



# CALL TO GLORY

## THE JADE KINGDOMS

Event Pack - Version 1.1  
December 2019



## WELCOME

Welcome to Call to Glory: The Jade Kingdoms, one of the largest Age of Sigmar single player events in the world!

This player's pack will cover everything you need to get ready and attend the event, and have loads of fun on the weekend!

Credit goes to the writers of other packs from which ideas and concepts were borrowed.

## THE OBJECTIVE

The objective of Call to Glory is to provide a well-rounded, complete tournament that sets a standard for the coming year of Australian Age of Sigmar events.

To this end, we're not using custom scenarios or other aspects that alter the game from its matched play incarnation.

Taking on board feedback from previous events and refining scoring and other elements across other tournaments we've run, we're hoping to make Call to Glory 2020 Australia's biggest and best Age of Sigmar event.

Thanks for your interest and we hope to see you there!

-Clint, Denys and team

## EVENT DETAILS

### WHEN

25th and 26th January 2020

### WHERE

CANCON | Exhibition Park, Mitchell ACT 2602

### CAP

240 places

### COST

\$65

### REGISTRATION OPENS

1st October 2019 (at the mercy of the convention organisers)

### LISTS DUE

Saturday 11th January 2020

### NUMBER OF ROUNDS

6 x 2hr 45mins

### YOUR EVENT ORGANISERS

Clint Mallet, Denys Laurie

### ASSISTED BY

Jemma Shepherd, Dan Brewer, Michael Creighton

### CONTACT

cancon@heraldsofwar.com

+61 451 952 224 (Clint - WhatsApp)

## SCHEDULE

### SATURDAY

8.30am - 9.00am	Registration
9.00am - 11.45 am	Game One
11.45am - 12.30pm	Lunch
12.30pm - 3.15pm	Game Two
3.30pm - 6.15pm	Game Three

### SUNDAY

8.30am - 9.00am	Day Two Briefing
9.00am - 11.45 am	Game Four
11.45am - 12.30pm	Lunch
12.30pm - 12.45pm	Coollest Army Voting
12.45pm - 3.30pm	Game Five
3.45pm - 6.30pm	Game Six
6.30pm - 7.00pm	Packup and Tallying
7.00pm - 7.30pm	Presentations



## YOUR ARMY

### ARMY SIZE

2000pts

### ARMY COMPOSITION

Players will select their army using the Matched Play rules for Age of Sigmar. Any model that has points in the Generals Handbook 2019, later publications and Forgeworld may be used. Note that this means the Compendium units compiled in GHB 2019 are valid at this event.

Mercenaries and Mercenary Companies can be used following the rules presented in GHB 2019.

As all of the allegiances in Firestorm have received significant updates in the past 12 months, Firestorm will not be in use.

### ARMY LIST SUBMISSION DEADLINE

Lists are to be submitted to [cancon@heraldsofwar.com](mailto:cancon@heraldsofwar.com) by 11:59pm (QLD Time, UTC+10) Saturday 11 January 2019.

Lists are to be submitted as plain text in the body of an email, with the subject marked as "Player Name - Allegiance - Club Name".

You can copy the output from Warscroll Builder into the email quite easily. See the Appendix at the end of this document for a guide on how to do this.

This will allow us to check and publish lists easily.

Allegiance, Realm, Command Traits, Artefacts, Prayers and Spells are to be noted on the army list.

If a unit has different options or variations, such as a Bastiladon, this should be noted on the list.

### LISTS SUBMITTED INCORRECTLY WILL BE ASKED TO RESUBMIT.

If you are asked to resubmit more than once, you will receive a 5 tournament point penalty (This includes screenshots, Warscroll Builder PDFs and Azyr PDFs)

## SCORE KEEPING

Call to Glory: The Jade Kingdoms will be using Down Under Pairings for scorekeeping at the event to reduce the time required between rounds and improve accuracy of results.

Once the Call to Glory event has been made available on the Down Under Pairings website, players will be notified and they will be **required** to register for the event before the day.

