

BGT III

The logo consists of the letters 'BGT' in a large, bold, red serif font. Below them is the Roman numeral 'III' in the same font and color. The central 'I' of the 'III' contains a white circular emblem with a red skull inside, which is the logo for the Bugeater Fantasy GT tournament.

Bugeater Fantasy GT
June 6th-June 8th, 2014

Tournament Primer Pack

Fantasy Rules and Composition

The Bugeater Fantasy GT will follow the Warhammer Fantasy 8th edition rules and all relevant Games Workshop FAQs and Erratas. There are also in house composition rules for both army construction and gameplay, which are described on the following page.

Army Construction:

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

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

Battle scrolls and other similar items will NOT be allowed in the event.

*Players bringing an army from one of these army books MUST have their full and complete army book available for their opponents to view. Chaos Dwarfs **MUST** be fielded as a standalone force, you cannot combine them with Warriors of Chaos.

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).

Tournament Rules:

- 1) All buildings count as 'impassable terrain that would in reality stand in the way of the shot' as far as cannons (of any type) are concerned. They will not bounce through them, they stop on the building and inflict hits upon anything garrisoning the building. You may not pick a point on a building as your initial point (under Choosing a Target p112).
- 2) While charging, a unit or model may come within 1" of impassable terrain.

Battle Point Calculations

At the end of the round, consult the following table to determine how many battle points both player has earned:

| Battle Points Earned | | |
|-----------------------------|---------------|--------------|
| <i>Margin of Victory</i> | <i>Winner</i> | <i>Loser</i> |
| 0-150 | 10 | 10 |
| 151-300 | 11 | 9 |
| 301-450 | 12 | 8 |
| 451-600 | 13 | 7 |
| 601-750 | 14 | 6 |
| 751-900 | 15 | 5 |
| 901-1050 | 16 | 4 |
| 1051-1200 | 17 | 3 |
| 1201-1350 | 18 | 2 |
| 1351-1500 | 19 | 1 |
| 1500+ | 20 | 0 |

In determining margin of victory, resolve victory points as normal, but also include any mission specific bonus victory points and the Emperor's Tarot victory points as well if applicable. Note: In previous years, we have had you record win/loss AND battle points. We will use a strict 20-0 system this year and pair similar battle points for opponents.

The Emperor's Tarot

Each player has been given cards from a deck of the Emperor's Tarot. In each game after deployment, but before the roll for the first turn, you are to pick one of the cards and place it facedown. You can only use each card once (you will turn your cards in with your results sheet), so plan carefully! Each card has two uses: you can either reveal the card during the game and play the ability specified, or you can complete the mission specified on the card. If you complete the mission, you earn 300 additional victory points.

Your sample missions are as follows:

| Card Name | Mission | In Game Ability |
|--------------|--|--|
| Morr | Kill the most number of models in the game. For the purposes of this mission, cavalry of any kind count as two models. | Activate at the start of your player turn. Until the start of your next player turn, all models in your army gain the <i>fear</i> special rule (no additional benefit if they already have <i>fear</i>). Wizards casting from the lore of death receive an additional +2 to cast. |
| The Magician | Have the character with the highest wizard level at the end of the game. Any effects in game, including items or miscast results, are taken into account (e.g. Teclis would count as a level 5 wizard for the purposes of this mission because of the War Crown of Saphery). | Activate at the start of a magic phase. If it is during your player turn, you immediately gain d6 power dice and your opponent gains d3 dispel dice. If it is during your opponent's turn, you gain d6 dispel dice and your opponent gains d3 power dice. |
| The Dwarf | Settle your grudges! If you have captured more banners than your opponent, then you have completed your mission. | Activate at any time. Nominate a unit. Until the end of the player turn that you activated this card, that unit gains the <i>stubborn</i> special rule. |

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:

