Bugeater Grand Tournament
June 1st-3rd, 2012 Omaha, NE

Warhammer 40k Primer Pack

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, is provided in this packet to resolve any questions raised by the tournament judges or by players via email prior to the event.
- 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
    - Sisters of Battle (White Dwarf codex)
    - Space Marines
    - Space Wolves
    - Tau Empire
    - Tyranids

    - 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 AND based (a painted or flocked base)

 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, or there are unpainted or unflocked models in the army.	0
The army is fully painted and based, but only to the most basic requirements.	8
Army is fully painted and based, 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.**

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 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 are obviously painted just to meet min. standards.	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):	

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
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. Although this is based strictly on win-loss, battle points, painting points, and sportsmanship points are still recorded. Battle Points are recorded to determine your position within a record bracket. 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.	Referred to as the "Renaissance Man" at other tournaments, or the "Best Overall" that you would find at a RTT (Rogue Trader Tournament). The Sweepstakes Champion is the individual with the highest total score combination of: -Win/Loss Result = 40% -Painting = 40% -Sportsmanship = 20% 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.

Fan Favorite

In addition to the Tournament Champion and Sweepstakes Champion, there is also the Fan Favorite award. The fan favorite is the player's choice for who they feel has the best painted army. This award gets equal prize support to the person chosen as having the Best Painted army by the judges.

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).

In order to further determine a player's position in the tournament standings, you will be asked to record battle and victory points for every round in addition to the winner and loser. Consult the following chart to determine how many battle points you have earned:

	Win	*Draw*	*Loss*
Primary	14	7	0
Secondary	7	4	0
Tertiary	4	2	0

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: Vanguard Attack

Briefing

The vanguard forces of two armies are now within detectable distance of one another. Both commanders launch their forces in an attempt to deny their enemy of valuable resources and men for future battles.
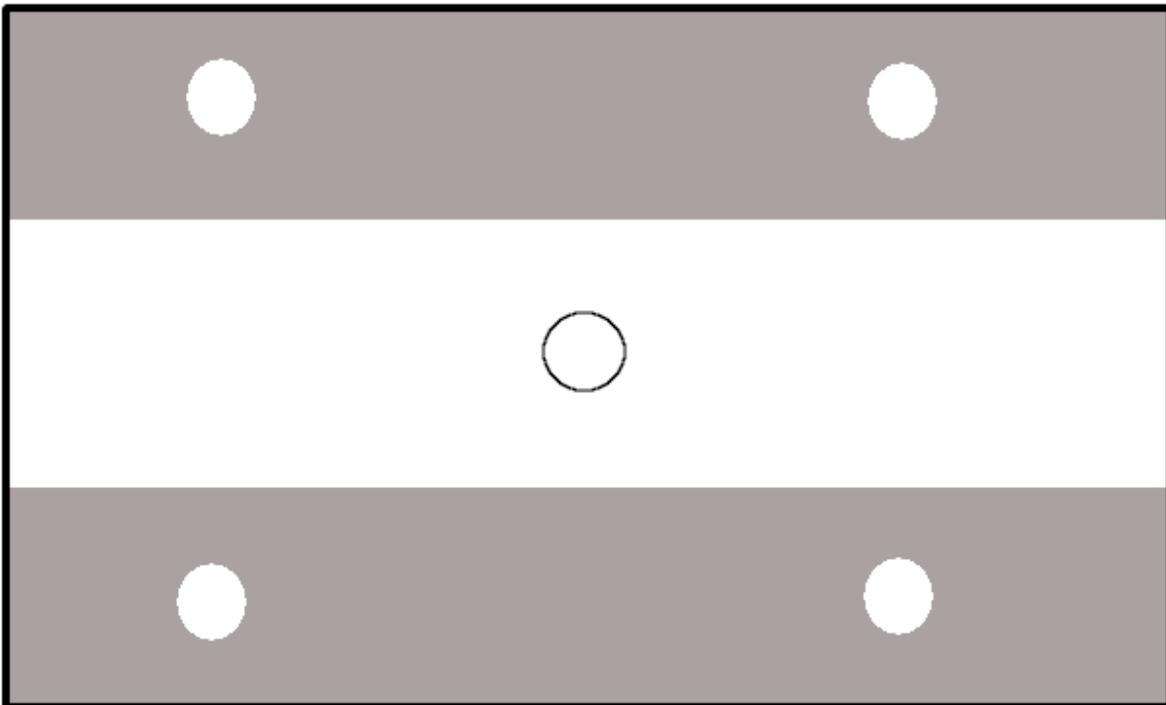
Rules

