



BUGEATER GRAND TOURNAMENT
June 24th - 26th 2011 Omaha, NE

Warhammer 40k Tournament Pack

General Rules

Army Construction

- The Bugeater 40k GT will follow the Warhammer 40k Fifth Edition rules and all relevant Games Workshop FAQs and Erratas. An additional FAQ, generated in house, will be supplied one month prior to the event to handle any questions that are not adequately covered by the rulebook and Games Workshop FAQs.
- Each player must field an army using a standard force organization chart, not to exceed 1850 points. This army must be constructed using one of the following valid codices:
 - Black Templars
 - Blood Angels
 - Chaos Daemons
 - Chaos Space Marines
 - Dark Angels
 - Dark Eldar
 - Eldar
 - Grey Knights
 - Imperial Guard
 - Necrons
 - Orks
 - Space Marines
 - Space Wolves
 - Tau Empire
 - Tyranids
 - Witch Hunters
- Forge World/Imperial Armor rules are not allowed. Forgeworld models can be used to represent appropriate models from a legal army (see painting rules on the next page).
- Each player is required to bring **SEVEN** 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 psykers, the psychic powers must be clearly listed in the army list.

Painting Rules

All models must be painted to a 3-color minimum.

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 **May 25th** 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.

Paint Scoring

Players can earn a maximum of **30** points for overall army painting. Armies are rated on the following scale:

| 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. | 8 |
| Army is fully painted, and is painted beyond the minimum tournament standard. | 15 |

As long as your army doesn't have just the three minimum colors, you will most likely receive 15 points. **If you receive 15 points, you are then eligible to earn additional points for conversion work, base work, and advanced painting skills that can earn you up to 30 total points for painting.**

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>The Tournament Champion will be receiving a weekend badge to compete at the 2012 Adepticon tournament.</p> | <p>Referred to as the "Renaissance Man" at other tournaments, or what 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"> -Battle Points = max 150 (50%) -Painting Points x 2.5 = max 75 (25%) -Sportsmanship x 2.5 = max 75 (25%) <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> <p>The Sweepstakes Champion will receive a free ticket to compete at the Games Workshop run Throne of Skulls tournament in 2012.</p> |
| <p>Fan Favorite</p> <p>In addition to the Tournament Champion and Sweepstakes Champion, there is also the Fan Favorite award. Players will vote for the player with the best army appearance, and when the tournament is concluded they will vote for the person they enjoyed playing against the most. These votes will determine who receives the Fan Favorite award.</p> | |

Scenario Rules

The rules on this page apply to every scenario played at the Bugeater GT:

Missions:

Each scenario will identify the primary, secondary, and tertiary missions for your army. When the game ends, check the mission victory conditions and use them to determine the winner of the match:

1. Check the status of the Primary Mission. If one person is winning it, that person wins the game. If the players are tied for the Primary Mission, proceed to the next step.
2. Check the status of the Secondary Mission. If one person is winning it, that person wins the game. If the players are tied for the Secondary Mission, proceed to the next step.
3. Check the status of the Tertiary Mission. If one person is winning it, that person wins the game. If the players are tied for the Tertiary Mission, proceed to the next step.
4. If both players are tied for all missions, calculate the victory points both players have earned using the victory point rules found in the 5th Edition Rulebook. The winner is the player with the most earned victory points of the two (even if it is a difference of 0.5 victory points).

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 were still on the board.

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 winner using the missions rules described above.

Tournament Missions

The missions described on this page are in use during every round, so make sure you understand them clearly. If there is any confusion, you must consult a member of the tournament staff.

