



## CALL TO ARMS 2011

# WARHAMMER 40k PLAYERS PACK

This is the players pack which contains all the information you require to compete in the 40k competition at Call to Arms 2011. Dates, tournament rules and other pieces of information can all be found in this document.

Call to Arms has historically been a major event on the New Zealand tournament calendar. The primary purpose of Call to Arms 2011 is to get hobbyists together for the weekend, so that they can play their favourite game and meet other players who share similar interests. It would be great to have you along, and I am confident we can strive to make Call to Arms a fantastic event for all involved.

### **Tournament Organisers Expectations and the Players**

All the players that attend Call to Arms 2011 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, and in general contributing to a friendly supportive environment where everyone can enjoy both their games and time spent in between rounds with their peers.

The tournament organisers (TO's) will do their best to ensure that the tournament runs smoothly and everything is provided to enable the players to get as much enjoyment as possible from the event, and likewise the players should do their utmost to hold up their end of the bargain. Most of all enjoy yourself!

### **Wellington Warlords**

Each year Call to Arms is run by a team of individuals from the Wellington Warlords club. Call to Arms comprises of a large number of different events for different game systems being held together on the one weekend. The organiser for Warhammer 40,000 (40k) this year is Hagen Kerr. If you have any questions about the event, you can contact him on [hagen.kerr@xtra.co.nz](mailto:hagen.kerr@xtra.co.nz).

It is the job of the TO to make sure everything runs smoothly and that you can concentrate solely on your task at hand, and that is to play the best Warhammer 40,000 you can for two days against like minded people that share your love of the hobby.

### **The Tournament**

Tournament Organiser: Hagen Kerr

When: 20<sup>th</sup> & 21<sup>st</sup> August 2011

Where: St Patricks School, Kilbernie, Wellington

### **Important Dates**

Early Bird Registration Cut-off - see Call to Arms Registration Form

Standard Registration Cut-off - see Call to Arms Registration Form

Army Lists Due - 31st July 2011

Call to Arms - 20<sup>th</sup> & 21<sup>st</sup> August 2011

## Timetable

### Saturday 20 August 2011

0830 Registration  
0850 Umpires brief  
0900 Round 1 commences  
1130 Round 1 concludes  
1200 Round 2 commences  
1430 Round 2 concludes  
1500 *Beauty Pageant*  
1530 Round 3 commences  
1800 Round 3 concludes

### Sunday 21 August 2011

0900 Round 4 commences  
1130 Round 4 concludes  
1200 Round 5 commences  
1430 Round 5 concludes  
1500 Prizegiving

## Armies

- Armies are to be chosen using the standard force organisation chart.
- No more than 1750 points can be spent on your list.
- Special Characters may be used.
- The existing Codex for all 40k armies will be utilised.
- Any codex released after 30 June 2011 will **not** be used.

All participants need to check out the Codex Errata and FAQ updates on Games Workshop's website, and be aware of specific rules that affect their armies.

## The Spirit of Call to Arms

Even though 40k by its nature is a competitive game, and even though it is being played in a tournament setting, it is still a game that is meant to be inclusive and fun for both players. It is particularly easy for someone to neglect taking their opponent's fun into consideration when they play the game, or design an army.

For the purposes of Call to Arms, challenging is good, but overbearing is bad. If you wish to discuss this concept further, please contact the umpire.

## What Else You Might Want To Bring

It would be greatly appreciated that local participants that have suitable terrain please bring it along and make it available to the Umpire for use in the competition. If you can indicate at registration whether you can assist with this that would be fantastic.

Similarly any help that could be provided in setting up/packing up tables would be gratefully accepted. The Hall will be open on Saturday from 8.00am

# Warhammer 40,000 Tournament Rules

Call to Arms 40k will use Warhammer 40,000 5<sup>th</sup> Edition rules. FAQ's and Errata covering rule clarifications from the Games Workshop website up until the day of the event will be used.

## Army Limitations

The points level for armies is 1750 points. No more than 1750 points may be spent on your army. The permitted armies will have a published, available codex list. These armies are:

- Codex: Space Marines
- Codex: Black Templars
- Codex: Blood Angels
- Codex: Dark Angels
- Codex: Space Wolves
- Codex: Chaos Space Marines
- Codex: Daemons
- Codex: Witch Hunters
- Codex: Grey Knights
- Codex: Imperial Guard
- Codex: Eldar
- Codex: Dark Eldar
- Codex: Tau Empire
- Codex: Orks
- Codex: Necrons
- Codex: Tyranids

If your list specifically allows allies, either in its codex or a result of supplementary list published in another codex then they can be used.

