2019 Bugeater GT

Age of Sigmar Tournament Pack

Basic Rules & Army Composition

- Each army will be comprised of up to 2000pts using the 2018 General's Handbook, or points values listed in Battlletomes following that release, following army composition for a Battlehost in the Pitched Battles section (pgs 48-49, GHB18). Compendium entries may be used. For the most up-to-date compendium points refer to the [GW's Warscroll Compendiums](#). Forge World rules and models are allowed. If a model does not have a points value (such as Beasts of the Grave Terrorgheist or the Wardens of the Realmgate battalion) then it may not be used.
- Realms of Battle Rules (pg254-260, Core) & the entire Malign Sorcery Supplement will be utilized for this tournament. Each round, the Realm and the Realmscape Feature that the players will be fighting in will be randomly determined. **Be prepared!**
- New rules and associated units that are released after May 1st, 2019 will not be allowed at this event.
- All models in your army must be based according to the basing size in the [Warhammer Age of Sigmar: Core Rules & Base Sizes](#) document.
- 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).
- **List submissions are due April 31st, 2019 by 11:59pm**. See additional rules for list submission after the tournament Scoring section.
- Command Traits & Artefacts, Battletome specific spells/prayers, Endless Spells, and Artefacts of the Realms (pg 79-85, Malign) 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.
- The most recent version of a Warscroll is expected to be used. If you don't have access to the app, check GW's website for the most recent version.
- When measuring distances from an objective, always measure from the center of the objective.
- For attacking models on different levels of terrain, measure the range of weapons from shoulder height of the model attacking to the base of the model being attacked (or vice versa).
- 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.
- 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.

Event Rules Errata

Ghur, The Realm of Beasts: The following Realm of Beast rules will not be utilized for this tournament: Monstrous Beasts and the Realmscape Features Beasts of Ghur and Territory of Beasts.

Ghyran, The Realm of Life: The Realmscape Feature Spontaneous Growth will not be utilized for this tournament.

Nurgle: Feculent Gnarlmaws: In addition to their normal placement restrictions, Feculent Gnarlmaws must also be placed at least 1" away from the center of objective markers.

Sylvaneth Wyldwoods: In addition to their normal placement restrictions, the Sylvaneth Wildwood must also be at least 1" away from the center of objective markers.

Etheric Vortex Terrain (Gloomtide Shipwreck): In addition to their normal placement restrictions, Etheric Vortex terrain must also be at least 1" away from the center of objective markers.

Beasts of Chaos: In addition to their normal placement restrictions, Herdstones must also be at least 1" away from the center of objective markers.

Faction Specific Terrain: Any additional faction specific terrain that comes out between now and the time of the event has the following additional rule. In addition to their normal placement restrictions, the terrain must also be at least 1" away from the center of objective markers.

Scratch Built Terrain: Scratch-built terrain pieces may be used, but must be approved by the tournament organizers prior to the tournament. They 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.

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 and to make it easier to scale trees without crushing the terrain, you may move trees (if the terrain piece allows it); however, **make sure to keep track of where the model is in space.**
- All buildings on the tables can be garrisoned per the rules on pg 235 (Core) with the following additional rules:
  - 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.
- For any linear obstacle terrain pieces found on the table such as fences, hedges, walls, barrels, use the rules for Walls and Fences (pg 95, GHB18)

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, 1st tiebreaker raw Battle Points, 2nd tiebreaker raw Sportsmanship points

Best Order General: Highest overall Battle & Objective Points, 1st tiebreaker raw Sportsmanship points, 2nd tiebreaker raw Objective Points

Best Chaos General: Highest overall Battle & Objective Points, 1st tiebreaker raw Sportsmanship points, 2nd tiebreaker raw Objective Points

Best Destruction General: Highest overall Battle & Objective Points, 1st tiebreaker raw Sportsmanship points, 2nd tiebreaker raw Objective Points

Best Death General: Highest overall Battle & Objective Points, 1st tiebreaker raw Sportsmanship points, 2nd tiebreaker raw Objective Points

Best Sportsman: Highest overall Sportsmanship Points, 1st tiebreaker Appearance Points, 2nd tiebreaker raw Battle Points

Best Appearance: Highest overall Appearance Points & judged score

List Submission

- The deadline for army list submission is April 31st, 2019 at 11:59pm. Please email your list to bugeateraos@gmail.com.
- Those that send in their army lists by the deadline will be awarded 10 bonus battle points. These will be applied at the end of the tournament, so will not have any effect on pairings.
- On May 3rd, 2019 a compilation of all the army lists that were submitted will be sent out to the players that submitted their list on time. It will be incumbent on the players to report any list anomalies/errors/mistakes that they see and report it to bugeateraos@gmail.com by May 10th, 2019 at 11:59pm. Players that have made mistakes will be given the opportunity to correct them to make their lists legal.
- A final compilation, with any corrections, will be sent out to the players that met the initial list submission deadline on May 24th.

