



## 2018 Bugeater GT

*Age of Sigmar Tournament Pack*



## Basic Rules & Army Composition

- Each army will be comprised of up to 2000pts using the 2017 General's Handbook, following army composition for a Battlehost in the Pitched Battles section (pgs 74-79). Compendium entries may be used. For the most up-to-date compendium points refer to the [GW's Warscroll Compendiums](#).
- New rules and units that are released after May 1<sup>st</sup>, 2018 will not be allowed at this event.
- The additional Allegiance Abilities from the Firestorm supplement will not be in use.
- Each player must bring seven (7) copies of their army list to the event (one to turn in at registration, one for each of their opponents, and one for themselves).
- Command Traits & Artefacts, as well as Battletome specific spells/prayers, must be chosen and designated on your list when you turn in your list for the tournament. These will not change throughout the course of the tournament.
- If units and models have choices of what they can be armed with, this must be clearly indicated on your army list and modeled appropriately. This also applies to choice of Standards for Standard Bearers, instruments for Musicians, and special equipment for your unit's Leaders.
- Units may have a command model for each different option that they have access to. This is in interest of consistency with the FAQ ruling regarding Plague Monks and other units with multiple command options.
- The most recent version of a Warscroll is expected to be used. See the AoS app for the most recent versions of Warscrolls. In order to ensure that you have the most recent warscroll, delete and re-download the desired warscroll. If you don't have access to the app, check GW's website for the most recent version.
- Characters and units cannot be part of multiple Battalions.
- All measurements for determining attacks, movements, etc. are from the base of the miniature. Bases cannot overlap for purposes for piling in and making attacks. Attacks are measured from base of the attacking model to the base of the target. See the basing section of the rules packet for additional rules about basing.
- For attacking models on different levels of terrain, measure the range of weapons from the shoulder height of the model attacking to the base of the model being attacked.
- Each player is required to bring three (3) objective markers.
- When measuring distances from an objective, always measure from the center of the objective.
- The Warhammer: Age of Sigmar rules, errata and all relevant [Games Workshop Errata and FAQs](#) will be used, unless an event FAQ specifically overrides.
- All models in your army **MUST** be WYSIWIG, painted with at least three colors, and have some kind of basing (flock, textured paint, etc.)
- Any models that you would summon must be fully painted to match your army and displayed with your army for paint judging. This includes terrain pieces as appropriate.
- Any Sylvaneth Wyldwoods must be included in your army list, including any you will be summoning. If you're not using the official Citadel Woods model kit, your Sylvaneth Wyldwoods must have the same size footprint and have the footprint of trees delineated as on the official model kit.
- If illegal units, rules violations, or unpainted models are found in a player's list, at a minimum, you will be asked to remove the offending models from all subsequent play. Award eligibility may be forfeited.
- Dice Etiquette: All dice must be rolled onto the table or into a dice tray (not into your hand or in a plastic organizer). Make sure your opponent has the opportunity to see them before you begin removing or re-rolling.

## Summoning Pool

If your army intends to summon models, please indicate on your roster how many Reinforcement Points you intend to use each game. This is the maximum amount of points worth of models you can summon throughout the game as normal. To determine the pool of models from which you can summon, take your declared amount of Reinforcement Points and add 800. This will form the pool of models from which you can summon throughout the game, up to your declared Reinforcement Points total. You must also declare the models & quantity in your summoning pool entry. This should be detailed in your army list. An example is provided below:

*Summoning Pool - 1300 (500+800)*

*Saurus Astrolith Bearer – 160pts*

*Skink Starseer – 200pts*

*6 Kroxigor – 320pts*

*5 Chameleon Skinks – 120pts*

*3 Salamanders – 120pts*

*3 Skink Handlers – 40pts*

*20 Saurus Warriors – 200pts*

*3 Ripperdactyl Riders – 140pts*

*In this example, this player cannot summon more than 500pts of additional models during the course of the game. The player has a total of 20 Saurus Warriors they can summon during the game, they can summon 2 units of 10, or if they get lucky on the summoning roll, summon a single unit of 20.*

If your army summons via special rules or as a result of non-summoning spells (i.e., Tzeentch Sorcerer Lord's spell Bolt of Change), you still need to set aside reinforcement points for the models that would be added to your army.

## Event Rules Errata

**Balewind Vortex:** A Balewind Vortex cannot be placed anywhere within 7" of an Objective. If an objective lands within that distance (such as from Starstrike) then you must move the Vortex and accompanying Hero by the shortest route away from the Objective until it is no longer within 7".

