



**Bugeater Fantasy Team Tournament**  
**June 5<sup>th</sup>, 2015**

*Tournament Rules Pack*

## Team Tournament Schedule

Check-In:	<i>9:00-10:00</i>
Round 1:	<i>10:00-12:30</i>
Lunch ( <b>not provided</b> ):	<i>12:30-1:30</i>
Round 2:	<i>1:30-4:00</i>
Round 3:	<i>4:30-7:00</i>
Awards:	<i>Immediately following round 3</i>

# 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 lists are legal for the Team Tournament:

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

\*Chaos Dwarfs MUST be fielded as a standalone force, you cannot combine them with Warriors of Chaos.

Battlescrolls (including formations in Thanquol and Archaon) and Scrolls of Binding will NOT be allowed in the event.

As per the most recent FAQ, the Lore of Undeath is available to everyone

The "Magic of the End Times" rules will NOT be in effect at the Bugeater. The army construction rules from Archaon will NOT be used.

#### **End Times Lists:**

No End Times lists are allowed at the team tournament. If you want daemons of chaos and warriors fighting together, have those be your two lists 😊

#### **End Times Characters:**

NO End Times Special Characters are allowed. This means that both Malekiths, Tyrion the Avatar of Khaine, Imrik, both Alarielles, Thanquol and Boneripper, Screech Verminkin, Ungrim Incarnate of Fire, Nagash, the Mortarchs, Valtan, Crom, Glottkin, Orghotts Daemonspew, Bloab Rotspawned, Morbidex Twiceborn, Gutrot Spume, Festus Empowered, Karl Franz Ascendant, Skarr Bloodwrath, Isabella the Accursed, Balthasar Gelt Incarnate of Metal, Tyrion Incarnate of Light, Grimgor Incarnate of Beasts, Caradryan Incarnate of Fire, and Archaon Everchosen ARE NOT LEGAL at the Bugeater.

End Times lord/hero choices ARE allowed. This means that Bloodthirster of Unfettered Fury, Bloodthirster of Insensate Rage, Wrath of Khorne Bloodthirster, Verminlord Deceiver, Verminlord Corruptor, Verminlord Warbringer, and Verminlord Warpseer are legal entries at the Bugeater.

## **End Times Units:**

New End Times units ARE legal in any lists that they are specified for (e.g. you can take Putrid Blightkings in a Warriors of Chaos army). This includes Stormfiends, Morghasts, Putrid Blightkings, Skullreapers, Wrathmongers

## **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.

## Battle Point Calculations

At the end of the round, consult the following table to determine how many battle points both player has earned:

<b>Battle Points Earned</b>		
<i>Margin of Victory</i>	<i>Winner</i>	<i>Loser</i>
0-150	10	10
151-300	11	9
301-450	12	8
451-600	13	7
601-750	14	6
751-900	15	5
901-1050	16	4
1051-1200	17	3
1201-1350	18	2
1351-1500	19	1
1500+	20	0

In determining margin of victory, resolve victory points as normal, but also include any mission specific bonus victory points if applicable. There will be additional bonus battle points available each mission to get you up to 25 maximum battle points.