

BGT

2018 Bugeater GT

Warhammer 40,000 Doubles Tournament



An Independent Tournament Circuit Event

Event Information

The Warhammer 40k Doubles Tournament will feature 3 rounds of two-man teams battling it out to claim the title of the Doubles Tournament champion.

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.

All models must follow the standards of three color minimum and be based to be used in this event.

Chapter Approved 2017 will be used. All Games Workshop and ITC FAQs will be in play with the following exception: If a FAQ or Codex comes out 2 weeks prior to the tournament, we will not use it. We will use ALL errata, even if it comes out the day of the tournament.

Army Rules:

Armies will consist of 1000 points or fewer. All codex options and ForgeWorld units which are current for Warhammer 40k 8th edition are permitted, so long as they were released no later than **May 18th (see above)**.

A team is comprised of 2 players each bringing a separate 1000-point battle forged army that can stand on its own. There is a limit of two (2) detachments per player. Each team must use the same army list throughout the tournament. Players will be required to submit an army list to the judges for review and will be expected to have enough copies of their lists to share with opponents.

Understrength forces are not permitted. This means armies may have less than exactly 1000 points.

A team is treated as a single force on the table top. This can be a bonus, or a limiting factor based on the keywords available.

A team must choose a single warlord per team in pre-deployment. This will remain the team warlord for all three (3) games. Any associated relics also must remain the same for all three games.

Both forces that comprise a team must follow standard battle forged rules for list construction for matched play.

Named characters are unique within a team. For example, a team can only field one Guilliman or Celestine, not two.

Bonuses:

TEAM BONUS: Each player on a team contributes all of their command points to the entire force on the table. For Example: If both players have a single battalion. They each contribute 3 CP's from the battle forged rule and an additional 3 each from the battalion for a total of 12 CP's

ALLIED BONUS: The total CP's are available to the entire force for any purpose, but all stratagems may still only be used once per phase. Furthermore, all units in both players' forces can receive stratagems and other buffs as long as the keywords are correct as if they were the same army.

NARRATIVE BONUS: Each team shall submit a short explanation in writing of how/why their forces have chosen to ally together for the battle (event). If the team submits an explanation (and the judge deems that there was sufficient effort put in), each player will be awarded 1 additional command point per round. (In other words, each team will be granted two (2) extra command points to use as they see fit each game.)

Scenarios:

[Three of the ITC Champion's Missions will be used for this event.](#)

Awards:

There are prizes for Best Overall Team and Best Display. Theme is taken into account when judging Best Display.

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>

Many thanks to the Adepticon team tournament – a lot of rules for this event were shamelessly stolen from them!

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:

2017

Overall Best Club: Kingsmen
40k Best Club: War Hogs
Kings of War Best Club: Outlanders

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