



BUGEATER GRAND TOURNAMENT
June 24th - 26th 2011 Omaha, NE

Warhammer 40k Tournament Pack

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Schedule

Below is the schedule of events, along with when some of the judging will be taking place for the painting and fan favorite awards. Understand that this is subject to change based on tournament conditions.

Friday

3:00 – Store Closing

5:00 – Store Closing

Events

Open Gaming

Specialist Gaming:

- Blood Bowl
- Mordheim
- Others

Saturday

9:00-9:45

10:00-12:15

12:15-1:15

1:30-3:45

4:30-6:45

Events

Check In

Round 1

Lunch

Painting: Judging of Armies

Round 2

Round 3

Sunday

9:00-9:45

10:00-12:15

12:15-1:15

1:30-3:45

4:30-6:45

7:15-7:30

Events

Check In

Round 4

Lunch

Painting: Judging of Armies and individual models

Round 5

Round 6 – voting for Player's Choice

Awards

You'll note there are some gaps (check in ends at 9:45, but round 1 begins at 10:00). That is because we built in an additional 15 minutes to give players time to get to tables and set up before the timer starts for the rounds.

Important: If you are not at check in, barring an emergency and communication to the staff, you will miss the first round of the day and possibly be dropped from the tournament depending on how late your arrival is.

Directions, Concessions, Vendors

Friday Night Gaming is being held this year at the Game Shoppe, which is located at 1406 Harlan Drive, in Bellevue, Nebraska.

Directions from the Hotel:

- Get on Dodge Street/Highway 6, heading east for about 5 miles
- Staying on Highway 6/Expressway, merge onto I-680 South
- Stay on I-680 for 3 miles and then go onto I-80 East
- Take I-80 for 7 miles, until you see signs for I-480/US 75. Take US 75 (Kennedy Freeway) south
- Take Highway 75 south for about 6 miles. Take the exit for NE Highway 370
- Learn left onto Highway 370 (going east)
 - About a mile down the road, turn left at the No Frills Plaza. The Game Shoppe is to the right of the No Frills, behind the Jimmy John's. It is all interstate driving, expect a 20-25 minute trip time.

The main tournament is being held at Millard West High School, which is located at 5710 S. 176th Ave in Omaha, Nebraska.

Directions from the Hotel:

- Head south on 180th street (turning left coming out of the hotel) for 4 miles
- Turn left on Q street (going east)
- You'll take your next possible right on 176th avenue.
- The school will be on your right. This is a 10 minute drive.

Directions from the Interstate (assuming you're coming from Iowa on I-80)

- Take I-80 for about 7 miles until you see a sign for the "I-L-Q exits." Take that exit, and then get off on Q street.
- Turn left on Q street (heading west). You'll be on Q street for about 4 ½ miles. You will take a left on 176th Avenue.
- The school will be on your right.

Concessions

The Millard West Debate Team parents will be selling concessions throughout the tournament (pop, snacks, etc). They will also be selling a cheap lunch on both days to purchase at the tournament.

Vendors

The Game Shoppe will be on sight with merchandise to sell throughout the tournament.

General Rules

Army Construction

- The Bugeater 40k GT will follow the Warhammer 40k Fifth Edition rules and all relevant Games Workshop FAQs and Erratas. An additional FAQ, generated in house, will be supplied prior to the event to handle any questions that are not adequately covered by the rulebook and Games Workshop FAQs.
- Each player must field an army using a standard force organization chart, not to exceed 1850 points. This army must be constructed using one of the following valid codices:
 - Black Templars
 - Blood Angels
 - Chaos Daemons
 - Chaos Space Marines
 - Dark Angels
 - Dark Eldar
 - Eldar
 - Grey Knights
 - Imperial Guard
 - Necrons
 - Orks
 - Space Marines
 - Space Wolves
 - Tau Empire
 - Tyranids
 - Witch Hunters
- Forge World/Imperial Armor rules are not allowed. Forgeworld models can be used to represent appropriate models from a legal army (see painting rules on the next page).
- Each player is required to bring **SEVEN** printed copies of their army list to the tournament. One is for the tournament staff, and the remaining copies are for your opponents. All items and full point costs must be present for each entry.
- If your army contains psykers, the psychic powers must be clearly listed in the army list.

Painting Rules

All models must be painted to a 3-color minimum.

