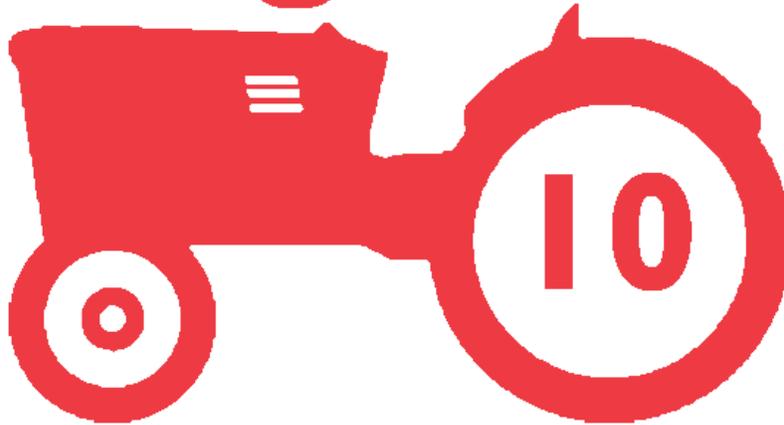


# Bugeater



2021 Bugeater GT  
*Warhammer 40,000 Tournament*



*A Lord Marshall Conference Event*



*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 8<sup>th</sup>, 2021** will be used in the tournament.

Games Workshop GT missions will be used for this event. Further information on missions and terrain will be provided in the March update of this document.

## 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.
- Each player is required to submit a list ahead of time to the tournament. During the tournament, players must either have enough printed copies available for all opponents, or they may have a digital copy (e.g. in the 40k app) available for viewing.
- Each player is responsible for having all of the necessary rulebooks, codexes, etc. along with dice, rules, and other needed items for the game. Digital copies of resources are permitted as long as they are readily accessible.

# 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.** Players will have access to all lists in the week prior to the event. 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. 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 either player or if required by a tournament judge.

## Tournament Schedule

### Saturday

7:30-8:00

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.

<b>Tournament Champion</b>	<b>Sweepstakes Champion</b>
<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"><li>-Win/Loss Result = 50%</li><li>-Painting = 30%</li><li>-Sportsmanship = 20%</li></ul> <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>
<b>Fan Favorite</b>	
<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:

## **2019**

Overall Best Club: Outlanders

40k Best Club: Warhogs

## **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.

<b>Initial Judging</b>	<b>Points</b>
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
<b>Model Basing</b>	<b>Points</b>
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
<b>Conversions</b>	<b>Points</b>
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
<b>Painting Skills</b>	<b>Points</b>
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
<b>Display Base</b>	<b>Points</b>
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
<b>Extras: Details</b>	<b>Points</b>
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

<b>Total (if the total exceeds 32, only award 32 points):</b>	
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