

# BGT

## 2015

June 5th-7th

**2015 Bugeater GT**  
*Warhammer 40,000 Primer Packet*  
*Updated 4.18.2015*

# Primer Information

This is a **primer** document. We reserve the right to adjust/modify the rules based on our own testing and player feedback. There will be no substantial changes to this document after **March 1<sup>st</sup>, 2015**.

Understand that this document is being released for **playtesting** purposes and to get **player feedback**. Please email [tdroymers@mpsomaha.org](mailto:tdroymers@mpsomaha.org) with thoughts on and reports on how the missions go.

## Army Rules:

Armies will consist of 1850 points or less. Armies will be battle-forged that can include the following options:

0-1 Combined Arms Detachment

0-1 Allied Detachment

Any number of unique Codex detachments

Any number of unique formations presented in a dataslate.

\* Each specific Codex Detachment and Data Slate Formation is considered unique (0-1) and may not be duplicated

\*No forgeworld units are allowed

\*Maximum of 1 fortification for the whole force

\*Although you can take Imperial Knights, they **cannot** be your primary detachment

\*Lords of War are allowed but cannot make up more than 33% of the army's total points cost.

The following codices (and any supplements) are allowed in the tournament:

- Adepta Sororitas
- Adeptus Mechanicus: Skitarii
- Astra Militarum
- Blood Angels
- Chaos Daemons
- Chaos Space Marines
- Dark Angels
- Dark Eldar
- Eldar: Craftworlds
- Grey Knights
- Harlequins
- Imperial Knights
- Inquisition
- Khorne Daemonkin
- Legion of the Damned
- Militarum Tempestus
- Necrons
- Officio Assassinorum
- Orks
- Space Marines
- Space Wolves
- Tau Empire
- Tyranids

# 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. **Generate Pre-Game Abilities:** Determine pre-game abilities such as Warlord Traits (p 124), Psychic Powers, 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.
  - a. *Do NOT use the Tactical Traits table for Warlord traits*
3. **Roll for Table Side:** Roll off. The winning player can either pick the table side they want, or defer to their opponent.
4. **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.
5. **Objectives:** Place objectives following the instructions provided for that specific scenario. All objectives must be at ground level.
6. **Night Fighting:** Determine if the Night Fighting special rule is in effect during turn 1.
7. **Roll for Deployment:** Roll-off to see which player chooses whether to deploy first or second.
8. **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.
9. **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.
10. **Seize:** Finally, the player going second can choose to Seize the Initiative if they wish.

# Tournament Missions

If there is any confusion, you must consult a member of the tournament staff.

## Scoring

- Each game there will be a primary mission. Winning this mission will earn you 9 battle points. If you tie this mission (e.g. you and your opponent both claim the same number of objectives), then you both earn 5 battle points.
- Each game there will be a secondary mission. Winning this mission will earn you 6 battle points. IF you tie this mission, then you both earn 3 points.
- Each game there will be three bonus points as well. *This means that someone could lose the primary mission, but still have more battle points by winning secondary and earning 2-3 more bonus points than your opponent.*

## 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 scoring 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 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)

## Kill Points

- Every enemy unit **completely destroyed** awards **1** kill point. Units that are falling back or not on the board at the end of the game count as destroyed. Remember that independent characters and dedicated transports are individual units and award kill points if they are destroyed.

## 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 was still on the board.

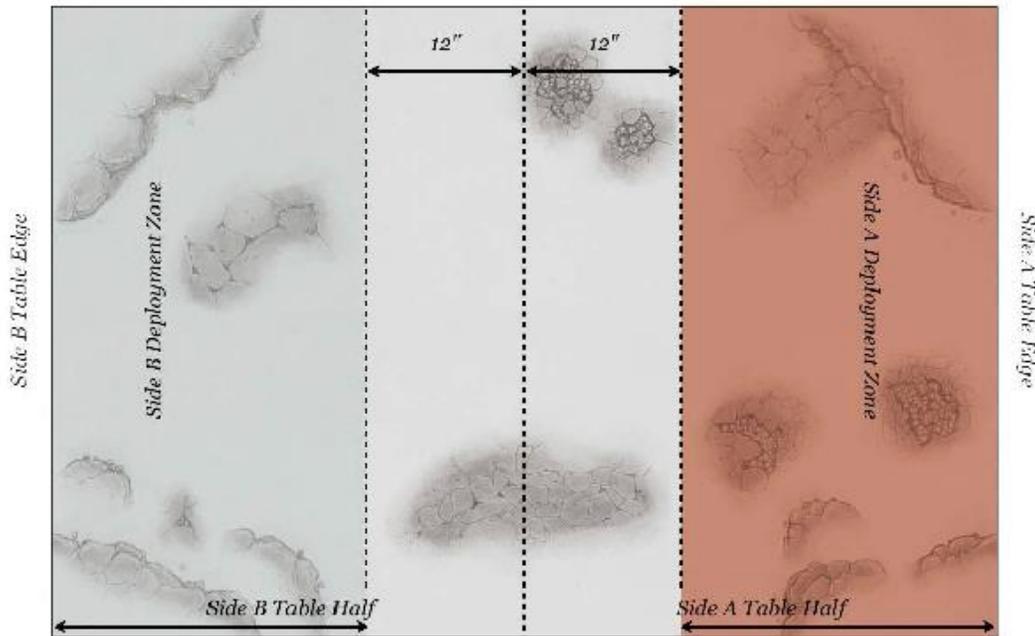
## Game Length

- 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 battle point outcomes using the mission rules specified above.

# Scenario One: Opening Volley

## Briefing



**Deployment:** Hammer and Anvil

### Primary: Objectives (4)

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). Label your objectives 1,2,3 and 4.