Units must be represented by appropriate models; as such **What You See is What You Get (WYSIWYG)** is in effect for the Bugeater GT. That means units **MUST** be easily identifiable as the particular choice they represent, and that any weapons or other equipment **MUST** be clearly represented on the models. Models that do not fit this will be removed from the game, and you will not be permitted to play with them for the remainder of the tournament.

Models from the Games Workshop range are normally required; however at the tournament director's discretion other models may be permitted. Understand that although most people making these requests will be permitted to field their army, it is not guaranteed. You **MUST** email Tim Royers (RoyersT@gmail.com) BEFORE the tournament to verify your models are okay. If you do NOT, your models may be removed from the tournament if they are deemed unacceptable by tournament staff.

Paint Scoring

Players can earn a maximum of **30** points for overall army painting. Armies are rated on the following scale:

Initial Judging	Points
There is at least one model in the army that has undercoat as one of its three colors to meet tournament minimums.	0
The army is fully painted, but only to the most basic requirements.	8
Army is fully painted, and is painted beyond the minimum tournament standard.	15

As long as your army doesn't have just the three minimum colors, you will most likely receive 15 points. **If you receive 15 points, you are then eligible to earn additional points for conversion work, base work, and advanced painting skills that can earn you up to 30 total points for painting.**

The Painting Awards

There are three painting awards for the Bugeater GT. *Every* army will be judged for the overall painting of its army. Players can *choose* to enter to compete for the other two awards.

Golden Gobbo: The Best Painted Army. Players that receive 30 painting points for their army (see the rubric on the next page) are finalists for the Golden Gobbo. There are more than 30 points available in the rubric (but the max you can earn is capped at 30), this is done so that way a strong convertor has just as much of an opportunity to be a finalist the award as a strong painter or a person with excellent bases, etc.

Golden Grot: This is the award for the best painted single model. Players will be asked when they check in on Saturday if they'd like to enter a model for this award. If so, they will be given a placard to display on the second day so judges know to judge that model for this category.

Golden Gnoblar: This is the award for the best converted single model. Players will be asked when they check in on Saturday if they'd like to enter a model for this award. If so, they will be given a placard to display on the second day so judges know to evaluate that model for this category.

Note: It is entirely okay to have the same model entered for both the Golden Grot and Golden Gnoblar



Painting Rubric

Players will be judged for the painting quality of his or her army during preset intermissions during the tournament (see tournament schedule). If the player earns full points under "Initial Judging," they are eligible for up to 15 further points based on painting, conversions, basing, et cetera. The maximum painting points a player can earn is 30. Armies receiving 30 points are eligible for the Golden Gobbo award for best painted army.

Initial Judging	Points
There is at least one model in the army that has undercoat as one of its three colors to meet tournament minimums.	0
The army is fully painted, but only to the most basic requirements.	8
Army is fully painted: it is painted beyond the minimum tournament standard. Give benefit to this unless there are models in the army that have an undercoat as one of its three colors.	15
Model Basing: The army's basing must also be uniform/consistent between different units and models to receive additional points.	Points
Bare bases, no flock	0
Basic one flock	2
Multiple flock or highlights with one flock	4
Bases with variety of flock, highlights, and additional elements.	6
Conversions	Points
No conversions of note (none, or just a couple rank and file models have head or arm swaps)	0
Units or character models have multi-kit conversions (head/weapon/bitz swaps).	2
The army has difficult conversions including use of greenstuff for sculpting, putty, plasticard and/or has significant multi-kit conversions for the entire army.	4
The army includes scratch built conversions or sculpts, a large amount of models with difficult conversions (see above description), or the entire army is extremely converted.	6
Painting Skills: The army's painting must also be uniform, have a consistent theme to receive additional points.	Points
No advanced techniques	0
The models incorporate basic highlight/shading	2
The models incorporate layering with highlights or blending (but not seamless)	4
The models have been shaded with seamless blending	6
Extras: Display Base	Points
Standard cookie sheet or rubbermaid lid to move the army around	0
A prepared display base for the army with some flock, painting, etc.	2
An exceptional display base that blows the judge away – an impressive diorama	4
Extras: Details	Points
No extras	0
The army has rough freehand work, basic unit markings, and/or basic vehicle weathering	1
The army has quality freehand work, clean unit markings, and/or vehicle weathering	2
The army has exceptional freehand work, stellar unit markings, and/or realistic vehicle weathering	4

Total (if the total exceeds 30, only award 30 points):	
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Tournament FAQ

The following is our attempt to clarify rules issues that we have seen come up in test games, local tournaments, and in answering emails from participants in the Bugeater GT. This FAQ is to be used by all players, and will be enforced by judges.

