Buckeye Battles 2017 Warhammer 40K GT Rules

Okay 40K Players, Its time again to start planning for Buckeye Battles Warhammer 40K GT, being held July 8th -9th , 2017. Below you will find the rules for Comprising an army. This will let you guys start testing your lists, and prepping for this event. Those of you who attended in 2016, again I want to say thank you. You will see some changes from last year, this was based off the feedback from the questionnaires you filled out. I am still working on new missions for this year, and will publish them once they are finalized. If you have any questions, feel free to ask them on the Facebook page, or e-mail me at the address listed below.

jelverson.buckeyebattles40k@yahoo.com

-Joe-

ARMY LISTS MUST BE SUBMITTED TO ME BY JUNE 23rd, 2017 BY 8:00PM

ALL CODEXES, SUPPLEMENTS RELEASED PRIOR TO 06/08/17 WILL BE ALLOWED IN THE EVENT.

FULL REFUNDS WILL BE ISSUED THROUGH APRIL 30THTH, 2017. 75% REFUNDS WILL BE ISSUED THROUGH MAY 31ST, 2017. NO REFUNDS WILL BE ISSUED EFFECTIVE JUNE 1ST, 2017.

Army Composition

1. Armies will be up to 2000 pts.
2. All rules released up to 30 days prior to event will be used, except for those clarified in the rules packet.
   a. **THIS EVENT WILL BE USING 7TH EDITION RULES, EVEN IF 8TH DROPS PRIOR TO EVENT.**
3. Except for Imperial Knight Armies, players will be allowed to take up to 1000 pts of Gargantuan Creatures/ Super heavy Vehicle (LOW)

    a. No restrictions on choices

4. Any Codex which has its own specialized detachment like Real space raiders, Harlequin masque, Nemesis strike….and so on.....will be treated in the same respects as a CAD for purposes of Army building.

5. An army list may be built in the following manner
    a. 1 CAD and up to three formations.
        i. **NOTE**- Formations may be duplicated once.
    b. 1 CAD, up to 1 Allied Detachment, and up to two formations.
        i. **NOTE**- Formations may be duplicated once.
    c. One "Decurion Style" Detachment which is comprised of multiple datasheets and Formations. Players may only take one duplicated formation within the "Decurion Style" Detachment. Example: Necrons may take the Decurion with 2 Canoptek Harvest formations within it, but no other duplicate selections
        i. **NOTE**-If taking a "Decurion Style" Detachment, no additional CADs, Allied Detachments, or Formations outside the "Decurion Style" Detachment may be taken.
    d. 1 Multiple Source Detachment-such as the Reborn Warhost Detachment
        i. **NOTE**-If taking a Multiple Source Detachment, no additional CADs, Allied Detachments, or Formations outside the Multiple Source Detachment may be taken.
        ii. **NOTE**- Formations may be duplicated once.

6. All Detachments, Formations, and Dataslates selected may not be included in an army if it is Desperate Allies with another source in the army.

7. All current source material including GW Codexes, Data Slates, Formations, current and experimental Forge World units are allowed. **Please note, Horus Heresy, Apocalypse Formations and rules are not permitted.**

8. Forgeworld Armies will be allowed, but must be submitted for approval.
    a. **NOTE**- Each list submitted will be review by Judge's Panel for approval.

9. *IF USING FORGEWORLD UNITS, YOU MUST HAVE THE ACTUAL RULES IN HAND FOR EACH FORGEWORLD UNIT/ARMY YOU ARE USING*

10. Proxy Units must be photographed and submitted to judges for approval.

11. This event uses unmodified Destroyer weapons, and will use all charts listed in the GW BRB.

12. **THIS EVENT WILL BE USING THE GAMES WORKSHOP FAQS**

13. All current fortification data slates and upgrades are allowed.
    a. NOTE-Fortification Networks may not be taken.
        i. We define a Fortification Network as those listed as such in their dataslate or a dataslate with more than 1 Fortification in it such as the Tidewall Gunport.

14. Fortifications may not be deployed into terrain.

15. A Fortification does not count as a model in your army for the purposes of gaining detachment special rules unless that detachment specifically mentions Fortifications as benefiting from them.

16. DEATH FROM THE SKIES
   a. Death from the Skies- data slates in the book will be available for use such as the Stormhawk interceptor.
   b. Formations/Fighter Wings from DFTS, will not be permitted.
   c. None of the DFTS Rules such as the dogfighting phase will be used.
17. EVENT WILL PROVIDE PLAYERS WITH ITC POINTS.