Forgeworld rules/Imperial Armour units are not allowed to be used at Call to Arms; however players may freely use their Forgeworld models to represent a unit from their codex.

Individual units that may have multiple rules versions will follow the rules presented in that army's codex. Please take the time to review the relevant FAQ's for clarifications.

Special/Unique/Named Characters may be fielded, provided their individual rules allow them to be used in armies of 1,750 pts or less

The 'What You See Is What You Get' (WYSIWYG) rule is in effect. That means all units must be easily identifiable as the particular codex choice they represent and that any and all weapons/options taken for a unit must be clearly represented on the model(s). You are encouraged to use converted Citadel miniatures to represent units not yet available.

## Rules Queries

The rules used are the rulebook, the Codex and FAQ and Errata from the Games Workshop website. The newest publication should be used in all cases. Players should endeavour to resolve rules questions amicably between themselves first. If the rules do not cover the situation, and neither you nor your opponent can swiftly come to a solution you agree upon, then you may approach the umpire and ask for a ruling. He will most likely utilise the INAT FAQ if it is an area where the rules are found wanting, but be aware this is a last resort only.

## Playing the Tournament

You will participate in a series of five games over two days, each against a different opponent.

Players will be matched randomly against an opponent in the first round, utilising whatever arcane methods the TO devises. After that, in each round the two players in 1<sup>st</sup> and 2<sup>nd</sup> place (based on their points for gameplay) will play each other, the players in 3<sup>rd</sup> and 4<sup>th</sup> place will play each other, the players in 5<sup>th</sup> and 6<sup>th</sup> place will play each other, and so on.

The only exception is that you should never play the same opponent twice; should this happen let the umpire know so they can sort things out and offer you fresh opponents of a suitable calibre. Opponents who knowingly play each other a second time over the course of the weekend will be penalised accordingly.

The main advantage of this system is that it seeds players after the first round, and makes sure that the final winner of the tournament will have faced some tough opposition along the way.

## What You Need to Bring

Any gaming material that you require to play, including:

- Your painted miniatures
- At least two copies of your Army Roster
- This rules pack
- Main Rulebook and your relevant Codex
- Pen and paper
- Tape measure
- Dice and templates

## Army Roster

All lists will need to be submitted by email to the umpire at [hagen.kerr@xtra.co.nz](mailto:hagen.kerr@xtra.co.nz) by the close of business (that's 5pm NZ time) Friday 30 July 2011.

The list must be submitted via email on the template that you will be supplied with upon registration. Any lists submitted not on the template will not be accepted.

Just be sure that the roster includes all of the models in your army, their points value, the points value of any equipment, and must specify which models are carrying any wargear that you decide to take.

It is important to remember that when you use a point's limit you can only spend up to the limit agreed – this means that in a 1750 points game you must spend 1750 points *or less*.

In the spirit of fair and friendly gameplay, you will need a copy of your list to show your opponent before the game starts and make it available during the course of the game. It should be noted that this needs to be the same list you submitted to the umpire!

## DECIDING WHO WINS THE TOURNAMENT

The winner of the tournament will be the player who scores the most points in the categories described below. The points scored in each category will be added together, and the player with the highest total will be the winner. In the case of a tie the winner will be the player who scored the most points in the Gameplay category (second tiebreaker - Sportsmanship points). In addition to the overall winner, a number of other awards will also be given out.

**Awards** will be made for the following:

- 1st Overall (player with most tournament points)
- 2nd Overall
- 3rd Overall
- Best Sport
- Best Presented Army (painting score + players choice votes)

## **Overall Score Breakdown**

45% Gameplay  
20% Sportsmanship  
25% Army Selection  
10% Presentation

### **Gameplay (45% Overall Score)**

225 total points that will be converted to a percentage of 45% towards the Overall Score. 45 points per round divided into primary (30), secondary (8) and tertiary (4) objectives with +3 bonus point modifiers. These will be explained in the Mission Pack when it is sent out.

