

BGT

2015

June 5th-7th

Bugeater Fantasy GT
Tournament Primer Pack

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 fantasy players and their priorities.

Tournament Champion	Sweepstakes Champion
<p>The tournament champion is the person who has the most accumulated battle points 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 battle 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>Referred to as the "Renaissance Man" at other tournaments, or the "Best Overall" that 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 = 50%-Painting = 30%-Sportsmanship = 20% <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 and Runner Up earn an invite to the 2016 Masters Tournament.</p>
Fan Favorite	
<p>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.</p>	

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 must create a valid **2500[†]** point army list. Players must field an army that comes within 50 points of the maximum (you cannot field a 2100 point list, for example to avoid skew your victory point differential) Players can use one of the following lists:

Beastmen	Grand Legion of the	Ogre Kingdoms
Brettonia	Everchosen	Orcs & Goblins
Chaos Dwarfs (Forgeworld Army Book)*	High Elves	Skaven
Daemons of Chaos	Host of the Aestyron	Tomb Kings
Dark Elves	Host of the Phoenix King	Undead Legions
Dwarfs	Host of the Eternity King	Vampire Counts
Empire	Legions of Chaos	Warriors of Chaos
	Lizardmen	Wood Elves

[†]This point level may change based on the army list you pick. Please see the End Times composition page.

*Chaos Dwarfs **MUST** be fielded as a standalone force, you cannot combine them with Warriors of Chaos.

Battlescrolls (including formations in *Thanquol* and *Archaon*) and Scrolls of Binding will NOT be allowed in the event.

Players using army lists from the End Times books may use book-specific magic items, but only characters from their armies of origin can take book-specific items.

As per the most recent FAQ, the Lore of Undeath is available to everyone, and we will use the updated End Times army composition rules.

The “Magic of the End Times” rules will NOT be in effect at the Bugeater, even if one of the players is fielding one of the Elven Host armies from End Times: Khaine. The army construction rules from Archaon will NOT be used.

Please read the next page for army composition rules

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).

End Times Comp Addendum

As indicated in our initial primer, our plan was to use Swedish comp for the Bugeater this year. The main reason we wanted to do that is because we felt it was the best possible way to handle the End Times. Other tournaments restricted army sizes for ET lists to try and handle the power of the new characters, but it wasn't enough. We thought that Swedish, with its active comp that essentially created a victory point handicap, would provide the best opportunity because most lists taking an End Times special character would start down at least 500 victory points if not more. Even with Swedish comp, we felt that these characters would be too powerful. We then implemented an army size restriction. Even then, the characters were still too powerful.

A number of people reached out to us expressing their concern about how this would play out. We attempted to develop a middle of the road comp system that sought to include everything and keep it competitive, but it just simply wasn't going to work. I know this is another 180 flip back, but given that Swedish would NOT serve its purpose, I wanted to go back to the system that defined the Bugeater and made it a great tournament. **Although we are allowing some End Times in, they are heavily restricted. Here are the restrictions for the End Times:**

End Times Lists:

All End Times lists (Grand Legion of the Everchosen, Host of the Aestyron, Host of the Phoenix King, Host of the Eternity King, Legions of Chaos, Undead Legions) ARE legal, but the point maximum for those lists is **2300**, NOT 2500. **Those 200 points are automatically granted to your opponent in the form of victory points.** So you may play one of the new lists, but there is a point handicap.

End Times Characters:

NO End Times Special Characters are allowed. This means that both Malekiths, Tyrion the Avatar of Khaine, Imrik, both Alarielles, Thanquol and Boneripper, Screech Verminkin, Ungrim Incarnate of Fire, Nagash, the Mortarchs, Valten, Crom, Glottkin, Orghotts Daemonspew, Bloab Rotspawned, Morbidex Twiceborn, Gutrot Spume, Festus Empowered, Karl Franz Ascendant, Skarr Bloodwrath, Isabella the Accursed, Balthasar Gelt Incarnate of Metal, Tyrion Incarnate of Light, Grimgor Incarnate of Beasts, Caradryan Incarnate of Fire, and Archaon Everchosen ARE NOT LEGAL at the Bugeater.

End Times lord/hero choices ARE allowed. This means that Bloodthirster of Unfettered Fury, Bloodthirster of Insensate Rage, Wrath of Khorne Bloodthirster, Verminlord Deceiver, Verminlord Corruptor, Verminlord Warbringer, and Verminlord Warpseer are legal entries at the Bugeater.