**Nurgle: Feculent Gnarlmaaws:** No more than 1 Feculent Gnarlmaaw can be set up within 6" of an objective marker, and no Feculent Gnarlmaaw can be set up within 3" of an objective marker. This is done to prevent zoning off objective markers.

**Sylvaneth Wyldwoods & Feculant Gnarlmaaws:** Scratch-built terrain pieces can be used, but must be approved by judges and must have the same approximate dimensions as the actual product, including base measurements. We strongly encourage tracing the base of the model to have the exact dimensions.

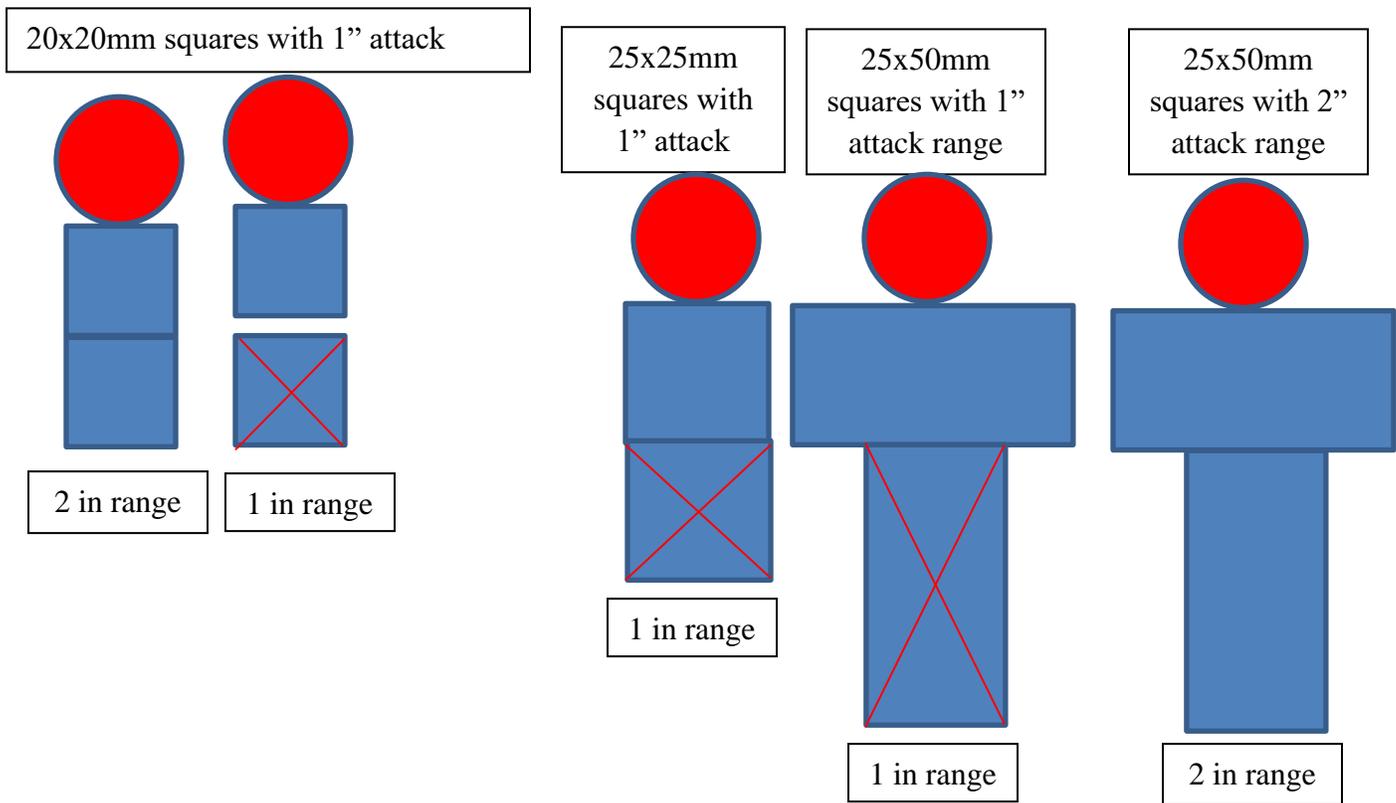
## Basing

As the entirety of the Age of Sigmar range is not being sold with round bases, legacy (i.e. square or different-sized) basing will be permitted for the event. To better balance gameplay between the models with different basing systems use the following chart to determine the number of “ranks” of figures with legacy basing which are considered in range to engage enemy models. Friendly models’ bases must be touching one another in order to get the indicated number of models in range. For models that have been updated to Age of Sigmar basing, just measure from the base as you normally would. Players are highly encouraged to rebase to rounds if the miniatures are now being sold on round bases (for example, Bloodletters used to be sold with 25x25mm square bases, and are now provided with 32mm rounds).

