



2017 Bugeater GT

Warhammer 40,000 Friendly Doubles Tournament

Event Information

The Warhammer 40k Friendly Doubles Tournament will feature 3 rounds of two-man teams battling it out to claim the title of the Doubles Tournament champion. Each player will field a 1,000 point force (so a combined 2,000 points on each side of the battle).

Each Team in the Warhammer 40k Doubles Tournament will consist of two team members. Each team member is responsible for bringing their own army. Team Members must use the same army list throughout the tournament.

Army Rules:

Armies will consist of 1000 points or less, using the Force Organization guide provided on the next page.

Selected units that alter a Team Member's Force Organization selections **WILL** affect the other Team Member's army if it comes from the same codex. In the case of Codex Space Marines, armies from a force that have the same Chapter Tactics share special rules as a single force, armies with different chapter tactics do not share special rules but are otherwise treated as Battle Brothers.

All instances of unique/named characters on a team must be unique. For example: a team cannot field Inquisitor Coteaz twice. This also applies to upgrades to squads (e.g. Sergeant Telion).

Unique items and wargear are considered unique within each team and may only appear once on each table. For armies that purchase unique wargear during list construction, this means that each instance of unique wargear can only be purchased once per Team. For armies that generate unique wargear before the game begins, the restrictions apply.

For the purposes of the team tournament, team members are considered Allies and must adhere to the matrix in the rulebook.

A single warlord must be nominated for the whole team, with the following conditions and clarifications:

- Your coalition warlord can be from either detachment, but it is always the Warlord-eligible unit within that detachment with the highest leadership. If several models are tied for highest leadership, you can choose among them as normal.
- Per the Warhammer 40,000 rulebook (pg 112), Warlord Traits only benefit Battle Brothers. Traits such as Conqueror of Cities, Master of Ambush, Strategic Genius, Princes of Deceit, or master of Deception only benefit your Coalition partner if their detachment is considered to be Battle Brothers.

Force Organization:

Team Organization	Upgrade Options (unique, 1 per team member)
<p>The following is the base organization for each team member. Individuals can elect to pick one of the following upgrade options on the right as well.</p> <p>1 HQ 0-1 Elites 1-3 Troops 0-1 Fast Attack 0-1 Heavy Support</p>	<p>+1 Elites +1 Fast Attack +1 Heavy Support +1 Fortification +1 Assassin OR Replace Force Org with Codex Inquisition Replace Force Org with Legion of the Damned Replace Force Org with Codex Skitarii Replace Force Org with Codex Eldar Harlequins</p>

In addition all non troop selections are 0-2 per detachment (so even if you upgrade to bring a second heavy support, it could not be two Thunderfire Cannons). All Bike and Jet Bike squads are 0-2 as well (even troop selections).

Scoring

Battle Points: 75 points (25 points per round) (62.5%)
 Sportsmanship: 15 points (5 points per round) (12.5%)
 Appearance: 15 points (12.5%)
 Theme: 15 points (12.5%)

Theme points are designed to reward teams that have put effort into setting up a cohesive force. This can be done using a display board, a written story for your armies' collaboration, etc. Get creative!

Doubles Tournament Schedule

Check-In:	<i>9:00-10:00</i>
Round 1:	<i>10:00-12:30</i>
Lunch (not provided):	<i>12:30-1:30</i>
Round 2:	<i>1:30-4:00</i>
Round 3:	<i>4:30-7:00</i>
Awards:	<i>Immediately following round 3</i>

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)! While the GT is the flagship 40k event at Bugeater, a percent of points used for calculating best 40k club and best overall club do come from the doubles event.

Past Winners:

2016

Overall Best Club: Outlanders

40k Best Club: War Hogs

Kings of War Best Club: Outlanders

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. **Pick Primary Mission:** Reveal the chosen card after selecting, and write it down.
3. **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*
4. **Roll for Table Side:** Roll off. The winning player can either pick the table side they want, or defer to their opponent.
5. **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.
6. **Objectives:** Place objectives following the instructions provided. All objectives must be at ground level.
7. **Night Fighting:** Determine if the Night Fighting special rule is in effect during turn 1.
8. **Roll for First Turn:** Roll-off for first turn. The player winning the roll can choose to go first or second. Whoever goes first must deploy their army first.
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 the Initiative:** The player going second can attempt to seize the Initiative.

