

BGT

2019 Bugeater GT

Warhammer 40,000 Packet



An Independent Tournament Circuit Event

Tournament Information

Army Rules / List Construction:

Armies will consist of 2000 points or fewer. Armies will be battle-forged that can include up to **three** Detachments.

That's it. No other restrictions ☺.

Any books released by **May 4th, 2019** will be used in the tournament.

General Tournament Rules:

- Players are expected to have all of their models in compliance with tournament policy:
 - Models must adhere to the expected norms for WYSIWYG
 - Models must have three colors minimum to be used in tournament play
 - Models must be based in order to be used in tournament play
 - Models that do not meet these rules cannot be used. If a significant portion of a player's army is in violation of these rules, they may be asked to withdraw from 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
 - Army Faction (Use ITC rules)
 - Detachment types
 - Unit names
 - Force organization role
 - Wargear or other upgrades
 - Points – both the totals and breakdown of points as well, as well as power level
- Each player is responsible for having all of the necessary rulebooks, codexes, etc. along with dice, rules, and other needed items for the game.

The Bugeater GT will be using the Chapter Approved and Beta Rules for Matched Play*.

[The Bugeater GT will be using the ITC Champion's Missions](#)

*This includes beta unit entries (such as the Sisters of Battle codex and Custodes reinforcements) and rule modifications (the "beta bolter rules")

Tournament Code of Conduct

Based off of the ITC Code of Conduct, which can be found here:

<https://docs.google.com/document/d/1RFhFICnwr15wK0pdUcUnp0uNRn - jUdtZvHKPTTR4Yo/edit>

Here are the critical pieces you need to know:

1. **Army lists are required two weeks before the event.** Since we do not use BCP, we will provide a communal google doc with all players' lists. Failure to supply a properly formatted list on time will result in a yellow card.
 - a. **You are ultimately responsible for your list.** If you submit a list that lacks information that may not be mandatory, that is on you (e.g. if you fail to clarify your craftworld). You would either take the yellow card for a late list submission, or you would be unable to utilize your stratagems throughout the tournament.
2. **We will utilize an active judging philosophy.** This means that judges may intervene in your game even if not requested by a player.
3. **Players will be required to mark any buffs, debuffs, stratagems in play.** We will be providing token sets to make this as easy as possible for you!
4. **Clocks will be used on top tables (day 2) and by request.** The top tables on day 2 will be required to use clocks. Clocks may also be used if requested by both players or if required by a tournament judge.

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:

2018

Overall Best Club:	Kingsmen
40k Best Club:	Outlanders

2017

Overall Best Club:	Kingsmen
40k Best Club:	War Hogs

2016

Overall Best Club:	Outlanders
40k Best Club:	War Hogs

2015

Overall Best Club:	Cornhammer
40k Best Club:	Frozen North

2014

Overall Best Club:	Cornhammer
40k Best Club:	C-State Domination



Painting Rubric

Players will be asked to self-assess their army using the provided rubric. You will need to write your name on the top of this sheet and set it out during the Saturday lunch break. Remember: the maximum painting points a player can earn is **32**. During the lunch break, our paint judges will look at how you scored your army, inspect your army, and make any adjustments to your point total (up or down). If your sheet is gone, that is how you'll know we judged your army.

Initial Judging	Points
There is at least one model in the army that has undercoat as one of its three colors to meet tournament minimums.	0
The army is fully painted, but only to the most basic requirements.	10
Army is fully painted, and is painted beyond the minimum tournament standard. Give benefit to this unless there are models in the army that have an undercoat as one of its three colors.	15
Model Basing	Points
Bare bases, no flock	0
Basic one flock	1
Multiple flock or highlights with one flock	4
Bases with variety of flock, highlights, and additional elements.	6
Conversions	Points
No conversions of note (none, or just a couple rank and file models have head or arm swaps)	0
Units or character models have multi-kit conversions (head/weapon/bitz swaps).	2
The army has difficult conversions including use of greenstuff for sculpting, putty, plasticard and/or has significant multi-kit conversions for the entire army.	4
The army includes scratch built conversions or sculpts, a large amount of models with difficult conversions (see above description), or the entire army is extremely converted.	6
Painting Skills	Points
No advanced techniques	0
The models incorporate basic highlight/shading	2
The models incorporate layering with highlights or blending (but not seamless)	4
The models have been shaded with seamless blending	8
Display Base	Points
Standard cookie sheet or rubbermaid lid to move the army around	0
A prepared display base for the army with basic flock, painting, etc.	2
A display base that has terrain elements, flock, and use of painting techniques (e.g shading)	4
An exceptional display base that blows the judge away – an impressive diorama	6
Extras: Details	Points
No extras	0
The army has rough freehand work, basic unit markings, and/or basic vehicle weathering	2
The army has quality freehand work, clean unit markings, and/or vehicle weathering	4
The army has exceptional freehand work, stellar unit markings, and/or realistic vehicle weathering	8