### Secondary: Maelstrom

At the beginning of each *GAME* turn, both players roll twice on this table. Reroll the second roll if it is the same number as the first. Note the result on your scoresheet. At the end of the *GAME* turn, each player earns 1 point per mission achieved. The player with the most points at the end of the game wins the secondary condition.

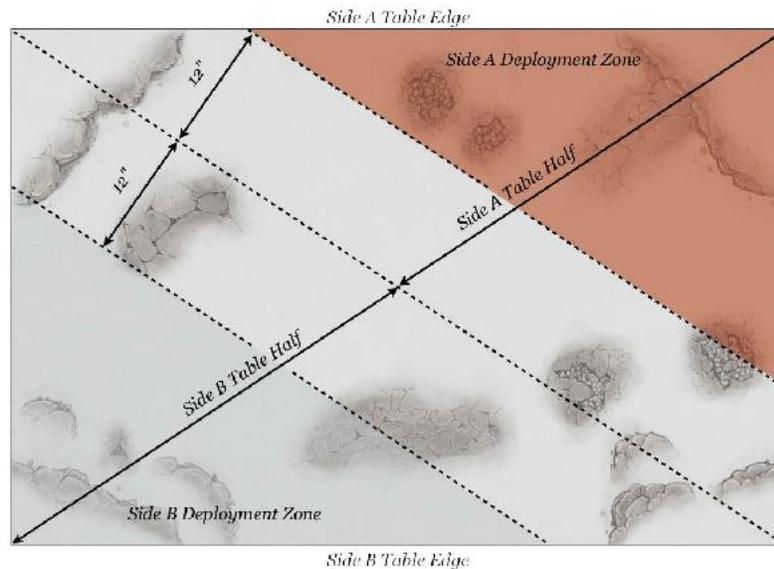
1. Hold Objective 1
2. Hold Objective 2
3. Hold Objective 3
4. Hold Objective 4
5. Have more scoring units within no man's land (the area between deployment zones) than your opponent
6. Have a scoring unit at least partially within 12" of your opponent's deployment edge

**Bonus:** First Blood, Linebreaker, Slay the Warlord

**Mission Special Rules:** Night Fighting, Mysterious Objectives, Reserves

# Scenario Two: Second Wind

## Briefing



**Deployment:** Vanguard

**Primary:** Kill Points

**Secondary:** Maelstrom

At the beginning of each *GAME* turn, both players roll twice on this table. Reroll the second roll if it is the same number as the first. Note the result on your scoresheet. At the end of the *GAME* turn, each player earns 1 point per mission achieved. The player with the most points at the end of the game wins the secondary condition.

Whoever won the roll for table side places their objective anywhere in their deployment zone, and not within 6" of the table edge. Then their opponent places the objective in the same fashion.

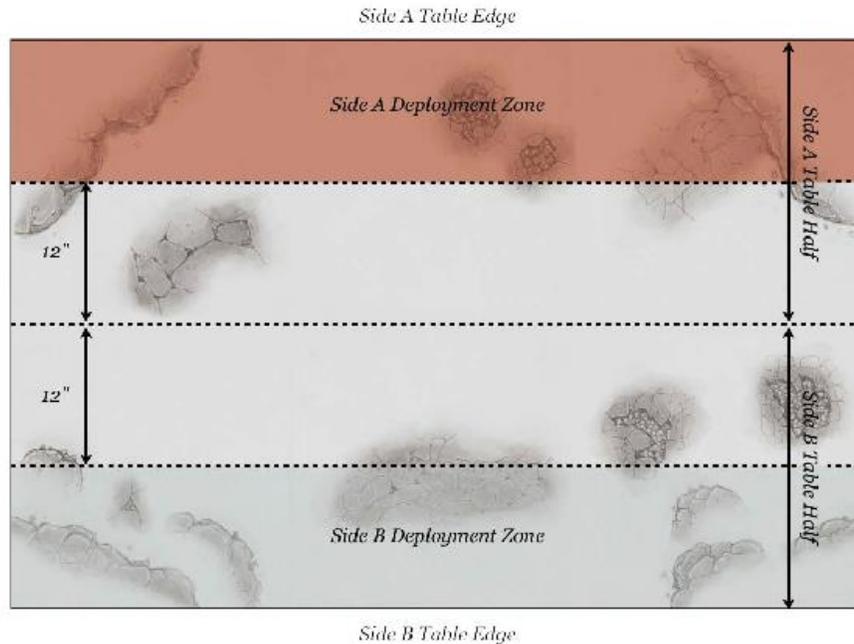
1. Hold your objective
2. Hold your opponent's objective
3. Destroy an enemy unit
4. Destroy an enemy unit
5. Have a scoring unit at least partially within the enemy deployment zone
6. Have at least 3 of your scoring units and no enemy scoring units at least partially within your own deployment zone

**Bonus:** First Blood, Linebreaker, Slay the Warlord

**Mission Special Rules:** Night Fighting, Mysterious Objectives, Reserves

# Scenario Three: Third Time's a Charm

## Briefing



**Deployment:** Dawn of War (p 119)

**Primary:** Objectives (5)

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. Label your objectives 1,2,3,4 and 5.

**Secondary:** Maelstrom

At the beginning of each *GAME* turn, both players roll twice on this table. Reroll the second roll if it is the same number as the first. Note the result on your scoresheet. At the end of the *GAME* turn, each player earns 1 point per mission achieved. The player with the most points at the end of the game wins the secondary condition.

1. Hold objective 1
2. Hold objective 3
3. Hold objective 5
4. Destroy an enemy unit
5. Destroy an enemy unit
6. Have a scoring unit at least partially in the enemy deployment zone

**Bonus:** First Blood, Linebreaker, Slay the Warlord

**Mission Special Rules:** Night Fighting, Mysterious Objectives, Reserves