

Call to Arms, 20-21 August 2011

Field of Glory, TO -- Peter Hood

Call to Arms is hosted by the Wellington Warlords.

Following on from last year's enjoyable competition, we have decided to carry on with that format, but this year it will not be themed to give everyone the opportunity to put their favourite army on the table.

Armies will be limited to 600 points and will be played on a 5'x3' table with pre-set terrain. There will be 5 x 2.5 hour rounds.

The scoring of the tournament will also differ to the official scoring system. This is to encourage people to not only play the game competitively but to play it in good spirit. We also want to encourage and recognise the efforts that people make in the presentation of their armies.

We already 6 people who have said they will be definitely attending, and another 4 who would like to attend.

ARMIES

Armies are to be no larger than 600 points. Lists are to be submitted to the umpire in Excel format (as available to be used from the Field of Glory website). It must specify clearly where points are spent and the order of march.

All lists should be accompanied by an army background of one (1) page in length suitable for being displayed alongside the army. This is intended to showcase the hobby for visitors by explaining the armies on the table and to make players consider the historical use of the army

Armies **must** be painted and based – no paint, no play. Undercoat is not acceptable. All miniatures must look like the weapons they are representing.

All players must provide a copy of their army list to their opponents at the start of each game, before deployment begins. Players are encouraged to provide copies of their army list for their opponents to keep. Bring spares!

COMPETITION FORMAT

The competition will be 5 rounds long, each round being 2.5 hours. Three rounds will be played on the first day and two on the final day. A Swiss-chess system will be used with a preference for draws between historical opponents.

A "beauty pageant" for "Best Painted Army" is open to all players and will be held after the 4th round (on the 2nd day).

Saturday 20 August

Table Setup	08.00
Competition Introduction / Briefing	08.45
Round 1	09.00 – 11.30
Round 2	12.00 – 14.30
Round 3	15.00 – 17.30

Sunday 21 August

Round 4	09.30 – 12.00
Round 5	13.00 – 15.30
Prize Giving and Pack-Up	15.30

TERRAIN

Terrain will be pre-set with terrain supplied by the organisers. Tables will be based on the types available from within the Field of Glory rulebook.

SCORING

The following prizes will be up for grabs:

1. First Place
2. Second Place
3. Third Place (subject to numbers)
4. Best Sport
5. Best Painted Army

1st, 2nd and 3rd will be decided by total points from Generalship (30), Sportsmanship (5) and Presentation (5). Ties will be decided by Win/Loss, then Generalship then Sportsmanship then Presentation

Generalship:

<i>(Winner's) losses</i>	<i>Winner</i>	<i>Loser</i>
0 - 1 AP	6	1
2 - 3 AP	5	2
4+ AP	4	3

(AP=Attrition Points)

In the event of a mutual destruction or a game not completed both players count points from the losers column only.

Sportsmanship

Points will be added to the total score. Will be handled by a simple "Did you enjoy your game" tick box on the scoring card. This will reward the opponent with 1 bonus point per game (5 points total)

Player vote will decide the overall Best Sportmanship.

Presentation

Points will be added to the total score. The points will be awarded by an independent assessor like this:

- **1pt** for presenting a one page historical account, suitably presented for display, of where and when your army fought
- **1pt** for good wargaming standard of painting
- **1pt** for consistent basing of your army
- **1pt** if you have demonstrated advanced techniques beyond base colours (eg. Shading, inks, washes, highlights etc)
- **1pt** for customization, conversion work or personality figures (including Camps)

Player vote will decide the overall winner of the best painting prize.