Objectives

- Each round will specify the manner in which you deploy the objectives, and the number of objectives to be on the table. In some rounds you will have to deploy your objectives in certain locations, and in others you and your opponent will take turns placing objectives. Consult each scenario for further directions.
- In order to hold an objective, a scoring unit must be within 3" from the edge of the objective. *Playtesting note: use 40mm bases for objectives, as the tournament objectives will be about 39mm in size.*
- If an enemy unit is also within 3" of its edge, an objective is contested and neither side controls it.
- When determining if an objective is held or contested, ignore all terrain/model heights.
- **The player holding the most objectives when the game is finished has won this mission. If an equal number are held, this mission is tied.**

Table Quarters

- The purpose of this mission is to capture as much of the battlefield as you can.
- A table quarter is captured when more of your victory points are in it than your opponent's at the end of the game.
- If a unit is partially in multiple quarters, it is considered in whatever quarter contains a majority of the unit. If no quarter contains a majority, randomly determine which quarter it is in.
- **The player controlling the most number of table quarters when the game is finished wins this mission. If an equal number of quarters are controlled, this mission is tied.**

Kill Points

- This mission uses the rules for kill points found under "Annihilation" on page 91, with one change. Ignore the final paragraph in the Annihilation entry and use the following to determine the winner instead:
- **If a player has three or more kill points than his or her opponent, then that person wins this mission. If the players have an equal number of kill points, or one player only has one or two kill points more than their opponent, this mission is tied.**

Scenario One: First Encounter

Briefing

Both armies land on the planet, and in the first encounter scramble to secure whatever toe hold they can for reinforcements to start arriving from orbit. Securing key locations is the most important thing, killing the enemy is only a lingering priority.

Rules

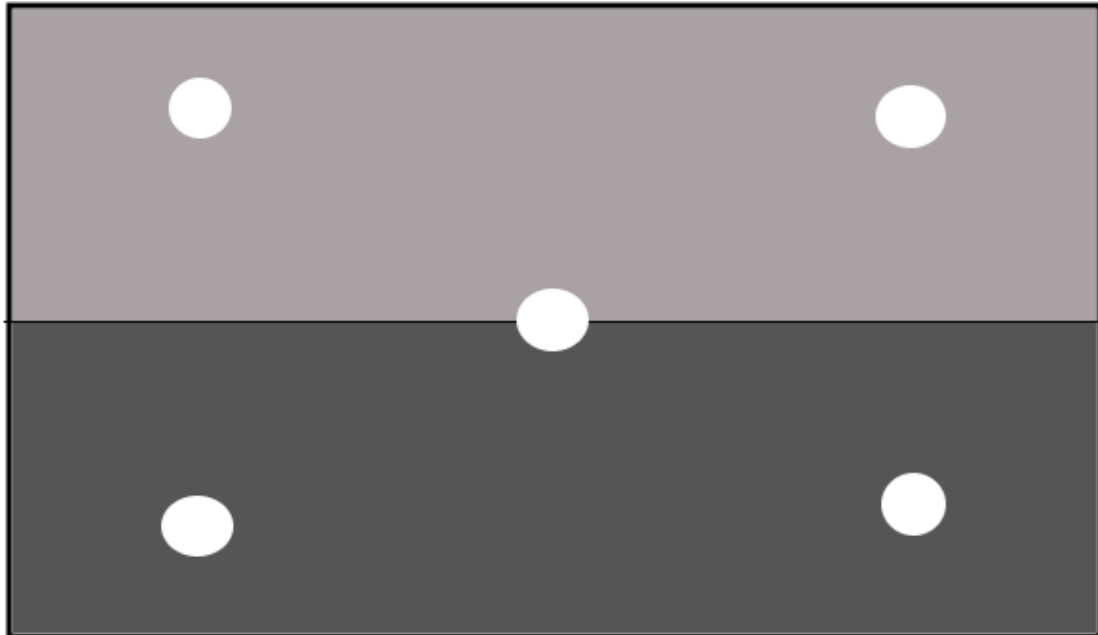
Primary: Table Quarters **Secondary:** Objectives (5) **Tertiary:** Kill Points

Deployment: Dawn of War (p 93)

Mission Special Rules: Infiltrate, Reserves, Deep Strike, Scouts, Outflank (p 94), Seize the Initiative (p 92), and Night Fighting per Dawn of War deployment rules.

