

SUMMER SLAUGHTER 2021

AGE OF SIGMAR GRAND TOURNAMENT

Overview:

The BWG Summer Slaughter Age of Sigmar Grand Tournament is a 100 Player, Major ITC Ranked, Competitive, Matched Play event. Day 1 (Saturday, August 14th) will consist of 3 games, while day 2 (Sunday, August 15th) will be 2 games.

Tournament Organizers:

Jarid Neiman & Sean Feather

Event Schedule:

Saturday	Time
Registration, Check-in, and Announcements	9:00am – 10:00am
Round1	10:00am – 1:00pm
Lunch	1:00pm – 2:00pm
Round2	2:00pm – 5:00pm
Break	5:00pm – 6:00pm
Round3	6:00pm – 9:00pm

Sunday	Time
Round 4	10:00am – 1:00pm
Lunch	1:00pm – 2:00pm
Round 5	2:00pm – 5:00pm
Tournament Ends / Players Pack Up	5:00pm – 5:30pm
Announcements and Awards	5:30pm – 6:00pm

Event Details:

- Each Army will be 2,000 Matched Play Points created using the points provided in the Generals Handbook 2021. All Generals, Enhancements (Command Traits, Mount Traits, Artifacts, Spells, Prayers), Realm of Origin, etc. must be clearly stated on your army lists.
- All army lists need to be uploaded to the Best Coast Pairings (BCP) App by no later than Saturday, August 7th, 2021.** We require the utilization of Warscroll Builder to create your army lists. You will need to export your army list into a text format and paste it directly into the BCP App. As well, we ask that each player brings 7 printed copies of their army lists. 1 for the TO at Registration, 1 for each opponent, and 1 for themselves (you can bring 6 if you're comfortable with having a digital copy for yourself). Players that have not uploaded their list by 11:59pm on Saturday, August 7th, will receive a Yellow Card as per the ITC Code of Conduct. If you need assistance with exporting your army list from Warscroll Builder, please contact the TO at BWGCouncilX@gmail.com.
- This event will be using the latest Age of Sigmar 3.0 rules and General's Handbook 2021 which released on 7/3/2021.
- Core Battalions, but not Warscroll Battalions will be used at this event.
- We will be using the General's Handbook, Battlepack: Pitched Battles 2021 for this event. All Battleplans will derive from the GHB 2021 and all missions will take place in the Realm of Beasts, Ghur.