Legacy Basing	Ranks of models in 1” attack range	Ranks of models in 2” attack range
20x20mm	2	3
25x25mm	1	2
40x40mm	1	2
25x50mm	1*	2*

\* if positioned sideways to the enemy unit

Below are some examples of how this would work.



## Terrain

- On each table there will be a set number of terrain pieces that will be marked as mysterious terrain. The marker will identify what kind of mysterious terrain it is. Do not roll for any additional pieces of mysterious terrain. Please do not move pieces of terrain or their mysterious terrain markers.
- As per the main rules, models can be moved across scenery, but they cannot move through it. This means you cannot move through buildings or through trees. When moving models through woods, to accommodate the dynamic posing of our miniatures, you may move trees (if the terrain piece allows it); however, the **base of your miniatures cannot occupy the footprint of the tree that was moved for convenience at any time.**
- All buildings on the tables can be garrisoned. One unit with no more than 20 wounds worth of models, and a single model with the Hero keyword may garrison a building. Behemoths cannot garrison buildings. Use the following rules for garrisoning a building:

*“A unit can garrison a building if all of the models in the unit are within 6” of it at the start of their movement phase, or if they could be set up within 6” of the building when deploying for the battle. Remove the garrisoning unit from the battlefield and place it to one side.*

*A unit garrisoning a building can attack and be attacked as normal, except that the range and visibility for the models in the building is measured from the building instead. The garrison counts as being in cover if it is attacked. Enemy units may not move within 3” of the building unless charging the unit inside.*

*A garrisoning unit can exit a building as its move in a future movement phase. To do so, set it up so that all models from the unit are within 6” of the building and more than 3” away from any enemy units.”*

- For any linear obstacle terrain pieces found on the table such as fences, hedges, walls, barrels, use the following rules for linear obstacles:

*“If all of the models from a unit are within 3” of a wall/fence, and are on the same side of it, then the unit receives the benefits of cover against attacks made by models that are on the other side of the wall/fence”*

## Scoring

The event will be scored on a weighted scale to determine the overall winner, with the final score being weighted as follows:

**Battle & Objective 60%**

**Sportsmanship 20%**

**Appearance 20%**

**Best Overall:** Highest overall weighted score, 1<sup>st</sup> tiebreaker raw Battle Points, 2<sup>nd</sup> tiebreaker raw Sportsmanship points

**Best General (one for each Grand Alliance):** Highest overall Battle & Objective Points, 1<sup>st</sup> tiebreaker raw Sportsmanship points, 2<sup>nd</sup> tiebreaker raw Objective Points

**Best Sportsman:** Highest overall Sportsmanship Points, 1<sup>st</sup> tiebreaker Appearance Points, 2<sup>nd</sup> tiebreaker raw Battle Points

**Best Appearance:** Highest overall Appearance Points & judged score

## Tournament Schedule

<b>Saturday, June 2<sup>nd</sup>, 2018</b>	
8:00-8:45	Check-in
8:45-9:00	Announcements
9:00-11:30	Round 1
11:30-1:00	Lunch; Initial Paint Judging
1:15-3:45	Round 2
4:15-6:45	Round 3
<b>Sunday, June 3<sup>rd</sup>, 2018</b>	
9:00-9:30	Check-in
9:30-12:00	Round 4
12:00-1:30	Lunch, Paint Judging of finalists
1:45-4:15	Round 5
4:40-5:00	Awards

## Secondary Objectives

At the start of each game, before determining territories, you will choose which Secondary Objective you will use for that game. Write that chosen Secondary Objective on the Battleplan Sheet. Remember, you can only use each Secondary Objective once during the entire tournament!