Objective Placement:

Before any other action is taken, place 4 objectives in every board corner, 18" from the closest short edge and 12" from the closest long edge (so you'll have four objectives in the center of each table quarter). Place the fifth objective in the exact center of the board.





40k Score Sheet

Scenario 1

| | | | |
|------------------------------------|-------------------------|---------------------------|-------------------------|
| Player 1's Name (You): _____ | Battle Points: _____ | Player 2's Name: _____ | Battle Points: _____ |
| | | | Sportsmanship: _____ |
| The winner of this match was _____ | | | |

Battle points are awarded for accomplishing your missions:

| | |
|---|-----------|
| Primary Mission (<i>Table Quarters</i>) | 14 points |
| Secondary Mission (<i>Objectives</i>) | 7 points |
| Tertiary Mission (<i>Kill Points</i>) | 4 points |

Sportsmanship

Rate the sportsmanship of your opponent on a scale of 1-5. A rating of a 1 will be verified by a judge.

- 5 Great Game – This is a showcase of how you want all games to be. Would definitely play again.
- 4 Above Average – Very friendly, helpful player who you would look forward to playing against in the future.
- 3 Average – A standard game of Warhammer. Nothing exceptionally positive or negative about the experience.
- 2 Below Average – Minor problems with how the game was conducted. You might complain a little bit, but not one for the record books.
- 1 Worst Game Ever – This game was awful. There were significant problems with how your opponent handled himself during the game.

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| I verify that the information I have entered is correct: _____ Signature | Floor Checked: |
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When you are done filling this out, present it to a floor judge for verification. Once it is verified, the judge will turn your score sheet in.

Scenario Two: Consolidation

Briefing

With an initial landing established, your army now attempts to seize control of vital locations necessary for constructing communication arrays, dispersing supplies and other things needed to win the wider war.

Rules

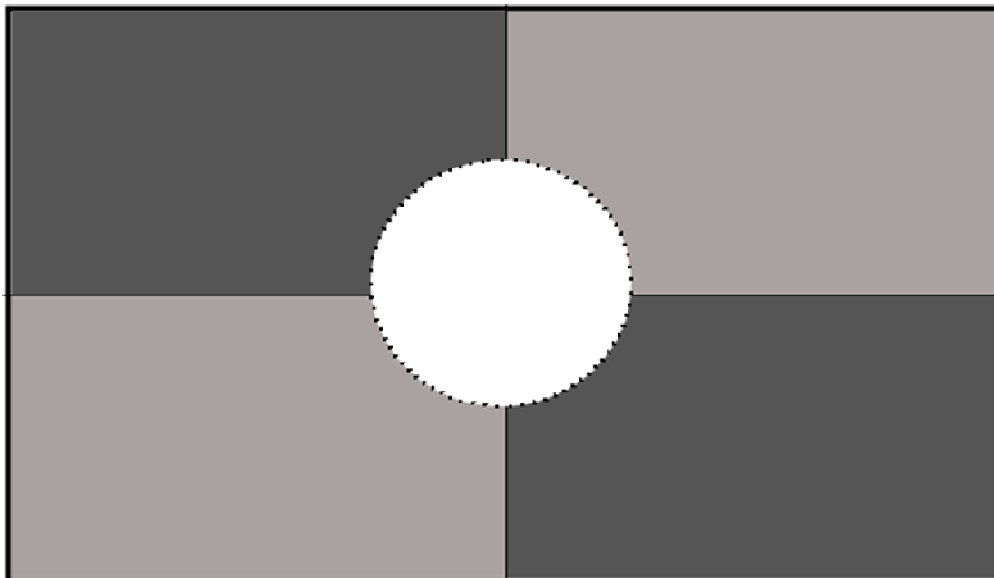
Primary Mission: Objectives (4) **Secondary Mission:** Kill Points **Tertiary Mission:** Table Quarters

Deployment: Spearhead (p 93)

Mission Special Rules: Infiltrate, Reserves, Deep Strike, Scouts, Outflank (p 94), Seize the Initiative (p 92)

Objective Placement:

After you have determined who is going first, but before beginning deployment of forces, the players will take turns placing the four objectives, starting with the player that will deploy first. These objectives may not be in impassible terrain, or be within 12" of a table edge or other objective. Only one of the two objectives each player places may be placed in the table quarter they are deploying in.





