



## CALL TO ARMS 2017 WARHAMMER 40K PLAYERS PACK

Version 1.1 (Final )

Date last updated 13/7/2017

This is the players' pack which contains all the information you require to compete in the Warhammer 40,000 (WH40K) competition at Call to Arms 2017. 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 2017 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 we make Call to Arms a fantastic event for all involved.

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

All the players that attend Call to Arms 2017 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 (TOs) 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 umpire for WH40K this year is Craig Stewart.

If you have any questions about the event, you can contact him at:  
[craig.gs@gmail.com](mailto:craig.gs@gmail.com).

It is the job of the umpire too make sure everything runs smoothly and that you can concentrate solely on your task at hand, and that is to play the best WH40K you can for two days against like-minded people that share your love of the hobby.

## The Tournament

Tournament Organiser: Craig Stewart

When: 5<sup>th</sup> and 6<sup>th</sup> August 2016

Where: St Patricks College, Kilbirnie, Wellington

## Important Dates

Registration - see [www.warlords.org.nz](http://www.warlords.org.nz)

To register, email to [calltoarms@warlords.org.nz](mailto:calltoarms@warlords.org.nz).

Cost for the tournament is \$45. Late registration is \$15 more. (After 24/07/17).

Refer to the CTA registration website for payment details.

<https://warlords.org.nz/call-to-arms/>

Army Lists Due – 28<sup>th</sup> July 2017



## Timetable

### Saturday 5th August 2017

0830 Registration

0850 Umpires brief

0900 Round 1 commences

1130 Round 1 concludes

1200 Round 2 commences

1430 Round 2 concludes

1445 Beauty Pageant (leave your army on the table after the R2 game)

1500 Round 3 commences

1730 Round 3 concludes

### Sunday 6th August 2017

0900 Round 4 commences

1130 Round 4 concludes

1200 Round 5 commences

1430 Round 5 concludes

1500 Prize giving



## 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. The more Line of Sight Blocking (LOS) terrain you have the better please. 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. Tables and terrain will be set up on the Friday night, The umpire will confirm table details and times. The Hall will be open on Saturday from 8.00am.



# Warhammer 40,000 Tournament Rules

## Army Limitations

The points limit for armies is 1500. No more than 1500 points may be spent on your army.

The permitted armies will all be 8<sup>th</sup> edition based off the 5 index books published 17/06/2017. Armies must be Battle Forged and use the match play rules. The soon to be released new codex's are too late to be used.

Although the tournament is using **points levels**, please note the **power level** of each unit for kill point scoring on Mission 3



## Match Play rules

Your army may include 1-3 detachments

Table size: 6 by 4 feet.

All detachments must be battle forged.

All of the units in your army, with the exception of those that are unaligned, must have at least one faction word in common (e.g. Imperium or Chaos...), even though they may be in different detachments:

## Armies May Not Include

- Any Forge world units (Keeping it simple first time around).

## Reinforcement points

Any summoned units you want to use must be listed separately to your army list. The reinforcement points available for these must be indicated with your list. Note units not listed can't be used and you must have the models for all your potential re-enforcement choices.

## FAQ's and Errata

All participants need to check out the errata and FAQ updates on Games Workshop's website. Please have a copy of the pages relevant to your army for the tournament. The last release (July 2017) will be used. It can be found at <https://www.games-workshop.com/en-NZ/Rules-Errata?requestid=25473218#40k-errata>

## Advanced Rules

Rule	Used	Comment
Battle Forged Armies	Yes	Command points totalled across the detachments used. Under sized units won't be used.
Battlefield Terrain	Yes	Imperial Statuary not used
BattleZones –Night Fight	No	Mysterious Objectives also not used.
BattleZones –Fire and Fury	No	
BattleZones –Psyhic Maelstrom	No	
Planet Srtike	No	
Cities of Death	No	
Strong hold Assault	No	
Death from the Skies	Yes	Use the additional flyer rules but not the dog fight phase.
Multi Player	No	

## Note

You can use Forge world models as proxies for official GW WH40K equivalents. This assumes that the models match and have the same equipment that they are proxies for.

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

The umpire reserves the right to veto a ny list, or ask you to modify it.



## Tournament Missions

There will be 5 missions chosen from the 8th Edition match play rules. Three missions will be Eternal war and 2 Maelstrom.

