

Overview

Welcome to the Tournament Rules Pack for the 2011 DaBoyz America Team Championship.

This tournament has been created to bring together gamers from many different groups and areas to find out once and for all who the best gamers are.

The date for the Tournament is Friday, October 21, 2011.

Team Formation

Each Team is made up of 4 players.

A Team should consist of a minimum of 4 playing members; a 5th non-playing member may also attend the tournament. The Team must have a nominated Captain (either playing or nonplaying).

The Team Captain is responsible for the conduct of his/her Team. They are responsible for pairing their Team each round, submitting results, and is required to participate in the 40K Captains Council as necessary.

Non-playing member

The non-playing Team Member is allowed to:

- Be the Team Captain
- Designate the Pairings
- Collate and Submit Team Results
- Ask questions about how the game is going
- Tell their player they require a Win/Draw/Loss

The non-playing Team Member is not allowed to:

- Give Tactical advice (they may not tell their player 'how' to get that Win/Draw/Loss!)

Any perceived breach of these rules is to be brought to the attention of a 40K Ref who will be pointed out to you at the start of the event.

Tournament Schedule

Friday, October 21st:

- 10:00 – 10:30 Team Registration
- 10:30 – 11:00 Captains Council *
- 11:00 – 12:00 Lunch and Army list verification**
- 12:00 – 3:00 Round 1 - Mission: Seize Ground with 5 counters. Deployment: Dawn of War
- 3:00 – 6:00 Round 2 – Mission: Capture and Control. Deployment: Pitched battle.
- 6:00 – 6:30 Beer Break (It's okay if non-DaBoyz Teams may choose to drink other beverages)
- 6:30 – 9:30 Round 3 - Mission: Annihilation. Deployment: Spearhead

Missions are subject to change!

* The Captains Council on Friday will be used for (but not restricted to) presentations, first round random pairing, referee briefing, last minute issues/votes, & terrain tables review.

**List verification is to take the burden off the judges and shift it to the players. After the first round of pairings, each team is responsible for reviewing and verifying their opponent's list. Each team will have to provide a list and codex (if needed) for the first round opponents. If a list is incorrect, then the player will have 5 minutes to correct the mistakes. If not corrected in the allotted 5 minutes, then a judge will make corrections to the list to make it legal.

