

Call to Arms 2024

Age of Sigmar



Player's Pack

Introduction

Call to Arms is the Wellington Warlord's annual convention, playing host to many different systems and display games. We're pleased to be able to run an Age of Sigmar tournament at this event, and hope it will be a chance for Wellingtonians to come together and celebrate the hobby together.

Date: 31 August 2024 - 1 September 2024

Venue: St Patrick's College Hall, Kilbirnie, Wellington

Entry Fee: \$55 (\$50 for Wellington Warlords members)

Army Size: 2,000 points

List Submission: 25 August 2024 9pm

Registration Link: <https://warlords.org.nz/cta-23-registration>

Schedule

Saturday	Sunday
8:50am - Announcements	
9:00am - 11:45am Round One	9:30am - 12:15pm Round Four
11:45am - 12:30pm Lunch	12:15pm - 1:00pm: Lunch
12:45pm - 3:30pm Round Two	1:00pm - 3:45pm Round Five
3:45pm - 6:30pm Round Three	3:45pm - 4:15pm Pack-Up
	4:15pm - 4:30pm Prizegiving

The Tournament Organisers

Age of Sigmar at Call to Arms this year is being organised by Jonathan Ensor. Let him know if you have any questions. He can also be found via Facebook Messenger..

Email address: leftflemingensor@gmail.com

Phone number: 027 810 4359

The Venue

Call to Arms is hosted at the school hall of St Patrick's College in Kilbirnie. There are stores 5-10 minutes down the road for food and drink.

There is no alcohol nor smoking/vaping allowed on site or within school grounds.

Parking: There is parking available in the school grounds, but this is a big event so don't count on there being spaces available. The area near the garages is out of bounds and may lead to your car being towed.

Buy/Sell Table: There will be tables set aside for the buying and selling of second-hand wargaming goods. If you intend to sell please make sure you clearly label your goods, the price, and where a prospective buyer can find you (i.e. playing in the Age of Sigmar tournament). Please note that the Wellington Warlords are simply providing the tables and will not step in should a trade go south. There is no cost to using this service.

Public Transport: The Kilbirnie bus hub is around ten minutes walk away from the venue, and services a dozen routes. Major routes include the 2 and 3 which both also go through town.

If you are catching public transport please allow enough space in your schedule to get to the venue on time.

Registration

How to register

Players are able to register at the following link: <https://warlords.org.nz/cta-24-registration>

You will be contacted by the club registrar regarding payment information.

Preparing for the Weekend

Armies

At Call to Arms 2024 we will be playing with 2,000 point armies, using the most recently published matched play rules. These will be confirmed closer to the release of the fourth edition.

When building your lists please ensure all artefacts, heroic traits, weapon options, and other similar choices are clearly noted.

Submitting Your List

Please submit your complete list by 9pm on 25 August 2023. Lists will be published as soon as possible. All nagging about the lists being released will postpone their release at a rate of one hour per nag.

List submissions should be made to le Flemingensor@gmail.com. We currently recommend you use Warscroll Builder, the service provided on the Warhammer Community website. If this is no longer available at the time of registration, a new format will be recommended.

We reserve the right to deduct tournament points from your final score if you submit a list late. Please contact the TO proactively if you think there might be a delay.

Painting Standard

As this event is a high point in the Wellington calendar there will be a painting standard required. Any models that don't meet Games Workshop's [Battle Ready](#) standard will be removed from the table by the TO (this includes summoned models and faction terrain).

This standard is intended to ensure that every army looks painted on the tabletop. We won't be approaching every model with a magnifying glass to check that every button has been basecoated. If you have any concerns at all, please contact the TO before the event.

Conversions, 3D Printing, and Proxies

One of the joys of tabletop wargaming is having an army that is unambiguously yours. For this reason we want to encourage people being creative, while still balancing the expectations of participants who want to play against armies that feel at home in the Age of Sigmar setting.

All miniatures need to clearly depict the entity they are representing on the table. The only exception to this is the result of a player putting a significant amount of time and effort into creating a miniature that encapsulates their vision of the model. Scratch-built a blimp crewed by Orruks and calling it an Arkanaut Frigate? Sweet! You put a fuschia tennis ball on a stick and called it a Purple Sun? Not sweet.

If you have any model that differs from the official Games Workshop miniature, run it past the TO first. A failure to do so will result in points deduction if it is considered acceptable on the day, or the model's removal if it is not.

Etiquette

We expect everyone to be well behaved at Age of Sigmar events, and it's rare that this isn't the case. Be clear and transparent with your actions and remember to keep your opponent's enjoyment of the game in mind. The TO reserves the right to take any action necessary to address poor behaviour.

You are the first port of call for remedying any issues at the table. If you are concerned about the time, mention this to your opponent. If you don't know how those Grots are dealing 128 damage per attack, ask your opponent. If this doesn't work then approach the TO as soon as possible. They can't help you if they don't know what's happening.

On the Weekend

Scenarios

Round Number	Battleplan
Round 1	To be confirmed!
Round 2	To be confirmed!
Round 3	To be confirmed!
Round 4	To be confirmed!
Round 5	To be confirmed!

Tournament Scoring

We intend to use Stats and Ladders for this event, which is a web-based solution for running events. You will need to create an account to participate, and will be able to view the draw, lists, and placings through the Stats and Ladders website.

Placings will be determined by a scoring differential system. Players will be assigned points according to the relative 'tightness' of the games result - a draw will result in both players receiving ten points, while a blow-out will give the winner 20 points and the loser 0.

The tiebreakers will be total victory points scored over the weekend, followed by [strength of schedule](#).

VP Difference	Winner's Tournament Points	Loser's Tournament Points
0	10	10
1-2	11	9
3-4	12	8
5-6	13	7
7-8	14	6
9-10	15	5
11-12	16	4
13-14	17	3
15-16	18	2
17-18	19	1
19+	20	0

Favourite Opponent

There will be a Favourite Opponent award given to the individual who won the admiration of their peers as a Sporting Individual. This will be done through player vote at the end of the event. Tiebreakers will be decided at the TO's discretion.

Best Painted

There will be a Best Painted award given to the individual who won the admiration of their peers as a Talented Painter. This will be done through player vote at the end of the event. Tiebreakers will be decided at the TO's discretion.

Frequently Asked Questions

Does my terrain/summoning pool need to meet the Battle Ready standard for me to put them on the table? - Yes. All miniatures that you intend to place on the table need to meet the Battle Ready standard in order for you to use them.

I forgot to shade the robes on three of my Grots. Will this stop me from meeting the painting standard? - No. The painting standards are there to ensure people make an effort, not to act as a gotcha.

My alternative miniatures are distinct from the rest of my army, meaning there'll be no confusion at the table. Why can't I use them? - People play Age of Sigmar for all sorts of different reasons, including the opportunity to fight battles within the Age of Sigmar setting. For these sorts of people, playing an army that doesn't visually belong in the setting is like playing against an unpainted army, or an army intentionally modelled for advantage. It just ruins the fun. For this reason we ask that people make sure their miniatures match what they're supposed to be on the battlefield, or have a compelling narrative to explain otherwise.

I'm a new player and I'm concerned that I won't fit in. Should I still give it a go? - Absolutely! Age of Sigmar events are full of all sorts of people, and the people trying hardest to win are the people most excited to help you out. If you have any questions about what to expect please let the TO know.