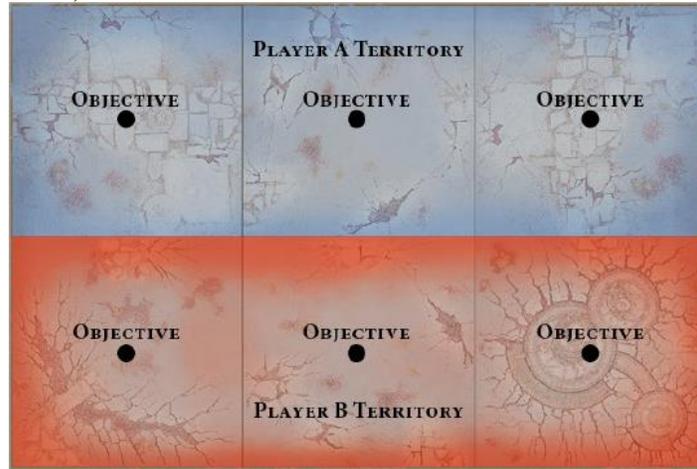
Used	#	Secondary Objective
<input type="checkbox"/>	1	<p><b>Assassination</b> Kill the enemy General by the end of the game.</p>
<input type="checkbox"/>	2	<p><b>Secure the Field</b> Have at least 2 units without the Leader, Artillery, and/or Behemoth battlefield role in your opponent's territory at the end of the fourth battle round, or the end of the game, whichever comes first.</p>
<input type="checkbox"/>	3	<p><b>Annihilation</b> Destroy, or make flee via Battleshock, more than half of your opponent's models. Only count the models on the table at the start of the game to determine the percentage. If your opponent doesn't deploy any models on the table, then this objective is automatically achieved.</p>
<input type="checkbox"/>	4	<p><b>Lead from the Front</b> Have your General cause more unsaved Wounds to your opponent's army than your opponent's General does to your army at the end of the game. Your General does not have to be alive at the end of the game for this to count.</p>
<input type="checkbox"/>	5	<p><b>Discretion is the better part of valor...</b> Have your General still alive and on the table at the end of the game.</p>
<input type="checkbox"/>	6	<p><b>Pillage their camp!</b> If one of your units is within 6" of the enemy long table edge at the end of any turn, you may remove it from the table for the rest of the game. This unit must be on the table at the start of the game and cannot leave the table (including burying &amp; teleporting) during the course of the game. If you remove one of your units in this manner, this objective is achieved.</p>
<input type="checkbox"/>	7	<p><b>For Glory!</b> Destroy, or make flee via Battleshock, more models/units with any of the following keywords: Priest, Wizard, Totem, &amp; Monster) and/or unit standards from your opponent's army than you lose. In case of units with the Wizard/Monster keyword, the whole unit must be destroyed.</p>
<input type="checkbox"/>	8	<p><b>Vital Ground</b> Before deployment, select a terrain feature in enemy territory, and write a description of it in the space provided: _____. If you have at least one friendly model within 3" of that terrain feature at the end of the game, this objective is achieved.</p>
<input type="checkbox"/>	9	<p><b>Drive Them Out</b> This objective is achieved if there aren't any enemy models in your territory at the end of the game.</p>

# Battleplan 5: Scorched Earth

## SET-UP

Choose Secondary Objective.

Both players roll a dice, rolling again in the case of a tie, and the player that rolls higher decides which territory each side will use referring to the map below (pg85 GH'17).



The players then alternate setting up units one at a time, starting with the player that determined territories. Models must be set up in their own territory, more than 12" from enemy territory. The player that finishes setting up first can choose who has the first turn in the first battle round.

## TRIUMPHS

If one player has more points left over than their opponent, then they can roll on the Triumph table (pg79 GH'17) after both armies have finished setting up. Triumphs must be declared to be used before making any attacks or taking any save rolls for that unit.

## VICTORY

This battle is fought to pillage or protect six objectives as shown on the map above. A player controls an objective if, at the end of any turn, they have more models from their army within 3" of the objective than there are enemy models within 3" of it. A unit can only help to control one objective at a time; if it could help to control more than one, the player commanding the unit picks which one to help control.

Each player scores 1 victory point at the end of each of their turns for each objective they control. Alternatively, they can raze an objective they control in enemy territory, scoring D3 victory points instead of 1 but removing the objective from play.

The player with the most victory points at the end of the fifth battle round (or when time runs out) wins a **major victory**, while their opponent will score a **major loss**. If the players are tied on victory points at the end of the game, then each player adds up the point values of any enemy units that have been destroyed during the battle (including any summoned units). If one player has a higher total, they win a **minor victory**, while their opponent will score a **minor loss**. If both players are tied on victory points and points destroyed, the game is a **draw**.

### Game Point Tracker

1	2	3	4	5

**Secondary Objective:** Before the game begins (including determining territories), secretly choose which Secondary Objective you will use for this game. Write that chosen objective here (keep in mind you can only use each one once):

#	Secondary Objective

**Tertiary Objective:** Score two points if at the end of the game you have a battleline unit controlling an objective. Score four points if you have a battleline unit controlling an objective in enemy territory.

## Results for Battleplan 5: Scorched Earth

YOUR NAME	YOUR ARMY

YOUR BATTLE RESULT (circle one)				
<b>Major Win</b> 20 pts	<b>Minor Win</b> 15 pts	<b>Draw</b> 10 pts	<b>Minor Loss</b> 5 pts	<b>Major Loss</b> 0 pts

<b>Secondary Objective</b> <small>Circle of Secondary Objective was accomplished</small>	<b>6 pts</b>		
<b>Tertiary Objective</b> <small>Circle one</small>	<b>0 pts</b>	<b>2 pts</b>	<b>4 pts</b>

**TOTAL**

Have your opponent double check your results above. Have them sign below to acknowledge that the results circled above are accurate and correct.

