



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

Warhammer Fantasy 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

4:15-4:45

Events

Check In

Round 4

Lunch

Painting: Judging of Armies and individual models

Round 5 – 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

The Bugeater Fantasy GT will follow the Warhammer Fantasy 8th edition rules and all relevant Games Workshop FAQs and Erratas.

Army Construction:

Each player will field a valid 2500 point army, constructed from the valid GW army lists:

- Beastmen
- Bretonnia
- Daemons of Chaos
- Dark Elves
- Dwarfs
- Empire
- High Elves
- Lizardmen
- Ogre Kingdoms
- Orcs & Goblins
- Skaven
- Tomb Kings
- Vampire Counts
- Warriors of Chaos
- Wood Elves

The following special characters are prohibited:

- Kairos Fateweaver
- Teclis
- Thorek

The following items are not permitted at the Bugeater GT:

- Power Scroll
- Book of Hoeth
- Cupped Hands
- Becalming Cogitation

Army Lists:

Each player is required to bring **SIX** 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 Wizards, the Lore that Wizard uses **MUST** be placed on your army list. For Grey Seers, you must declare how you are dividing their spells on your army list as well (e.g. 2 spells from Ruin and 2 spells from Plague).

Magic Addendum

The following rules will apply to the magic phase:

- You may never use more than 12 power or dispel dice in a single magic phase for any reason.
- A character can only ever suffer one wound, regardless of any restrictions or modifiers that would normally apply, from the following spells:
 - The Dwellers Below
 - Purple Sun
 - Transmutation
 - Infernal Gateway
 - Dreaded 13th Spell
 - Pit of Shades

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 Rules

I have a single rank of 5 or more models and I lose combat against a monster or unit with less than a single complete rank. Do I have steadfast?

Yes. The rulebook states that if you have more ranks than your opponent you are steadfast. Your opponent has 0 ranks, you have one. Therefore your unit gains steadfast.

Can I swift reform into a building?

No.

Can you cast the same spell multiple times on the same unit (such as Wyssan's Wildform)?

Yes, assuming you have multiple wizards with that spell of course 😊

I have a wizard who is reduced to level zero because of a miscast result. Can that model still channel?

Yes. (Note: This has already been clarified in the rulebook FAQ, but we had this issue come up so we wanted to include it here as well)

I have a model that is a war machine, such as an Anvil of Doom or a Cauldron of Blood. What happens if it has to take a characteristic test?

Unless specified otherwise (in the core rulebook it gives exceptions for toughness and leadership tests), because those models are warmachines they automatically fail characteristic tests as clearly stated in the core rulebook. Their status as warmachines trumps the fact that there is a character (such as a Runelord) so the model *will* be removed!

Do Augments need line of sight?

No. The chart in the back of the book is incorrect, the actual description of augment spells clearly state you do not need line of sight to cast an augment spell.

My wizard was augmented by Throne of Vines and I cast a spell such as Flesh to Stone. In the next turn, my opponent dispels Throne of Vines. Does the benefit of Flesh to Stone now revert back to just +2 toughness?

No, it remains +4 toughness. The spells get their boosted form if throne of vines is active while the spell is cast. Whether Throne of Vines is dispelled after is irrelevant. (Obviously future castings of Flesh to Stone would be back to +2 toughness unless Throne of Vines is recast).

Lizardmen

Someone targets my stegadon with a spell like Dwellers Below that requires a characteristic test. Do I test once, or do I test for the stegadon, crew, and character separately?

Test once for the entire model using the highest characteristic in the unit.

Ogre Kingdoms

Can you cast the same Gut Magic spell multiple times on the same unit?

Yes

How does the Brahmira Statue function in 8th edition?

The Brahmira Statue affects Skaven, Warriors of Chaos, Daemons of Chaos, and Beastmen armies. The leadership penalty affects Fear, Terror, and Panic checks caused by the unit *directly*. This means it only affects panic caused by a spell or shooting, not because the unit destroyed another unit, thereby forcing a check.

Skaven

What rules do I use for shooting at a Screaming Bell/Plague Furnace?

Keep to the rules in the Skaven rulebook. So even though the rules for cannons say both the Grey Seer and Screaming Bell roll to wound, instead you need to randomize and see whether it hits the Bell or the Seer.

My Grey Seer dies but my Bell survives. How do I resolve the Victory Points?