Missions Used:

Game #	Mission	Special Note
1	Eternal War – Retrieval Mission	
2	Maelstrom of War – Contact Lost	
3	Eternal War – No Mercy	Instead of 1VP for each unit destroyed you get that units power rating as VP. First blood and Line breaker are worth 5 VP's each Slay the warlord gets you an additional VP equal to the warlords VP.
4	Maelstrom of War- Spoils of War	
5	Eternal War – The Scouring	

## Deployment

Use the Deployment sequence as detailed in “The Rules”.

Please ensure you agree with your opponent the classification of all the terrain (Ruins, Craters...) first in each game. Use equivalents to the Battlefield Terrain. One suggestion you treat level one windows in ruins and buildings as opaque to increase the amount of LOS blocking terrain (that call is optional and up to agreement between both players)

Note terrain will already be pre set-up before your games.

Also please work out ahead of time what your minimum number of deployments (drops) are. This will commonly be asked by your opponent at the start of each game.

## Rules Queries

The rules used are the rulebook, the Index books and FAQ and Errata from the Games Workshop website.

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. If the problem still cannot be solved then you can call an event official and they may intervene.

Be warned, Umpires usually give players one of two answers to any question they are asked.

1. They will show you the Rule in its relevant place in the rules.
2. Roll a D6 to sort out any problems not solved by the above.

The decision of the Referee is final, and no discussion should be entered into.

## Playing the Tournament

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

Players will be matched using Fields of Blood rankings<sup>1</sup> for the first round opponents and randomly for those with no rankings, 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.

If you want a grudge match for the first round please let me know. If the person called out accepts your grudge match request and you are within 20 places in the rankings or both not seeded then that will be your first round draw.

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<sup>1</sup> <http://rankings.thefieldsofblood.com/ranking/region=1&game=2&season=0>

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. 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 [MINIMUM STANDARD = 3 colours on the model, and a painted base]
- At least two copies of your Army Roster
- This rules pack
- Pen and paper
- Main Rulebook and all the relevant Index(s) that make up your army
- Tape measure
- Dice

## Army Roster

All lists will need to be submitted by email to the umpire at [craig.gs@gmail.com](mailto:craig.gs@gmail.com) by Friday 28th July 2017.

The list must be submitted in BattleScribe [preferred], MS Word or MS Excel formats. You will be individually notified once your lists have checked ok. Once all lists are in and checked, they will be sent out to all competitors prior to the day along with the Round 1 draw.

Please be sure to show:-

- The roster includes all of the models in your army, their points value(+power rating), the points value of any equipment taken, and must specify which models are carrying any wargear that you decide to take
- Who is the Warlord
- Detachment(s), and their factions
- Re-enforcement units available and their points.

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 1500 point game you must spend 1500 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 decided using the Tiebreaker rules below.

## Awards will be made for the following:

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

## Overall Score Breakdown (up to 100pts)

10pts Painting  
75pts Gameplay  
15pts Sportsmanship

## Gameplay (up to 75pts)

Each Mission will have a different range of VP's that can be scored.

For each mission total up the VPS each player earned. Use the following formula to determine the battle points gained for that round.

Note a scoring sheet with examples will be provided. Each round you can earn up to 15 Battle Points Maximum.

### Formula:

Add the **VPS** of both players together to get the **total VPS** for that game.

Divide each players **VPS** by the **total VPS** to get their **BP multiplier**.

Multiply the **BP Multiplier** each player scored by 15 to get that player's Battle Points (**BPS**).

Note: Round the scores so that the total **BPS** of both players equal's 15.

For **example** Retrieval Mission Eternal War

Player A

- 2 objectives giving 6 VP
- Slay the Warlord 1 VP
- Total 7 VP

Player B

- 0 objectives giving 0 VP
- Behind Enemy Lines 1 VP
- First Blood 1 VP
- Total 2 VP

### Calculation:

**total VPS** is  $7+2 = 9$

Player A **VPS**  $2 / 9 = 0.2222...$ (**BP Multiplier**)

Player A **BP Multiplier**  $0.2222... * 15 = 3.3333...$  (**BPS**)

Player B **VPS**  $7 / 9 = 0.7777...$ (**BP Multiplier**)

Player B **BP Multiplier**  $0.7777... * 15 = 11.6666...$  (**BPS**)

### Rounding:

Player A 3.3333 is  $<3.5$  and rounds down to **3 (BPS)**.

Player B 11.6666 is  $\Rightarrow 11.5$  so round up to **12.(BPS)**

Then check that they both add up to 15 (i.e.  $12 + 3 = 15$ )

Note for a tie both players get 8 (the exception to the total of 15).