Opponent's signature: \_\_\_\_\_ Army: \_\_\_\_\_

\*Select your sportsmanship rating after your opponent has signed your battle results above.\*

SPORTSMANSHIP (circle one)



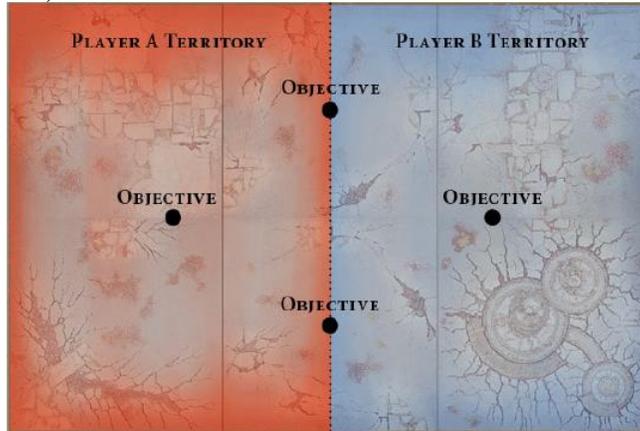
If you gave your opponent a thumbs-down, please explain why:

# Battleplan 4: Battle for the Pass

## SET-UP

Choose Secondary Objective.

Both players roll a dice, rolling again in the case of a tie, and the player that rolls higher decides which territory each side will use referring to the map below (pg83 GH'17).



The players then alternate setting up units one at a time, starting with the player that determined territories. Models must be set up in their own territory, more than 12" from enemy territory. The player that finishes setting up first can choose who has the first turn in the first battle round.

## TRIUMPHS

If one player has more points left over than their opponent, then they can roll on the Triumph table (pg79 GH'17) after both armies have finished setting up. Triumphs must be declared to be used before making any attacks or taking any save rolls for that unit.

## VICTORY

This battle is fought to control four objectives as shown on the map above. A player controls an objective if, at the end of any turn, they have a unit of 20 or more models from their army within 6" of the objective and the enemy does not, or failing that, if they have more models from their army within 6" of the objective than there are enemy models within 6" of it. A unit can only help to control one objective a time; if it could help to control more than one, the player commanding the unit picks which one to help control.

An objective remains under the player's control until the enemy is able to gain control of it, even if the capturing unit later moves away.

You score victory points for each objective you control at the end of each of your turns. The number of points you receive varies depending on the objective's location:

**Objective in your own territory:** 1 victory point

**Objective is on the border between the territories:** 2 victory points

**Objective is in enemy territory:** 4 victory points

The player with the most victory points at the end of the fifth battle round (or when time runs out) wins a **major victory**, while their opponent will score a **major loss**. If the players are tied on victory points at the end of the game, then each player adds up the point values of any enemy units that have been destroyed during the battle (including any summoned units). If one player has a higher total, they win a **minor victory**, while their opponent will score a **minor loss**. If both players are tied on victory points and points destroyed, the game is a **draw**.

### Game Point Tracker

1	2	3	4	5

**Secondary Objective:** Before the game begins (including determining territories), secretly choose which Secondary Objective you will use for this game. Write that chosen objective here (keep in mind you can only use each one once):

#	Secondary Objective

**Tertiary Objective:** Score two points if you control one of the border objective markers at the end of the game. Score four points if you control both the objective in your opponent's territory and the objective in your own territory.

## Results for Battleplan 4: Battle for the Pass

YOUR NAME	YOUR ARMY

YOUR BATTLE RESULT (circle one)				
<b>Major Win</b> 20 pts	<b>Minor Win</b> 15 pts	<b>Draw</b> 10 pts	<b>Minor Loss</b> 5 pts	<b>Major Loss</b> 0 pts

<b>Secondary Objective</b> <small>Circle of Secondary Objective was accomplished</small>	<b>6 pts</b>		
<b>Tertiary Objective</b> <small>Circle one</small>	<b>0 pts</b>	<b>2 pts</b>	<b>4 pts</b>

**TOTAL**

Have your opponent double check your results above. Have them sign below to acknowledge that the results circled above are accurate and correct.