40k Score Sheet

Scenario 2

| | | | |
|---------------------------------|-------------------------|---------------------------|-------------------------|
| Player 1's Name (You): _____ | Battle Points: _____ | Player 2's Name: _____ | Battle Points: _____ |
| | | | Sportsmanship: _____ |

The winner of this match was _____

Battle points are awarded for accomplishing your missions:

- | | |
|--|-----------|
| Primary Mission (<i>Objectives</i>) | 14 points |
| Secondary Mission (<i>Kill Points</i>) | 7 points |
| Tertiary Mission (<i>Table Quarters</i>) | 4 points |

Sportsmanship

Rate the sportsmanship of your opponent on a scale of 1-5. A rating of a 1 will be verified by a judge.

- 5 Great Game – This is a showcase of how you want all games to be. Would definitely play again.
- 4 Above Average – Very friendly, helpful player who you would look forward to playing against in the future.
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- 1 Worst Game Ever – This game was awful. There were significant problems with how your opponent handled himself during the game.

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Scenario Three: Break the Line

Briefing

With your infrastructure secure, your army unleashes to wage war against the enemy. You and your opponents crash at the no man's land between your lines, hoping to drive a wedge that your forces can push through to annihilate your enemy once and for all.

Rules

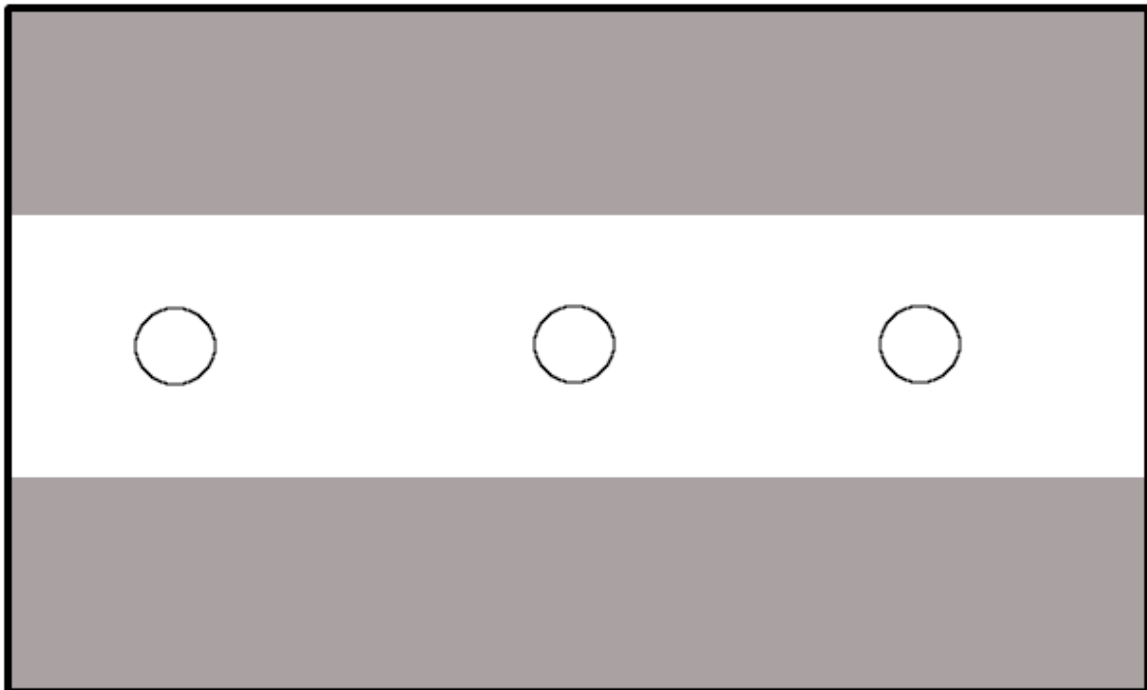
Primary: Objectives (3) **Secondary:** Kill Points **Tertiary:** Table Quarters

