

BGT

2017 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 7th, 2017 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) ****You must take at least one more detachment for this to be legal!**
- 1 Storm Surge unit (no point restrictions, but no other super heavy/gargantuan Lords of War may be taken)
- Spend a maximum of 700 points on a single Super Heavy/Gargantuan Lord of War
 - Tau KX139 Ta’unar Supremacy Armor may not be selected

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 Krieg 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.)
- We will provide an update on how we will handle the interaction of the new GW FAQ and the ITC FAQ
- 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:

- Special, “free upgrades” such as The Imperial Space Marine are not permitted

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:

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. 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.
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. You may only use each of your **Major Arcana ONCE** per tournament, so choose carefully! 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.

The Judge: When drawn, the Judge symbolizes the rule of law, the absolute authority of the High Lords of Terra in life, and the judgment of the God Emperor in death. Beginning with turn 2, at the end of each player turn, the active player earns points for every table quarter they control. You must have the highest score at the end of the game to win this mission.

The Daemon: When drawn, the Daemon is an ill omen, representing all that is wicked and foul. At the end of the game, players must determine how many table quarters they control as explained in the rules pack. You must control more table quarters than your opponent to win this mission.

The Crusader: When drawn, the Crusader represents the holy warriors who fight in the name of the Emperor, and their never ending struggle. Beginning with turn 2, at the start of each player turn, each player earns points based on the number of objectives they hold. You must accumulate more points than your opponent to win the mission.

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:

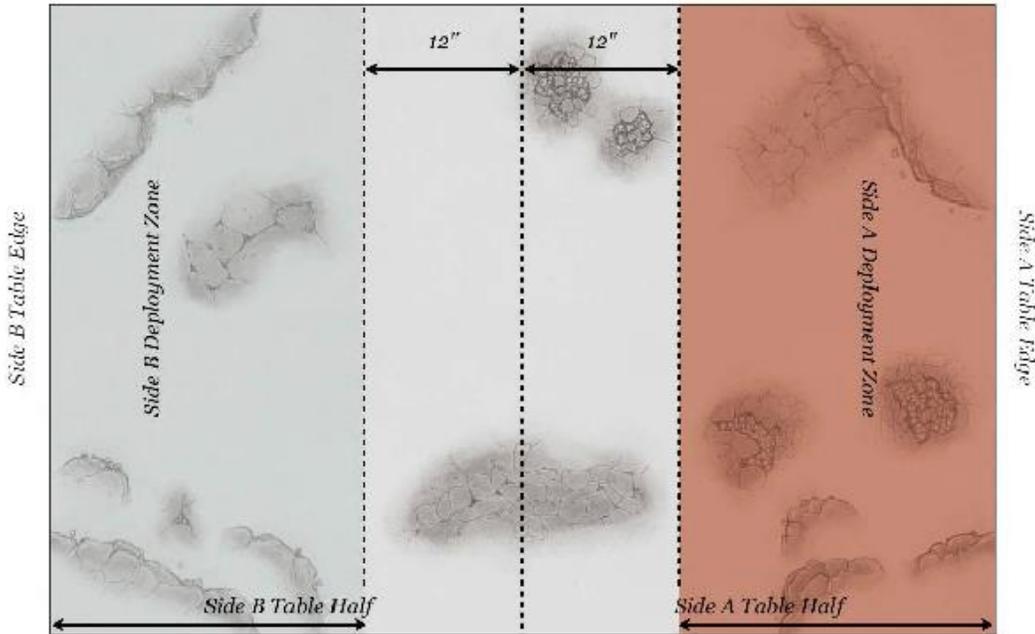
Power of the Tarot: Combine this card with another control objective card to gain a new mission: Control 3 or more objectives. (3 points). You must play both cards to activate this mission.

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.

Primer Scenario One: Opening Volley

Briefing



Deployment: Hammer and Anvil

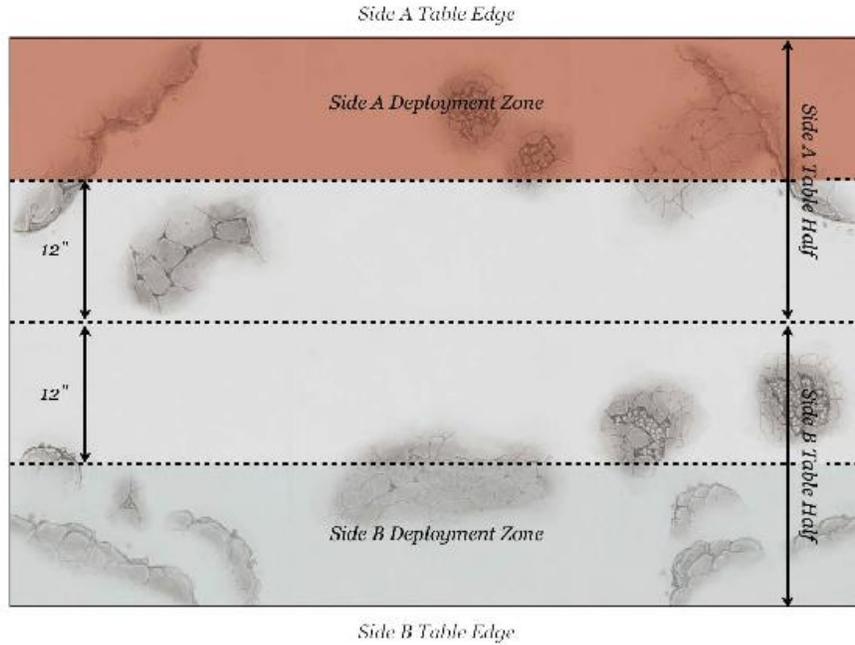
Bonus: First Blood, Linebreaker, Slay the Warlord

Mission Special Rules: Night Fighting, Mysterious Objectives, Reserves

You:		Your Opponent:	
Primary:		Primary:	
1		1	
2		2	
3		3	
4		4	
5		5	
6		6	

Primer Scenario Two: Slaughter

Briefing



Deployment: Dawn of War (p 119)

Bonus: Ground Control, Linebreaker, First Strike

Mission Special Rules: Night Fighting, Mysterious Objectives, Reserves

You:		Your Opponent:	
Primary:		Primary:	
1		1	
2		2	
3		3	
4		4	
5		5	
6		6	