Treat the two models as separate for purposes of victory points. So if you kill the Bell but the Seer survives, you earn victory points for the Bell and vice versa.

Tomb Kings

How does the Casket of Light spell interact with the Lizardmen Cold Blood special rule?

The rules for the Casket of Light supersedes the Cold Blooded special rule, meaning that even Lizardmen must take the leadership test on 3d6, not discarding the highest dice.

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 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, victory points, painting points, and sportsmanship points are still recorded.</p> <p>Victory 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" or "Best Overall" 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 120 (50%) -Painting Points x 2 = max 60 (25%) -Sportsmanship x 2.4 = max 60 (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>	

Terrain Information:

For all scenarios, use the following for handling terrain:

- All hills are normal hills
- All forests are mysterious forests
- All rivers are normal
- All marshlands are standard marshlands
- Obstacles will either be a fence or wall. WYSIWYG will make it clear which obstacles are fences and walls, but if there is any confusion check before you start the game to make sure you and your opponent are on the same page.
- All buildings are standard "homogenous" buildings. None of the arcane architecture rules are in effect for the tournament (so even if it looks like a tower, it doesn't follow the Wizard's Tower rules, it is just a standard tower)

Scenario One: Pitched Battle

Battlefield:

Terrain will be fixed throughout the tournament and will not move. If terrain moves for an in-game reason (Tree Singing), please return it to its original location at the conclusion of the game.

Deployment:

Both players roll a d6. The player that wins the dice roll can choose a table half to deploy in or he can defer to his opponent.

Players then take turn placing units on the table, using the method described on page 142. Units can be placed anywhere in their deployment zone that is more than 12" from the center line.

First Turn:

Roll off to see which player gets the first turn. The player that finished deploying their army first gets to add +1 to their roll.

Game Length:

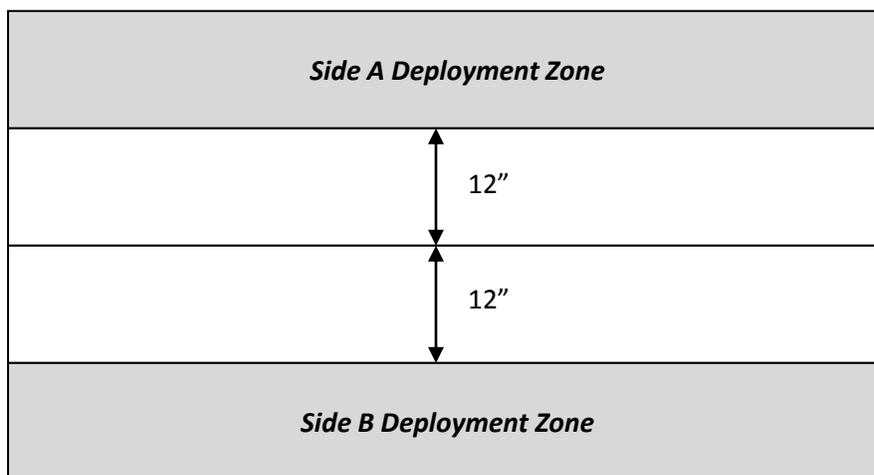
Six turns, unless time is called before.

Victory Conditions:

The winner is determined by victory points.

There are additional bonus battle points you can earn:

- +1 If you have a unit in your enemy's deployment zone that is not fleeing
- +1 If you killed your opponent's battle standard bearer (*if your opponent has no battle standard bearer you automatically get the point*)
- +1 if your general is alive, on the table, and not fleeing
- +1 if none of your units were destroyed or fled off the table



Scenario Two: Meeting Engagement

Battlefield:

Terrain will be fixed throughout the tournament and will not move. If terrain moves for an in-game reason (Tree Singing), please return it to its original location at the conclusion of the game.

Deployment:

Use the deployment as described under the Meeting Engagement rules on page 149.

First Turn:

The player that sets up second can attempt to seize the initiative by rolling a d6. On a roll of 1-5 the player that deployed first gets first turn, but on a roll of a 6 the second player can choose who gets the first turn.

Game Length:

Six turns, unless time is called before.

Victory Conditions:

The winner is determined by victory points.