General Questions

How will you calculate Victory Points for spawned Termagaunts coming out of Tervigons, or "Without Number" troops, or any models spawned during the game that were not purchased in the army list?

Unless the rules for the unit specify otherwise, these will count for victory points exactly as if they were purchased in the army list. This may result in your opponent earning more than 1,850 victory points against you.

When moving a model such as a Valkyrie or Stormraven onto the board from reserves, does every piece of the model have to be on the table, or can a piece of the tail fin or other component be hanging off the edge?

These types of units must move on so that their flying bases are completely on the table. Please keep in mind that this ruling only applies to vehicles with appropriate flyer bases – you may not intentionally leave portions of vehicles such as Land Raiders hanging off the table.

Blood Angels

Can my Baal Predator fire the first turn if it used its smoke launchers during its scout move?
No.

Do you need to roll to hit for Blood Lance?
No.

Daemon Hunters

Is the Daemon Hunter codex still legal? The new codex is called "Grey Knights" after all...
No. Stop it.

Imperial Guard

My Vendetta's wing is hanging over difficult terrain, does it have to test?
No. For the purposes of terrain, placement compared to other models, et cetera, only use the flyer base for consideration.

Orks

Can a deff rolla be destroyed if my battlewagon suffers a weapon destroyed result?
No.

Tau Empire

Do Gun Drones detached from a Fire Warrior Devilfish count as scoring?

No.

My vehicle survived, but I disembarked the gun drones and those were destroyed. How do I factor that in for victory points?

They count separately for victory points, at their price listed in the Fast Attack section of the Tau codex

Space Marines

Do melta and flamer weapons still count as twin linked, and thunder hammers as master crafted after Vulkan dies?

Yes.

Space Wolves

I've got both a Rune Priest's staff and a wolf tail talisman. Can I use both to stop a psychic power or do I have to pick one?

You may use both to attempt to nullify the same psychic power.

How do I handle my Lone Wolf in regards to victory points?

The same way a Lone Wolf is treated with kill points. If the Lone Wolf survives, your opponent gets his victory points. If he dies, your opponent gets no victory points.

How do I handle my distributed Wolf Guard models for purposes of calculating victory points?

Count those models as part of the unit they've been attached to, counting each model for its specific points cost.

Do you need to roll to hit for Jaws of the World Wolf?

No.

The Paths to Victory:

At the Bugeater GT, there are two award paths for general competition: the tournament champion and the sweepstakes champion. Both tracks earn similar awards, are given equal respect, but are designed to appeal to different Warhammer 40k players and their priorities.

Tournament Champion	Sweepstakes Champion
<p>The tournament champion is the person who has the best win-loss record at the end of the tournament. Only your record on the table top is used to determine the overall tournament champion.</p> <p>Although this is based strictly on win-loss, battle points, painting points, and sportsmanship points are still recorded.</p> <p>Battle Points are recorded to determine your position within a record bracket.</p> <p>Although sportsmanship ranking doesn't factor into the Tournament Champion, it is still important. If a player receives two sportsmanship scores of '1,' they will be asked to leave the tournament. 1s are only allowed to be recorded after consultation with tournament staff, so two 1s indicate a serious problem.</p> <p>The Tournament Champion will be receiving a weekend badge to compete at the 2012 Adepticon tournament.</p>	<p>Referred to as the "Renaissance Man" at other tournaments, or what you would find at a RTT (Rogue Trader Tournament).</p> <p>The Sweepstakes Champion is the individual with the highest total score combination of:</p> <ul style="list-style-type: none"> -Battle Points = max 150 (50%) -Painting Points x 2.5 = max 75 (25%) -Sportsmanship x 2.5 = max 75 (25%) <p>This represents the best overall player, who does well on the tabletop, but also has a well painted army and is a great opponent to play against. It is quite possible to lose some of the five matches and still contest for Sweepstakes Champion with strong painting and sportsmanship scores.</p> <p>The Sweepstakes Champion will receive a free ticket to compete at the Games Workshop run Throne of Skulls tournament in 2012.</p>
<p style="text-align: center;">Fan Favorite</p> <p>In addition to the Tournament Champion and Sweepstakes Champion, there is also the Fan Favorite award. Players will vote for the player with the best army appearance, and when the tournament is concluded they will vote for the person they enjoyed playing against the most. These votes will determine who receives the Fan Favorite award.</p>	