## SCORING

### PAINTING, BEST OPPONENT TOTAL 25 TP

Available Painting Points	up to 20 TP
At least one Best Opponent Vote	5TP

### GAMING/BATTLE TOTAL 120TP

Available points per game	20TP
Major Victory	14TP
Minor Victory	10TP
Draw	7TP
Minor Loss	4TP
Major Loss	0TP
Secondary Objective Achieved	2TP
Denied Opponent's Objective	2TP
Killing 1000pts of your opponent's army *	1TP
Not losing 1000pts or more of your own army *	1TP

\* (including summoned units)

## THE GAMES

### NUMBER OF ROUNDS

6

### BATTLEPLANS

Call to Glory: The Jade Kingdoms will be using a selection of Matched Play battleplans from the Core Rulebook, Generals Handbook 2019 and Malign Sorcery. 2019 versions of battleplans will be used.

While the event and battleplans will be linked by a narrative, the battleplans will be played "per the book".

Battleplans being used will be announced in the Scenario Pack due in early November 2019.

### THE REALMS

Call to Glory: The Jade Kingdoms takes place in the Realm of Ghyran. We will be using the Realm Spell, Command Ability and a selection of Realm Effects from the Core Rulebook as well as all of the additional spells from Malign Sorcery for Ghyran.

Players will receive spell cards and other materials to assist with these aspects of the realms.





## SECONDARY OBJECTIVES

For the event, players will be supplied with a set of 10 secondary objectives cards. Players will select one of these objectives before the choice of who will go first each game, informing their opponent and noting it on their score book. Each secondary objective can only be used once per event.

The secondary objectives are:

### DOMINATION

You complete this secondary objective if you control all of your opponent's objectives (the ones wholly within their territory) for a full battle round. You can not select this secondary objective if there are no objectives in your opponent's territory eg. Shifting Objectives or Duality of Death.

### RETRIBUTION

You complete this secondary objective if you destroy an enemy unit in the same turn a unit of yours is destroyed.

### HUNTER OF THE MIGHTY

You complete this secondary objective if you destroy all of your opponent's behemoths from your enemy's starting army. You can not select this secondary objective if your opponent has no behemoths in their army.

### PLANT THE FLAG

Select a piece of terrain wholly within your enemy's territory. You complete this secondary objective if you have a unit of more than 5 wounds wholly within 3" of this terrain piece at the end of any battle round. The unit must not have been set up on the board in the same battle round in which they claim the terrain piece.

### TARGET PRIORITY

You complete this secondary objective if you kill all of the enemy Leader models from your opponent's starting army.

### OUTMANOEUVRE

You complete this secondary objective if you have more units in the enemy deployment zone at the end of the battle than your opponent.

### RULE THROUGH FEAR

You complete this secondary objective if at any point in the game, you have caused at least 3 different enemy units to fail a Battleshock test (i.e. lose at least 1 model during the Battleshock phase).

### OBLITERATION

You complete this secondary objective if you destroy 3 or more enemy units in the same player turn.

### DEFENDER

You complete this secondary objective if there are no enemy units wholly within your territory at the end of the battle.

### LINEBREAKER

You complete this secondary objective if, at the end of the battle, you have destroyed all of the Battleline units from your opponent's starting army and you still have at least one Battleline unit remaining on the field.

## NARRATIVE ACHIEVEMENTS

At Call to Glory: The Jade Kingdoms, as armies battle for control of one of Sigmar's lost Stormvaults, players can record the valourous deeds of their heroes and the bravery of their units.

Players can elect to use their Narrative Achievements card throughout the event, filling in the card at the end of each game, hoping to complete a full row of various narrative occurrences.

*Please note that while all players will receive these cards, using them is not mandatory. They are to provide an additional element for players who just want to have fun on the weekend, creating great stories and maybe playing for the narrative, rather than the win.*

## WHAT TO BRING

Here is a quick checklist for your reference.