- The Battleplans for the event are below, in order. All 5 of these Battleplans will take place in Ghur as previously noted.
 1. First Blood – General’s Handbook 2021, Page 26
 2. Tooth & Nail – General’s Handbook 2021, Page 38
 3. Burn & Pillage – Core Rulebook, Page 342
 4. Feral Foray – General’s Handbook 2021, Page 40
 5. Survival of the Fittest – General’s Handbook 2021, Page 30
- Rules, FAQ’s, Errata, Battletomes, Tome Celestial WD articles, and any other publication released on or prior to **Saturday, July 31st**, will be usable at this event. Any rules published on **Sunday, August 1st**, or later will not be eligible for use at Summer Slaughter.
- In all cases where players can ‘pick or roll’ for an additional item/spell/prayer/trait/etc., the player must choose a selection rather than rolling for it. This choice **must** be clearly marked on your army lists, and **cannot** change between games.
- Triumphs will be in use. Your Triumph should be marked on your army list during list submission and cannot change between rounds. During pre-game match setup it is determined that you would gain a Triumph against your opponent for having utilized less points to build your army, you will use the Triumph selected and on your army roster.
- The objectives used in missions do not have height, and units can move over/across/stand on them without penalty. Distance from an objective is measured from the center of the Objective Marker. Players can use suitable objective mats measured to be the correct diameter. 8 Objective Markers will be provided to each player in their swag bag.
- All models should be “What you see is what you get (WYSIWYG)”. With that said, this event is not a Games Workshop sponsored or hosted event so all Conversions and Third-Party Miniatures are allowed, but must clearly represent the warscroll that they are in place of. If you are unsure if your model(s) meet these requirements please email BWGCouncilX@gmail.com for miniature approval.
- Appropriately sized round/oval bases are required for the event using the most recent Games Workshop Basing Guide.
- All models are required to be painted to tabletop 3-color minimum and based (Battle-Ready quality). Models not meeting this standard will not be allowed to be used at the event (Tournament Organizer Discretion). ***Painted armies perform better!***
- All scenery pieces except Army Specific Faction Terrain will use the Mysterious Terrain rules from the Table in the AoS 3.0 Core Rulebook, Page 284. (Roll for each terrain piece prior to determining player sides).
- All games are 5 Battle Rounds and will last 3 hours.
- If, before the 5th Battle Round has ended, a player has no remaining models left in play, then the game will continue until the Fifth Battle Round has been completed. This means that the player with models left will play out each turn of the game trying to maximize their score until the game has been completed.
- Judge(s) will alert all players when there is 90 minutes, 60 minutes, 30 minutes, and 10 minutes remaining in each round. If you cannot complete a full game turn, do not begin a new one. When time is called the game is over regardless of the state the game at that point. No further progress can be made when dice down has been called. Time will also be displayed on the BCP Player App. For additional rules about Time Keeping, please see the 2021 ITC Code of Conduct. https://docs.google.com/document/d/1psolxaWoBvOFBIJW9sKvllnCiVY0b-Q3_UlyvS-wBWM/edit

A few notes for Attendees:

Our event will be utilizing the 2021 ITC Code of Conduct which can be found at the link below.

https://docs.google.com/document/d/1psolxaWoBvOFBIJW9sKvllnCiVY0b-Q3_UlyvS-wBWM/edit

In addition to the ITC Code of Conduct, all player infractions will be reported to the North-East Tournament Circuit and surrounding Regional Circuits. Be respectful of others, keep player safety in mind, and have fun.

The Basement War Gamers club and St. Gabriel's Lodge Staff reserve the right to eject any players that are determined to be harassing Event Staff, Vendors, Lodge Members, or Venue Staff. Players must stay in the venue halls or restroom areas only and are not permitted to enter the Social Hall or Kitchen area.

Food and Drinks will be served at lunch time each day. Players 21 years of age or older MUST have a valid form of Identification and receive a wrist band if they wish to consume alcohol. Venue and Event Staff reserve the right to re-check identification at any time. If you have any questions about these policies, please reach out to BWGcouncilX@gmail.com with your concern(s).

Scoring:

Scoring will be based off of the current AoS 3.0 Matched Play scoring system for each of the Battleplans selected. As well, each player will denote how many full units they destroyed on their score sheet during the game. This will help us determine the Lord of Skulls Award.

Awards:

**Players cannot win more than 1 Award. Award winners will be given the opportunity to choose their prize in order of final ranking in BCP.*


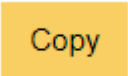
- **1st Place, 2nd Place, 3rd Place** – The top 3 players with the best W/L Record. Battle Points and Strength of Schedule calculated by BCP will separate players tied among their W/L Record.
- **Best Sportsmanship (Favorite Opponent)** – The player voted as being the most fun game experience throughout the event. Ties will be broken by Judges that witness positive player interactions throughout the event. 2nd and 3rd Best Sportsmanship will also receive a prize of smaller value.
- **Best Hobby/Paint** – The player voted as having the most visually appealing army by a team of Judges. 2nd and 3rd Best Hobby/Paint will also receive a prize of smaller value. *Painting rubric to follow.*
- **Best Chaos, Best Death, Best Destruction, and Best Order** – Each Grand Alliance will boast a single champion amongst their peers. This will be determined by a combined Win/Loss Record and Battle Points scored.
- **Lord of Skulls** – During each mission, players will keep track of the total amount of units they destroyed. The player that has destroyed the highest total of full units will be deemed the Lord of Skulls.
- **Middle Management** – Amongst all players that completed all 5 games, this player is the one that is right in the middle of the pack. Not the best, but certainly not the worst.
- **Smokin' Boots (Wooden Spoon)** – This award goes to the player that completed all 5 of their games and went win-less with the lowest score of the event. They stuck it out and that should be commended.