Also note if the rounding means the results don't equal 15 then the result which is closer to the .5 needs to change its rounding



## Game Time Limit

Each game has a two hour thirty minute time limit which will be enforced. There will be a reminder at 2 hours. At the 2:15 mark that should be on your last turn. Don't start another turn unless both players can complete it within the 2:30 limit.

According to the rule book 1000-2000 point games should take 2-3 hours. Given that 8<sup>th</sup> edition is brand spanking new we are staying with the more conservative 2 and ½ hour time limit to give players more time to come to grips with the rules. You may end up with more time between rounds to talk 8<sup>th</sup> edition, check out other games and the bring and buy...

## Sportsmanship (up to 15pts)

Sportsmanship is worth 3 points per round. This is expected to be a DEFAULT score. Any penalisation must be presented to the umpire for consideration.

0	<b>Your opponent more than occasionally displayed behaviour you would classify as border line cheating and was not what you expected to face at the tournament.</b> Examples may include they employed a "rubber ruler", applied differing rules interpretations to their sole advantage, stretched the rules when it suited etc. This score should be handed out only after careful consideration.
1	<b>Your opponent's behaviour clearly detracted from your ability to enjoy the game.</b> They refused to resolve rules disputes amicably or displayed an unsavoury attitude throughout the game - whether too much gloating when winning or too much bitterness when things didn't go their way. PLEASE NOTE calling over a TO for a rules dispute is regarded as an amicable outcome and should not be punished.
3	<b>Your opponent gave you a decent amicable game or better.</b> Your opponent was essentially in line with, or exceeded your expectations of another player's behaviour. Rules queries were decided amicably. Nothing they did detracted from your ability to enjoy the game, other than maybe having beat you but you can hardly hold that against them...

At the conclusion of the day you will be asked to rank your best 3 opponents [3 being best]. These results will be used to determine the most sporting player. They will also be used as a tie breaker for players tied on points from gameplay.



## Painting (up to 10pts)

This is worth 10pts towards your overall score.

Tournament Ready: The army is painted to a 3 colour standard minimum.

The Umpire will mark armies over the weekend using a checklist methodology. He will be looking for overall effect in presentation. Refer to the marking table below.

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 Best Presented category and miss the +5 exceptional bonus.

Points	Criteria
+5	3 basic colours
+10	3 Colours Plus: The Army is painted above and beyond the 3 colour standard and shows a great deal of effort and care. Well done!
+5	Exceptional: The Army represent both exceptional skill and effort, and warrants a close inspection as it is in the running for a painting prize and is subject to the following scoring system. This army is in the top armies present with 3 or more votes for best painting in the beauty pageant
+1	For a cohesive, noteworthy theme throughout the army. This is above and beyond a common theme and represents an impressive, creative work that is unique or uncommon.
+1	For three or more layers of highlighting
+1	For blended highlighting, Weathering, freehand work
+1	Exceptional basing with multiple elements used, or for noteworthy care taken in construction
+1	For exceptional freehand work. This means artistic work that is above and beyond basic freehand work such as squad markings, etc.
+1	Exceptional basing with multiple elements used, or for noteworthy care taken in construction.
+1 or +2	+1 For a display Board or +2 For an exceptional display board that shows effort and artistic talent above and beyond the norm. This overrides the previous bonus.
+1	For exceptional conversion work. This means sculpting parts, major kit bashes, etc.
+1	For "cool" factor. Much like photography, it's hard to define, but we know it when we see it. Yes, subjective, but all paint judging is

Total up the painting points and divide by 3 to get painting score.

All armies should get the 3 colour plus for at least 5 points worth of painting marks.

## TIEBREAKING

Add up the Painting, Game Play and Sports scores to get the total points out of 100.

Where the scores are tied use the following priority sequence to determine the victory order.

1<sup>st</sup> Most Game Play points

2<sup>nd</sup> Most Sports

3<sup>rd</sup> Most kill the warlords

4<sup>th</sup> Most painting points

5<sup>th</sup> Most VP's (hopefully this isn't needed)

## 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 Best 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.



**Wellington Warlords Presents**



# **Call to Arms 2017**

**5<sup>th</sup> and 6<sup>th</sup> August**

At St. Patrick's College, Kilbirnie, Wellington

See [www.warlords.org.nz](http://www.warlords.org.nz) or [facebook.com/WellingtonWarlordsWargamingClub](https://facebook.com/WellingtonWarlordsWargamingClub) Please

email registration to [calltoarms@warlords.org.nz](mailto:calltoarms@warlords.org.nz)