



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

Warhammer Fantasy Tournament Pack

General Rules

The Bugeater Fantasy GT will follow the Warhammer Fantasy 8th edition rules and all relevant Games Workshop FAQs and Erratas.

Army Construction:

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

- Beastmen
- Bretonnia
- Daemons of Chaos
- Dark Elves
- Dwarfs
- Empire
- High Elves
- Lizardmen
- Ogre Kingdoms
- Orcs & Goblins
- Skaven
- Tomb Kings
- Vampire Counts
- Warriors of Chaos
- Wood Elves

The following special characters are prohibited:

- Kairos Fateweaver
- Teclis
- Thorek

The following items are not permitted at the Bugeater GT:

- Power Scroll
- Book of Hoeth
- Cupped Hands
- Becalming Cognition

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).

Magic Addendum

The following rules will apply to the magic phase:

- You may never use more than 12 dice in a single magic phase for any reason for casting or dispelling spells of any kind. This applies to power dice, dispel dice, Tomb King incantations, and any other dice that would affect the casting of a spell, or the attempt to dispel.
- A character can only ever suffer one wound, regardless of any restrictions or modifiers that would normally apply, from the following spells:
 - The Dwellers Below
 - Purple Sun
 - Transmutation
 - Infernal Gateway
 - Dreaded 13th Spell

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 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, victory points, painting points, and sportsmanship points are still recorded.</p> <p>Victory 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" or "Best Overall" 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 120 (50%) -Painting Points x 2 = max 60 (25%) -Sportsmanship x 2.4 = max 60 (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>
Fan Favorite	
<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 One: Pitched Battle

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 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:

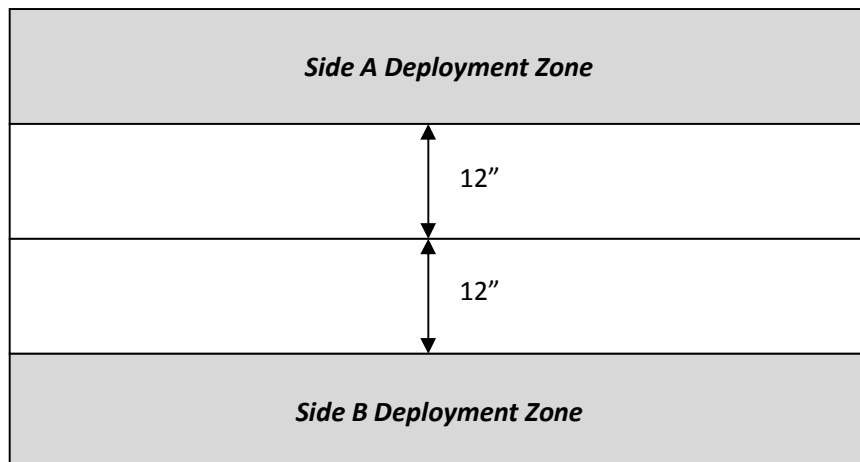
Six turns, unless time is called before.

Victory Conditions:

The winner is determined by victory points.

There are additional bonus battle points you can earn:

- +1 If you have a unit in your enemy's deployment zone that is not fleeing
- +1 If you have captured more standards than your opponent (*if your opponent has no standards you automatically get the point*)
- +1 if your general is alive, on the table, and not fleeing
- +1 if none of your units were destroyed or fled off the table





Fantasy Score Sheet

Scenario 1

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

Game Result	VP Difference	Victor's Battle Points	Loser's Battle Points	Record the TOTAL Victory points for each player (not the difference between the two players):	
Massacre	(1251+)	20	0	Player 1's Victory Points:	_____
Solid Victory	(600-1250)	17	3	Player 2's Victory Points:	_____
Standard Victory	(101-599)	13	7		
Narrow Victory	(1-100)	10	10		

Be sure to include any additional battle points you earned from the scenario when writing your battle points down on the score sheet.

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.

I verify that the information I have entered his is correct: _____	Floor Checked:
Signature	

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: Meeting Engagement

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:

Use the deployment as described under the Meeting Engagement rules on page 149, but replace the last sentence of the second paragraph with the following:

After all units have been rolled for, those that did not roll a '1' can either become reserves or can be deployed in their side's deployment zone, anywhere that is more than 6" away from the center line.

First Turn:

The player that sets up second can attempt to seize the initiative by rolling a d6. On a roll of 1-5 the player that deployed first gets first turn, but on a roll of a 6 the second player can choose who gets the first turn.

Game Length:

Six turns, unless time is called before.

Victory Conditions:

The winner is determined by victory points.

