

WARHAMMER

CALL TO ARMS 2011 WARHAMMER FANTASY PLAYERS PACK

This is the players pack which contains all the information you require to compete in the Warhammer Fantasy (WHFB) 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 Fantasy (WHFB) this year is Hagen Kerr. If you have any questions about the event, you can contact him on 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 you can for two days against like minded people that share your love of the hobby.

The Tournament

Tournament Organiser: Hagen Kerr

When: 20th & 21st 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 - 20th & 21st 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 2400 points can be spent on your list.
- Special Characters may **not** be used.
- The existing Army Book for all WHFB armies will be utilised.
- Any Army Book released after 30 June 2011 will **not** be used.

All participants need to check out the 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 Warhammer 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 Fantasy Tournament Rules

Call to Arms WHFB will use Warhammer 8th 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 2400 points. No more than 2400 points may be spent on your army. All normal restrictions for choosing a force outlined in the Rulebook apply, and additional restrictions are outlined below.

The permitted armies will have a published, available Army Book list (no BotB lists allowed) that has been published and released in New Zealand by 30 June 2011. Chaos Dwarf generals must use the list from unofficial Indy GT Chaos Dwarf Army Book.

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

Forgeworld rules/Warhammer Forge units are not allowed to be used at Call to Arms; however players may freely use their Warhammer Forge models to represent a unit from their Army Book.

Special/Unique/Named Characters may **not** be fielded, however the models may be used to represent heroes in your army.

The 'What You See Is What You Get' (WYSIWYG) rule is in effect. That means all units must be easily identifiable as the particular Army Book 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.

Proxies are not allowed (note this does not include unit fillers, which are fine). If you are not sure then it is best to check with the TO beforehand to avoid problems later.

General Restrictions

- Maximum Power Dice usage of 12 in Magic Phase (as distinct from maximum of 12 dice in pool at any time)
- Army to have no more than four (4) potential template weapons
- Army to have a maximum of four (4) warmachines
- No more than two (2) of any Special choice
- No double Rare choice worth more than 70 points
- No Power Scroll or equivalent
- Only one item that automatically dispels a spell

Army Specific Restrictions

- Daemons of Chaos: No duplication of Daemonic Gifts
- Empire: Steam Tank is classed as Warmachine in terms of General Restrictions
- High Elves: Either Book of Hoeth **or** Banner of Sorcery
- Lizardmen: Slaan may have maximum two of Focus of Mystery, Becalming Cogitation, Cupped Hands or Focused Ruminatation
- Skaven: Maximum of three Engineers
- Orcs & Goblins: Maximum of three Mangler Squigs and/or Pump Wagons total
- Vampire Counts: Only one Vampire may have Loremaster ability

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 1st and 2nd place (based on their points for gameplay) will play each other, the players in 3rd and 4th place will play each other, the players in 5th and 6th 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 Army Book
- 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@extra.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 2400 points game you must spend 2400 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!

Battle Scenarios

Round	Battle Scenario	Rulebook Page
1	Blood and Glory	148
2	Dawn Attack	145
3	Meeting Engagement	149
4	Watchtower	150
5	Battleline	144

Additional information on Battle Scenarios

Blood and Glory

The battle will be conducted as per the instructions on page 148 of the Rulebook. To fit in with the tournament scoring system and to avoid the sudden death situation the following modifications will apply:

1. The game lasts for 6 turns.
2. When the army reaches its breaking point the following events occur for the broken army representing its broken morale and loss of cohesiveness:
 - a. All future leadership/break tests are at -3 penalty to a minimum of 1.
 - b. No units may be rallied, not even on a double 1.
 - c. All fleeing units (of the broken army) count for victory point purposes.
 - d. Vampire Counts, Tomb Kings and Daemons will "crumble", with no saves of any kind, as per the rules for the General dying in the Vampire Counts rulebook (at -3 leadership penalty), at the end of the phase in which the breaking point is reached and at the beginning of each of their player turns thereafter. If the General or the Hierophant is killed you do not have to test twice.
3. Victory points are determined as usual with the exception of 1c.

Watchtower

The battle will be conducted as per the instructions on page 150 of the Rulebook. To fit in with the tournament scoring system the following modifications will apply:

1. The game lasts for a maximum of 6 turns but it may still end earlier.
2. The Victory points (VPs) for holding the watchtower at the end of the game are +1000 VPs
3. With the exception of the additional Watchtower points, victory points are determined as usual.

Rules Queries

The rules used are the rulebook, the Army Book 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.

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

65% Gameplay

25% Sportsmanship

10% Presentation

Gameplay (65% Overall Score)

Five (5) games will be played by each player with a variable number of battle points (0-20) being gained per game, to a maximum of 100pts at the end of the tournament. This will be converted to a percentage of 65% towards the Overall Score.

Victory Point Difference	Battle points Earned	
	Winner	Loser
0 - 99	10	10
100 - 249	11	9
250 - 499	12	8
500 - 749	13	7
750 - 999	14	6
1000 - 1249	15	5
1250 - 1499	16	4
1500 - 1749	17	3
1750 - 1999	18	2
2000 - 2300	19	1
2300+	20	0

Sportsmanship (25% 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 25% 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.

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:

Initial Overall Impression (Check the one that applies)	Points
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
Display Base (Check the one that applies)	Points
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
Model Basing including movement trays (Check the one that applies)	Points
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
Conversions (Check the one that applies)	Points
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 a few models such as a unit.	4
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
Advanced Skills : ONLY judge this section if 20 points were awarded on Initial Overall Impression (Check the one that applies)	Points
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
Exceptional Extras: ONLY judge this section if 20 points were awarded on Initial Overall Impression (Check the one that applies)	Points
No extras.	0
The army has rough freehand work, simple unit/army markings, and/or basic weathering.	2
The army has quality transfer work and clean unit/army markings and or weathering.	4
The army has stellar freehand detail work (banners, army/unit symbols, squad markings, etc.) and/or realistic 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.