

BGT

2016

June 10th-12th

Bugeater GT: Kings of War
Tournament Primer Pack v 1.0

Kings of War Rules and Composition

The Bugeater Kings of War GT will follow Kings of War 2nd edition rules and all relevant documents. Players will compete in 6 games (4 on Saturday, 2 on Sunday), and will also be judged in painting and sportsmanship.

Army Construction:

Each player must create a valid **2500** point army list. Players can use one of the following lists:

Elves	Twilight Kin	The Herd
Orcs	Ogres	The League of Rhordia
Dwarfs	Basileans	Trident Realms of Nautica
Kingdoms of Men	Forces of Nature	Empire of Dust
Abyssal Dwarfs	Forces of the Abyss	Night Stalker Armies
Undead	The Brotherhood	Ratkin
Goblins	Salamander Armies	Varangur

Make note that:

- All the normal army selection rules in the Kings of War rulebook apply
- Unique units, or “Living Legends” (i.e. those marked with a [1] after their name on the list), can be included in tournament armies (but not in any allied contingent should you have one).
- You may take allies from one other army list up to 25% of your total force, following the normal selection rules. This means that up to 625 of your points can be spent on allies. Note that this includes all options (including magical artefacts) that you purchase for them.

Army Lists:

Each player is required to bring **SEVEN** printed copies of their army list to the tournament. One is for the tournament staff, and the remaining copies are for your opponents. All items and full point costs must be present for each entry.

Game Information: The tournament consists of six games and will make use of chess clocks, phone timers, or other devices for enabling Timed Games. Each player has 55 minutes for each game, including deployment.

The missions out of the book will be used. If any modifications are made, they will be posted in an updated rules pack on the tournament website.

Models:

Players are permitted to use any miniatures in their armies. Models must be based on the appropriate base size and shape for their type. Unit-basing (or “multi-basing”) is permitted so long as the unit footprint is accurate for the unit size. Model counts for multi-based units or those on movement trays

must be greater than 50% of the ‘expected’ model count the unit is representing. For example, an infantry regiment should be 11+ models.

If any model is used as a “counts-as” or a proxy for another, this must be made clear to your opponent before a game begins (and during if required). Count-as and proxy models should be appropriate replacements (no Treemen representing Orclings!) and their unit footprint must be accurate. They should fill the same approximate volume as the models they are replacing to avoid confusion. If you have any doubt, consult tournament staff well in advance.

All models must be painted to a 3 color minimum standard.

Battle Point Calculations

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

<i>Result</i>	<i>Player A</i>
Win	15
Loss	10
Draw	5
Time Out/Concede	0 (and no attrition score)

In addition, the margin of victory is taken into account. Consult the chart below to determine how many battle points you gain or lose.

Attrition Score		
<i>Margin of Victory</i>	<i>Player A</i>	<i>Player B</i>
1 to 499	+1	-1
500 to 999	+2	-2
1000 to 1499	+3	-3
1500-1999	+4	-4
2000+	+5	-5

In determining margin of victory, resolve the point costs of your units as normal, but also include any mission specific bonus points and the Emperor’s Tarot victory points. No matter what, the maximum amount of battle points you should earn in a game is 20, and the minimum is zero.

The Emperor's Tarot

Each player has been given cards from a deck of the Emperor's Tarot – a mystical deck of cards from a distant land that was loved by all but savagely destroyed many moons ago. In each game after you have stopped the clock for deployment, but before vanguard moves, you are to pick one of the cards and place it facedown. You can only use each card once (you will turn your cards in with your results sheet), so plan carefully! Each card has two uses: you can either reveal the card during the game and play the ability specified, or you can complete the mission specified on the card. If you complete the mission, when determining your attrition score add 300 additional points.

Here is a sample mission:

<i>Card Name</i>	<i>Mission</i>	<i>In Game Ability</i>
The Witch	<p>Kill an enemy model that has the ability to cast a spell. If you do, you earn 150 points (this deviates from the normal rules). If you kill two or more enemy models that can cast spells, earn the full 300 points.</p> <p>If your opponent has no models that can cast spells in their list, you earn 150 points and your army is happy the battle is cleansed of filthy magic users.</p>	<p>Activate at the start of your player turn. Until the start of your next player turn, any enemy model that attempts to cast a spell must do so on a 6+ rather than a 4+.</p> <p>This overrides the normal rule that says spells ignore to-hit modifiers.</p>