- ◆ Your Fully Painted Army (should be pretty obvious)
- ◆ Warscrolls for your full army (either in a Battletome or printed out)
- ◆ Generals Handbook 2019 & applicable FAQs
- ◆ At least 2 copies of your army list
- ◆ Your 3 pieces of terrain
- ◆ Dice and tape measure
- ◆ Markers or counters for marking spells or abilities
- ◆ A tray of some kind to carry your army from game to game
- ◆ Calculator or a phone with full charge
- ◆ Glue (for incidental breakages)
- ◆ Cold drinks (No alcohol is allowed at Cancon.)
- ◆ Deodorant (see above about heat)



## PLAYER ETIQUETTE

### ETIQUETTE SCORE

After each game, you will mark your opponent's in-game etiquette. You'll answer questions such as:

- ◆ Opponent was clear in measuring distances
- ◆ Opponent was on time and prepared for the game (they had dice, tape measure, tokens/ markers for their army)
- ◆ Opponent played in a timely manner, and did not play slowly for an advantage
- ◆ Opponent was clear with their actions and declared their intentions for dice rolls.
- ◆ Opponent did not try to cheat or bend rules

While these questions do not translate into Tournament Points, the event organisers will keep track of players who receive negative responses and address repeat offenses.

### RULES DISPUTES

All rules disputes should be resolved by looking in the appropriate rulebook & FAQ (including GW FAQ, roll a D6 for it, or as a last resort, ask an Event Organiser.

The Event Organiser will then refer you to the relevant passage in the appropriate rulebook/FAQ; or make a ruling – once a ruling has been made, it is final.

Just because you disagree on a rule does not mean your opponent is a bad sport. It is in the way they handle the dispute, and accepts if they are wrong, that you can see their sportsmanship. Many people have different interpretations or house rules that are not used at tournaments and these will be resolved as stated above.

### CONCEDING A GAME

Conceding a game before time is up or the game has reached a natural conclusion, will result in your opponent receiving a Major Victory, maximum kill points, count as their achieving their Secondary Objective and denying yours (i.e. the full 20 available points).

### BEING ON TIME

It's important that all players arrive at the event before the start of a round. At least 15 minutes is provided between rounds to buy drinks and food, go to the toilet or have a cigarette. Should you not be at your table to start your game within 10 minutes of the start of a round, your opponent will gain a major victory.

### DROPPING OUT OR FAILING TO ATTEND THE WHOLE EVENT

Unless there are exceptional circumstances, players are expected to attend all rounds of the event, and stay for presentations.

Should you wish to withdraw from the event early, please contact a Event Organiser as soon as possible to let them know.

Failure to attend the second day without notice or withdrawing from the event early without a good excuse could result in your games not counting towards your position in the tournament and may result in your being refused entry into further Heralds events.

### TIMING OUT / SLOW PLAYING

Should a game be pushed for time, players will be expected to follow this ruling:

If you are unsure if you will be able to complete a full battle round, BEFORE starting the battle round, players should make note of the result of the game as it stands. In the event that the full battle round is not finished at the end of the round time, the score at the end of the last completed battle round should be used as the final result, to ensure both players have had an equal number of turns.

While allowances should be made for newer players in the spirit of the game, deliberate slow playing to affect the result of a game is not acceptable.

Any player being notified to an Event Organiser as potentially slow playing for advantage will be given a warning. If they are notified a second time, they will receive a 5TP penalty and final warning. A third notification will result in disqualification.

That being said, players will be expected to prompt their opponents to speed up if they are concerned they are being slow played. Players should only report their opponent for slow playing to the Event Organiser at the end of the game if speed did not improve after several prompts.

### CHEATING

Cheating or other socially inappropriate behaviour will result in being asked to leave the tournament with no refunds issued.

### DICE

Players should ensure that they use dice that are easily able to be read by their opponent, especially if you're rolling large amounts.

If you've got dice with symbols, sometimes referred to as 'club dice', then all dice should only have symbols on one side, e.g. all symbols on the 6s.



# MODELS, PAINTING & BASING

## MODELS

Models are expected to be WYSIWYG (What You See Is What You Get). This means that if you have a unit of Freeguild Guard with spears on your list, the models should have spears. This applies to proxies and conversions also. Conversions and suitable substitutions are allowed, so if you have a cool conversion or unusual model, please contact an Event Organiser for approval.

