

BGT

2016 Bugeater GT

Warhammer 40,000 Packet



An Independent Tournament Circuit Event

Tournament Information

Army Rules / List Construction:

Armies will consist of 1850 points or less. Armies will be battle-forged that can include up to **three** Detachments.

- An army may duplicate a single detachment, one time (Example: A list may include 2 CADs, but not 3 CADs. Or, a single CAD, and 2 Allied Detachments. Or, 3 Formations, 2 of which are the same Formation, etc.)
- Note: This includes “Decurion Style” Detachments which are comprised of multiple datasheets and Formations. They may only take a single duplicate Formation, one time within the “Decurion Style” Detachment, although they may take duplicate Data Slate units within the Detachment if permitted to do so. Example: Necrons may take the Decurion with 2 Canoptek Harvest formations within it, but no other duplicate formations.
- Note: “Decurion Style” Detachments comprised of multiple sub-detachments count as 1 detachment towards the 3 detachment limit.

A Detachment may not be included in an army if it is “Come the Apocalypse” allies with another Detachment in the army.

Codices, Codex Supplements, Warhammer 40K Campaign Supplements, Current Forgeworld rules, and “Experimental” Forgeworld rules that are released prior to May 14th, 2016 will be allowed in this event. Apocalypse War Zone supplements, Apocalypse Formations, and material from the Horus Heresy books WILL NOT be allowed in this event.

Regardless of detachments, no more than 1 Fortification may be taken. Note: A Fortification does not count as a model in your army for the purposes of gaining detachment special rules unless that detachment specifically mentions Fortifications as benefiting from them.

Lords of War are allowed in the event. For Super Heavy/Gargantuan Lords of War, you can choose from the following options:

- 1 Imperial Knight Formation (no point restrictions, but no other super heavy/gargantuan Lords of War may be taken) ****This formation can NOT be your primary detachment**
- 1 Storm Surge unit (no point restrictions, but no other super heavy/gargantuan Lords of War may be taken)
- Spend a maximum of 740 points on a single Super Heavy/Gargantuan Lord of War

Regardless of what option you choose, your army must still be battle forged. For example, you may not include a unit of Storm Surges unless you have a Formation or Detachment that allows their inclusion.

The Forge World army lists below are allowed:

- Army lists in Imperial Armor 14: The Siege of Vraks: The Death Korps of Krieg and Renegades of Vraks.

- Army lists in Imperial Armor 13: War Machines of the Lost and the Damned: Renegades and Heretics.
- Army lists in Imperial Armor 12: Minotaurs Chapter, and the Death Korps of Kreig Assault Bridage. Note: All units in these Army List are played exactly as they are listed, points cost, stats, etc. You cannot use the stats or points cost listed in the respective Codicies, even in the case where a unit has the same name unless noted otherwise.
- Army lists in Imperial Armor 8: Raid on Castorel-Noverm: Ork Dread Mob Army List (using the updated pdf found on the Forgeworld website. Players must have a copy of the original rules as well as the updates)
- Exception: The Dark Harvest army list is not allowed, although 40k approved units in it that can be purchased outside of the Dark Harvest detachment, are allowed.
- Army lists in Imperial Armor 4, 2nd Ed: Detachment D-99 and the Red Scorpions Chapter Tactics and Characters. Note: The Inquisitorial Experimental Detachment Warlord Trait bonus and penalties may be selected at the beginning of each game.
- Army lists in Imperial Armor 3, 2nd Ed: Elysian Drop Troops and Imperial Guard Tallarn upgrade and Mukaali Rough Riders. Note: All units in this Army List are played exactly as they are listed, points cost, stats, etc. You cannot use the stats or points cost listed in Codex: Astra Militarum even in the case where a unit has the same name unless noted otherwise.
- Exception: Where units are listed as having the Junior or Senior Officer special rules, reference the Voice of Command rules in Codex: Astra Militarum.
- Army lists in Imperial Armor 1, 2nd Ed: Armored Battle Group. Note: All units in this Army List are played exactly as they are listed, points cost, stats, etc. You cannot use the stats or points cost listed in Codex: Astra Militarum even in the case where a unit has the same name.