Scenario Rules

The rules on this page apply to every scenario played at the Bugeater GT:

Missions:

Each scenario will identify the primary, secondary, and tertiary missions for your army. When the game ends, check the mission victory conditions and use them to determine the winner of the match:

1. Check the status of the Primary Mission. If one person is winning it, that person wins the game. If the players are tied for the Primary Mission, proceed to the next step.
2. Check the status of the Secondary Mission. If one person is winning it, that person wins the game. If the players are tied for the Secondary Mission, proceed to the next step.
3. Check the status of the Tertiary Mission. If one person is winning it, that person wins the game. If the players are tied for the Tertiary Mission, proceed to the next step.
4. If both players are tied for all missions, calculate the victory points both players have earned using the victory point rules found in the 5th Edition Rulebook. The winner is the player with the most earned victory points of the two (even if it is a difference of 0.5 victory points).

Tabling Your Opponent:

If you eliminate all of your opponent's units prior to the end of the game, continue to play the game until its resolution or the surviving player wishes to end the game. When the game ends, tally up the score as if your opponent were still on the board.

Game Length

- At the bottom of turn 5 roll a d6. On a roll of a 1 or a 2, the game ends. On a roll of a 3+ the game will continue to turn 6.
- At the bottom of turn 6 roll a d6. On a roll of a 1-3, the game ends. On a roll of a 4+ the game will continue to turn 7.
- Do not begin a new game turn of any kind if there is less than 15 minutes remaining in the round.
- When the game ends, determine the winner using the missions rules described above.

Tournament Missions

The missions described on this page are in use during every round, so make sure you understand them clearly. If there is any confusion, you must consult a member of the tournament staff.

Objectives

- Each round will specify the manner in which you deploy the objectives, and the number of objectives to be on the table. In some rounds you will have to deploy your objectives in certain locations, and in others you and your opponent will take turns placing objectives. Consult each scenario for further directions.
- In order to hold an objective, a scoring unit must be within 3" from the edge of the objective.
- If an enemy unit is also within 3" of its edge, an objective is contested and neither side controls it.
- When determining if an objective is held or contested, ignore all terrain/model heights.
- **The player holding the most objectives when the game is finished has won this mission. If an equal number are held, this mission is tied.**

Table Quarters

- The purpose of this mission is to capture as much of the battlefield as you can.
- A table quarter is captured when more of your victory points are in it than your opponent's at the end of the game.
- If a unit is partially in multiple quarters, it is considered in whatever quarter contains a majority of the unit. If no quarter contains a majority, randomly determine which quarter it is in.
- **The player controlling the most number of table quarters when the game is finished wins this mission. If an equal number of quarters are controlled, this mission is tied.**

Kill Points

- This mission uses the rules for kill points found under "Annihilation" on page 91, with one change. Ignore the final paragraph in the Annihilation entry and use the following to determine the winner instead:
- **If a player has three or more kill points than his or her opponent, then that person wins this mission. If the players have an equal number of kill points, or one player only has one or two kill points more than their opponent, this mission is tied.**

Scenario One: First Encounter

Briefing

Both armies land on the planet, and in the first encounter scramble to secure whatever toe hold they can for reinforcements to start arriving from orbit. Securing key locations is the most important thing, killing the enemy is only a lingering priority.