Tournament Missions

If there is any confusion, you must consult a member of the tournament staff.
Full credit to the Renegade Open GT for the mission format!

Scoring

- Each game, both players will select a primary mission. If you win your mission, and your opponent fails to complete theirs, you will earn 10 battle points. If you tie this mission (both players either succeed or fail in completing their primary mission), then you both earn 5 battle points.
- Each game there will be a maelstrom mission. Winning this mission will earn you 10 battle points. If you tie this mission, then you both earn 5 points.
- Each game there will be three bonus points as well.

Objectives:

- Each player will place three objectives every game (so 6 objectives in total). Objectives must be 6 inches from the table edge and 12 from another objective. The objectives must be placed as follows:
 - One in your deployment zone
 - One in No Man's Land
 - One in your opponent's deployment zone

Maelstrom Missions:

- At the beginning of each PLAYER TURN, the controlling player draws two cards from the tarot deck (see below) and selects them as maelstrom missions they attempt to complete at the beginning of their NEXT player turn. Each card from the deck is unique and may only be played once per game.
- At the beginning of their next player turn, before playing new cards, the player earns the designated number of maelstrom points as indicated on the card if they complete that mission.
- Note that you cannot double dip. If you play two tarot cards that require you to destroy a unit, for example, you must destroy two separate units to complete both missions.
- 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.
- 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.
- 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.

The Imperial Tarot

Rumored to be designed by Emperor himself, the actual Imperial Tarot is a set of psychically reactive pieces that will reveal the image of certain cards from the deck of the Tarot. It is used throughout the Imperium to divine the future.

Each player will receive a deck, bearing some of the cards of the Imperial Tarot. The **Major Arcana** are used by players at the start of the game to determine which primary mission they will attempt to earn. The **Minor Arcana** are used by players at the start of each player turn to identify which maelstrom missions they are attempting to earn.

Major Arcana:

The Space Hulk: When drawn, the Space Hulk symbolizes unexpected events – things that had not been foretold in previous divinations. Write down on your mission sheet before deployment THREE enemy units that are marked for assassination. These MUST be written down on your mission sheet. You must disclose to your opponent what units are targeted for assassination after forces are deployed.

The Galaxy: When drawn, the Galaxy card is symbol for the ultimate triumph of humanity. To win this mission, you must control more objectives than your opponent at the end of the game.

The Despoiler: When drawn, the Despoiler card is the bane of life, the truest indicator of coming loss and unavoidable bloodshed. You and your opponent must track 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). You must have earned more kill points at the end of the game than your opponent.

Tying the mission (e.g. both players earn the same number of kill points) is considered a failure for the purposes of resolving the primary mission. If both players choose the same mission and tie, no one earns that mission.

Minor Arcana:

Card	Mission
Ace of Eagles	Control either objective #1 (1 point)
2 of Eagles	Control either objective #2 (1 point)
3 of Eagles	Control either objective #3 (1 point)
4 of Eagles	Completely destroy one enemy unit (1 point)
5 of Eagles	Completely destroy one enemy unit (1 point)
6 of Eagles	Completely destroy one enemy unit (1 point)
7 of Eagles	Have at least three of your units, and none of your opponent's units wholly within 12" of your table edge (1 point)
8 of Eagles	Have at least 1 unit wholly within 12" of opponent's table. (1 point)
Servant of Eagles	Take control of one objective that is currently controlled by your opponent (1 point). <i>Alternatively, if your opponent controls no objectives currently, then this mission requires you to control one objective that is outside your deployment zone.</i>
Champion of Eagles	Control more table quarters than your opponent (See ITC rules for determining if you control a table quarter) (1 point)
Lord of Eagles	Control more objectives than your opponent (1 point)
Master of Eagles	Destroy nominated unit this turn. Reveal the target as soon as you play this card. (1 point)

The Ace, 2, and 3 of Eagles all have this additional text:

Power of the Tarot: Combine this card with another control objective card to gain a new mission: Control 3 or more objectives. (3 points). You must play both cards to activate this mission.

The 4, 5, and 6 of Eagles all have this additional text:

Fury of the Tarot: Combine this card with another destroy enemy unit card to gain a new mission: Destroy 3 or more enemy units. (3 points). You must play both cards to activate this mission.