Total (if the total exceeds 32, only award 32 points):	
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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. **Army Abilities:** Before any dice are rolled, both players choose Warlord Traits, Psychic Powers, spend pre-deployment command points, and any additional Relics they will use. These should be written or notated clearly for reference in game.
3. **Players will reveal their choices from Step 2 simultaneously.**
4. **Roll for Deployment Type:** Players roll off for deployment. The player who rolled higher randomly determines the deployment type from the maps on pg. 216-217 of the 40k Main Rulebook, and then chooses their deployment zone.
5. **Objectives:** Players then place objectives following scenario guidelines as listed on each mission. Instructions for placing objectives are as follows:
 - a. All objectives are considered to be on the ground floor, and may not be placed inside of enclosed buildings. Move terrain if necessary to accommodate this requirement.
 - b. Distances are measured to and from models to the closest point of the objective marker when determining which models are in range to control an objective.
6. **Secondary Missions:** Each player chooses 3 of the Secondary Mission Objectives listed below. A player may only choose each mission once. They then reveal them to their opponent simultaneously.
7. **Deploy Forces:** The player who lost the roll-off in for deployment type deploys the first unit. Deployment proceeds normally thereafter.

Determining First Turn:

1. Players roll off for first turn.
 - a. The player that finished deploying first gets a +1 modifier to the roll to go first.
2. The player that wins the roll-off may choose to go first or second.
3. The player that goes second may choose to roll to seize the initiative.

Tournament Missions

If there is any confusion, you must consult a member of the tournament staff.

Scoring

- **Primary:** Players earn points at the end of their player turn (1 point for holding at least 1 objective, 1 point for destroying at least 1 enemy unit), and at the end of the battle turn (1 point for holding more objectives than your opponent, 1 point for destroying more units than your opponent)
- **Secondary:** At the start of the game, each player chooses 3 secondary missions to complete. Players earn up to 4 points per secondary mission. The secondary missions are listed on the next page.

Game Length

- Each game lasts **6 battle rounds**.

Concession

- If one player concedes before time is called or the game has come to a natural conclusion, then they automatically score 0 points and their opponent has won the game. At the time of concession, the victor keeps their current score and earns 4 points per remaining Battle Round towards the Primary Mission, assuming their army has enough forces to accomplish mission objectives. Additionally, the victor also earns the maximum number of possible Secondary Mission points left to them, also assuming the victor's army has the capability to accomplish the mission objectives.

Tabled

- If a player is tabled (a player has no qualifying models on the table at the end of any player turn), the tabled player keeps their points earned up until that point in the game, and their opponent earns points in the same fashion as outlined above under the rules for a concession.

Secondary Missions:

When scoring a mission marked with an asterisk, a unit may only count towards one objective at any time. You must select which secondary mission the unit will count for. **The Reaper** is an exception to this rule as outline below.

***Headhunter:** 1pt for each enemy **Character** that is destroyed.

***Kingslayer:** Choose an enemy model that is a **Character**.

- Earn 1 point for every 2 wounds of damage it loses, cumulatively.
- In the instance where a **Character** may regenerate wounds or resurrect during the course of the game, total wounds it loses over the course of the game are counted towards this mission.
- If the model selected has the **Character** and **Vehicle** or **Monster** keywords, you earn 1 point for every 4 wounds it loses.
- If the **Character** is also your opponent's Warlord, earn 1 additional point if it is destroyed.
- An enemy **Character** selected for Kingslayer may not also generate points for Titan Slayers.

***Marked for Death:** Choose 4 of your opponent's units with a Power Level of 7+. Earn 1 point for each of these units destroyed.

In order to score this point against a unit that splits into multiple units during the course of play, you must destroy each individual component unit. If a unit joins with another unit during the course of play, to earn this point you must destroy the entire conjoined unit.