General Tournament Rules:

- ALL models must be WYSIWYG and have 3 colors minimum in order to be used. Any model not in compliance cannot be used. If a significant amount of the player's models are not in compliance, that player may be forced to stop competing in the tournament.
- A printed army list is required for the judges and each of your opponents (minimum of 7 copies required). Each army list MUST contain the following details: Player Name, the name of each Detachment (Combined Arms Detachment, Nemesis Strike Force, Wrecker Node, etc.), the units included in each Detachment, the Faction of each Detachment, and which Detachment is considered your Primary Detachment (may be any non-Allied Detachment and must notate your Warlord.)
- The Warhammer 40,000 7th Edition Rules and all relevant Games Workshop Errata and FAQs that were released **prior** to the Facebook update will be used. In the case of a conflict between a printed and digital versions, the most recent update or FAQ will take precedence.
- We will use the ITC FAQ for this event.
- Each player is responsible for having all of the necessary rulebooks, codexes, dataslates, etc. along with dice, rulers, and templates.

Important Notes:

- The Imperial Space Marine may replace any model that is listed as a Space Marine across any codex (e.g. a member of a Blood Angles Devastator Squad)
- Shifting Worldscape is banned for this event. If you roll a 6 on Geokinesis, simply roll again.

Tournament Missions

There are 4 games where objectives are the primary, and 2 games where kill points are primary (NO Relic mission). Players will use a chart to determine secondary maelstrom missions. Maelstrom missions will not overlap with the primary mission (e.g. so if your primary mission is objective based, your maelstrom missions will focus on things like killing enemy units). See the last page for how we score objectives and kill points.

Tournament Schedule

Saturday

7:00-8:00

8:00-10:30

11:30-1:30

1:30-2:30

2:30-5:00

5:30-8:00

Events

Check In

Round 1

Round 2

Lunch, Initial Paint Judging

Round 3

Round 4

Sunday

9:00-9:30

9:45-12:15

12:15-1:15

1:15-3:45

4:00-4:15

Events

Check In

Round 5

Lunch, Paint Judging of finalists

Round 6

Awards

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
<p>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.</p> <p>Although this is based strictly on win-loss, battle points, painting points, and sportsmanship points are still recorded.</p> <p>Battle 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">-Win/Loss Result = 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>
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>	

The Bugeater Cup

Introduced in 2014, the Bugeater Cup is a club competition at the Bugeater. When players sign up, they identify what club they play for. In each of the events, we take the top four performers from each club and combine their scores. Clubs also earn bonus points for club shirts, banners, items to give away (e.g. dice). We have an overall Bugeater Cup champion, and we'll award a Best 40k Club as well (among others)!

Past Winners:

2015

Overall Best Club:	Cornhammer
40k Best Club:	Frozen North
Fantasy Best Club:	Droppin' Deuces

2014

Overall Best Club:	Cornhammer
40k Best Club:	C-State Domination
Fantasy Best Club:	Flying Monkeys

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. **Determine First Turn:** The Army that deployed first can choose to take the first or second turn; their opponent can attempt to seize the Initiative. If the opposing army includes a Lord of War, and yours does not, you receive +1 to this roll.

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.

Modified Maelstrom Missions:

- At the beginning of each PLAYER TURN, the controlling player rolls three times on the scenario maelstrom table. Reroll any duplicate numbers until 3 unique numbers are generated. The controlling player then decides which 2 of the three objectives they will attempt to achieve and circles them on their score sheet, informing their opponent of their decision.
- At the beginning of their next player turn, before generating new Maelstrom Points, the controlling player earns 1 pt per Maelstrom Mission achieved.
- Note, if you roll two Destroy an Enemy Unit objectives, destroying 1 unit earns you 1pt, destroying 2 units earns you 2pts.
- Note, no Maelstrom Points will be earned in the first game turn, as scoring begins on game turn 2.
- If the controlling player opts to forgo both of their Maelstrom Points to attempt a 3 point Maelstrom objective, they must inform their opponent of this after generating their Maelstrom Points. This is an all or nothing choice, the controlling player achieves 0 Maelstrom Points for the turn if they fail to achieve the 3 point objective.

