

CALL-TO-ARMS Fantasy 2010



Warhammer Fantasy Tournament Player Pack

Introduction

Welcome to the CALL-TO-ARMS 2010 Warhammer Fantasy tournament!

This is the player pack, which contains all the important information you require to compete at CALL-TO-ARMS 2010. Important dates, tournament rules and other tidbits can all be found in this document.

The Players

All the players that attend CALL-TO-ARMS 2010 are expected to conduct themselves appropriately throughout the tournament. That includes playing the game in the right spirit, making sure they have everything they need (dice, measuring tape, clear army lists and their armies!) and in general contributing to a friendly environment where everyone can enjoy both their games and the time spent in between rounds with their peers.

The Tournament

Tournament Officials:	Kent Jackson (Umpire) kentos988@hotmail.co.nz
When:	14/15 August 2010
Where:	St. Patrick's College, Kilbirnie, Wellington
Start Time:	8.30am
Lists Due:	1 st August 2010
Registrar:	Greg Jennings thurisaz@paradise.net.nz
Cost:	\$40 Early-bird special until 15 th July 2010, then \$55

Time Table

Saturday 14th August

0830	Registration
0900	Round 1 begins
1130	Round 1 ends
1200	Round 2 begins
1430	Round 2 ends
1500	Beauty Pageant
1530	Round 3 begins
1800	Round 3 ends

Sunday 15th August

0900	Round 4 begins
1130	Round 4 ends
1200	Round 5 begins
1430	Round 5 ends
1500	Prizegiving

General Format

Army Size: 2250pts

Rounds: 5 (2.5 hours each round) Three Saturday, Two Sunday

Details:

- CALL-TO-ARMS will be run under the 8th Edition Warhammer Fantasy rule set.
- No BOTB lists are allowed.
- All armies must use an Army book that has been published and released in New Zealand at least 1 month before the commencement of the tournament.
- Weapons, armour options and upgrades chosen from the army list must be shown on the majority of the models in a unit. This is important, please take note of this. If you have models with great weapons, the majority must be armed that way, same thing goes with shields and missile weapons. If you have any doubts please ask the Umpire.
- Proxies are not allowed. If you are not sure then best to check it with the Umpire beforehand to avoid problems later.
- Army unit selection restrictions as per 8th Edition Warhammer Fantasy Rulebook page 134. If you have any questions about this please feel free to ask.
- No Special Characters are allowed including the “named” characters published in the 7th edition army books. Special Character models may be used to represent 'normal' characters.
- The Umpire reserves the right to reject any list that he feels is too overpowered for the type of tournament he is looking to run at Call to Arms (so it's probably not worth painting up those extra 10 Fanatics ☺).
- All five games in the tournament will use the Battleline Scenario.

Just a general note. With Warhammer moving to a new edition, the limited composition in place at Call to Arms is not an invitation to see how smart we can be in breaking the new edition by coming up with some uber combo. Instead it is to come along and have fun trying out your army under the new rules. The umpire has inserted the veto clause for a reason and will err on the side of caution (the greater good of majority of tournament players) when exercising. So bring along a balanced list that you'll enjoy using and your opponent will enjoy playing with and everyone will get along fine ☺. If that doesn't sound like your thing then Call to Arms is probably not the tournament for you.

Tournament Scoring

Each player will accumulate **tournament points** over the course of the two days comprising of the elements listed below.

Battle Points (50%):

Five (5) games will be played by each player with a maximum of 20 battle points being gained per game (massacre).

The following VP table will be used to determine the points received by each player for their games.

Victory Points	Battle Points Earned	
	Winner	Loser
0-199	10	10
200-349	11	9
350-499	12	8
500-699	13	7
700-899	14	6
900-1099	15	5
1100-1299	16	4
1300-1499	17	3
1500-1749	18	2
1750-1999	19	1
2000+	20	0

With 5 games, it is possible to amass 100 battle points which will contribute 50% of a player's tournament score.

Sportsmanship (25%):

After every game each player will answer the 5 questions below regarding their opponent's sportsmanship attributes throughout the game. A player's tournament points for sports are calculated by their opponent's responses to these questions.

1. Regardless of the outcome of the battle...did your opponent's behaviour detract from your enjoyment of the game?
2. Were all rules queries resolved amicably and without too much argument?
3. Did your opponent try anything "dodgy" during the game in your opinion? ("Rubber Ruler", Intentions not stated prior to doing something - moving, shooting, charging etc). Anything at all that you would say was "dodgy"?
4. In your opinion, did your opponent play the game in the right spirit? Did they maintain a sensible approach and demeanor when things were not going their way?
5. Would you be happy enough to play your opponent again? Maybe not today but at another tournament perhaps?

So from the 5 games a player could possibly receive 25 sports points. This will contribute 25% of a player's tournament score.

Painting (25%):

All models must be painted to be used at CALL-TO-ARMS 2010. Undercoated models are not acceptable. As a guide, all models will have at least 3 colours to meet this benchmark.

Painting will be marked during the tournament based on a check list.

There are 46 potential marks you can get on this check list, but only a maximum score of 35. This means that you do not need a perfect army to get full marks.

If you are someone who prefers modeling and converting to painting, there will be some recognition of that, but it is not a necessity to get maximum points. Players will be rewarded for making an attempt at highlighting, shading and detailing.

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Armies not painted by the player using them will still be marked appropriately for their painting component, but will be ineligible to be voted for in the Players Choice category.

Each army's final score out of 35 will be converted to 25% of your overall score.

Army Lists

Players are required to send their army lists through to the Umpire (Kent Jackson, kentos988@hotmail.co.nz) no later than 1st August on the supplied template.

Prizes

Trophies will be awarded for the following:

- 1st Overall (player with most tournament points)
- 2nd Overall
- 3rd Overall
- Best Sport
- Best Presented Army (Players' Choice)

Special Thanks

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