18. Any data slate released as part of a start collecting Box or GW store bundle will for purposes of list building count as part of its parent codex, and not be counted as an additional source for purposes of tabulating on the Blunt Matrix.

19. **The Blunt Matrix will be used again to obtain your comp score.**
   a. **NOTE- You will be banded Day 1 within your comp score band. Day two match-ups will be based on your day 1 battle scores.**
       i. **Your comp score total will be added once to your overall score.**
       ii. **Players may not have a Comp Score lower than a 1.**
       iii. **Banding Range-----Band 1) 1-12, Band 2) 13-24**

****EACH PLAYER IS ENTILTED TO ONE REDO, THAT IS EACH PLAYER MAY ONLY RESUMBIT THEIR LIST ONCE AFTER THEIR INTIAL SUBMISSION. PLEASE TAKE TIME TO TRY OUT YOUR LIST AND MAKE ANY CHANGES.

IF YOUR LIST IS SENT BACK FOR CORRECTIONS, THIS DOES NOT COUNT TOWARDS YOUR REDO.

Schedule

It is important to check in on time so we can make sure everyone has showed up and set the match ups. It will delay us if everyone waits until 9:30am to check in. BOTH DAYS.

**PLAYERS NOT CHECKED IN BY 9:30 AM WILL BE DROPPED FROM THE EVENT. NO REFUNDS TO BE ISSUED SHOULD THIS OCCUR. ALL TIMES LISTED FOR GAMES ON THE SCHEDULE IS FOR GAME START

Day 1-Saturday, July 8th

Check-in	**9:00am-9:30am**
Table Assignments	**9:45am**
Round#1	**10:00am-12:45pm**
*Lunch/Paint Judging-Leave armies out for Judging	**12:45pm-1:45pm**
Round#2	**2:00pm-4:45pm**
Round#3	**5:00pm-7:45pm**

Day 2-Sunday, July 9th

Check-in	**9:00am-9:30am**
Table Assignments	**9:45am**
Round#4	**10:00am-12:45pm**
*Lunch	**12:45pm-1:45pm**
Round#5	**2:00pm-4:45pm**
Clean-up and Tabulations-Players are asked to help pick-up terrain and tables. (Thank you in Advance!)	**4:45pm-5:05pm**
Awards	**5:10pm**

General Gaming

1. Look up rules issues. If you call a judge, they will have the final word. No exceptions.

2. No swearing or offensive language or actions. You may be warned or asked to leave without a refund depending on the offense and/or number of offenses.

3. Roll your dice in an open area and make sure your opponent can see them. Agree prior to the game what a cocked die is and how you will handle rerolling them. All rolls must be made by the player. Dice rolls made by spouses, kids, or buddies do not count.

4. Players will be given a 15-minute warning when the round end is approaching. **Players will not start** a new Game Turn once this had been called regardless if players feel another turn can be completed. If this is called in the top of the game turn, then the players will be provided only the necessary amount of time to end the game turn. Players should monitor the round time to try and ensure games end in the time provided.

5. When you are done with a game, you may watch other games in process. Please be considerate of the players. It can be distracting to have a group watching and commenting on your game.

Terrain- Terrain: Terrain should be defined between players and **DEPLOYED** before each game begins. There should be a roughly symmetrical distribution of terrain on the table. **Mysterious Terrain** rules are not used.

Fortifications: are all placed using the same guidelines. Fortifications may not be placed within 3″ of a board edge or another piece of terrain. If a Fortification cannot be placed under those guidelines, move a piece of terrain. If it is still not possible to place a Fortification, remove a piece of terrain to make room for it. **Exceptions**: Aegis Lines may be placed anywhere on the table disregarding the 3″ rule, and The Skyshield landing pad can be placed closer than 3″ to a table edge, but not another piece of terrain

Painting/Modeling- At this tournament, painting is not a requirement, but strongly encouraged. Painting will be part of the overall score, and will be used to aid in deciding the Best Overall, Tie Breakers, and Best Appearance. All models are expected to be WYSIWYG to a reasonable standard. Exceptions will be made for themed units or armies. Using a reasonable substitute to "Counts As" another model is allowed. If in doubt, send a picture in of a model to the **TO** in advance to ask if it is acceptable.