Tournament Schedule

| Saturday, June 1st, 2019	
8:00-8:45	Check-in
8:45-9:00	Announcements
9:00-11:30	Round 1
11:30-12:45	Lunch; Initial Paint Judging
1:00-3:30	Round 2
4:00-6:30	Round 3
Sunday, June 2nd, 2019	
9:00-9:30	Check-in
9:30-12:00	Round 4
12:00-1:15	Lunch, Paint Judging of finalists
1:30-4:00	Round 5
4:25-4:45	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 and on the Results Sheet. Remember, you can only use each Secondary Objective once during the entire tournament!

Used	#	Secondary Objective
☐	1	**Assassination** Kill the enemy General by the end of the game.
☐	2	**Secure the Field** 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.
☐	3	**Annihilation** 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.
☐	4	**Lead from the Front** 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.
☐	5	**Discretion is the better part of valor…** Have your General still alive and on the table at the end of the game.
☐	6	**Pillage their camp!** 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 & teleporting) during the course of the game. If you remove one of your units in this manner, this objective is achieved.
☐	7	**For Glory!** Destroy, or make flee via Battleshock, more models/units with any of the following keywords: Priest, Wizard, Totem, & 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.
☐	8	**Vital Ground** 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.
☐	9	**Drive Them Out** This objective is achieved if there aren't any enemy models in your territory at the end of the game.
☐	10	**Ancient Heirlooms** This objective is achieved if any friendly **Heroes** with an artefact of power are on the battlefield at the end of the battle.
☐	11	**Noble Sacrifice** This objective is achieved if the **Hero** with the highest points value from your starting army and that is not your general is slain by an attack made by an enemy **Hero** or **Monster**.
☐	12	**Take the Center** This objective is achieved if you control the objective closest to the center of the battlefield at the end of the battle. If more than 1 objective is eligible, control at least half of them (rounding up). Count **Heroes** as 10 models when determining control of an objective for this Secondary Objective.

Battleplan 5: The Better Part of Valour

SET-UP

Choose Secondary Objective. The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below (pg58, GHB18).
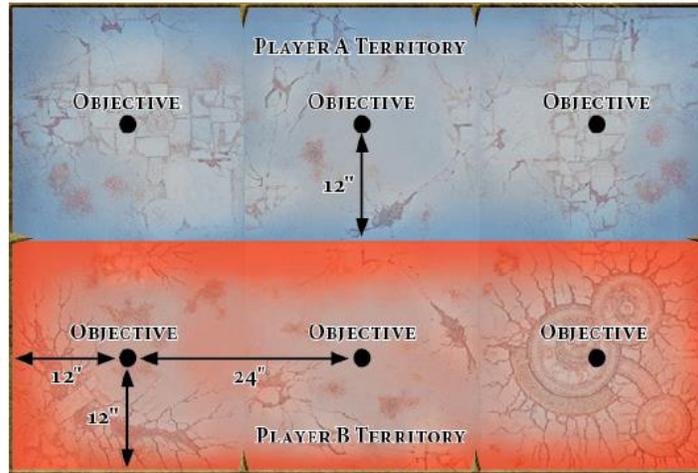
The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 9" from enemy territory. Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

TRIUMPHS

If one player has more points left over than their opponent, then they can roll on the Triumph table (pg233, Core) after both armies have finished setting up. Triumphs must be declared to be used before being used.

VICTORY

This battle is fought to control six objectives. Three are located in each player's territory, as shown on the map.

At the end of each of their turns, a player can choose to destroy one or more of the objectives they control in order to score the following victory points:

- If the player gained control of the objective in this turn, they score 1 victory point.
- If the player controlled the objective at the end of their last turn, and has not lost control of it since, they score 2 victory points.
- If the player controlled the objective at the end of their turn before last, and has not lost control of it since, (i.e., they've held it for at least 3 turns) they score 4 victory points.
- If the player gained control of the objective in the first battle round, and has not lost control of it by the end of their turn in the fifth battle round, they score 8 victory points.

If more than one of these criteria applies, use the one that scores the most victory points. Once destroyed, an objective is removed from play and is no longer considered controlled.