There are additional bonus battle points you can earn:

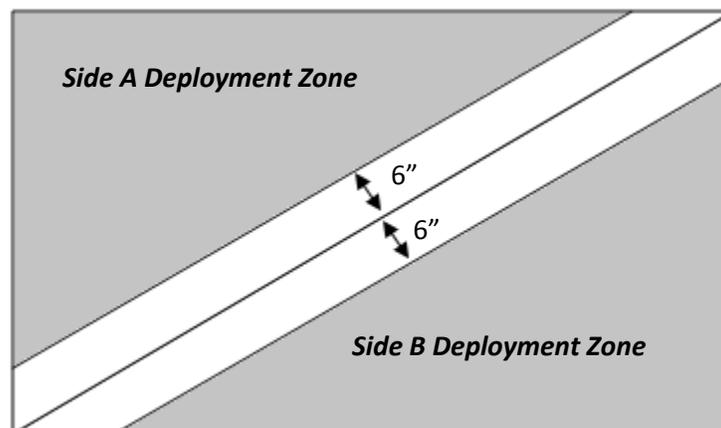
+1 If you control 2 or more table quarters. To control a table quarter you must have at least one unit in the quarter and no enemy units present. Units that are fleeing do not count.

+1 If you have killed more characters than your opponent

+1 for each enemy unit you kill that was held in reserve (max 2 bonus points)

Special Rules:

Reserves as described on page 149.



Scenario Three: Treasure Hunt

Battlefield:

Terrain will be fixed throughout the tournament and will not move. If terrain moves for an in-game reason (Tree Singing), please return it to its original location at the conclusion of the game.

Deployment:

Use the deployment as described under the Battle for the Pass rules on page 146. Note that you're fighting down the length of the table, not across its width.

First Turn:

Roll off after deployment to see who gets the first turn. The player that finished deploying their army first gets +1 to their roll.

Game Length:

Six turns, unless time is called before.

Victory Conditions:

The winner is determined by victory points.

There are additional bonus battle points you can earn:

+1 if your general is alive, on the table, and not fleeing at the end of the game

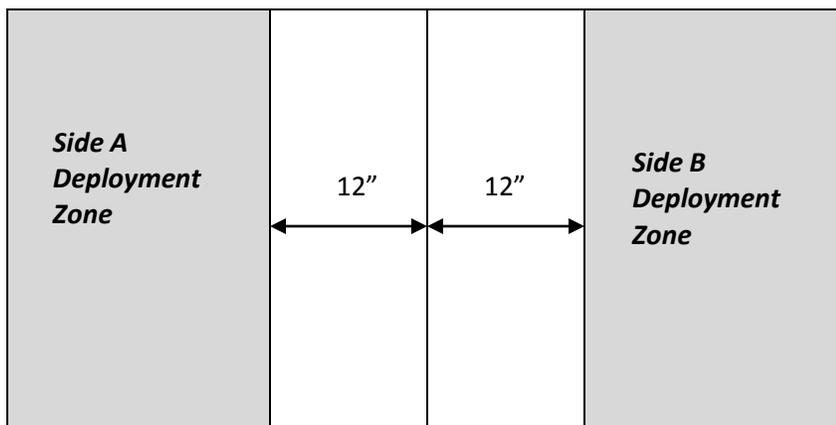
+1 if an enemy unit fled the battle on one of the long table edges

+1 for killing an opponent's war machine (you can earn up to 2 points this way). If your opponent has no war machines, you automatically earn one battle point.

Special Rules:

Bottleneck as described on page 146.

Before the battle begins, both players must let their opponent know where their most expensive magic item is and what it is. If the model with the item is killed in combat or the unit carrying it is destroyed in combat, the unit or model that killed him takes possession of the item. If that unit or model is killed, you do not gain the benefit stated below. (note: the enemy may not use the item). If the magic item is in your opponent's possession at the end of the game, he/she receives 100 bonus Victory Points.



Scenario Four: Breaking Point

Battlefield:

Terrain will be fixed throughout the tournament and will not move. If terrain moves for an in-game reason (Tree Singing), please return it to its original location at the conclusion of the game.

Deployment:

Both players roll a d6. The player that wins the dice roll can choose a table half to deploy in or he can defer to his opponent.

Players then take turn placing units on the table, using the method described on page 142. Units can be placed anywhere in their half of the table that is more than 9" away from the center line and more than 9" away from the narrow table edge.

First Turn:

Roll off to see which player gets the first turn. The player that finished deploying their army first gets to add +1 to their roll.

Game Length:

Six turns, unless time is called before.

Special Rules:

This scenario uses the Breaking Point and Fortitude special rules as described on page 148.