Rules

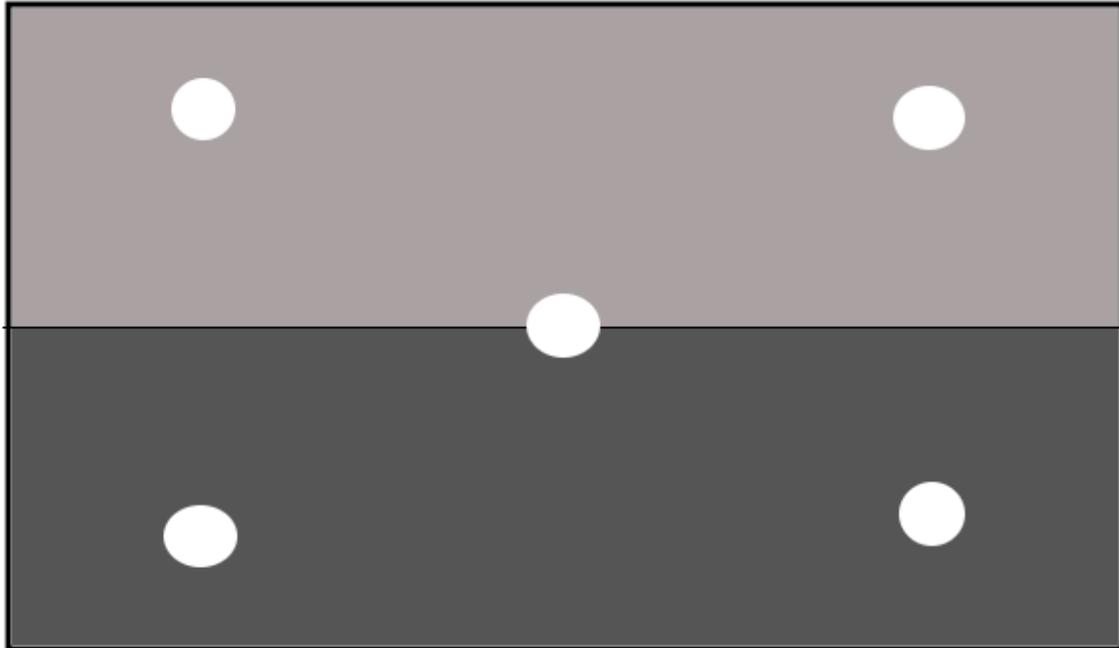
Primary: Table Quarters **Secondary:** Objectives (5) **Tertiary:** Kill Points

Deployment: Dawn of War (p 93)

Mission Special Rules: Infiltrate, Reserves, Deep Strike, Scouts, Outflank (p 94), Seize the Initiative (p 92), and Night Fighting per Dawn of War deployment rules.

Objective Placement:

Before any other action is taken, place 4 objectives in every board corner, 18" from the closest short edge and 12" from the closest long edge (so you'll have four objectives in the center of each table quarter). Place the fifth objective in the exact center of the board.



Scenario Two: Consolidation

Briefing

With an initial landing established, your army now attempts to seize control of vital locations necessary for constructing communication arrays, dispersing supplies and other things needed to win the wider war.

Rules

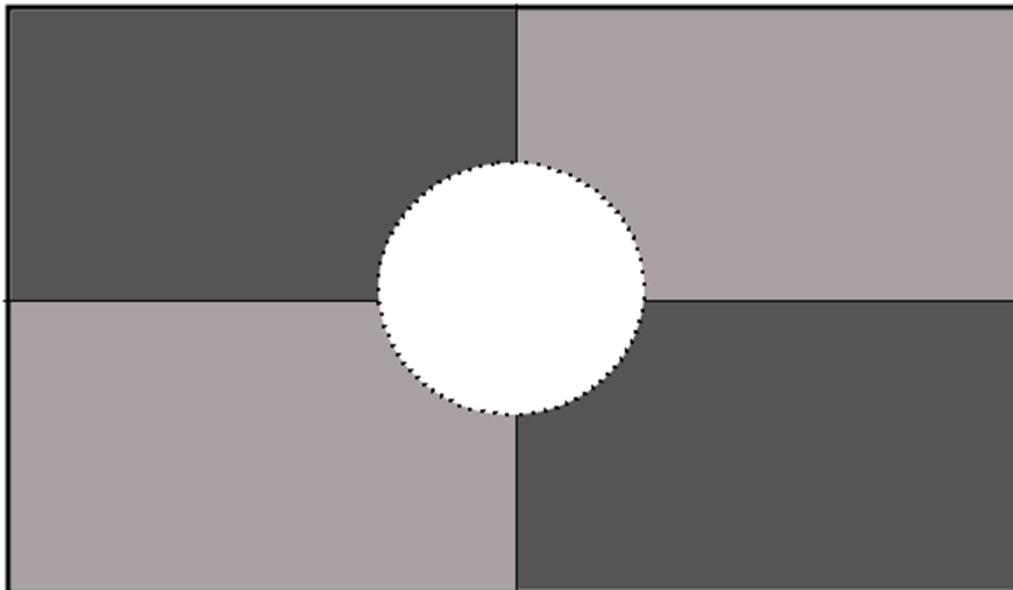
Primary Mission: Objectives (4) **Secondary Mission:** Kill Points **Tertiary Mission:** Table Quarters

Deployment: Spearhead (p 93)

Mission Special Rules: Infiltrate, Reserves, Deep Strike, Scouts, Outflank (p 94), Seize the Initiative (p 92)

Objective Placement:

After you have determined who is going first, but before beginning deployment of forces, the players will take turns placing the four objectives, starting with the player that will deploy first. These objectives may not be in impassible terrain, or be within 12" of a table edge or other objective.