End Times Units:

New End Times units ARE legal, both in the End Times lists and any other lists that they are specified for (e.g. you can take Putrid Blightkings in a Warriors of Chaos army). This includes Stormfiends, Morghasts, Putrid Blightkings, Skullreapers, Wrathmongers

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 the Emperor's Tarot victory points, and the active comp bonus as well if applicable.

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:

<i>Card Name</i>	<i>Mission</i>	<i>In Game Ability</i>
The Dragon	Kill the most number of infantry models in the game.	Activate at the start of your player turn. Until the start of your next player turn, one Lord or Hero model in your army list has a strength 3 breath weapon that deals magical flaming attacks. At the end of the turn this breath weapon goes away, whether it was used or not.
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 Halfling	You are hungry! At the end of the game, each player adds up the number of war beasts, cavalry, monstrous beasts, monstrous cavalry, and chariot models that they killed during the game. If you produced more meat to eat than your opponent (by killing their animals!) then you have completed this mission.	Your Halfling cooks have your army well fed! Activate at any time. Nominate a unit. Until the end of the player turn that you activated this card, that unit has their movement characteristic improved by 4, to a maximum of 10.

Scenario One: 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.

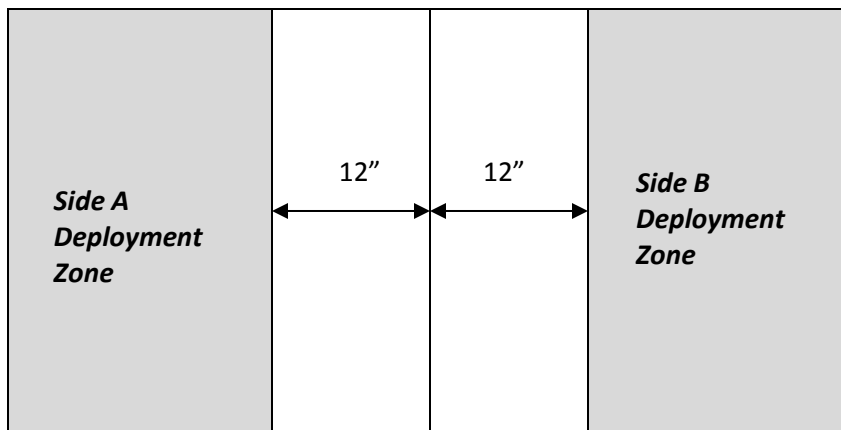
Victory Conditions:

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 Two: Blood and Glory

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.

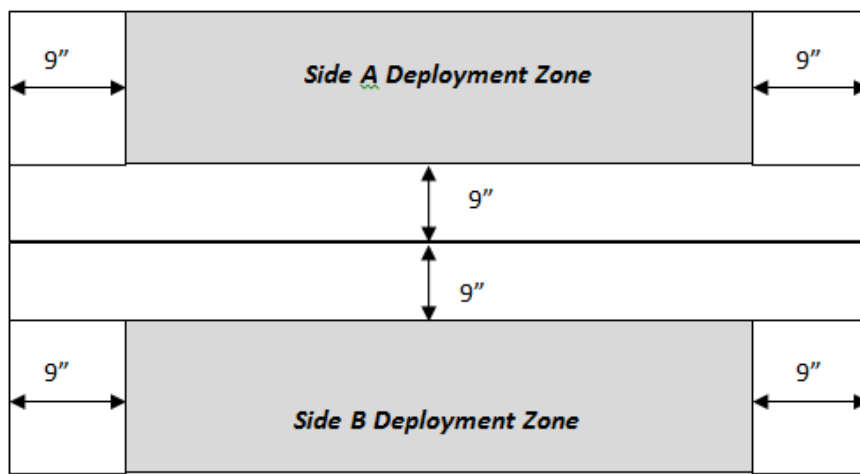
Special Rules:

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 are the **first** to break your opponent, you earn 500 additional victory points.



Scenario Three: Hold the Center!

Battlefield:

Terrain will be fixed throughout the tournament and will not move.

Deployment:

Before deployment, place the provided 18" square at the center of the board.

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.

In addition, at the end of each game turn, count up how many standard bearers is inside the box for each player. The Battle Standard Bearer counters for two. Whoever has the most number of standards in the box for that turn gets a 100 Victory Point bonus, up to 500 VPs at the end of the game. If there are an equal number of standards (e.g. you have 3 standards and your opponent has one standard plus their BSB in the box), then neither gets the bonus.