Opponent's signature: \_\_\_\_\_ Army: \_\_\_\_\_

\*Select your sportsmanship rating after your opponent has signed your battle results above.\*

SPORTSMANSHIP (circle one)



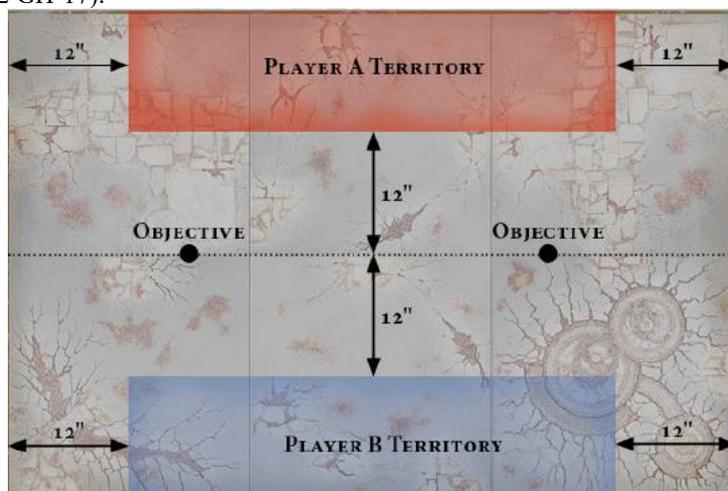
If you gave your opponent a thumbs-down, please explain why:

# Battleplan 3: Duality of Death

## SET-UP

Choose Secondary Objective.

Both players roll a dice, rolling again in the case of a tie, and the player that rolls higher decides which territory each side will use referring to the map below (pg82 GH'17).



The players then alternate setting up units one at a time, starting with the player that determined territories. Models must be set up in their own territory. The player that finishes setting up first can choose who has the first turn in the first battle round.

## TRIUMPHS

If one player has more points left over than their opponent, then they can roll on the Triumph table (pg79 GH'17) after both armies have finished setting up. Triumphs must be declared to be used before making any attacks or taking any save rolls for that unit.

## VICTORY

This battle is fought to control two objectives as shown on the map above. A player controls an objective if a **Hero** or Behemoth from their army is within 3" of the objective at the end of any move (including run, charge, or pile-in moves, but not retreat moves). Only one **Hero** or Behemoth can control each objective at a time – if more than one is eligible, then the first to arrive controls it. If a **Hero** or Behemoth slays an enemy **Hero** or Behemoth controlling an objective, then they immediately gain control of it if they are within 3" of it.

At the end of each of your turns, you score victory points for each objective controlled by a **Hero** or Behemoth from your army. The number of victory points is equal to the number of your turns that the **Hero** or Behemoth has controlled the objective. For example, 1 on the turn they gained control, 2 at the end of their second turn, and so on. In addition, any **Hero** that is not a Behemoth that controls an objective heals a number of wounds equal to the victory points they scored.

The player with the most victory points at the end of the fifth battle round (or when time runs out) wins a **major victory**, while their opponent will score a **major loss**. If the players are tied on victory points at the end of the game, then each player adds up the point values of any enemy units that have been destroyed during the battle (including any summoned units). If one player has a higher total, they win a **minor victory**, while their opponent will score a **minor loss**. If both players are tied on victory points and points destroyed, the game is a **draw**.

### Game Point Tracker

1	2	3	4	5

**Secondary Objective:** Before the game begins (including determining territories), secretly choose which Secondary Objective you will use for this game. Write that chosen objective here (keep in mind you can only use each one once):

#	Secondary Objective

**Tertiary Objective:** Score two points if at the end of the game you still have a **Hero** or Behemoth alive. Score four points if you have more **Hero** and Behemoth models alive at the end of the game than your opponent.

## Results for Battleplan 3: Duality of Death

YOUR NAME	YOUR ARMY

YOUR BATTLE RESULT (circle one)				
<b>Major Win</b> 20 pts	<b>Minor Win</b> 15 pts	<b>Draw</b> 10 pts	<b>Minor Loss</b> 5 pts	<b>Major Loss</b> 0 pts

<b>Secondary Objective</b> <small>Circle of Secondary Objective was accomplished</small>	<b>6 pts</b>		
<b>Tertiary Objective</b> <small>Circle one</small>	<b>0 pts</b>	<b>2 pts</b>	<b>4 pts</b>

**TOTAL**

Have your opponent double check your results above. Have them sign below to acknowledge that the results circled above are accurate and correct.