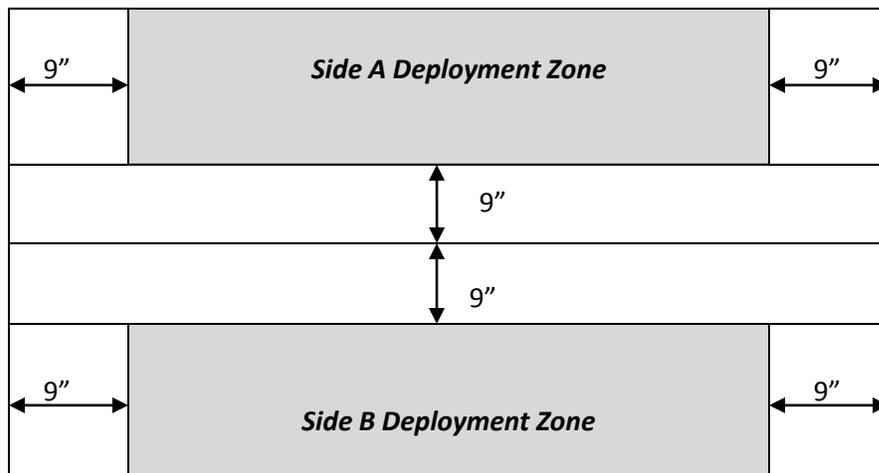
Victory Conditions:

Note that this is different from the standard "Blood and Glory" scenario. The game does NOT automatically end when an army reaches its breaking point.

The winner is determined by victory points, but if you break your opponent, you earn 500 additional victory points.

There are bonus battle points you can earn:

- +1 if you broke your opponent first
- +1 if you earned more victory points for seizing standards than your opponent (you may only score this once)
- +2 if you kill your opponent's most expensive core unit



Scenario Five: There Will Be Blood

Battlefield:

Terrain will be fixed throughout the tournament and will not move. If terrain moves for an in-game reason (Tree Singing), please return it to its original location at the conclusion of the game.

Deployment:

Both players roll a d6. The player that wins the dice roll can choose a table half to deploy in or he can defer to his opponent.

Players then take turn placing units on the table, using the method described on page 142. Units can be placed anywhere in their deployment zone that is more than 12" from the center line.

First Turn:

Roll off to see which player gets the first turn. The player that finished deploying their army first gets to add +1 to their roll.

Game Length:

Six turns, unless time is called before.

Victory Conditions:

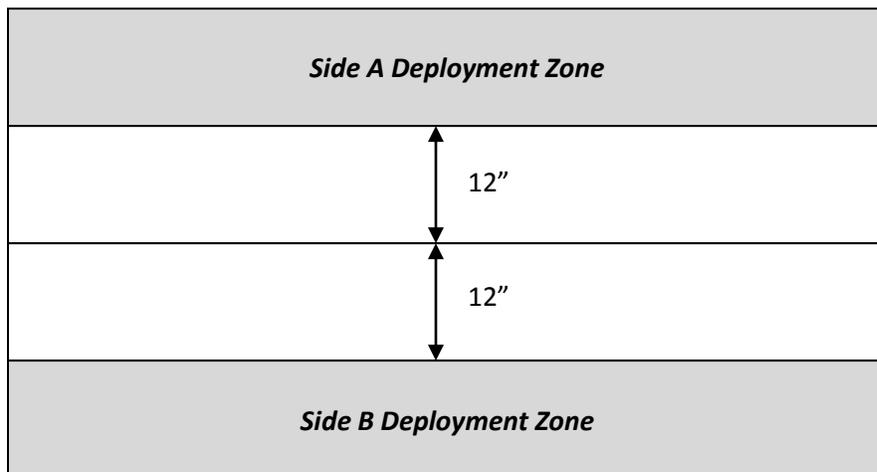
The winner is determined by victory points.

Also, note the following additional battle points you can earn during the course of battle:

+1 if your lowest point cost unit survives

+1 for each wizard you kill (a wizard is any character that can cast a spell, prayer, or is a Runesmith/Runelord). If your opponent has no wizards, then you are awarded a point for killing his general. You can earn a maximum of 2 additional battle points from this.

-1 if your most expensive unit was destroyed or fled off 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
Sweepstakes Champion	\$150 (Online GW Voucher) Ticket to the Throne of Skulls Tournament
<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)