There are additional bonus battle points you can earn:

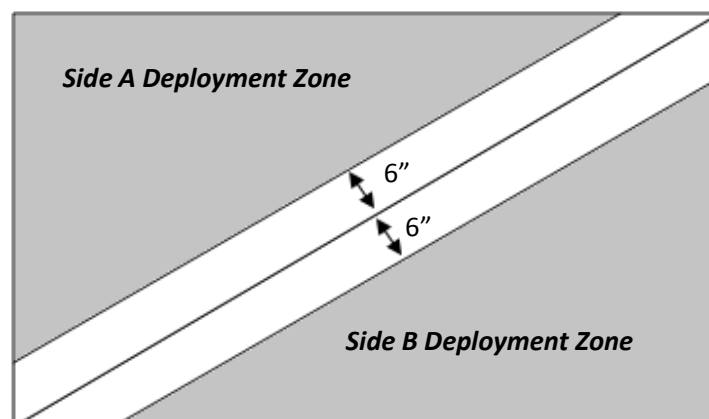
+1 If you control 2 or more table quarters. To control a table quarter you must have at least one unit in the quarter and no enemy units present. Units that are fleeing do not count.

+1 If you have killed more characters than your opponent

+1 for each enemy unit you kill that was held in reserve (max 2 bonus points)

Special Rules:

Reserves as described on page 149.





Fantasy Score Sheet

Scenario 2

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

Game Result	VP Difference	Victor's Battle Points	Loser's Battle Points	Record the TOTAL Victory points for each player (not the difference between the two players):
Massacre	(1251+)	20	0	
Solid Victory	(600-1250)	17	3	
Standard Victory	(101-599)	13	7	Player 1's Victory Points: _____
Narrow Victory	(1-100)	10	10	Player 2's Victory Points: _____

Be sure to include any additional battle points you earned from the scenario when writing your battle points down on the score sheet.

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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Scenario Three: Treasure Hunt

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:

Use the deployment as described under the Battle for the Pass rules on page 146. Note that you're fighting down the length of the table, not across its width.

First Turn:

Roll off after deployment to see who gets the first turn. The player that finished deploying their army first gets +1 to their roll.

Game Length:

Six turns, unless time is called before.

Victory Conditions:

The winner is determined by victory points.

There are additional bonus battle points you can earn:

+1 if your general is alive, on the table, and not fleeing at the end of the game

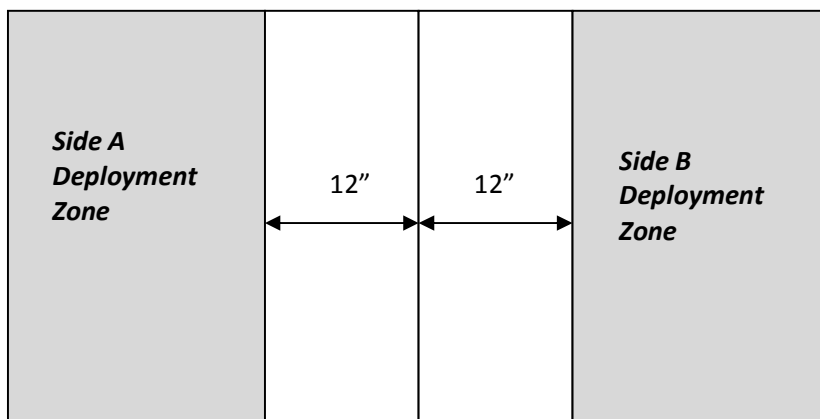
+1 if an enemy unit fled the battle on one of the long table edges

+1 for killing an opponent's war machine (you can earn up to 2 points this way). If your opponent has no war machines, you automatically earn one battle point.

Special Rules:

Bottleneck as described on page 146.

Before the battle begins, both players must let their opponent know where their most expensive magic item is and what it is. If the character with the item is slain or the unit carrying it is destroyed in combat, the unit or model that killed him takes possession of the item (note: the enemy may not use the item). If the magic item is in your opponent's possession at the end of the game, he/she receives 100 bonus Victory Points.





Fantasy Score Sheet

Scenario 3

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

Game Result	VP Difference	Victor's Battle Points	Loser's Battle Points	Record the TOTAL Victory points for each player (not the difference between the two players):
Massacre	(1251+)	20	0	
Solid Victory	(600-1250)	17	3	
Standard Victory	(101-599)	13	7	Player 1's Victory Points: _____
Narrow Victory	(1-100)	10	10	Player 2's Victory Points: _____

Be sure to include any additional battle points you earned from the scenario when writing your battle points down on the score sheet.