### **Sportsmanship (20% Overall Score)**

At the end of each round, players will evaluate their opponent by the following criteria:

- Did your opponent come prepared to play and bring all required items to play (dice, templates, rulers, rulebooks, codices, pens, calculators, etc.)
- Regardless of the outcome of the battle...was the game mostly free of instances where your opponent's behaviour detracted from your enjoyment of the game?
- Were all rules queries resolved amicably and without too much argument?
- Was your game free of any instances where you thought that your opponent's activities/play style was "dodgy"? ("Rubber Ruler", dice etiquette etc).
- In your opinion, did your opponent play the game in the right spirit? For example, did they maintain a sensible approach and demeanour when things were not going their way? Were they organised in their approach to the game? Did your opponent put forward a good faith effort to play at a timely pace and complete the game in the allotted time?
- Would you be happy enough to play your opponent again? Maybe not today but at another tournament perhaps?

For every "Yes" response your opponent scores one point, to a maximum of 30pts at the end of the tournament. This will be converted to a percentage of 20% towards the Overall Score. The umpire will be keep a close eye on these scores for any "inconsistencies".

Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can see check for yourself that everything is being done correctly. All that's required is that you ask politely, and that you do your best to sort out any problems yourself.

### **Army Selection (25% Overall Score)**

Army selection is one of the most rewarding aspects of the 40k hobby. While people can (and are encouraged) to take whatever units in whatever configurations they want when creating their list, it is important to remember that the game involves two people, who may have different perceptions about what constitutes a fun game.

To this end, there is an expectation that armies appearing at Call to Arms will be ‘balanced’ to deal with a multiple of situations, and the missions used will reinforce that expectation. Expect the missions to contain Objective claiming, Kill Points and Victory Points as core themes, so build your army with this in mind.

Your army selection score will be determined by scoring against the following list. All lists will start on 25pts and then drop 2pts for each of the following checkboxes ticked by the TO, with the final checkbox worth 1pt (overall scores will be provided to all players prior).

	Check
For every HQ slot after the first (unless it’s a compulsory choice), not including retinues or “free” HQ choices	
If the army has less troop choices than any other one category (i.e. if the army has 2 Troop choices and 3 heavy support choices then it will receive this penalty). <i>Note that this does not apply to Necrons.</i>	
The player has selected units that are incongruous to the rest of the army ( <i>i.e. a fast and deadly Tyranid army with multiple units which are either beast, fleet, or winged won’t have 3 Carnifexes / biovores/Hive Guard. Similarly, an all-vehicle mounted Space Marine army won’t have 1+ walking Dreadnoughts. There are many other examples but you get the picture...</i> )	
>4x Monstrous creatures or >3x AV12 vehicles	
6+ Monstrous creatures or 6+ vehicles of any AV total (cumulative with the above)	
>575pts in any category outside Troops	
HQ units outfitted the same ( <i>please note that minimal amendments, that is one weapon/unit option in each choice to try and get around this, will incur the penalty</i> )	
Duplicate Elite units. <i>For Tau, triplicate Elite units.</i>	
Triplicate Troop units. <i>Note that this does not apply to Necrons.</i>	
Duplicate Fast Attack units	
Duplicate Heavy Support units	
1+ units priced at $\geq 300$ pts including transport	
<b>In the opinion of the TO, will most people not enjoy playing against this army list? For the most part, will it be overbearing rather than challenging? (1pt)</b>	

Player Guideline: If you have any doubts that the TO will think your list will be fun to play against for most people, you’re probably right. It is understood that some people will engineer things to get around these perceived "penalties" but that was always going to happen anyway... and who knows, the next hidden gem/combo may appear!

*Note that attempts to manipulate the system by, using Orks for example, moving a Battlewagon transport from Troops to Heavy Support (when there is only one unit it could possibly be used for) to avoid a checkbox possibly comes under the section for "one that is attempting - in the opinion of the TO - to circumvent the intent of the comp marking"...*

*Note also that the TO reserves the right to veto a list in the unlikely event that one is blatantly attempting - in the opinion of the TO - to circumvent the intent of the comp marking, and the player will be asked to resubmit. If the next submitted list is also vetoed, the player will be asked to resubmit again and will also receive 0 for comp. Further penalties may be considered if they still can't get it right the third time... although maybe pity points will be issued instead.*

All army lists are marked by the umpire prior to the tournament. While discussion about the merits of composition is encouraged, the TO's decision is final and no correspondence will be entered into.