Opponent's signature: \_\_\_\_\_ Army: \_\_\_\_\_

\*Select your sportsmanship rating after your opponent has signed your battle results above.\*

SPORTSMANSHIP (circle one)



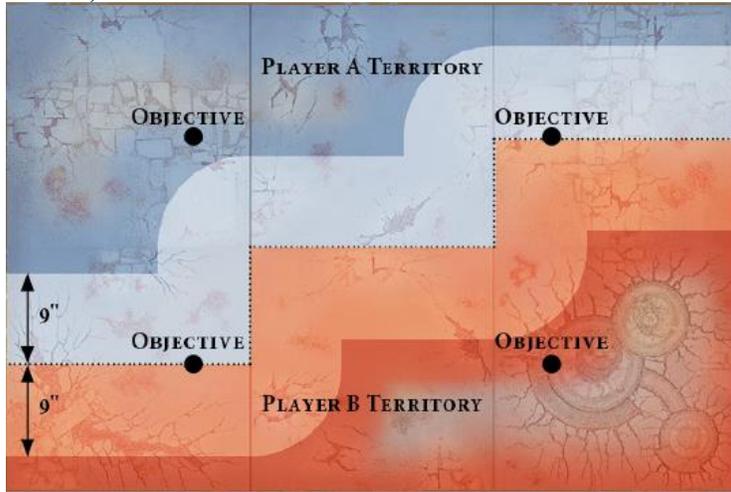
If you gave your opponent a thumbs-down, please explain why:

# Battleplan 2: Total Conquest

## SET-UP

Choose Secondary Objective.

Both players roll a dice, rolling again in the case of a tie, and the player that rolls higher decides which territory each side will use referring to the map below (pg81 GH'17).



The players then alternate setting up units one at a time, starting with the player that determined territories. Models must be set up in their own territory, more than 9" from enemy territory. The player that finishes setting up first can choose who has the first turn in the first battle round.

## TRIUMPHS

If one player has more points left over than their opponent, then they can roll on the Triumph table (pg79 GH'17) after both armies have finished setting up. Triumphs must be declared to be used before making any attacks or taking any save rolls for that unit.

## VICTORY

The battle is fought to control the four objectives shown on the map above. A player controls an objective if, at the end of any turn, they have a unit of 20 or more models from their army within 6" of the objective and the enemy does not, or, failing that, if they have more models from their army within 6" of the objective than there are enemy models within 6" of it. A unit can only help to control one objective at a time; if it could help to control more than one, the player commanding the unit picks which one it helps to control.

An objective remains under the player's control until the enemy is able to gain control of it, even if the capturing models later move away.

Each player scores 1 victory point for each objective they control at the end of each of their turns. They receive a bonus victory point if the objective was seized that turn having previously been controlled by the enemy.

The player with the most victory points at the end of the fifth battle round (or when time runs out) wins a **major victory**, while their opponent will score a **major loss**. If the players are tied on victory points at the end of the game, then each player adds up the point values of any enemy units that have been destroyed during the battle (including any summoned units). If one player has a higher total, they win a **minor victory**, while their opponent will score a **minor loss**. If both players are tied on victory points and points destroyed, the game is a **draw**.

### Game Point Tracker

1	2	3	4	5

**Secondary Objective:** Before the game begins (including determining territories), secretly choose which Secondary Objective you will use for this game. Write that chosen objective here (keep in mind you can only use each one once):

#	Secondary Objective

**Tertiary Objective:** At the end of the game, divide the table into quarters. You control a table quarter if you have models in that table quarter and your opponent does not. Score two points if you control at least one table quarter. Score four points if you control more table quarters than your opponent.

## Results for Battleplan 2: Total Conquest

YOUR NAME	YOUR ARMY

YOUR BATTLE RESULT (circle one)				
<b>Major Win</b> 20 pts	<b>Minor Win</b> 15 pts	<b>Draw</b> 10 pts	<b>Minor Loss</b> 5 pts	<b>Major Loss</b> 0 pts

<b>Secondary Objective</b> <small>Circle of Secondary Objective was accomplished</small>	<b>6 pts</b>		
<b>Tertiary Objective</b> <small>Circle one</small>	<b>0 pts</b>	<b>2 pts</b>	<b>4 pts</b>

**TOTAL**

Have your opponent double check your results above. Have them sign below to acknowledge that the results circled above are accurate and correct.