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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Scenario Four: Breaking Point

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.

Each player adds up their fortitude points and adds the following:

+2 if the enemy army has reached or is below its breaking point

+1 if you have more Fortitude Points remaining than your opponent

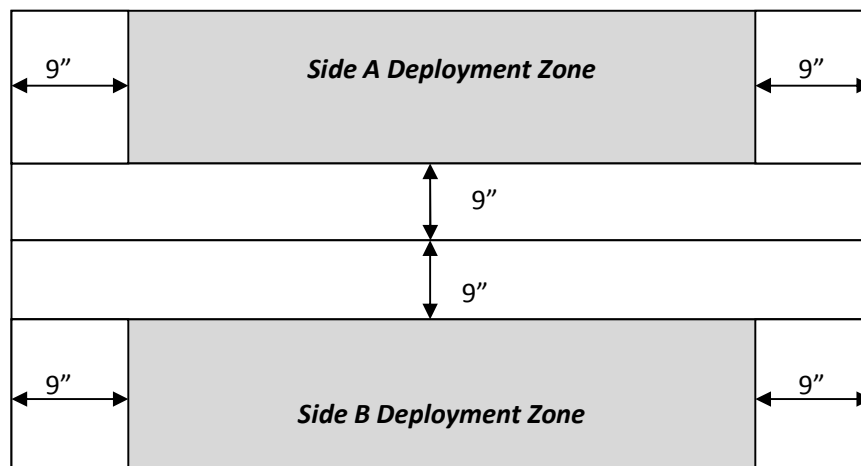
The person with the most points at the end of the game is the winner.

Also be sure to note the additional battle points you can earn:

+1 for killing your enemy's most expensive unit

+2 for having more core units alive at the end of the game than your opponent

+1 for killing the enemy general





Fantasy Score Sheet

Scenario 4

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

Game Result	Point Difference	Victor's Battle Points	Loser's Battle Points	Record the TOTAL Victory points for each player (not the difference between the two players):
Massacre	5+	20	0	
Solid Victory	3-4	17	3	
Standard Victory	1-2	13	7	Player 1's Victory Points: _____
Narrow Victory	0	10	10	Player 2's Victory Points: _____

Be sure to include any additional battle points you earned from the scenario when writing your battle points down on the score sheet.

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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Scenario Five: There Will Be Blood

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 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:

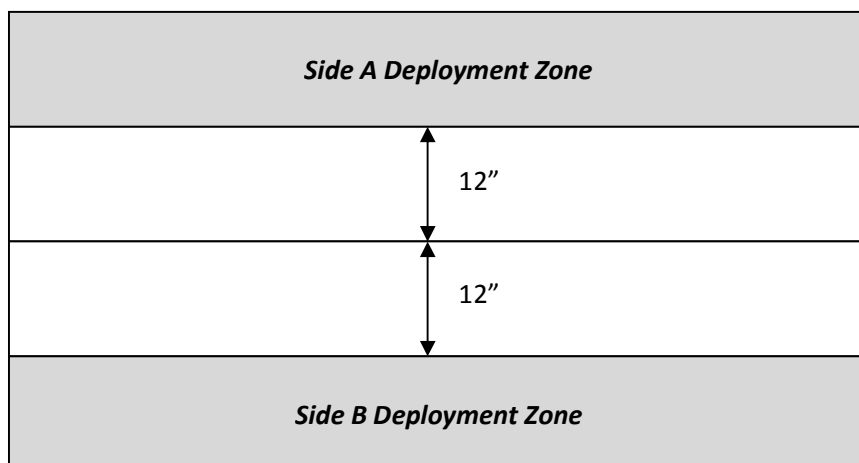
The winner is determined by victory points.

Also, note the following additional battle points you can earn during the course of battle:

+1 if your lowest point cost unit survives

+1 for each wizard you kill (a wizard is any character that can cast a spell, prayer, or is a Runesmith/Runelord). If your opponent has no wizards, then you are awarded a point for killing his general. You can earn a maximum of 2 additional battle points from this.

-1 if your most expensive unit was destroyed or fled off the board





Fantasy Score Sheet

Scenario 5

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

Game Result	VP Difference	Victor's Battle Points	Loser's Battle Points	Record the TOTAL Victory points for each player (not the difference between the two players):	
Massacre	(1251+)	20	0	Player 1's Victory Points:	_____
Solid Victory	(600-1250)	17	3		
Standard Victory	(101-599)	13	7		
Narrow Victory	(1-100)	10	10	Player 2's Victory Points:	_____

Be sure to include any additional battle points you earned from the scenario when writing your battle points down on the score sheet.

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.
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