## Presentation (10% Overall Score)

The TO (or designated painting judge) will look at each army during the tournament and will mark armies using the checklist methodology outlined below.

There are 50 potential marks you can get on this checklist, but only a maximum score of 42. This means you do not need a perfect army to get high marks.

For example, you could have no conversions throughout your army, but still achieve maximum marks if your army excelled in other areas.

Likewise, you army could lack somewhat on extras and blending/highlighting, but due to fantastic conversions, score strongly.

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.

Presentation points give a score out of 45, which will be converted to a 10% contribution of your overall score.

The checklist sheet that will be used is as follows

<b>Initial Overall Impression (Check the one that applies)</b>	<b>Points</b>
There is at least one model in the army unfinished. If something is unfinished favour this one.	0
The army is fully painted, but only to the most basic of tournament requirements. There is still the possibility of impressive basing or conversion work.	10
Army is fully painted and there has obviously been effort put into detailing the army beyond the minimum tournament standard. Give benefit toward this choice unless unfinished models.	20
<b>Display Base (Check the one that applies)</b>	<b>Points</b>
No display base, Rubbermaid lid, etc.	0
Basic, just one flock.	1
Multiple flock, or painted with highlights one flock, framed edge.	2
Multiple flock, or painted with highlights one flock, terrain elements, shading and highlighting of elements	4
Intricate diorama that just 'wows' the judge.	5
<b>Model Basing (Check the one that applies)</b>	<b>Points</b>
Bare plastic bases.	0
Basic one flock, no paint.	1
Multiple flock, or painted with highlights one flock, no painting.	2
Multiple flock or painted with highlights one flock; with clean painted edges.	4
Diorama-like bases with high attention to detail.	5
<b>Conversions (Check the one that applies)</b>	<b>Points</b>
No conversions.	0
Minimal: The army has some elementary conversions (head/weapon swaps, arm rotations) or a couple of interesting swaps.	2
Minor: Units have multi-kit conversions including head and weapon swaps. This is for more than	4

a few models such as a unit.	
Major: The army has some difficult conversions that use things such as putty, plastic card, drilling, sawing, minor sculpts, etc. This could also apply to the entire army having very well done multi-kit conversions (see above).	6
Extreme: The army has some extreme conversions, which could be: a scratch built conversion or sculpt of an entire model, a large amount of models with difficult conversions (see above), or the entire army is extremely converted.	8
<b>Advanced Skills : ONLY judge this section if 20 points were awarded on <i>Initial Overall Impression</i> (Check the one that applies)</b>	<b>Points</b>
No advanced techniques.	0
The models have a basecoat with a shade and highlight color.	2
The models have been shaded using layering with highlights or blending (but the blending is not seamless).	4
The models have been shaded using seamless blending.	6
<b>Exceptional Extras: ONLY judge this section if 20 points were awarded on <i>Initial Overall Impression</i> (Check the one that applies)</b>	<b>Points</b>
No extras.	0
The army has rough freehand work, simple unit/army markings, and/or basic vehicle weathering.	2
The army has quality transfer work and clean unit/army markings and or vehicle weathering.	4
The army has stellar freehand detail work (banners, army/unit symbols, squad markings, etc.) and/or realistic vehicle weathering.	6

If total of above checklist totals 42 or more points, only award 42 points. All players scoring 42 points on appearance will be judged a final time, for up to 3 additional points at the judge's discretion, for a maximum Appearance score of 45 points.

## Other Awards

### Best Sport

The Best Sport trophy will be awarded to that player that scores the highest score in Sportsmanship. In the event of a tie, Favourite Opponent votes will be used as the tiebreaker.

### Best Presented Army

The "Best Presented Army" award is for those players who have painted and converted their **ENTIRE** army themselves. The reward is intended to provide recognition for those people who have put their heart and soul into completing a truly unique army. *If the army is either somebody else's work or represents the joint efforts of more than one person then it is ineligible for this award.*

The award will be decided by player voting in the Beauty Pageant. While it is expected that all armies will be displayed during the Pageant, it will be made clear which armies are eligible to receive votes.

## Other Information

The missions used for the five games will be based on the core objectives laid out in the rulebook, further developed for tournament play. Each will have a primary, secondary and tertiary objective, though the second and tertiary objectives will always be in the same style as the primary, effectively creating different margins of victory.

A copy of the missions that will be used will be sent out to registered participants early July 2011.