CALL TO ARMS

2016

August 6th - Wellington

TOURNAMENT INFORMATION

Call to Arms is an annual Wellington Warlord's event, with Warhammer: Age of Sigmar being played alongside Kings of War, 40k, Lord of the Rings, Dystopian Wars, Guild Ball, Malifaux and DBMM.

This Age of Sigmar event coincides with the Season of War Global Campaign, and all battles will contribute towards the outcome of the Realmgate Wars in Ghyran.

Please do not hesitate to contact us with any queries - we welcome constructive feedback on any aspects of the event.

Date:	8:00 am, August 6th, 2016
Venue:	St Patrick's College School Hall, 581 Evans Bay Parade, Kilbirnie, Wellington 6022
Entry:	$25
Organisers:	Timothy Lind - TronhammerNZ@gmail.com - 021952974
Due Dates:	Payment and lists by July 30th to confirm attendance, late registrations not guaranteed

PAYMENT DETAILS

To register, email calltoarms@warlords.org.nz. Please process payment as soon as possible to confirm your spot:

Account Name:	Wellington Warlords Inc.
Account Number:	02-0500-0147439-000
Reference:	[Last Name], [First Initial] - CTA2016 - AOS

EVENT OUTLINE

AGE OF SIGMAR: BATTLEHOST

Game Size:	Battlehost (2,000 points)
Battlefield Roles:	Leaders (1-6) - Battleline (3+) - Artillery (0-4) - Behemoths (0-4) - Other Units (Any)
Rules:	All Pitched Battle rules from the General's Handbook
House Rules:	1. Measure from base-to-base unless otherwise agreed. Square bases are allowed.
	2. If there are multiple versions of a warscroll available, you must use the most recent, unless your opponent agrees otherwise.
Battleplans:	Three of the six Pitched Battle battleplans, randomly selected before each round
Prizes:	WARRIOR KING - *Most Victory Points*
	ARCH PANOPLIST - *Voted Best Presented Army*
	LORD MANIPULATOR - *Voted Most Sporting Player*

Arrival/Setup	8:00 am	Round 2 End	2:45 pm
Announcements	8:15 am	Round 3 Start	3:00 pm
Round 1 Start	8:30 am	Round 3 End	5:45 pm
Round 1 End	11:15 am	Tidy Up	5:50 pm
Lunch	11:15 am	Prizegiving	6:00 pm
Round 2 Start	12:00 pm	Home time!	6:15 pm

AGE OF SIGMAR: WARHOST

Game Size:	Warhost (2,500 points)
Battlefield Roles:	Leaders (1-8) - Battleline (4+) - Artillery (0-5) - Behemoths (0-5) - Other Units (Any)

WHAT TO BRING

- Copy of this Player's Pack
- AOS Rules sheet
- Warscrolls / Personal device with the Age of Sigmar App
- 3 copies of your list for your opponents
- Pen/Pencil
- Models, Dice, Rangefinder, Tokens
- 5 pieces of terrain if you have them

PAINTING STANDARD

It is expected that armies will be fielded fully-painted (3 colour minimum) and based, with models that adequately reflect the unit they represent (What-You-See-Is-What-You-Get). While some flexibility is allowed, it is particularly important that correct models are used when fielding unique characters. Contact the organiser if you are unsure.

TOURNAMENT SCORING

The tournament will be decided based on the following scoring:

- Major Victory   =   3 points
- Minor Victory   =   2 points
- Loss   =   0 points
- 1st Tie-breaker   =   Most full enemy warscrolls killed (points value)
- 2nd Tie-breaker   =   Most 'Best Sportsman' votes

NATIONAL RANKINGS

Call to Arms will see the launch of a national rankings scoring system for New Zealand, which is planned to take into account each game you play at a tournament. More details will be announced closer to the event, as we are waiting for indication on how Matched Play scoring will work in the General's Handbook.

Results will also contribute towards the Warhammer: Age of Sigmar Season of War global campaign. Come represent your alliance!

TERRAIN

Please feel free to bring your own terrain to supplement those on offer at Call to Arms.

Terrain will remain on the same table for the whole event. If your opponent agrees, you may reconfigure terrain setup in a mutually agreed manner at the start of the game, before deciding deplyment zones.

Roll on The Scenery Table for each piece as per the main rules. One piece on each table will have a special Scenery Warscroll. This will be selected by the Tournament Organiser.

ACCOMMODATION

If you are traveling from out of town, there are a number of options for accommodation in Wellington that are reasonably priced. A number of backpackers are located in central Wellington for about $25 - $30 a night. There are also cheap hotels, though it is recommended that these are booked well in advance, as price fluctuates. Sites such as www.wotif.co.nz, www.trivago.co.nz and www. nz.hotels.com are good places to compare prices and find somewhere to stay.

You might like to check out the current WW1 exhibitions at Te Papa and the Dominion War Museum while you are there.

FAQ

Q: Can I take duplicate Allegiance Artefacts in the same army?
A: No.

Q: If a unit has a special ability that triggers when it is slain, and the unit uses the Ring of Immortality artefact, how does the ability trigger?
A: The ability triggers the first time it is slain, not the second (based on the GW FAQ).

Q. How do Sylvaneth Wyldwood's work?
A. These will not be set up as part of the table's terrain, but can be brought on to the table as per the Sylvaneth rules. You may use the Terrain Warscoll and any rules associated with them.

Q. How do I pick my allegiance?
A. All warscrolls in your army must have the same keyword as the allegiance you are choosing. For example, ORDER, SYLVANETH, FLESH-EATER COURTS. If your allegiance does not have special abilities or artifacts, you cannot chose any.

Q. When do I choose allegiance abilities and artifacts?
A. These are chosen before each game, and do not need to be listed on your army list.

LINKS

- Call to Arms 2016 Homepage
- The Grand Alliance Community Event Listing
- Age of Sigmar New Zealand community
- Tronhammer Website

WE LOOK FORWARD TO SEEING YOU THERE!