****Event Packet Finalized on Monday, August 9th, 2021.***

SUMMER SLAUGHTER AGE OF SIGMAR GRAND TOURNAMENT AOS 3.0 EVENT FAQ

- Are the AoS 3.0 Dominion Units able to be fielded at Summer Slaughter?
 - Yes, these models are able to be used as they were printed with a Pitched Battle Profile card with points listed.
- Can Unique/Named Characters choose Universal Enhancements from the AoS 3.0 Core Rulebook, such as Spell Enhancements?
 - Per the Core Rules, No. These units are Unique and CANNOT take Universal Spell Enhancements or any other Enhancements. They are however allowed to take Mount Traits if they are on a Mount and one is not predetermined on their Warscroll automatically.
- Horrors and Rallying – Rally can only be used on Slain Pink Horrors to bring back Pink Horror Models. Rally cannot be used on Blue or Brimstone Horrors that were created from the Ability “Split and Split Again”.

WARSCROLL BUILDER ARMY LIST UPLOAD PROCESS TO BEST COAST PAIRINGS . . .

- When creating your army list, we require lists to be made on Warscroll Builder. A link to that site can be found here.
<https://www.warhammer-community.com/warscroll-builder/>
- After you complete the army building process, click on the  icon at the top of the page.
- A new window will appear with a  button at the top right corner of the screen. This will copy your list into text format.
- Open the Best Coast Pairings Player App from your Mobile Device or Tablet and click on the “Player Details” Button.
- Then click on the “View / Add” button under the Army List section.
- Click on “Text” and paste your army list into the Text Box. Then click “Submit”.
- Alternatively, if you are building your list from a computer, you will receive a List Upload Email. You can follow the directions/link in the email in order to submit your army list that way as well.
- If you have issues with submitting your list, please reach out to BWGcouncilX@gmail.com and we can assist you with your list upload issues further.

****FAQ Updated on Monday, July 19th, 2021.***

****No additional FAQ's have been added as since last release.***

REALM RULES

REGION OF WAR: THE GHURISH HEARTLANDS

The following rules capture the carnivorous nature of Ghur and the effects this feral realm has upon its inhabitants and landscapes.

Units with the **MONSTER** keyword will give your army some powerful advantages this tournament season. These units have the potential to earn you extra victory points in your games, and because of the Feral Roar realm command they will be even tougher to kill! What's more, the Metamorphosis spell means that you can grant the **MONSTER** keyword to a **HERO** of your choice, meaning they can reap all of the other benefits that being a **MONSTER** brings, including going on a monstrous rampage (core rules, 21.1). Go on – heed the call of Ghur and give in to your primal instincts!

SPECIAL RULES

Predators and Prey: Ghur is a land of monsters, where the laws of the hunt are paramount. Only armies possessed of the greatest strength and cunning can triumph here, whether by unleashing their own great warbeasts or by slaying those of their enemies.

Once per battle round, you score 1 additional victory point if any enemy **MONSTERS** were slain in that battle round.

Seismic Shift: The continent of Thondia is no less feral than the creatures that call it home. Periodically, the ground rumbles and cracks with violent tremors, and what may have been a key strategic position is suddenly reduced to rubble.

At the start of the third battle round, after the players roll off to determine who has the first turn, the player taking the second turn in that battle round can pick 1 objective marker on the battlefield and remove it from play.