Primary: Table Quarters   **Secondary:** Kill Points   **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 Two: Spearhead

Briefing

Now that the armies have come into initial contact, the commanders mass their forces in hopes of driving the enemy from the theatre of battle.
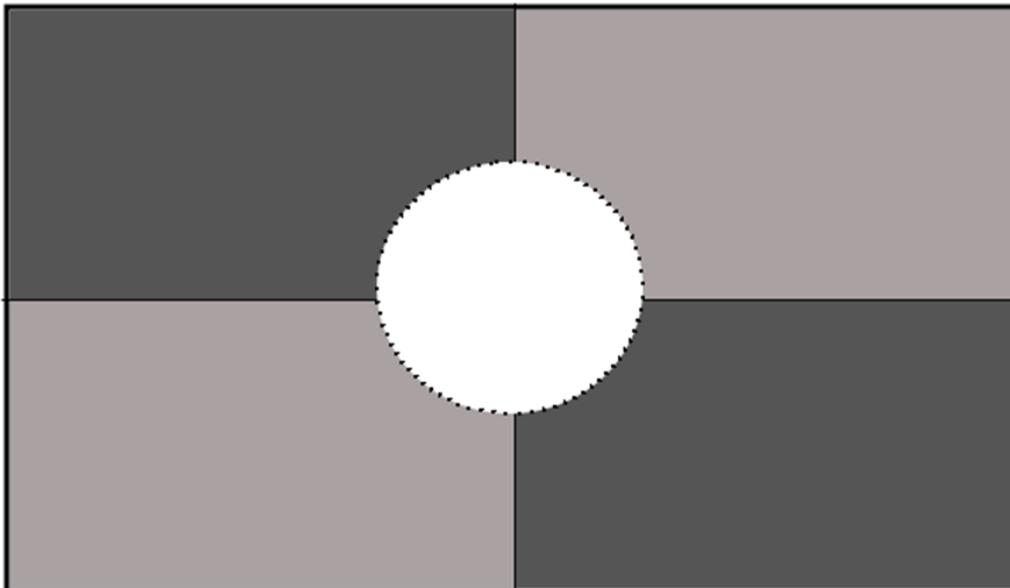
Rules

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

Deployment: Spearhead (p 93)

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

Objective Placement:
> Before you have determined who is going first, the players will take turns placing the four objectives, with the players rolling a d6 to determine who gets to place the first objective. These objectives may not be in impassible terrain, or be within 12" of a table edge or other objective.

Scenario Three: Dawn 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.

Rules

Primary: Objectives (4) **Secondary:** Table Quarters   **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 you have determined who is going first, the players will take turns placing the four objectives, rolling a d6 to determine who will place the first objective. These objectives may not be in impassable 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.

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 the NOVA Open, and a spot to play in the NOVA Invitational
Tournament Runner Up	$75 (Game Shoppe)
	Will take the NOVA Invitational spot if the Champion is unable to attend
Sweepstakes Champion	$150 (Online GW Voucher)
	Ticket to the Throne of Skulls Tournament
	Weekend Pass to the NOVA Open, and a spot to play in the NOVA Invitational
Sweepstakes Runner Up	$75 (Game Shoppe)
	Will take the NOVA Invitational spot if the Champion is unable to attend
Best Painted Army	$50 (Game Shoppe)
Golden Gobbo Best of Show	$50 (Game Shoppe)
Golden Gobbo Category Winner	$25 (Game Shoppe)
Sportsmanship	
Best Sportsman	$50 (Game Shoppe)
Fan Favorite	
Player's Choice	$50 (Game Shoppe)