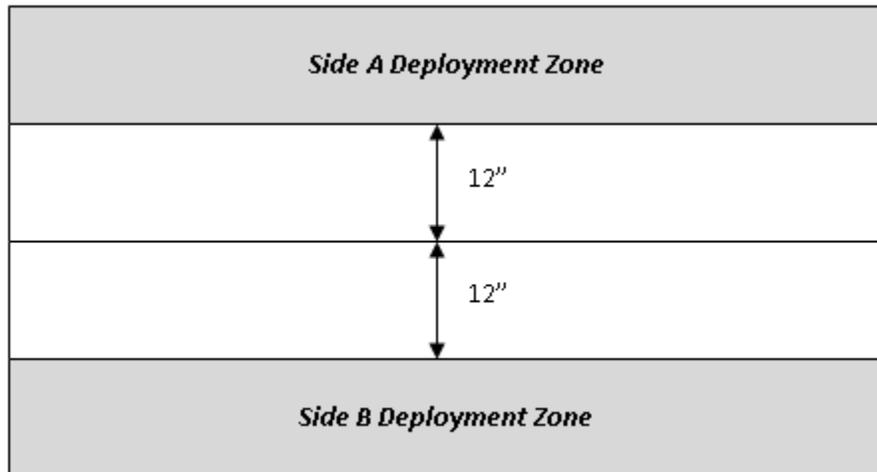
Roll off to see which player gets the first turn. The player that finished deploying their army first gets to add +1 to their roll.

Game Length:

Six turns, unless time is called before.

Victory Conditions:

The winner is determined by victory points.



Scenario Two: Battle for the Pass

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.

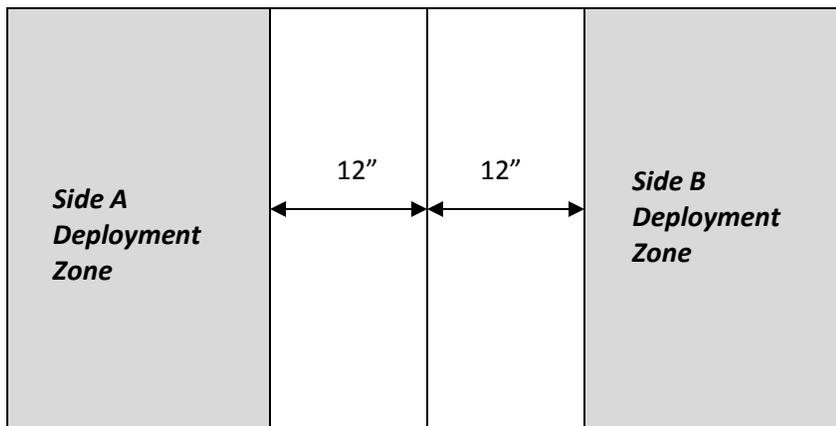
Victory Conditions:

The winner is determined by victory points.

Special Rules:

Bottleneck as described on page 146.

Fog of War: For turn 1, at the start of each player turn the player must immediately roll an artillery dice before performing any other action, and then multiply the result by 3. This is how far the players' models can see for all purposes this turn. If you roll a misfire, the early morning fog has lifted and the models have normal visibility.



Scenario Three: A Storm of Chaos

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, with one exception: do not roll a d6 for each unit or model, and do not worry about reserves for the unit.

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.

Special Rules:

Every player turn, after all Power & Dispel dice have been generated (including Channeling), each player rolls all the dice they have generated. For each roll of a '6,' their opponent gains an additional dice towards their respective pools.

Keep track of how many spells are cast by both players. At the start of every player turn (before the movement phase), determine the effects of the storm for that player turn. All the effects are **cumulative** (so if 10 spells were cast, resolve the 4-8 **and** 9-13 effects)!

| # of Spells | Effect |
|-------------|---|
| 0-4 | No effect; the spells have not yet fanned the flames of the storm of chaos... |
| 5-9 | Both players roll a d6 for each wizard they control. On a 3+ that wizard has their level increased by 1 for casting and dispelling for that player turn. |
| 10-14 | D3+1 warpstone comets hit the battle. They target the center of the board, and scatter 4d6. If you roll a hit, scatter using the arrow but halve the distance that it travels. All models under the large template suffer s3 wounds with -3 to armor saves. |
| 15+ | Roll a d6. On a 3+ spells cast this turn are irresistible (and miscast) on double 5s or 6s. |