Scenario Three: Break the Line

Briefing

With your infrastructure secure, your army unleashes to wage war against the enemy. You and your opponents crash at the no man's land between your lines, hoping to drive a wedge that your forces can push through to annihilate your enemy once and for all.

Rules

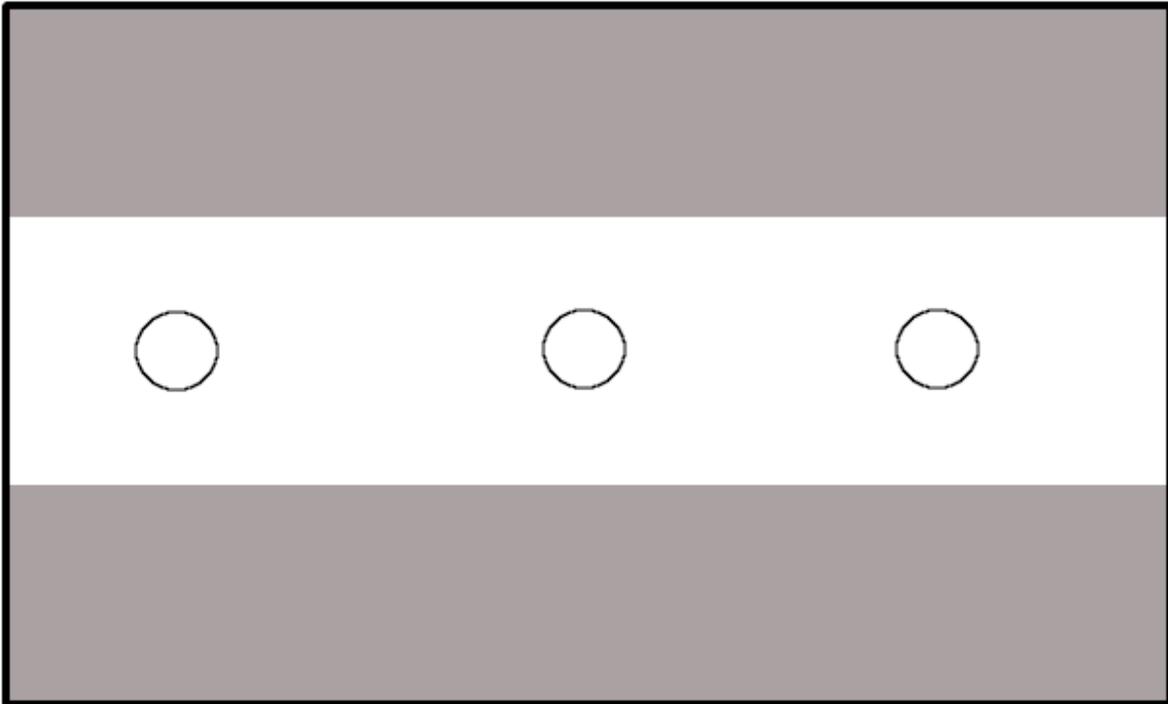
Primary: Objectives (3) **Secondary:** Kill Points **Tertiary:** Table Quarters

Deployment: Pitched Battle (p 92)

Mission Special Rules: Infiltrate, Reserves, Deep Strike, Scouts, Outflank (p 94), Seize the Initiative (p 92)

Objective Placement:

Before any other action is taken place 2 objectives, each 24" away from the long table edges (at the board's midline), and 12" away from the short table edge. Place the third objective at the exact center of the board.



Scenario Four: Open Battle

Briefing

Now that the defense lines have been breached, the two armies engage each other in the open field. Vital locations are no longer the primary focus – now it is about killing the enemy today so that you can take their territory tomorrow.