Deployment: Pitched Battle (p 92)

Mission Special Rules: Infiltrate, Reserves, Deep Strike, Scouts, Outflank (p 94), Seize the Initiative (p 92)

Objective Placement:

Before any other action is taken place 2 objectives, each 24" away from the long table edges (at the board's midline), and 12" away from the short table edge. Place the third objective at the exact center of the board.





40k Score Sheet

Scenario 3

| | | | |
|------------------------------------|-------------------------|---------------------------|-------------------------|
| Player 1's Name (You): _____ | Battle Points: _____ | Player 2's Name: _____ | Battle Points: _____ |
| | | | Sportsmanship: _____ |
| The winner of this match was _____ | | | |

Battle points are awarded for accomplishing your missions:

| | |
|--|-----------|
| Primary Mission (<i>Objectives</i>) | 14 points |
| Secondary Mission (<i>Kill Points</i>) | 7 points |
| Tertiary Mission (<i>Table Quarters</i>) | 4 points |

Sportsmanship

Rate the sportsmanship of your opponent on a scale of 1-5. A rating of a 1 will be verified by a judge.

- 5 Great Game – This is a showcase of how you want all games to be. Would definitely play again.
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- 1 Worst Game Ever – This game was awful. There were significant problems with how your opponent handled himself during the game.

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Scenario Four: Open Battle

Briefing

Now that the defense lines have been breached, the two armies engage each other in the open field. Vital locations are no longer the primary focus – now it is about killing the enemy today so that you can take their territory tomorrow.

Rules

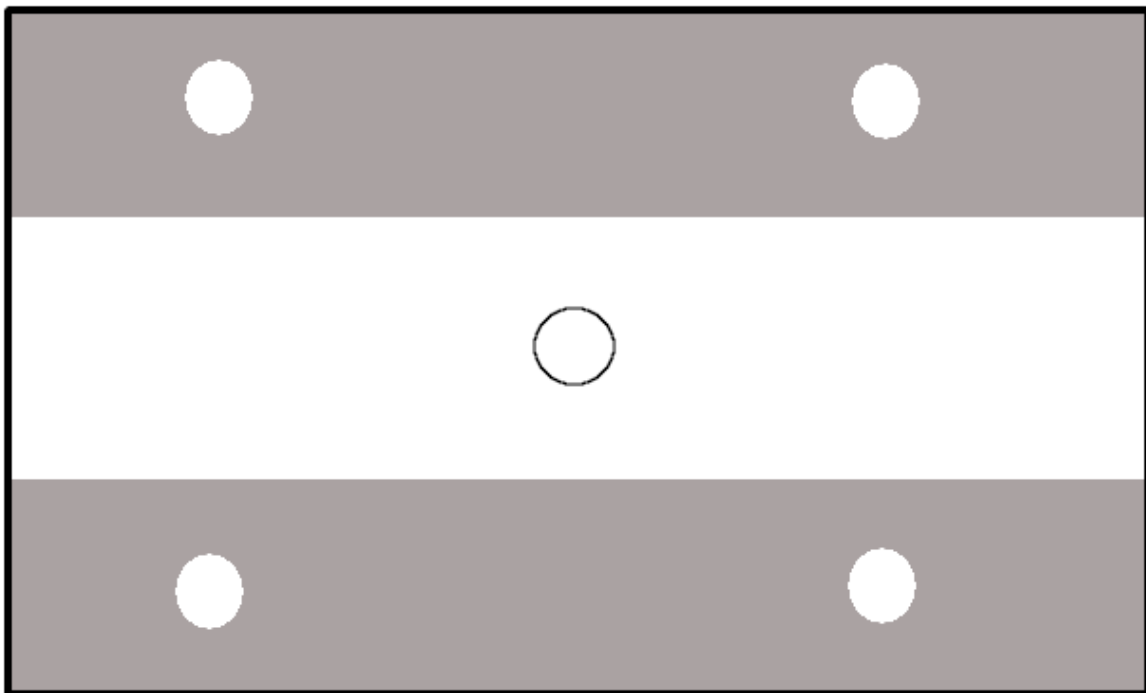
Primary: Kill Points **Secondary:** Table Quarters **Tertiary:** Objectives (5)