Opponent's signature: \_\_\_\_\_ Army: \_\_\_\_\_

\*Select your sportsmanship rating after your opponent has signed your battle results above.\*

SPORTSMANSHIP (circle one)



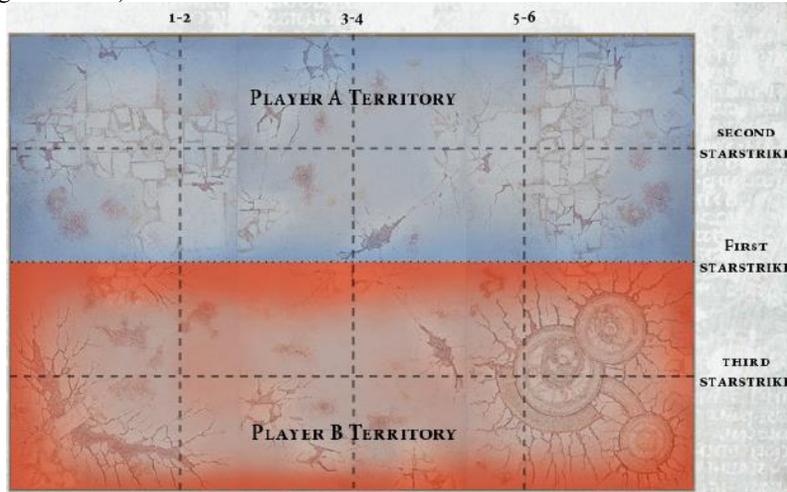
If you gave your opponent a thumbs-down, please explain why:

# Battleplan 1: Starstrike

## SET-UP

Choose Secondary Objective.

Both players roll a dice, rolling again in the case of a tie, and the player that rolls higher decides which territory each side will use referring to the map below (pg84 GH'17).



The players then alternate setting up units one at a time, starting with the player that determined territories. Models must be set up in their own territory, more than 12" from enemy territory. The player that finishes setting up first can choose who has the first turn in the first battle round.

## TRIUMPHS

If one player has more points left over than their opponent, then they can roll on the Triumph table (pg79 GH'17) after both armies have finished setting up. Triumphs must be declared to be used before making any attacks or taking any save rolls for that unit.

## STARSTRIKE

One fragment of star-ore strikes the border between the two player's territories in the second battle round, and then two more crash to the ground in the third round, one in each player's territory. They land at the start of the battle round, before the roll to determine who has the first turn is made.

Roll a dice and refer to the map above to determine where each fragment lands.

A player controls a fallen fragment if, at the end of any turn, they have more models from their army within 3" of the objective than there are enemy models within 3" of it. A unit can only help to control one objective at a time; if it could help to control more than one, the player commanding the unit picks which one it controls.

## VICTORY

At the end of each of your turns, score a number of victory points equal to the number of the current round for each star-fragment you control. For example, if you control one fallen fragment at the end of your turn in the third battle round, you would score three victory points.

The player with the most victory points at the end of the fifth battle round (or when time runs out) wins a **major victory**, while their opponent will score a **major loss**. If the players are tied on victory points at the end of the game, then each player adds up the point values of any enemy units that have been destroyed during the battle (including any summoned units). If one player has a higher total, they win a **minor victory**, while their opponent will score a **minor loss**. If both players are tied on victory points and points destroyed, the game is a **draw**.

### Game Point Tracker

1	2	3	4	5

**Secondary Objective:** Before the game begins (including determining territories), secretly choose which Secondary Objective you will use for this game. Write that chosen objective here (keep in mind you can only use each one once):

#	Secondary Objective

**Tertiary Objective:** Score two points if at the end of the game you control your second meteor as described in Starstrike. Score four points if you control both your second meteor and your opponent's second meteor at the end of the game.

## Results for Battleplan 1: Starstrike

YOUR NAME	YOUR ARMY

YOUR BATTLE RESULT (circle one)				
<b>Major Win</b> 20 pts	<b>Minor Win</b> 15 pts	<b>Draw</b> 10 pts	<b>Minor Loss</b> 5 pts	<b>Major Loss</b> 0 pts

<b>Secondary Objective</b> <small>Circle of Secondary Objective was accomplished</small>	<b>6 pts</b>		
<b>Tertiary Objective</b> <small>Circle one</small>	<b>0 pts</b>	<b>2 pts</b>	<b>4 pts</b>

**TOTAL**

Have your opponent double check your results above. Have them sign below to acknowledge that the results circled above are accurate and correct.

Opponent's signature: \_\_\_\_\_ Army: \_\_\_\_\_

\*Select your sportsmanship rating after your opponent has signed your battle results above.\*

SPORTSMANSHIP (circle one)



If you gave your opponent a thumbs-down, please explain why:

## Best Sportsmanship Voting (Mandatory)

At the end of the tournament select two of your favorite opponents and rank them Best Sportsman and Runner-up Sportsman. Turn this sheet in with your results from Battleplan 5.

**Your Name:**

Game 1 Opponent		Army	
Game 2 Opponent		Army	
Game 3 Opponent		Army	
Game 4 Opponent		Army	
Game 5 Opponent		Army	

Best Sportsman	
Runner-Up Sportsman	