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**. If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**. If both players have the same total points, both player **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 5: The Better Part of Valour

YOUR NAME	YOUR ARMY

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

Secondary Objective	
Secondary Objective Chosen	
Circle of Secondary Objective was accomplished	**6 pts**

Tertiary Objective Circle one	0 pts	2 pts	4 pts

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.
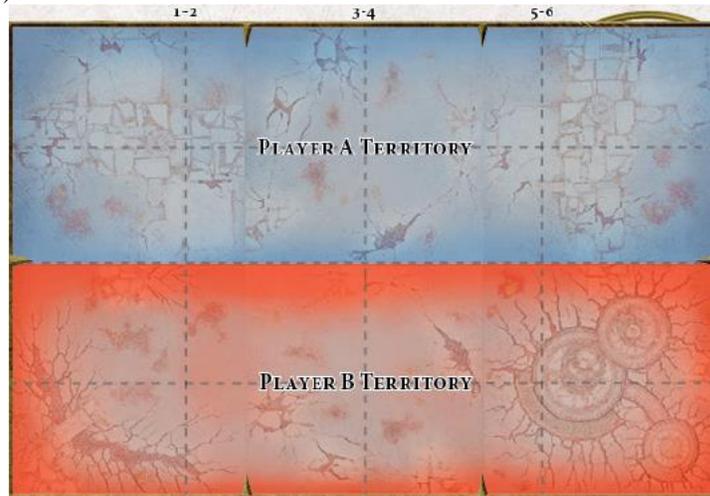
SPORTSMANSHIP (circle one)
👍
👎

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

Battleplan 4: Starstrike

SET-UP

Choose Secondary Objective. The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below (pg54, GHB18).

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 12" from enemy territory. Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

TRIUMPHS

If one player has more points left over than their opponent, then they can roll on the Triumph table (pg233, Core) after both armies have finished setting up. Triumphs must be declared to be used before being used.

VICTORY

This battle is fought to control three objectives, which are set up during the battle. One is set up on the border between the two player's territories in the second battle round, and two more are set up in the third round, one in each player's territory. Set up the objectives 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 objective is set up.

Each player scores victory points at the end of each of their turns for each objective they control. The number of victory points is equal to the number of the current battle round. For example, a player that controls 1 objective at the end of their turn in the third battle round scores 3 victory points.

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**. If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**. If both players have the same total of points, both player **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 the fallen fragment in your territory. Score four points if you control both the fallen fragment in your territory and the fragment in your opponent's territory at the end of the game.

Results for Battleplan 4: Starstrike

YOUR NAME	YOUR ARMY

YOUR BATTLE RESULT (circle one)				
Major Win **20 pts**	**Minor Win** **15 pts**	**Draw** **10 pts**	**Minor Loss** **5 pts**	**Major Loss** **0 pts**

Secondary Objective	
Secondary Objective Chosen	
Circle of Secondary Objective was accomplished	**6 pts**

Tertiary Objective Circle one	**0 pts**	**2 pts**	**4 pts**

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.
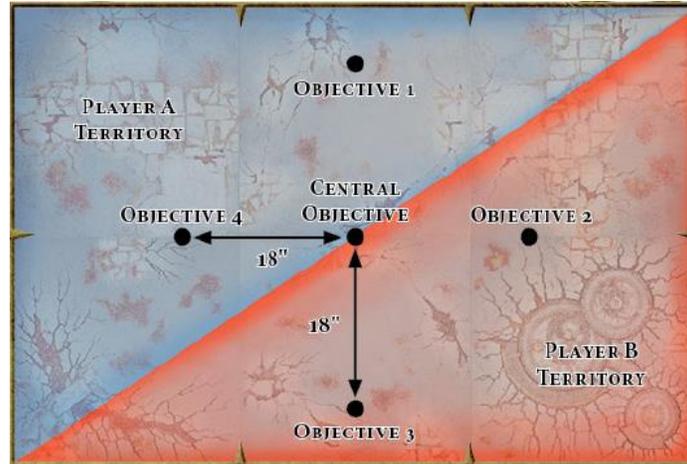
SPORTSMANSHIP (circle one)
👍
👎

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

Battleplan 3: Focal Points

Choose Secondary Objective.

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below (pg 57, GHB18).

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 9" from enemy territory. Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

TRIUMPHS

If one player has more points left over than their opponent, then they can roll on the Triumph table (pg. 233, Core) after both armies have finished setting up. Triumphs must be declared to be used before being used.

VICTORY

This battle is fought to control five objectives. One is located at the center of the battlefield and two in each player's territory, as shown on the map.

Each player scores victory points for the objectives they control at the end of each of their turns, as follows: If a player controls objectives one and three, they score 3 victory points; if a player controls objectives two and four, they score 3 victory points; if a player controls the central objective, they score 2 victory points; if a player controls any other objective, they score 1 victory point for each objective.

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**. If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**. If both players have the same total of points, both player **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 have a Battleline unit surviving at the end of the game. Score four points if you have a Battleline unit surviving in enemy territory at the end of the game.

