



Buckeye Battles

Buckeye Battles 2018 Warhammer 40K GT

Okay 40K Players, Buckeye Battles Warhammer 40K GT, being held July 7th -8th, 2018, at the Chappellear Drama Center Ohio Wesleyan University, 45 Rowland Ave. Delaware, OH 43015. Below you will find the event rules for Comprising an army, and other event information. Those of you who attended in 2017, 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. If you have any questions, feel free to ask them on the Facebook page, or e-mail me at the address listed below.

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-Joe.

Army Composition:

1. Armies will be up to 2200 pts.
2. Games will be played using the Matched Play rules in the GW BRB, Chapter Approved 2017, and BIG FAQ 1.
 - a. BETA RULES INCLUDED
3. All GW rules released up to 30 days prior to event will be used.
4. All current GW FAQs and Errata will be used at this event.
5. All current source material including GW Codices, GW Indexes, 2017 Chapter Approved, and Forge World Indexes are allowed. **Please note, Horus Heresy/30K Rules are not permitted.**
6. Relics including those extras obtained by CPs, must be listed on Army list, and will be locked for event based on selection.
 - a. If your Army is led by a <Faction Keyword> Warlord, then you may assign a relic to a corresponding <Faction Keyword> Character-excluding named characters.
 - b. Some relics replace one of the character's existing weapons, where this is the case, you must pay the cost of the weapon being replaced.
 - c. Army Faction Keywords for relic assignment must be more than Chaos, Imperium, Aeldari, Ynnari, or Tyranids
7. Each player may take up to **4** detachments.
 - a. Patrol Detachments may be taken multiple times.
 - b. Battalion Detachments may be taken twice.
 - c. **All other Detachments** are considered to be unique and may not be duplicated.
8. Forgeworld may be taken but is unique for this event. (0-3 Units- Max)
 - a. All Imperial Armour models have a maximum Power Level cap of 30.
 - b. Selected FW Units may in total cost no more than 726 pts combined (33% of total army).
 - c. Forgeworld Data Sheets are unique, and may not be duplicated

- d. ***IF USING FORGEWORLD UNITS, YOU MUST HAVE THE ACTUAL RULES IN HAND FOR THE FORGEWORLD UNIT***
 - e. In ALL cases, only the most recently published rules for any unit will be allowed.
9. Proxy Units/ Conversions must be photographed and submitted to judges for approval.
10. All current fortification rules and upgrades are allowed.
 - a. **NOTE**-Fortifications are unique. (0-1 per Army)
 11. Fortifications may not be deployed into terrain.
 12. **EVENT WILL PROVIDE ITC PLAYERS WITH POINTS.**
 13. Your Buckeye Battles/ ITC faction is determined as follows: find the most specific Faction Keyword (which is typically the last Faction Keyword listed on each unit's' datasheet) shared by every model in the detachment with the most points in it in your army. Consult column B in the chart above. Your ITC faction is the corresponding ITC Faction Keyword in column C.
 - a. **Example:** you have 3 detachments in your army. The 1st is 400 points, the 2nd is 1,000 points and the 3rd is 600 points. The largest detachment is the 2nd. The most specific Faction Keyword shared by all models in that detachment is Ultramarines. Your ITC Faction for your army is Adeptus Astartes and your ITC points will be awarded to that faction and you will compete with all other players whose army corresponds to that ITC faction keyword.
 14. A typed army list is required for the judges and each of your opponents (minimum of 6 copies required).
 - a. Each army list must contain the following details:
 - i. Player name
 - ii. Army faction (determined by the faction of the detachment with the most points invested)
 - iii. Detachment types
 - iv. Unit names (organized under the appropriate detachment)
 - v. Force organization role (HQ, TROOP, ELITE, etc.)
 - vi. Wargear and/or upgrades, and all associated point costs, totals and Power Levels (for Forge World units only).
 - vii. Players Chosen Warlord Trait, psychic powers, selected chapter tactics/Craftworld/Masque/Obsession/Dynastic Code.....etc and will be locked for event based on selection.
 - viii. Relics including those extras obtained by CPs, must be listed on Army list, and will be locked for event based on selection.

15. Each player must bring a Warhammer 40,000 rulebook, the most currently published rules for all units represented in their army and all materials needed to play a game/report the results - including dice, measuring devices, and a writing implement.
16. **If illegal units or rules violations are found in a player's list, that player will be disqualified and removed from all subsequent play and forfeit eligibility for any awards. Please note, sanctions will be applied in the round the list issue is discovered. Players have a responsibility to notify judges of list discrepancies and previous round results will not be altered.**
17. Buckeye Battles Judges' rulings are final and arguments or poor conduct by players will not be tolerated. Buckeye Battles reserves the right to remove players from the event with no refunds allowed.
18. After each game, you will be required to evaluate your opponent's sportsmanship. Secretly choose one of the following marks:
 - a. Great (5 pts)- Fantastically Brilliant Game! Reserved for the truly special games of Warhammer. Your opponent went well beyond the call of duty, was incredibly sporting and honestly made additional effort of provide a fantastic game. This is just the type of person you would want in your local gaming club and someone you would always consider playing. Positive marks are worth five (5) Sportsmanship points.
 - b. Average (3 pts)- Perfectly Decent Game of Warhammer. This should encompass a majority of your marks. This covers most normal games of Warhammer. Your opponent was relatively sporting, came prepared to play and put forth a good effort to amicably resolve rules disputes.
 - c. Poor (1 pt)- Just A Terribly Awful Game! While difficult to describe, these games are bound to happen. Reserved for the worst of the worst, you should only 'award' this mark in the direst of circumstances. This mark should be an evaluative negative on your opponent's sportsmanship only and should NEVER be a reflection on the final results of the game, or opponents list.

ARMY LISTS MUST BE SUBMITTED FOR APPROVAL
BY JUNE 20TH, 2018 AT 8:00 PM. 5 BONUS POINTS
WILL BE PROVIDED IF LIST SUBMITTED BY JUNE
4TH, 2018 AT 8:00PM.

Send to: jelverson.buckeyebattles40k@yahoo.com

SEE YOU ALL IN JULY!

THERE IS ONLY WAR

2018 BUCKEYE BATTLES 40K GT SCHEDULE

****PLAYERS NOT CHECKED IN BY 9:00 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 7th

Check-in/ Table Assignments	8:30am-9:00am
Pre-Game #1	9:15am-9:30am
Round#1	9:30am-12:30pm
*Lunch/Paint Judging-Leave armies out for Judging	12:30pm-1:15pm
Pre-Game #2	1:20pm-1:35pm
Round#2	1:35pm-4:35pm
Pre-Game #3	4:45pm-5:00pm
Round#3	5:00pm-8:00pm

Day 2-Sunday, July 8th

Check-in/ Table Assignments	8:30am-9:00am
Pre-Game #4	9:15am-9:30am
Round#4	9:30am-12:30pm
*Lunch	12:30pm-1:15pm
Pre-Game #5	1:20pm-1:35pm
Round#5	1:35pm-4:35pm
Awards	5:00pm