

BGT III



Bugeater 40k GT
June 6th-June 8th, 2014

Tournament Primer Pack

Primer Information

This is a **primer** document. Given the radical shift in 40k with Codex: Inquisition, formations, Escalation, and Stronghold Assault, along with certain lists that exist in the meta currently that are not fun to play against, we are going back to the drawing board in how we approach mission design. This is done in conjunction with a larger, collaborative effort by many TOs to provide a fair, well thought out tournament design that takes into account all of the recent developments.

Understand that this document is being released for **preparation purposes**. Feel free to use this to get practice games in, host preparation events, etc. Please email RoyersT@gmail.com with thoughts on and reports on how the missions go.

Army Rules:

Armies will consist of 1850 points or less, consisting of a Primary Detachment. You may optionally take an Allied Detachment, Fortification, and/or Inquisitorial Detachment.

Dataslates will not be used, with the exception of character dataslates and Tyranid Rising Leviathan dataslates.

The Escalation and Stronghold Assault supplements will not be used.

The following codices are allowed in the tournament:

- Adepta Sororitas
- Astra Militarum
- Black Legion
- Blood Angels
- Chaos Daemons
- Chaos Space Marines
- Clan Raukaan
- Crimson Slaughter
- Dark Angels
- Dark Eldar
- Eldar
- Farsight Enclaves
- Grey Knights
- Imperial Knights*
- Inquisition
- Iyanden
- Legion of the Damned
- Militarum Tempestus
- Necrons
- Orks
- Sentinels of Terra
- Space Marines
- Space Wolves
- Tau Empire
- Tyranids

*If you field an Imperial Knight detachment, that counts as your Allied Detachment. If the Imperial Knights are your primary force, then you can take an Allied Detachment, Fortification, and/or Inquisitorial Detachment as well.

Scenario Rules

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

Missions:

Each scenario will identify the missions and the tiebreaker rules that you will use to determine who won the game.

Each scenario will list two primary missions: standard and alternate. After determining table sides and placing objectives each player will have the opportunity to survey the table, look over their opponent's list, and decide which version of the mission they would like to play. Players will note which version they have opted to play on the bottom of their score sheet, and once both have decided they will reveal to their opponent whether they have chosen to play the standard or alternate mission.

Each mission will describe how to earn mission points in the game. Even if you play the primary mission and your opponent chooses the alternate (or vice versa), you will both follow your separate criteria for earning mission points and determine who has more mission points at the end of the game.

If there is a tie in mission points, players will follow the tiebreaker protocol specified for that mission.

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, with one exception. If you table your opponent, you **always** count as winning the kill point mission, regardless of the actual kill point outcome.

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.

Start of Game Sequence

When preparing to play a round at the Bugeater, complete the following pre-game items in the following sequence:

1. **Terrain:** Terrain should already be set up. If there is any confusion about terrain, please contact a judge at this point.
2. **Roll for Table Side:** Roll off. The winning player can either pick the table side they want, or defer to their opponent.
3. **Fortifications:** Starting with the player who is picked the table side, players alternate placing any fortifications wholly within the owning player's table half and not within 4" of another fortification or on top of tournament terrain.
4. **Objectives:** Place objectives following the instructions provided for that specific scenario. All objectives must be at ground level.
5. **Determine Mission:** Determine if you will be playing the Standard or Alternative mission, mark it on your score sheet, and then show your opponent which mission you have chosen to play.
6. **Generate Pre-Game Abilities:** Determine pre-game abilities such as Warlord Traits (p 111), Psychic Powers (p 418), Gifts of Mutation, Demonic Rewards, etc. When generating warlords traits, roll a d6 and pick a trait from one of the three charts for your warlord. If your codex has a specific warlord chart, then you must choose whether you roll exclusively on that chart, or if you roll the d6 and pick from one of the three rulebook charts prior to your roll.
7. **Night Fighting:** Determine if the Night Fighting special rule is in effect during turn 1.
8. **Roll for Deployment:** Roll-off to see which player chooses whether to deploy first or second.
9. **Deploy Forces:** The player that goes first deploys their entire army on the table in their deployment zone. The opponent then deploys their entire army in their respective deployment zone.
10. **Infiltrators and Scouts:** When both players have deployed their main force, then they deploy their Infiltrators. Finally, they can redeploy units with the Scouts special rule.
11. **Seize:** Finally, the player going second can choose to Seize the Initiative if they wish.

