BGT 2015
June 5th-7th

Bugeater Fantasy GT
Tournament Primer Pack

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 must create a valid **2500**[†] point army list. Players must field an army that comes within 50 points of the maximum (you cannot field a 2100 point list, for example to avoid comp penalties) Players can use one of the following lists:

Beastmen	High Elves	Skaven
Bretonnia	Host of the Aestyrion	Tomb Kings
Chaos Dwarfs (Forgeworld	Host of the Phoenix King	Undead Legions
Army Book)*	Host of the Eternity King	Vampire Counts
Daemons of Chaos	Legions of Chaos	Warriors of Chaos
Dark Elves	Lizardmen	Wood Elves
Dwarfs	Ogre Kingdoms	
Empire	Orcs & Goblins	

[†]This point level may change based on the army list you pick. Please see the End Times composition page.
*Chaos Dwarfs **MUST** be fielded as a standalone force, you cannot combine them with Warriors of Chaos.

Battlescrolls (including formations in *Thanquol*) and Scrolls of Binding will NOT be allowed in the event.

Players using army lists from the End Times books may use book-specific magic items, but only characters from their armies of origin can take book-specific items.

As per the most recent FAQ, the Lore of Undeath is available to everyone, and we will use the updated End Times army composition rules.

The "Magic of the End Times" rules will NOT be in effect at the Bugeater, even if one of the players is fielding one of the Elven Host armies from End Times: Khaine.

Please read the next page for army composition rules

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).

End Times Comp Addendum

As indicated in our initial primer, our plan was to use Swedish comp for the Bugeater this year. This was done for two reasons: one primary, one secondary. The secondary reason was this would put the Bugeater more in line with how the US Masters tournament was being run – thereby giving people a chance to experience the system before attempting to play at the most elite Warhammer tournament in the country. This was, however, only a secondary concern. The PRIMARY reason was we felt it was the best possible way to handle the End Times. Other tournaments restricted army sizes for ET lists to try and handle the power of the new characters, but it wasn't enough. We thought that Swedish, with its active comp that essentially created a victory point handicap, would provide the best opportunity because most lists taking an End Times special character would start down at least 500 victory points if not more. Even with Swedish comp, we felt that these characters would be too powerful. We then implemented an army size restriction. So if you took Nagash, for example, in addition to the -120 hit on Swedish comp, your army maximum was down to 2200 points. Those 300 points you lost were guaranteed victory points for your opponent – raising the VP handicap to at least 800 victory points (so if you take Nagash you're starting the game taking a 5-15 loss). Even then, the characters were still too powerful.

A number of people reached out to us expressing their concern about how this would play out. We attempted to develop a middle of the road comp system that sought to include everything and keep it competitive, but it just simply wasn't going to work. I know this is another 180 flip back, but given that Swedish would NOT serve its purpose, I wanted to go back to the system that defined the Bugeater and made it a great tournament.

Although we are allowing some End Times in, they are heavily restricted.   Here are the restrictions for the End Times:

End Times Lists:

All End Times lists (Host of the Aestyrion, Host of the Phoenix King, Host of the Eternity King, Legions of Chaos, Undead Legions) ARE legal, but the point maximum for those lists is **2300**, NOT 2500. This 200 point reduction is implemented to compensate some of the powerful unit combinations and special rules that are present in those armies.

End Times Characters:

NO End Times Characters are allowed. This means that both Malekiths, Tyrion the Avatar of Khaine, Imrik, both Alarielles, Thanquol and Boneripper, Screech Verminkin, the Verminlords, Ungrim Incarnate of Fire, Nagash, the Mortarchs, Valten, Crom, Glottkin, Orghotts Daemonspew, Bloab Rotspawned, Morbidex Twiceborn, Gutrot Spume, Festus Empowered, and Karl Franz Ascendant ARE NOT LEGAL at the Bugeater.

End Times Units:

New End Times units ARE legal, both in the End Times lists and any other lists that they are specified for (e.g. you can take Putrid Blightkings in a Warriors of Chaos army). This includes Stormfiends, Morghasts, and Putrid Blightkings.

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		
Margin of Victory	*Winner*	*Loser*
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 the Emperor's Tarot victory points, and the active comp bonus as well if applicable.

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 facedown. You can only use each card once (you will turn your cards in with your results sheet), so plan carefully! Each card has two uses: you can either reveal the card during the game and play the ability specified, or you can complete the mission specified on the card. If you complete the mission, you earn 300 additional victory points.

Your sample missions are as follows:

Card Name	Mission	In Game Ability
The Dragon	Kill the most number of infantry models in the game.	Activate at the start of your player turn. Until the start of your next player turn, one Lord or Hero model in your army list has a strength 3 breath weapon that deals magical flaming attacks. At the end of the turn this breath weapon goes away, whether it was used or not.
The Magician	Have the character with the highest wizard level at the end of the game. Any effects in game, including items or miscast results, are taken into account (e.g. Teclis would count as a level 5 wizard for the purposes of this mission because of the War Crown of Saphery).	Activate at the start of a magic phase. If it is during your player turn, you immediately gain d6 power dice and your opponent gains d3 dispel dice. If it is during your opponent's turn, you gain d6 dispel dice and your opponent gains d3 power dice.
The Halfling	You are hungry! At the end of the game, each player adds up the number of war beasts, cavalry, monstrous beasts, monstrous cavalry, and chariot models that they killed during the game. If you produced more meat to eat than your opponent (by killing their animals!) then you have completed this mission.	Your Halfling cooks have your army well fed! Activate at any time. Nominate a unit. Until the end of the player turn that you activated this card, that unit has their movement characteristic improved by 4, to a maximum of 10.