Sportsmanship- Buckeye Battles for years has prided itself in the level of sportsmanship, class, and fun its attendees present to their opponents. Poor Sportsmanship will not be tolerated. Players will be able to award their opponent with a score. (See Sportsmanship Sheet) If players are found to be lacking in this area, they may be docked points and up to being asked to leave. (No Refund)

- **(IMPENDING DOOM)-If one player has a Super Heavy/Gargantuan LoW and the other does not, the player without can roll on the Escalation Warlord Table and gains +1 to Seize the Initiative.**

DEPLOYMENT ORDERS

Complete the following pre-deployment orders prior to deploying forces and beginning each game:

 1. Deployment Terrain: Make note of the Deployment Type used in the mission. Players then roll off to see who deploys terrain first. Alternate until all terrain has been deployed.

 2. Generate Pre-game Abilities: Determine pre-game abilities such as Warlord Traits (pg. 111), Psychic Powers (pg. 418), Gifts of Mutation, Demonic Rewards and the like

 3. Deployment Zones: Both players roll-off. The winner of the roll-off selects or defers selection of deployment zones

4. Fortifications: Starting with the player who chose deployment zones, players alternate placing any fortifications. Fortifications must be placed so as the majority of the fortification is within the player's deployment zone and not within 4" of another fortification.

5. Place Objective Markers: Place Objectives as directed in Mission. Starting with the player who chose deployment zone, players alternate placing objective markers as described in the mission (*see Pre-deployment Addendum for each mission*). All objectives must be at ground level and no objective can be placed within 6" of any battlefield edge, within 12" of another objective marker or in/on impassable terrain, buildings or fortifications.

6. Night Fighting: Roll to see if night fight is in effect.

7. Deploy Forces: Starting with the player who chose their deployment zone first, deploy your force. Their opponent then deploys his entire army in the opposite deployment zone. Units cannot deploy in impassable terrain unless they are normally allowed to move over impassable terrain and can physically fit on it. **Reserves:** Excluding units that must begin the game in Reserves, players can choose not to deploy up to half of their units (rounding up) keeping them as Reserves to arrive later. The player must clearly explain the organization of his Reserves to the opponent.

8. Deploy Infiltrators and Redeploy Scouts: When both players have deployed their main force, then they deploy their Infiltrators (pg. 38). Finally, they can redeploy units with the Scouts special rule (pg. 41). For the purposes of deploying Infiltrators and redeploying Scouts, an enemy fortification is only considered to be an enemy unit if it is occupied at the time of the redeployment.

FIRST TURN GAME LENGTH The player who deployed his army first starts the first turn unless his opponent can Seize the Initiative (pg. 122).

Seize the Initiative (pg. 122): If a player who is due to go second wishes to Seize the Initiative, he can roll a D6 before the beginning of the first turn. On a roll of a 6, he successfully seizes the initiative and goes first instead. **CODEX MODIFIERS/ IMPENDING DOOM, MAY CHANGE ROLL NEEDED TO SIEZE**.

Variable Game Length (pg. 122): See pg. 122 in BRB for further.

PAINTING MATRIX

Player Name:_____   **Judge:**_____

General's Choice can add an additional points to your final paint score. (9 pts Max)

Painting-6pts max   TOTAL SCORE:_____

1. **Entire army is fully painted to a minimum standard? (Three Colors)**	YES / NO
2. **Army painted using a consistent paint scheme across all units and models?**	YES / NO
3. **Models in the army are noticeably and consistently highlighted and shaded?**	YES / NO
4. **Characters painted so they stand out?**	YES / NO
5. **Army painted to a high level of technical ability?**	YES / NO
6. **Army has completely finished bases?**	YES / NO
TOTAL--→	

Hobby Skill/Appearance-6pts max

1. Does the army include any simple conversions?	YES / NO
2. Do the army's conversions display a high level of technical modeling skill?	YES / NO
3. Does the army have consistent or custom basing?	YES / NO
4. Does the army have display enhancing effects? (**LED lighting for example**)	YES / NO
5. Does the army have a display board that has effort put into it? ***(**WORTH 2 PTS**)****	YES / NO
TOTAL--→	

Army Theme and Composition-6pts max

1. Does the army have a noticeable theme?	YES / NO
2. Does the army have a story behind it?	YES / NO
3. Does the basing and display board support the theme?	YES / NO
4. Does the theme extend to unit selection?	YES / NO
5. Does the Army have a name or name plate?	YES / NO
6. Does the army have any cool extras? (**Costumes, Display Board, Banners for Example**)	YES / NO
TOTAL--→	