- Any bonus victory points earned through special rules such as destroying an enemy character in a challenge granting 1 bonus Victory Point, are applied to the Maelstrom score for that player turn.
- Regardless of circumstance, no more than three Maelstrom Points may be earned in a player turn.

Bonus Point Guidelines

- First Blood: Per the book.
- Linebreaker: Per the book.
- Slay the Warlord: Per the book.
- Big Game Hunter: At the end of the game, of all destroyed units, the player that destroyed the unit worth the most points wins this point.
 - Note: Independent Characters count as their own unit, regardless of whether they are in another unit or not.
 - Note: You do not need to destroy your opponent's most valuable unit to achieve this point, but simply destroy a unit of theirs worth more points than any of yours they destroyed.
 - Note: Combat Squads of Marines each count as an individual unit, worth half the full unit's cost.
 - Note: While rare, it is possible for both players to earn this point.
- First Strike: A player earns this point if they destroy an enemy unit in the first game turn.
 - Note: Both players can earn this point.
- Table Quarters: The player with the most scoring or denial units that are more than 50% in a table quarter controls that quarter. The player that controls the most table quarters wins this point.
 - Note: Independent Characters only count as a point for this objective if they are not in a unit.
 - Note: Units in a transport do not count towards this objective unless they are disembarked from their transport.
 - Note: While rare, it is possible for both players to earn this point.
- King of the Hill: The player with the most scoring or denial units at least partially within 6" of the center point of the table wins this point.
 - Note: Independent Characters only count as a point for this objective if they are not in a unit.
 - Note: Units in a transport do not count towards this objective unless they are disembarked from their transport.
 - Note: While rare, it is possible for both players to earn this point.
- Ground Control: Control or contest two or more objectives at the end of the game to achieve this point.

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.

If you table your opponent, you count as having earned kill points equal to the number of kill points in your army plus one (so you cannot lose a kill point mission if you table your opponent but lost more kill points than them).