REALMSPHERE MAGIC

All **WIZARDS** know the following spell in addition to any others that they know:

Metamorphosis: The wizard channels the wild soul of Ghur to transform a chosen ally into a monstrous beast.

Metamorphosis is a spell that has a casting value of 5 and a range of 12". If successfully cast, pick 1 friendly **HERO** that is not a **MONSTER** and that is within range and visible to the caster. That **HERO** gains the **MONSTER** keyword until your next hero phase.

REALM COMMAND

Each player can use the following command ability in addition to any others that they can use:

Feral Roar: Channelling the spirit of Ghur, the commander looses a roar that sees monsters of all shapes and sizes fight on without heed of injury or pain.

You can use this command ability at the start of the combat phase. The unit that receives the command must be a **MONSTER**. Until the end of that phase, when you look up a value on that unit's damage table, it is treated as if it has suffered 0 wounds.

BATTLE TACTICS

At the start of your hero phase, you must pick 1 battle tactic from the list below. You must reveal your choice to your opponent, and if your battle tactic instructs you to pick something, you must tell your opponent what you pick. You have until the end of that turn to complete the battle tactic. You cannot pick the same battle tactic more than once per battle.

Broken Ranks: When you reveal this battle tactic, pick 1 Battleline unit from your opponent's starting army on the battlefield. You complete this battle tactic if that unit is destroyed during this turn. If that unit was destroyed by an attack made by a friendly **MONSTER** or an ability of a friendly **MONSTER**, score 1 additional victory point.

Conquer: When you reveal this battle tactic, pick 1 objective marker on the battlefield that your opponent controls. You complete this battle tactic if you control that objective marker at the end of this turn.

Slay the Warlord: You complete this battle tactic if the model chosen to be your opponent's general is slain during this turn. If that model was destroyed by an attack made by a friendly **MONSTER** or an ability of a friendly **MONSTER**, score 1 additional victory point.

Ferocious Advance: When you reveal this battle tactic, pick 3 different units from your starting army on the battlefield. You complete this battle tactic if all of the units you picked run in the following movement phase and finish that run within 3" of each other. If all 3 of those units are **MONSTERS**, score 1 additional victory point.

Bring It Down! When you reveal this battle tactic, pick 1 enemy **MONSTER** on the battlefield. You complete this battle tactic if that unit is destroyed during this turn. If that enemy **MONSTER** was destroyed by an attack made by a friendly **MONSTER** or an ability of a friendly **MONSTER**, score 1 additional victory point.

Aggressive Expansion: When you reveal this battle tactic, pick 2 objective markers on the battlefield that are not wholly within your territory. You complete this battle tactic if you control both objective markers at the end of this turn.







Monstrous Takeover: When you reveal this battle tactic, pick 1 **MONSTER** from your starting army on the battlefield. You complete this battle tactic if that **MONSTER** is contesting an objective marker that you control at the end of this turn, and that objective marker is not contested by an enemy **MONSTER**.

Savage Spearhead: You complete this battle tactic if there are 2 or more units from your starting army wholly within your opponent's territory at the end of this turn. If 2 or more of those units are **MONSTERS**, score 1 additional victory point.

28.1.3 MYSTERIOUS TERRAIN

Some battlepacks will instruct one or both of the players to roll on the **Mysterious Terrain table**, below, to determine additional scenery rules that apply to certain terrain features. If this is the case, the rules for the battlepack will specify who rolls on the table and for which terrain features.

D6 Scenery Rule

- 1  **Damned:** In your hero phase, you can pick 1 friendly unit within 1" of any terrain features with this rule. That unit suffers D3 mortal wounds but you can add 1 to hit rolls for attacks made by that unit until your next hero phase.
- 2  **Arcane:** Add 1 to casting, dispelling and unbinding rolls for models while they are within 1" of any terrain features with this rule.
- 3  **Inspiring:** Add 1 to the Bravery characteristic of units while they are wholly within 1" of any terrain features with this rule.
- 4  **Deadly:** Each time a unit is set up or finishes a normal move, run, retreat or charge move within 1" of any terrain features with this rule, roll a dice. On a 1, that unit suffers D3 mortal wounds.
- 5  **Mystical:** Add 1 to chanting and banishment rolls for models while they are within 1" of any terrain features with this rule. In addition, models have a 6+ ward while they are within 1" of any terrain features with this rule.
- 6  **Sinister:** Subtract 1 from the Bravery characteristic of units while they are wholly within 1" of any terrain features with this rule.