Results for Battleplan 3: Focal Points

YOUR NAME	YOUR ARMY

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

Secondary Objective	
Secondary Objective Chosen	
Circle of Secondary Objective was accomplished	**6 pts**

Tertiary Objective Circle one	0 pts	2 pts	4 pts

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.
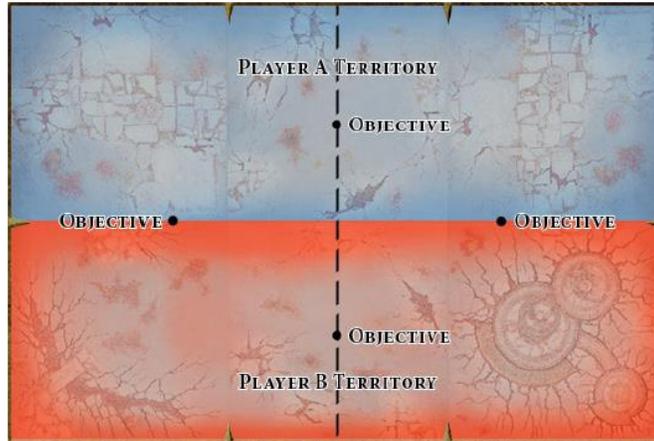
SPORTSMANSHIP (circle one)
👍
👎

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

Battleplan 2: Border War

Choose Secondary Objective.

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below (pg314, Core).

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 12" from enemy territory. Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

TRIUMPHS

If one player has more points left over than their opponent, then they can roll on the Triumph table (pg. 233, Core) after both armies have finished setting up. Triumphs must be declared to be used before being used.

VICTORY

This battle is fought to control four objectives. Two are located at the center of each player's territory. The other two are located on the border between the players' territories, one at the center of the left half of the battlefield, and one at the center of the right half as shown on the map.

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, as follows:

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 the amount of time allocated for the battle runs out) wins a **major victory**. If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**. If both players have the same total, both players **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.

YOUR NAME	YOUR ARMY

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

Secondary Objective	
Secondary Objective Chosen	
Circle of Secondary Objective was accomplished	6 pts

Tertiary Objective Circle one	0 pts	2 pts	4 pts

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.

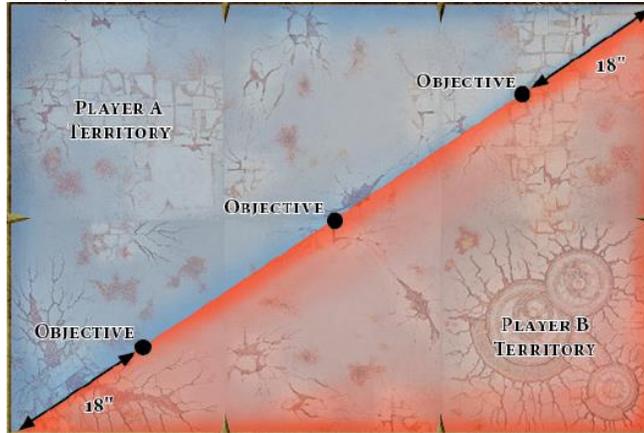| SPORTSMANSHIP (circle one) |
|---|
| |
| |

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

Battleplan 1: Places of Arcane Power

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 (pg60, GHB18).

The players then alternate setting up units one at time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 12" from enemy territory. Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

TRIUMPHS

If one player has more points left over than their opponent, then they can roll on the Triumph table (pg233, Core) after both armies have finished setting up. Triumphs must be declared to be used before being used.

OBJECTIES

This battle is fought to control three objectives. The objectives are located on the border between the players' territories, one in the middle of the battlefield and the others 18" from each corner, as shown on the map.

The normal rules for controlling an objective are not used in this battle. Instead, a player controls an objective if a friendly **Hero** with an aretefact of power, or a friendly **Wizard**, is within 3" of the objective at the end of any type of move apart from a retreat move. The player loses control of the objective if the **Hero** or **Wizard** finishes a subsequent move more than 3" from the objective.

Only one model can control each objective – if more than one model is eligible, then the first to arrive controls it. If a **Hero** with an artefact of power or a **Wizard** slays an enemy model that is controlling an objective, then they immediately gain control of the objective if they are within 3" of it.

VICTORY

Each player scores victory points at the end of each of their turns for each objective they control. The number of victory points is equal to the number of consecutive turns the players has controlled the objective for; 1 on the turn they gained control, 2 at the end of the second turn, and so on.

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**. If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**. If both players have the same total, they both **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 **Wizard** alive. Score four points if you have more **Hero** and **Wizard** models alive at the end of the game than your opponent.

Results for Battleplan 1: Places of Arcane Power

YOUR NAME	YOUR ARMY

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

Secondary Objective	
Secondary Objective Chosen	
Circle of Secondary Objective was accomplished	**6 pts**

Tertiary Objective Circle one	0 pts	2 pts	4 pts

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 it 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	

Sportsmanship Points Calculation
For your information, this is how sportsmanship points will be calculated for the tournament:
- Each Thumbs Up Vote = 1pt
- Runner-Up Sportsman Vote = 3pts
- Best Sportsman Vote = 5pts