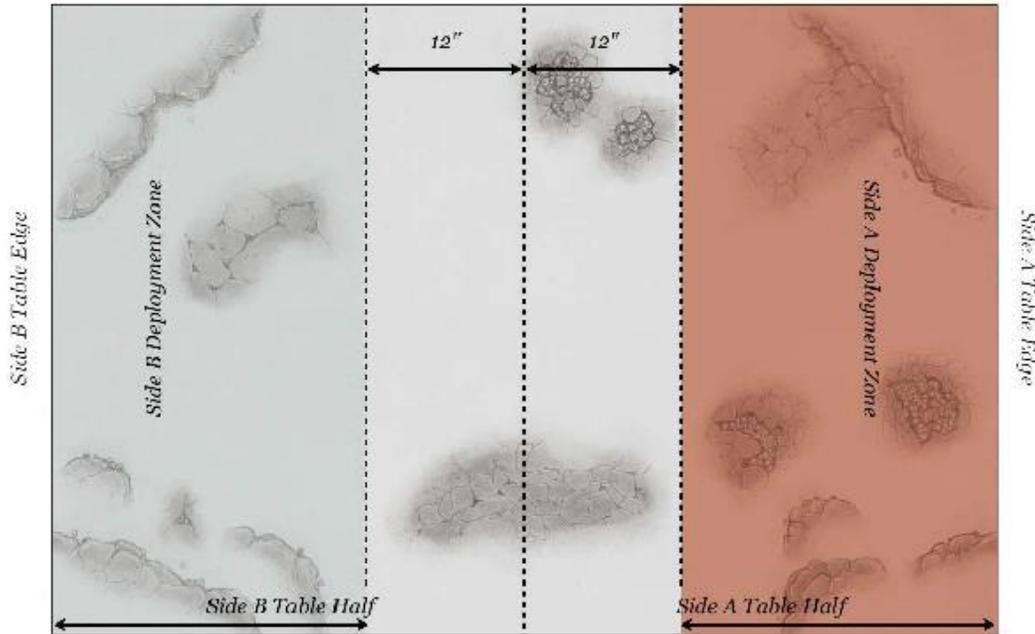
Game Length

- 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).

Secondary: Maelstrom

1. Destroy an enemy unit
2. Destroy an enemy unit
3. Destroy an enemy unit
4. Have a scoring unit at least partially within 12" of the enemy deployment edge
5. Have at least 3 of your and none of your opponent's scoring units in your deployment zone
6. Have more scoring units within no man's land (the area between deployment zones) than your opponent

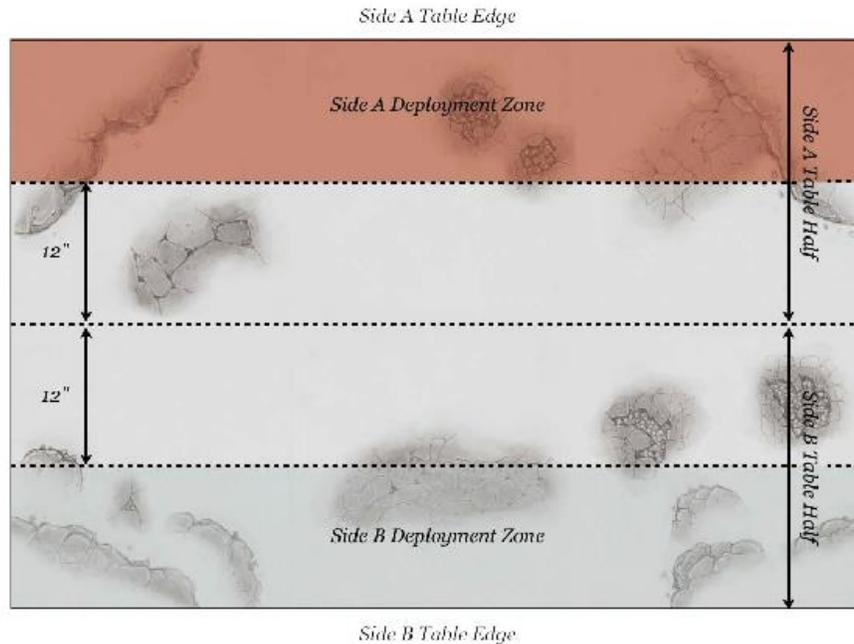
3 Point Objective: If any 2 of Maelstrom objectives 1, 2, or 3 are generated, they may be exchanged for: Destroy 3 Enemy Units and earn 3 Maelstrom Points

Bonus: First Blood, Linebreaker, Slay the Warlord

Mission Special Rules: Night Fighting, Mysterious Objectives, Reserves

Scenario Two: Slaughter

Briefing



Deployment: Dawn of War (p 119)

Primary: Kill Points

Secondary: Maelstrom

Objectives: 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.

1. Hold an objective
2. Hold an objective
3. Hold an objective
4. Have a scoring unit at least partially in the enemy deployment zone
5. Have at least 3 of your and none of your opponent's scoring units in your deployment zone
6. Hold an objective that was held by your opponent when you rolled for your Maelstrom missions.

3 Point Objective: If Maelstrom objectives 1 and 2 are generated, they may be exchanged for: Hold 3 Objectives and earn 3 Maelstrom Points

Bonus: King of the Hill, Linebreaker, Slay the Warlord

Mission Special Rules: Night Fighting, Mysterious Objectives, Reserves