Rules

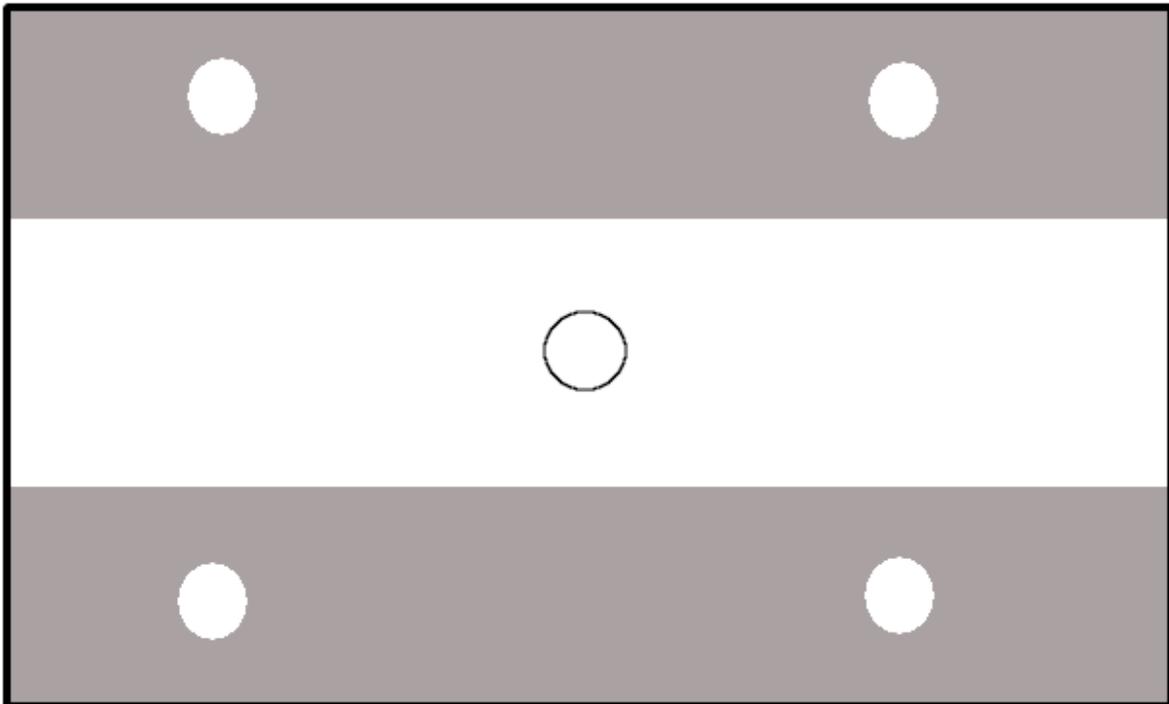
Primary: Kill Points **Secondary:** Table Quarters **Tertiary:** Objectives (5)

Deployment: Pitched Battle (p 92)

Mission Special Rules: Infiltrate, Reserves, Deep Strike, Scouts, Outflank (p 94), Seize the Initiative (p 92)

Objective Placement:

Before any other action is taken place 4 objectives in every board corner, 18” from the closest short edge and 12” from the closest long edge (so you’ll have four objectives in the center of each table quarter). Place the fifth objective in the exact center of the board.



Scenario Five: Morning Attack

Briefing

After a day of open battle, both armies request supplies to replenish their forces and prepare for another battle. Unfortunately, both armies had their supplies drop in ear shot of one another, and both sides launch a predawn strike to eliminate the enemy in the area so they can secure as many supplies as they can.

Rules

Primary: Kill Points **Secondary:** Objectives (4) **Tertiary:** Table Quarters

Deployment: Dawn of War (p 93)

Mission Special Rules: Infiltrate, Reserves, Deep Strike, Scouts, Outflank (p 94), Seize the Initiative (p 92), and Night Fighting per Dawn of War deployment rules.

Objective Placement:

After you have determined who is going first, but before beginning deployment of forces, the players will take turns placing the four objectives, starting with the player that will deploy first. These objectives may not be in impassible terrain, or be within 12" of a table edge or other objective. Once the four objectives have been placed, scatter each as if they had arrived via Deep Strike. If the scatter result puts the objective within 6" of a table edge or another objective, move the objective to be 6" away.



Scenario Six: Unto the Breach!