BATTLEPLAN FIRST BLOOD

Scouting has paid off for two forces vying to expand their domain. With the knowledge of what lies ahead, each side seeks to make an early show of dominance.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.



THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number

of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory.

The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory.

VANTAGE POINT

At the start of each battle round, after the players have received their start-of-round command points, the player taking the second turn must pick 1 objective on the battlefield to be the vantage point. When a player receives their start-of-round command points, if they control the vantage point, they receive 1 extra command point.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



BATTLEPLAN TOOTH AND NAIL

In the Drowned Lands of Thondia, it can take days for reinforcements to navigate the bogs and marshes. Warriors must fight on even as fatigue sets in, while the mystical powers of the fens play havoc with any new arrivals.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

PRIME OBJECTIVES

The objectives located wholly within each player's territory are **prime objectives**. Unless noted otherwise, prime objectives cannot be removed from the battlefield.

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory.

The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from their opponent's territory.

NO RESERVES

All units must be set up on the battlefield before the battle begins. If a unit is set up in reserve, all of the models in the unit are slain and the unit is destroyed.

FATIGUED WARRIORS

Summoned units cannot shoot or charge in the turn in which they were added to your army.



VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

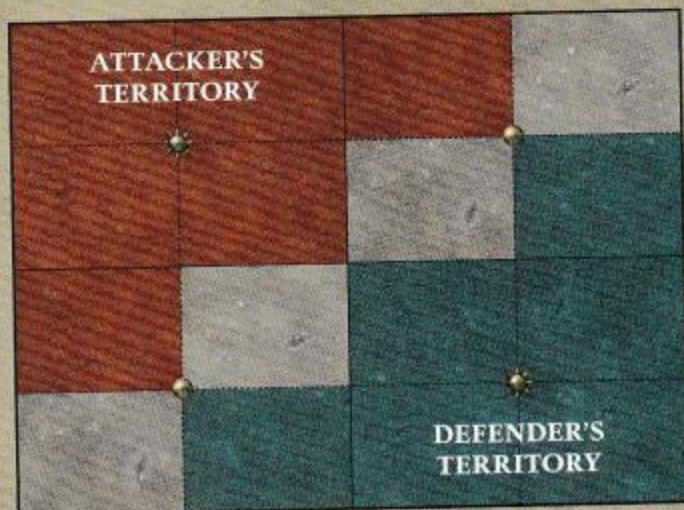
The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



BATTLEPLAN BURN AND PILLAGE

Storm the enemy's territory and ransack their holdings, but do not allow greed to blind you to the safety of your own lands, lest the foe do the same to you.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objective markers as shown on the map. Then, they set up the number of terrain features shown on the Contest of Generals table (pg 338). Each terrain feature must be set up more than 3" from the battlefield edge, more than 6" from all other terrain features and more than 3" from all objectives. If it is impossible for a terrain feature to be set up, it is not used.

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory.

The players then alternate setting up units one at a time, starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from their opponent's territory.

The players continue to set up units until both armies have been set up. If one player finishes setting up their army first, their opponent must set up the rest of the units in their army, one after another.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn (pg 340).

PILLAGING

From the start of the second battle round, after you score victory points, you can **pillage** 1 objective that you control, that is within your opponent's territory and that is within 1" of a friendly unit. If you do so, you score an additional D3 victory points. The objective marker is then removed from play. You cannot pillage more than 1 objective marker per turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy (pg 339).

