



Bugeater Fantasy GT
May 31st-June 2nd, 2013

Tournament Primer Pack

This document contains the final set of army comp and rules modifications for the 2013 fantasy Bugeater GT. The system is functionally the same as last year's comp. This was done after reviewing feedback from last year's tournament and consultation with our local group, the Outlanders. Adjustments were made based on changes in army books and the evolution of the regional meta.

Please email any questions to RoyersT@gmail.com

Fantasy Rules and Composition

The Bugeater Fantasy GT will follow the Warhammer Fantasy 8th edition rules and all relevant Games Workshop FAQs and Erratas. There are also in house composition rules for both army construction and gameplay, which are described on the following page.

Army Construction:

Each player will field a valid 2500 point army, constructed from the valid GW army lists:

- Beastmen
- Bretonnia
- Chaos Dwarfs (Forgeworld Army Book)*
- Daemons of Chaos
- Dark Elves
- Dogs of War (Indy GT Army Book)*
- Dwarfs
- Empire
- High Elves
- Lizardmen
- Ogre Kingdoms
- Orcs & Goblins
- Skaven
- Tomb Kings
- Vampire Counts
- Warriors of Chaos
- Wood Elves

*Players bringing an army from one of these army books **MUST** have their full and complete army book available for their opponents to view. Chaos Dwarfs **MUST** be fielded as a standalone force, you cannot combine them with Warriors of Chaos.

Army Lists:

Each player is required to bring **SIX** printed copies of their army list to the tournament. One is for the tournament staff, and the remaining copies are for your opponents. All items and full point costs must be present for each entry.

If your army contains Wizards, the Lore that Wizard uses **MUST** be placed on your army list. For Grey Seers, you must declare how you are dividing their spells on your army list as well (e.g. 2 spells from Ruin and 2 spells from Plague).

Composition Rules:

The Bugeater Fantasy GT will use the following composition pack to provide a more competitive, balanced gaming experience. All the rules below take priority over the 8th ed Rulebooks, army books, and FAQs. This system was internally playtested, and tested at the March Hare.

Magic Addendum

The following rules will apply to the magic phase:

- You may never use more than 12 power or dispel dice in a single magic phase for any reason.
 - As indicated in their army book, Night Goblin Magic Mushrooms *do not* count towards this total as they are not power dice.
- Special rules that allow you to exceed the dice limit of six per spell may only add *one* additional dice (e.g. a Dark Elf sorceress can use a maximum of 7 dice to cast a spell)
- A character can only ever suffer one wound, regardless of any restrictions or modifiers that would normally apply, from the following spells as long as they would normally get a Look Out, Sir! For *being in a unit* (e.g. if the character is alone it can still be killed outright by the following spells):
 - The Dwellers Below
 - Transmutation
 - Infernal Gateway
 - Dreaded 13th Spell

General Composition Restrictions

- Fozzrik's Folding Fortress cannot be taken
- An army cannot include more than five warmachines in an army.

Army Specific Composition Restrictions

- Daemons of Chaos: Kairos Fateweaver can only be taken if Tzeentch are the only kind of marked daemons in your list. Soulgrinders are 0-1. If your list has Epidemus, a unit/model can only contribute a maximum of five wounds to the tally per phase. Skull Cannons are 0-1.
- Dark Elves: Hydras are a 0-1 selection per army.
- Empire: Steam Tanks *do not* count as a warmachine for the general composition restriction. Demigryph Knights are 0-8 models per army. Helblasters are 0-1.
- High Elves: Teclis may not be taken.¹
- Lizardmen: Only two of the following items may be taken per army – Becalming Cogitation, Cube of Darkness, Dispel Scroll, Cupped Hands. Salamanders are 0-3 models per army.
- Ogre Kingdoms: Mournfang cavalry are 0-8 models per army. Ironblasters are 0-1 per army. An army may take the hellheart or dispel scroll, but not both.
- Orcs and Goblins: Ignore all warmachine restrictions in the general composition rules.
- Skaven: Hell Pit Abominations are a 0-1 selection per army. Slave units are 0-1 per clanrat and/or stormvermin units.
- Vampire Counts: A Vampire Count army can have no more than 4 units and/or characters with the Ethereal Special Rule.—Hexwraiths are 0-10 models per army. Terrorgheists are 0-1.
- Warriors of Chaos: You can have 0-3 flying units and/or characters in your army.

¹ If a new High Elf book is released prior to May 1st then we may revise the High Elf composition restrictions.

House Rules

- 1) For this event buildings may only be garrisoned by up to 20 infantry models (6 monstrous infantry). If a unit consisting of more than 20 / 6 models successfully assaults a building they cannot enter due to this rule, they are instead pushed 1 inch away as if the defenders did not break/or were wiped out. However they are also entitled to a special reform maneuver where the unit may be turned on the spot to face any direction maintaining the same formation (i.e same ranks and files), keeping the center point of the unit as close as possible to the original position. The unit must still be 1 inch away from the building after performing this special reform. Please note this only applies to units which successfully assault a building and would usually occupy it (ie does not benefit Cavalry etc). This is designed to stop units being stuck on buildings after a successful assault due to the house rule. Also note units once inside a building cannot increase in size above 20 / 6 models without leaving the building first. As a general rule it is impossible for more than 20 / 6 models to ever be garrisoned inside a building at any time.
- 2) All buildings count as 'impassable terrain that would in reality stand in the way of the shot' as far as cannons (of any type) are concerned. They will not bounce through them, they stop on the building and inflict hits upon anything garrisoning the building. You may not pick a point on a building as your initial point (under Choosing a Target p112).
- 3) While charging, a unit or model may come within 1" of impassable terrain.