Deployment: Pitched Battle (p 92)

Mission Special Rules: Infiltrate, Reserves, Deep Strike, Scouts, Outflank (p 94), Seize the Initiative (p 92)

Objective Placement:

Before any other action is taken place 4 objectives in every board corner, 18” from the closest short edge and 12” from the closest long edge (so you’ll have four objectives in the center of each table quarter). Place the fifth objective in the exact center of the board.





40k Score Sheet

Scenario 4

| | | | |
|------------------------------------|-------------------------|---------------------------|-------------------------|
| Player 1's Name (You): _____ | Battle Points: _____ | Player 2's Name: _____ | Battle Points: _____ |
| | | | Sportsmanship: _____ |
| The winner of this match was _____ | | | |

Battle points are awarded for accomplishing your missions:

| | |
|---|-----------|
| Primary Mission (<i>Kill Points</i>) | 14 points |
| Secondary Mission (<i>Table Quarters</i>) | 7 points |
| Tertiary Mission (<i>Objectives</i>) | 4 points |

Sportsmanship

Rate the sportsmanship of your opponent on a scale of 1-5. A rating of a 1 will be verified by a judge.

- 5 Great Game – This is a showcase of how you want all games to be. Would definitely play again.
- 4 Above Average – Very friendly, helpful player who you would look forward to playing against in the future.
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- 1 Worst Game Ever – This game was awful. There were significant problems with how your opponent handled himself during the game.

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Scenario Five: Morning Attack

Briefing

After a day of open battle, both armies request supplies to replenish their forces and prepare for another battle. Unfortunately, both armies had their supplies drop in ear shot of one another, and both sides launch a predawn strike to eliminate the enemy in the area so they can secure as many supplies as they can.

Rules

Primary: Kill Points **Secondary:** Objectives (4) **Tertiary:** Table Quarters

Deployment: Dawn of War (p 93)

Mission Special Rules: Infiltrate, Reserves, Deep Strike, Scouts, Outflank (p 94), Seize the Initiative (p 92), and Night Fighting per Dawn of War deployment rules.

Objective Placement:

After you have determined who is going first, but before beginning deployment of forces, the players will take turns placing the four objectives, starting with the player that will deploy first. These objectives may not be in impassible terrain, or be within 12" of a table edge or other objective. Once the four objectives have been placed, scatter each as if they had arrived via Deep Strike. If the scatter result puts the objective within 6" of a table edge or another objective, move the objective to be 6" away.





40k Score Sheet

Scenario 5

| | | | |
|------------------------------------|-------------------------|---------------------------|-------------------------|
| Player 1's Name (You): _____ | Battle Points: _____ | Player 2's Name: _____ | Battle Points: _____ |
| | | | Sportsmanship: _____ |
| The winner of this match was _____ | | | |

Battle points are awarded for accomplishing your missions:

| | |
|--|-----------|
| Primary Mission (<i>Kill Points</i>) | 14 points |
| Secondary Mission (<i>Objectives</i>) | 7 points |
| Tertiary Mission (<i>Table Quarters</i>) | 4 points |

Sportsmanship

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Scenario Six: Unto the Breach!

Briefing

Drained from weeks of constant fighting, your forces muster what strength they can and charge headlong into the enemy in hopes of breaking their resolve once and for all. Your goal is to deprive them of their vital installations and eliminate their capacity to wage war.