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, each player checks how many battle tactics they completed. If one player completed more battle tactics than their opponent, they win a **minor victory**. If both players completed the same number of battle tactics, each player checks if they completed their grand strategy. If one player completed their grand strategy and their opponent did not, they win a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



BATTLEPLAN FERAL FORAY

The Great Excelsis Road is littered with the remains of convoys preyed upon by beasts of the wild. Often, supplies remain amidst the ruins, and so two armies have arrived, each seeking to carry off the abandoned loot before their enemy can do the same.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.



THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory.

The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from their opponent's territory.

RAIDING OBJECTIVES

From the start of the second battle round, after you score victory points, you can raid 1 objective that you control, that is wholly within your opponent's territory and that is within 1" of a friendly unit. If you do so, you score 1 additional victory point. The objective is then removed from play. You cannot raid more than 1 objective per turn.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.



BATTLE LENGTH

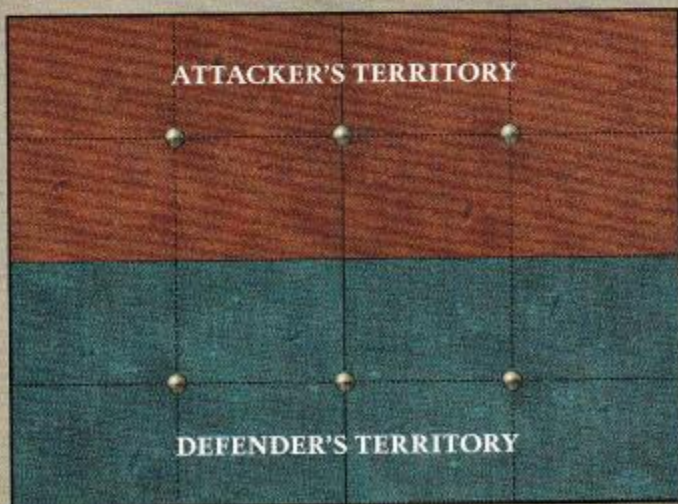
The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



BATTLEPLAN

SURVIVAL OF THE FITTEST

In Ghur, only the mightiest may rule and strength is proven at the edge of a blade. Commanders will unleash their greatest warriors against one another, trusting in the primal laws of combat to determine the victors.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

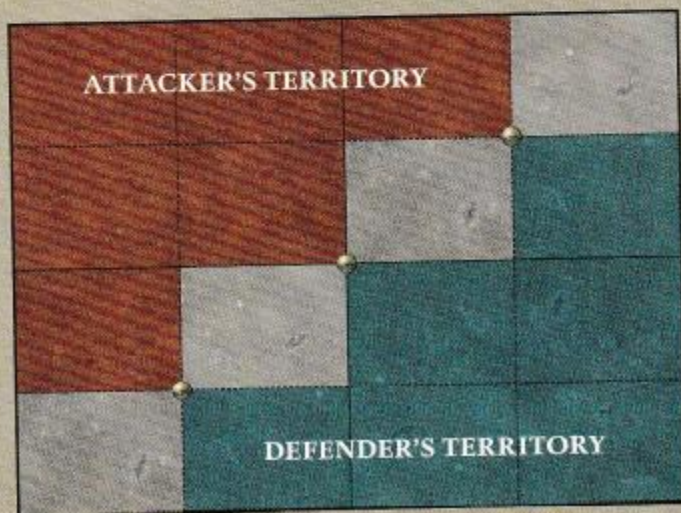
DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory.

The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from their opponent's territory.

TOP OF THE FOOD CHAIN

After armies have been set up, before determining who has the first turn in the first battle round, each player must pick 3 different friendly units on the battlefield, starting with the attacker. These units are your predator units for the battle.



VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 1 victory point for each enemy predator unit that was destroyed by a friendly predator unit during that turn.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.