Painting Rules

All models must be painted to a 3-color minimum AND based (a painted or flocked base)

Units must be represented by appropriate models; as such **What You See is What You Get (WYSIWYG)** is in effect for the Bugeater GT. That means units **MUST** be easily identifiable as the particular choice they represent, and that any weapons or other equipment **MUST** be clearly represented on the models. Models that do not fit this will be removed from the game, and you will not be permitted to play with them for the remainder of the tournament.

Models from the Games Workshop range are normally required; however at the tournament director's discretion other models may be permitted. Understand that although most people making these requests will be permitted to field their army, it is not guaranteed. You **MUST** email Tim Royers (RoyersT@gmail.com) BEFORE the tournament to verify your models are okay. If you do NOT, your models may be removed from the tournament if they are deemed unacceptable by tournament staff.

Battle Point Calculations

At the end of the round, consult the following table to determine how many battle points both player has earned:

Battle Points Earned		
<i>Margin of Victory</i>	<i>Winner</i>	<i>Loser</i>
0-150	10	10
151-300	11	9
301-450	12	8
451-600	13	7
601-750	14	6
751-900	15	5
901-1050	16	4
1051-1200	17	3
1201-1350	18	2
1351-1500	19	1
1500+	20	0

In determining margin of victory, resolve victory points as normal, but also include any mission specific bonus victory points and the Emperor's Tarot victory points as well if applicable. Note: In previous years, we have had you record win/loss AND battle points. We will use a strict 20-0 system this year and pair similar battle points for opponents.

The Emperor's Tarot

Each player has been given cards from a deck of the Emperor's Tarot. In each game after deployment, but before the roll for the first turn, you are to pick one of the cards and place it your envelope. You can only use each card once (you will turn your cards in with your results sheet), so plan carefully! If you complete the objective for that card, then you earn an additional 300 victory points.

Your sample missions are as follows:

The Emperor: Kill the enemy general

The Goblin: Have a non-fleeing unit in the enemy's deployment zone at the end of the game.

The Tactician: During the game you must successfully perform TWO flank and/or rear charges.

Primer Scenario One: Blood and Glory

Battlefield:

Terrain will be fixed throughout the tournament and will not move. If terrain moves for an in-game reason (Tree Singing), please return it to its original location at the conclusion of the game.

Deployment:

Both players roll a d6. The player that wins the dice roll can choose a table half to deploy in or he can defer to his opponent.

Players then take turn placing units on the table, using the method described on page 142. Units can be placed anywhere in their half of the table that is more than 9" away from the center line and more than 9" away from the narrow table edge.

First Turn:

Roll off to see which player gets the first turn. The player that finished deploying their army first gets to add +1 to their roll.

Game Length:

Six turns, unless time is called before.

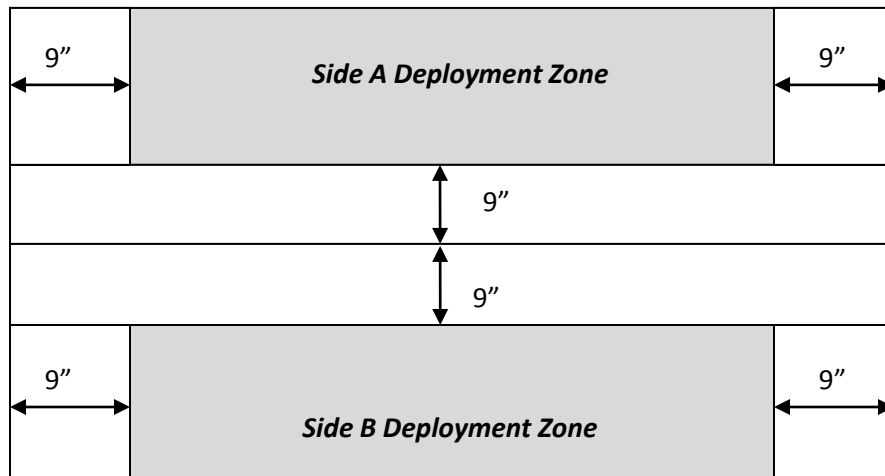
Special Rules:

This scenario uses the Breaking Point and Fortitude special rules as described on page 148.

Victory Conditions:

Note that this is different from the standard "Blood and Glory" scenario. The game does NOT automatically end when an army reaches its breaking point.

The winner is determined by victory points, but if you are the **first** to break your opponent, you earn 500 additional victory points.



Primer Scenario Two: Hold the Center!

Battlefield:

Terrain will be fixed throughout the tournament and will not move. If terrain moves for an in-game reason (Tree Singing), please return it to its original location at the conclusion of the game.

Deployment:

Before deployment, place the provided 18" square at the center of the board.

Both players roll a d6. The player that wins the dice roll can choose a table half to deploy in or he can defer to his opponent.

Players then take turn placing units on the table, using the method described on page 142.

Units can be placed anywhere in their deployment zone that is more than 12" from the center line.

First Turn:

Roll off to see which player gets the first turn. The player that finished deploying their army first gets to add +1 to their roll.

Game Length:

Six turns, unless time is called before.

Victory Conditions:

The winner is determined by victory points.

In addition, at the end of each game turn, count up how many standard bearers is inside the box for each player. The Battle Standard Bearer counters for two. Whoever has the most number of standards in the box for that turn gets a 100 Victory Point bonus, up to 500 VPs at the end of the game. If there are an equal number of standards (e.g. you have 3 standards and your opponent has one standard plus their BSB in the box), then neither gets the bonus.

