd in Theme: Trophy and prize (TBD)

Best Appearance: Trophy and **Tablewar Display Tower - Full-size Case - MARK II**

2nd in Appearance: Trophy and prize (TBD)

3rd in appearance: Trophy and prize (TBD)

Best Opponent: Trophy and prize (TBD)

2nd in Opponent: Trophy and prize (TBD)

3rd in Opponent: Trophy and prize (TBD)

Best General: Trophy and prize (TBD)

2nd in General: Trophy and prize (TBD)

3rd in General: Trophy and prize (TBD)

Last Place: (Smoking Boots): A set of custom terrain to full a gaming table. This prize is donated by Mandulian Chapel Blog.

Best table #1: Prize (TBD)

Best table #2: Prize (TBD)

Best table #3: Prize (TBD)

The Average Joe Award: (TBD)

Smoking' Boots: (TBD)





DaBoyZ GT 2013

Appearance Judging Sheet



EVALUATE AND SCORE EACH ARMY BASED ON THE FOLLOWING CHECKLIST

PLAYER'S NAME:

Initial Overall Impression (Circle the one that applies)	Points
There is at least one model in the army unfinished. If something is unfinished favor this one.	0
The army is fully painted, but only to the most basic tournament requirements. There is still the possibility of impressive basing or conversion work.	5
The army is fully painted and there has obviously been effort put into detailing the army beyond the minimum tournament standard. Give benefit toward this choice unless there are unfinished models.	10
Display Base (Circle the one that applies)	Points
No display base, Rubber Maid lid, etc.	0
Basic just one flock.	1
Multiple flock, or painted with highlights, framed edge.	2
Multiple flock, or painted with highlights and flock, framed edge, terrain elements, shading and highlighting of elements.	3
Intricate diorama that just "wows" the judge.	5
Model Basing (Circle the one that applies)	Points
Bare plastic bases.	0
Basic just one flock or one solid color paint.	1
Multiple flock or painting with highlights, or paint and one flock.	2
Multiple flock and painting, or painting with highlights and flock; with clean edges.	3
Diorama-like bases with high attention to detail	5
Conversions (Circle the one that applies)	Points
No conversions were used.	0
Minimal: The army has some elementary conversions (head/weapon swaps, arm rotations) or just a couple of interesting swaps.	1
Minor: Units have multi-kit conversions including head and weapon swaps. This is for more than a few models such as a unit.	2
Major: The army has some difficult conversions that use things such as putty, plasticard, drilling, sawing, minor sculpts, etc. This could also apply to the entire army having very well done multi-kit conversions (see above).	3
Extreme: The army has some extreme conversions, which could be: a scratch built conversion or sculpt of an entire model, large numbers of models with difficult conversions (see above), or the entire army is extremely converted.	5
* Advanced Skills: ONLY judge this section if 10 points were awarded on the Initial Overall Impression (Circle the one that applies)	Points
No advanced techniques were used.	0
The models have a base coat with shade and highlight color.	1
The models have been shaded using layering with highlights or blending, but blending is not seamless.	2
The models have been shaded using seamless blending, but disregarding that done by airbrushing.	5
* Exceptional Extras: ONLY judge this section if 10 points were awarded on the Initial Overall Impression (Circle the one that applies)	Points
No extras were used.	0
The army has rough freehand work, simple unit/army markings, basic vehicle weathering and/or extra details.	2
The army has quality transfer work, clean unit/army markings, advanced vehicle weathering, and/or exceptional attention to details.	5
The army has stellar freehand detail work (banners, army/unit symbols, squad markings, etc.), ultra realistic vehicle weathering, and/or unbelievable attention to details.	10
Total Points (max 40)	

Please note that the following bonus points for Top Tier Armies will only be given to players who have painted the bulk of their armies. We understand that some players will be using purchased or borrowed armies. The following bonus points, however, will only be given to players who personally painted at least 75% of the army themselves. Although there is no way we can 100% verify you painted the army, we will ask you to sign a confirmation that it is indeed your work, and hope you honor and respect those who have spent the time to paint their armies to these exceptional levels.

Top Tier Bonus Points (Circle the one that applies)	Points
This Army is in the top 10% best painted Armies.	5
This Army is in the top 5% best painted Armies.	10
This Army is in the top 3% best painted Armies.	20
Total Points (max 60)	