Rules

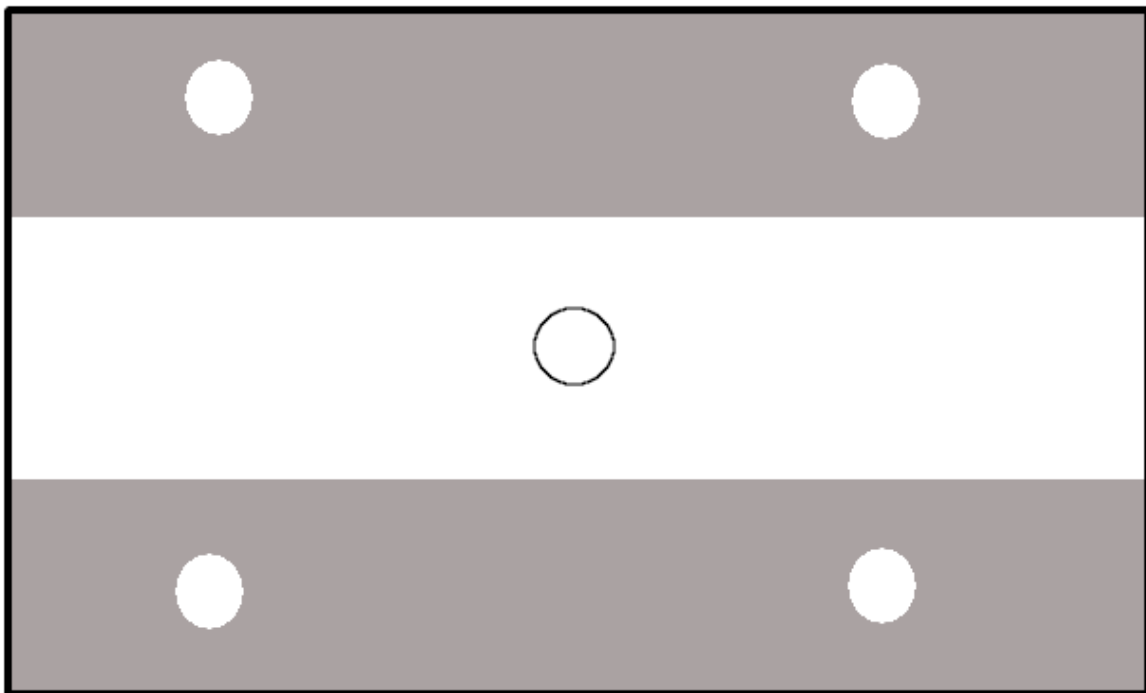
Primary: Objectives (5) **Secondary:** Table Quarters **Tertiary:** Kill Points

Deployment: Pitched Battle (p 93)

Mission Special Rules: Infiltrate, Reserves, Deep Strike, Scouts, Outflank (p 94), Seize the Initiative (p 92)

Objective Placement:

Before any other action is taken (except determining kill points as per the Missions page), place 4 objectives in every board corner, 18" from the closest short edge and 12" from the closest long edge (so you'll have four objectives in the center of each table quarter). Place the fifth objective in the exact center of the board.





40k Score Sheet

Scenario 6

| | | | |
|---------------------------------|-------------------------|---------------------------|-------------------------|
| Player 1's Name (You): _____ | Battle Points: _____ | Player 2's Name: _____ | Battle Points: _____ |
| | | | Sportsmanship: _____ |

The winner of this match was _____

Battle points are awarded for accomplishing your missions:

| | |
|---|-----------|
| Primary Mission (<i>Objectives</i>) | 14 points |
| Secondary Mission (<i>Table Quarters</i>) | 7 points |
| Tertiary Mission (<i>Kill Points</i>) | 4 points |

Sportsmanship

Rate the sportsmanship of your opponent on a scale of 1-5. A rating of a 1 will be verified by a judge.

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