Briefing

Drained from weeks of constant fighting, your forces muster what strength they can and charge headlong into the enemy in hopes of breaking their resolve once and for all. Your goal is to deprive them of their vital installations and eliminate their capacity to wage war.

Rules

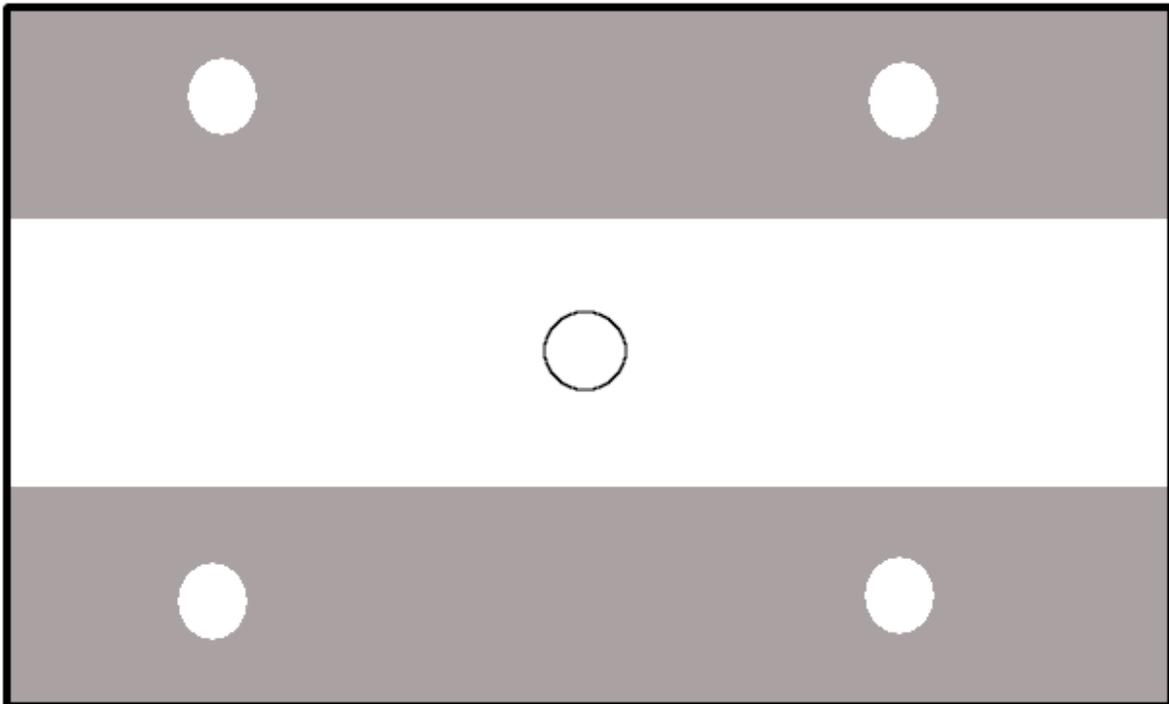
Primary: Objectives (5) **Secondary:** Table Quarters **Tertiary:** Kill Points

Deployment: Pitched Battle (p 93)

Mission Special Rules: Infiltrate, Reserves, Deep Strike, Scouts, Outflank (p 94), Seize the Initiative (p 92)

Objective Placement:

Before any other action is taken (except determining kill points as per the Missions page), place 4 objectives in every board corner, 18" from the closest short edge and 12" from the closest long edge (so you'll have four objectives in the center of each table quarter). Place the fifth objective in the exact center of the board.



Awards

Each award recipient will be given a plaque in addition to the following prizes:

Award	Prize (Provided By)
Tournament Champion	\$150 (Online GW Voucher) Weekend Pass to 2012 Adepticon and a Weekend Pass to the NOVA Open A spot to play in the NOVA Invitational
Sweepstakes Champion	\$150 (Online GW Voucher) Ticket to the Throne of Skulls Tournament and a Weekend Pass to the NOVA Open
<i>Painting Awards</i>	
Golden Gobbo (Best Army)	\$50 (Game Shoppe)
Golden Grot (Single Model)	\$50 (Game Shoppe)
Golden Gnoblar (Single Conversion)	\$50 (Game Shoppe)
<i>Sportsmanship</i>	
Best Sportsman	\$50 (Game Shoppe)
<i>Fan Favorite</i>	
Player's Choice	\$50 (Game Shoppe)