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 | |
|---|---|
| <p><i>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.</i></p> <p><i>In order to hold an objective, a scoring unit must be within 3" from the edge of the objective. If an enemy denying or scoring unit is also within 3" of its edge, an objective is contested and neither side controls it.</i></p> <p><i>When determining if an objective is held or contested, ignore all terrain heights (e.g. if the objective is sitting on a 1" tall hill, do not consider the height of the hill when determining distance to hold an objective)</i></p> | |
| Primary | Alternate |
| <p>At the end of the game, identify how many objectives you are holding. For each objective in your control, you earn three (3) mission points to a maximum of nine (9) points.</p> | <p>At the start of YOUR OWN player turns (with the exception of turn one), identify how many objectives you are holding. For each objective in your control, you earn one (1) mission point, to a maximum of nine (9) points.</p> |

| Secondary Missions | |
|---|--|
| <p><i>There are three secondary missions in play. You will need to nominate one secondary that you have decided to escalate. You will then use the Escalated criteria instead of the regular criteria. You may score a maximum of eight points from secondary missions.</i></p> | |
| Regular | Escalated |
| <p>First Blood: two points for being the first player to destroy an enemy unit.</p> | <p>First Blood: Up to four points for destroying more units than your opponent. Subtract the number of units your opponent destroyed from the number you destroyed. The sum is the number of points you earn (minimum of zero, maximum of four).</p> |
| <p>Slay the Warlord: two points for destroying the enemy warlord</p> | <p>Slay the Warlord: One point for each enemy Character destroyed, to a maximum of four points.</p> |
| <p>Linebreaker: two points for ending the game with a scoring or denial unit in the enemy deployment zone.</p> | <p>Linebreaker: One point for each scoring or denial unit in the enemy deployment zone at the end the game, to a maximum of four points.</p> |

Scenario One

Briefing

This is a tiered mission. Whoever scores the most primary mission points based on their mission criteria at the end of the game is the winner. If there is a tie on primary mission points, total your secondary mission points. The person with the highest secondary mission points is the winner. If there is a tie, resolve the mission based on tiebreaker.

Rules

Primary Mission: Objectives (5) [Primary or Alternate]

Secondary Mission: First Blood, Slay the Warlord, Linebreaker [Normal, ONE must be Escalated]

Deployment: Hammer and Anvil (p 119)

Mission Special Rules: Night Fighting, Mysterious Objectives, Reserves

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), and place a fifth objective in the exact center of the board.

Tiebreaker:

If there is a tie for primary and secondary missions, determine your **Points Destroyed** based on how many points of your opponent's force you've destroyed. Below are the rules for determining how many points you can count:

- A unit is worth its full points if destroyed; it is worth half points if it is below half its starting model count
- A vehicle is worth half points if it is brought to or below half hull points
- A vehicle squadron is worth half points if the unit's total hull points are brought to or below half; Squadrons are scored in this fashion even if they are divided by immobilization results
- A multi wound single model unit (such as an Independent Character or Monstrous Creature) is worth half points if it is brought to or below half its starting wounds characteristic.

The person that destroyed the greatest amount of the opposing army wins the tiebreaker.

Scenario Two

Briefing

This is a tiered mission. Whoever scores the most primary mission points based on their mission criteria at the end of the game is the winner. If there is a tie on primary mission points, total your secondary mission points. The person with the highest secondary mission points is the winner. If there is a tie, resolve the mission based on tiebreaker.

Rules

Primary Mission: Objectives (3) [Primary or Alternate]

Secondary Mission: First Blood, Slay the Warlord, Linebreaker [Normal, ONE must be Escalated]

Deployment: Vanguard (p 119)

Mission Special Rules: Night Fighting, Mysterious Objectives, Reserves

Objective Placement:

Place one objective in the exact center of the board. Place the other two objectives 21" away from the center of the board, towards the corners of the board that are in the no man's land (see the image below).

Tiebreaker:

If there is a tie for primary and secondary missions, determine your **Points Destroyed** based on how many points of your opponent's force you've destroyed. Below are the rules for determining how many points you can count:

- A unit is worth its full points if destroyed; it is worth half points if it is below half its starting model count
- A vehicle is worth half points if it is brought to or below half hull points
- A vehicle squadron is worth half points if the unit's total hull points are brought to or below half; Squadrons are scored in this fashion even if they are divided by immobilization results
- A multi wound single model unit (such as an Independent Character or Monstrous Creature) is worth half points if it is brought to or below half its starting wounds characteristic.

The person that destroyed the greatest amount of the opposing army wins the tiebreaker.

Scenario Three

Briefing

This is a cumulative mission. Whoever scores the most mission points from BOTH primary and secondary missions COMBINED is the winner. If there is a tie, then consult the tiebreaker rules below.

Rules

Primary Mission: Objectives (5) [Primary or Alternate]

Secondary Mission: First Blood, Slay the Warlord, Linebreaker [Normal, ONE must be Escalated]

Deployment: Dawn of War (p 119)

Mission Special Rules: Night Fighting, Mysterious Objectives, Reserves

Objective Placement:

Place one objective in the exact center of the board. Then the players will take turns placing the other four objectives, with the player that won the roll for table side placing the first of the remaining four objectives. 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.

Tiebreaker:

If there is a tie on mission points, determine your **Points Destroyed** based on how many points of your opponent's force you've destroyed. Below are the rules for determining how many points you can count:

- A unit is worth its full points if destroyed; it is worth half points if it is below half its starting model count
- A vehicle is worth half points if it is brought to or below half hull points
- A vehicle squadron is worth half points if the unit's total hull points are brought to or below half; Squadrons are scored in this fashion even if they are divided by immobilization results
- A multi wound single model unit (such as an Independent Character or Monstrous Creature) is worth half points if it is brought to or below half its starting wounds characteristic.

The person that destroyed the greatest amount of the opposing army wins the tiebreaker.