



Bugeater Fantasy Team Tournament
June 6th-June 8th, 2014

Tournament Rules Pack

Event Information

The Warhammer Fantasy Team Tournament will feature 3 rounds of two-man teams battling it out to claim the title of the Team Tournament champion. Each player will field a 1,000 point force (so a combined 2,000 points on each side of the battle).

Each Team in the Warhammer Fantasy Team Tournament will consist of two team members. Each team member is responsible for bringing their own army. Team Members must use the same army list throughout the tournament.

Army Rules:

Armies will consist of 1000 points or less.

Chaos Dwarfs count as Forces of Destruction

Each Team must provide four sets of printed army lists. Your army list must contain the following:

- All points, stats, and items

- Generals/Hierophants MUST be declared on you army list. Additionally, one General MUST be declared the Contingent's Overlord .

- If your army contains Wizards, the Lore that each Wizard uses MUST be declared on the army list.

- One Lord level character may be taken PER TEAM.

Each contingent must separately satisfy the rules for choosing your army (minimum of three units, no more than 25% in rares, etc), except as otherwise described in this rules packet.

Each contingent is allowed one hero model upgraded to a Battle Standard Bearer. Each contingent must have a general/hierophant.

One Contingent's General must be declared as the Overlord. If your team is fielding a Lord level character, then the Lord must be declared the Overlord. If no Lord is taken, then the Hero-level General with the highest leadership value is the Overlord. If there is a tie, you must choose one to be the Overlord. The Overlord must be the same throughout the entire tournament.

Allied Armies rule will be in effect.

As this is a Team Tournament, players are encouraged to use contingents from two different army books/races.

Each team will be considered a single army for magic items. For example, only one Sword of Might is allowed per team.

Each team will be considered a single army for spell generation purposes. Spells will not be allowed to be duplicated except for signature spells and others as listed in the exceptions on page 162 in the Rulebook.

The following armybooks are allowed in the tournament:

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

Scoring

Battle Points:	75 points (25 points per round) (62.5%)
Sportsmanship:	15 points (5 points per round) (12.5%)
Appearance:	15 points (12.5%)
Theme:	15 points (12.5%)

The team tournament will use similar missions to the GT (see the GT primer packet). The Team Tournament will operate on a 20-0 battle point system, with 5 additional bonus battle points each round.

Theme points are designed to reward teams that have put effort into setting up a cohesive force. This can be done using a display board, a written story for your armies' collaboration, etc. Get creative! Teams that use two different armies automatically receive 5 theme points.