The Reaper: Earn a point for every enemy unit that is destroyed that began the game with 10+ models. If a unit begins the game with 20+ models, you earn 2 points if it is destroyed.

Recon: Have a unit at least partially in each table quarter at the end of your player turn. A unit may only count as being in one table quarter at a time for the purposes of this rule. 1pt per turn.

***Big Game Hunter:** 1 point for every enemy model with 10 or more wounds that is destroyed.

***Titan Slayers:** For every 8 wounds lost by enemy units with the **Titanic** keyword in total throughout the course of the game, earn 1 point.

- A model chosen for Kingslayer may not also generate points for Titan Slayers, even if that model has the **Titanic** keyword.

Example: *One enemy **Titanic** model loses 4 wounds turn 1, and a different enemy **Titanic** unit loses 12 wounds turn 2 for a total of 16 wounds lost in total to enemy **Titanic** models. You earn 2pts towards this objective.*

Behind Enemy Lines: 1 point if at the end of your player turn you have 2 or more of your units at least partially within 12" of your opponent's rear most and longest board edge.

Butcher's Bill: Destroy 2+ enemy units during a player turn to earn 1 point

Old School: Earn 1 point for the following:

- **First Strike:** An enemy unit is destroyed in the first Battle Round.
- **Slay the Warlord:** The enemy Warlord is destroyed at game's end.
- **Linebreaker:** Have one of your models within your opponent's deployment zone at the end of the game.
- **Last Strike:** An enemy unit is destroyed in the last Battle Round played.

Ground Control: Earn 1 point for each objective held at the end of the game

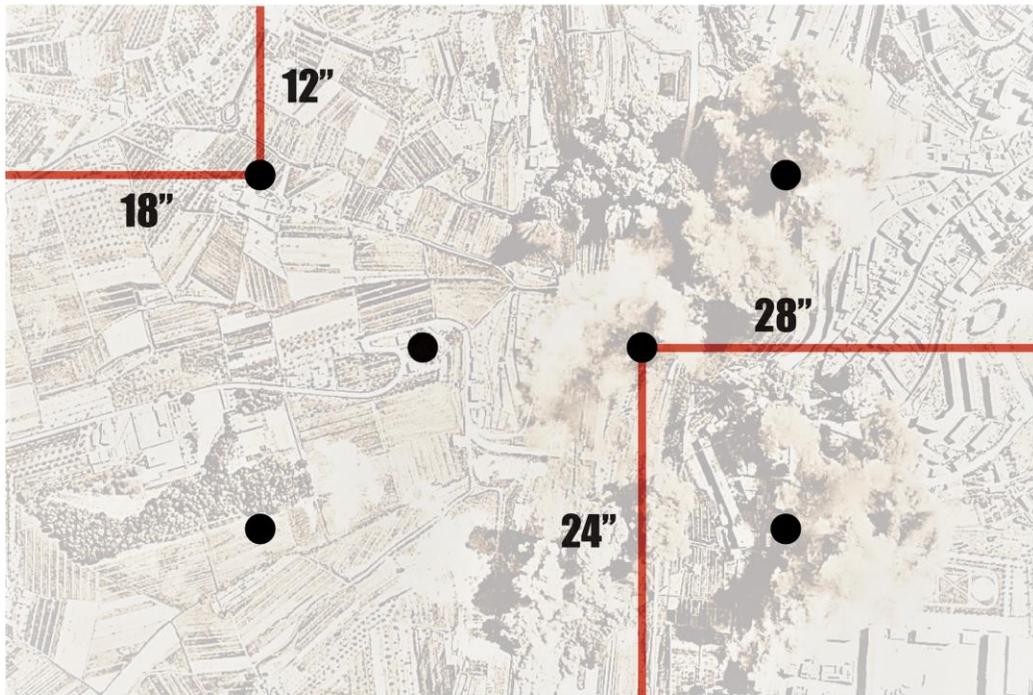
All missions can be found in the ITC Pack found here:

<https://docs.google.com/document/d/1ltQMdeDqYRXOhvdYT3dtUSji3AISvZRM8gDlhOXDaF8>

Example Scenario: Seize Ground

Deployment: Random

6 objectives placed as shown:



Seize Ground Bonus Point: If a player holds or contests 5 or more objectives at the end of their player turn, gain 1 point.

For an objective to be contested, both players have models within 3" of it but neither controls it. This typically occurs because both players have an equal number of models within range of the objective and either none of them are Objective Secured, or all of them are.