



## TOURNAMENT OVERVIEW

Welcome to the 2018 Da Boyz Grand Tournament! Have fun rolling dice, making new friends, making memories, and being inspired in this hobby. That's why we host this event.

Our *Overall Grand Champion* will be awarded based on a combination of painting, battle points, and sportsmanship scores. There will also be Awards for *Best General*, *Best Opponent*, *Best Painted* and *Khorne's Favor* winners.

Da Boyz *Battle* scoring has two objectives - to tier wins to help separate players with similar records and to give a player losing a match an opportunity to score *Battle Points*. We designed this scoring to try and give players reasons to have competitive games that last five rounds. Tabling an opponent does not mean a 20-0 result! Winning on *Victory Points* by a hair will not score as much as complete control of the objectives throughout a game.

Bonus points for killing a unit (i.e. a wizard) are automatically received if the opposing army does not include one or if they die for other reasons (i.e. terrain effects.) If more than one unit meets criteria select one prior to the game or if you forgot to do so then randomize at the end. Bonus points for units killed are only awarded when a unit is part of your opponents army list (so summoned units usually will not award points.)

Sportsmanship will be scored for a player by their opponent at the end of each round. You will be asked if your opponent met our event Standards of Conduct (see below.) If your answer is "NO" please let the TO team know what behaviors you saw. In addition you will have a chance to vote at the end of round four for your "Favorite Opponents." These scores will be added to determine our *Best Opponent*.

Painting will be judged by a team of paint judges. Every player will be judged by at least two different judges. The *Best Painted* award will be a combination of judge score and players vote. Player votes will not count towards paint scores for the *Overall Champion* title.

*Khorne's Favor* will be awarded to the player who has the most total points destroyed of their opponent and their own army. You receive 1 point per unit killed. Khorne cares not from whence the blood flows! Summoned units DO count for this.

You will also vote for your favorite player-submitted gaming table in our *Best Table* contest. Entrants will be marked. Best Table and Best Painted votes are due at the end of round 4.

## STANDARDS OF CONDUCT/EVENT BEHAVIOR

Remember, the ultimate goal in any game is for both players to walk away from the table willing to play each other again. Winning is only a game within the game. Yes, this is a tournament, but we expect players to ultimately enjoy the event and make sure their opponents do too. Players should be able to resolve rules disagreements amicably, but when in doubt ask a TO for help.

Poor behavior (rage quitting/being late to your game) or dishonest play (intentional cheating or slow play) are not acceptable. If you observe cheating or behavior you think is a major concern to the tone or integrity of the event, please talk to our TOs as soon as possible. In the most extreme cases, this can include disqualification from the event.

***We expect players to be courteous, friendly, mature, and honest.*** After each round we will ask players if their opponents' behavior met these standards of conduct as a "YES" or "NO." We expect most players to deserve a "YES" in most of their games.

## TERRAIN RULES

1. Terrain will be placed prior to the game by the Tournament Organizer. Players may redistribute the terrain in a mutually acceptable manner if shifted between rounds.
2. Some pieces of terrain may be accompanied by a specific scenery War Scroll.
3. Mysterious Landscape rules will only apply to pieces of terrain pre-identified as Mysterious.

## HOUSE RULES (See website for full details) [www.daboyzgt.com/Fantasy/](http://www.daboyzgt.com/Fantasy/)

1. Player placed Terrain CANNOT be placed on top of or within 3 inches of an objective marker.
2. Models that cannot be attacked cannot score objectives (i.e. the Changeling.) Carrion models are unable to hold objectives unless they have been on the ground since the end of the previous battle turn (the bottom of the most recent turn).
3. We are not using Realmsphere Magic, Realmscape Features, Realm Commands or Triumphs.

## REMINDERS:

1. Keep track of your opponents to vote for your favorite opponent at the end of round 4. At the start of every round write down your opponent's name on your best sportsmanship card before you start your game.
2. You will vote for the Players' Choice (your favorite army) by the end of round 4. Please take a look around Saturday. Don't wait to decide who to vote for until lunch on Sunday.
3. Lunch is only one hour, move fast! If you have a buddy playing late, order food for them. We have set up our breaks to try and beat the 40K crush to the on-site cafeteria. There are also a number of fast food and other restaurants close by. A list of nearby restaurants can be found on the venue page of our website: <http://www.daboyzgt.com/venue/>

4. At the end of Round 5 please help put away your scenery and mat. Please check for instructions as the scenery and mats may come from multiple different owners.
5. If you are taking pictures please share them on our Da Boyz Facebook page and link them to us on Twitter @Khornelord hashtag #DaBoyzGT.

## **SCHEDULE**

### **FRIDAY**

Open Gaming / Registration	9:00 am- 11 pm
40k Doubles	10:00 am – 8:00 pm
Blood Bowl	9:00 am – 6:00 pm
Shadespire Grand Clash	9:00 am -8:30 pm
Blood and Plunder Demos	1:00 pm - 5:00 pm
Blood and Plunder Event	5:30 pm - 9:30 pm

### **SATURDAY**

Registration	8:00 am – 9:00 am
Round 1	9:00 am - 11:30 am
Lunch – On your own	11:30 am - 12:30 pm
Round 2	12:30 pm – 3:00 pm
Round 3	3:30 pm – 6:00 pm
Dinner Break	6:00 pm – 7:00 pm
Open Gaming, Side events	7:00 pm - 1:00 am

### **SUNDAY**

Round 4	9:00 am – 11:30 am
<u>Best Table and Best Painted votes are due at end of round 4</u>	
Lunch - On your own	11:30 am – 12:30 pm
Round 5	12:30 pm - 3:30 pm
Pack up Armies/Tables	3:30 pm – 4:00 pm
Raffle	4:00 pm - 4:30 pm
Awards	4:30 pm – 5:00 pm

### **Check out our brother regional events:**

**Crossroads GT** September <http://www.crossroads-gt.com> (Kings of War, AoS, Blood Bowl)

**Triumph GT** June <http://www.triumphgt.com/> (AoS, 40K, Dust Tactics)

**Capital City Blood Bath** August <http://www.capitalcitybloodbath.com/>  
(AoS, 40K, Xwing, Batman Miniatures)

**Beef and Wing Brawl** June <http://www.beefandwing.com/> (AoS, 40K, Blood Bowl)

**NOVA OPEN** August <http://www.novaopen.com/> (many, many systems)

## Da Boyz Post Event Feedback

Dear players, we want to make this the best event possible so your feedback is important to us. Please fill this out over the course of the weekend (don't wait until the end of round 5) and drop it off with the TO team.

**On a scale of 1-5 with Five being the best and One being the worst, how would you rate the following issues:**

	WORST				BEST
Scenarios Used	1	2	3	4	5
House Rules Used	1	2	3	4	5
Terrain	1	2	3	4	5
Gaming Hall	1	2	3	4	5
Hotel	1	2	3	4	5
Pre-Event Organization	1	2	3	4	5
During Event Organization and Timeliness	1	2	3	4	5
Judge Rules Accuracy	1	2	3	4	5
Prize Support Available	1	2	3	4	5

Is there another system you would like to see Da Boyz add in the future?

Do you have any specific suggestions for next year's event?