Forgeworld models should be the official Forgeworld model or an extensively converted, unique model. This means no Varghulfs as Mournguls or High Elf Dragons as Magma Dragons etc.

Please contact an Event Organiser if you are planning on using a conversion so we can ensure it meets the above guidelines.

Please note that while Games Workshop are supporting the event, there is no requirement to use exclusively Games Workshop miniatures.

## PAINTING

Models are to be painted to a Battle Ready standard with the base painted/textured in at least one colour (See example below for the minimum acceptable standard).

Paint scores will be a score out of 20.



**MODELS NOT MEETING THIS STANDARD WILL BE REMOVED FROM THE TABLE.**

## A NOTE ON PAINTING

Aside from the Battle Ready standard, models do not have to be painted in a particular fashion to use rules. This includes Stormcast Eternals in specific chamber colours and Kharadron Skyports.

## BASING

Models are to be on appropriate round bases. If you're yet to rebase your army, you should check what size round/oval a model is currently provided with or use the Official GW Base Sizes as a guide.

Square bases and squares stuck to round bases are no longer acceptable.

Endless Spells can be based to match your army, painted to match the base rim colour, black or clear acrylic bases.

If you're in doubt about a base size, get in touch with an Event Organiser before the event.

## TERRAIN

As with last year's event, all attendees are **REQUIRED** to bring 3 pieces of terrain with them for use on the tables while playing.

Each table will have 4-5 pieces of terrain pre-placed by the Event Organisers prior to the event, with the three from each player taking the total to 10-11 pieces per table.

Suggestions for suitable terrain include:

- ◆ a piece of impassable terrain (rock formation, realmgate etc) roughly 5" base (think a CD size)
- ◆ a piece of ruins (GW Ophidian Archway etc) or a house/dwelling (old GW Chapel, dwellings from Miniature Scenery etc)
- ◆ a forest (either a GW Citadel forest or homemade of similar size.)

All terrain must be painted and of gaming table quality I.e. no cardboard boxes as houses or grey plastic GW scenery.

No single terrain piece should be bigger than 9" on its longest side. Please use some common sense when selecting your terrain pieces.

If bringing a Woods or Forest type terrain feature, it should have trees or similar structures (ruined columns etc). This includes Awakened Wyldwoods taken as part of a Sylvaneth army.

If you're in doubt as to the suitability of your terrain, please contact an Event Organiser to check. Please also get in touch with an Organiser if you believe you will have issues bringing terrain to the event (i.e. overseas attendees).

## TERRAIN SET UP

Players can set up terrain by agreeing a set up or by using the following system.

Do not move the pre-placed terrain on the table.

**If a player is using a Bone Tithe Nexus, it is placed before player's place other terrain.**

Players roll off and the player that wins places their first piece of terrain. Both players alternate until all terrain is placed. No piece may be placed within 3 inches of a board edge or 6 inches of another terrain feature. No terrain can be placed within 1 inch of an objective marker (this does not apply to terrain placed later in the game (eg Awakened Wyldwoods etc)

Then roll for each piece of terrain on the scenery tables to see what special rules they have (eg Mystical, Entangling etc) and then player sides etc.

## HOUSE RULES & CLARIFICATIONS

### GENERAL RULES

- ◆ Battletomes and GW FAQ's current as at 6th January 2019 will be used
- ◆ Triumphs from Pitched Battle will be used

### TERRAIN, TERRAIN WARSCROLLS AND SUBSTITUTIONS

- ◆ Terrain is pre-set on the tables and should not be adjusted
- ◆ Mysterious terrain effects should be rolled before each game. Both tables will be in use for this event
- ◆ GW Terrain warscrolls will not be used unless they are purchased as part of your army or part of a battalion you've purchased (i.e. Gloomtide Shipwreck, Awakened Wyldwoods, Baleful Realmgate)
- ◆ Woods used to make an Awakened Wyldwood should be the official model or a single base of the older Citadel woods
- ◆ If using the previous version of Citadel Woods, models may be placed in the tree holes

### WARSCROLLS

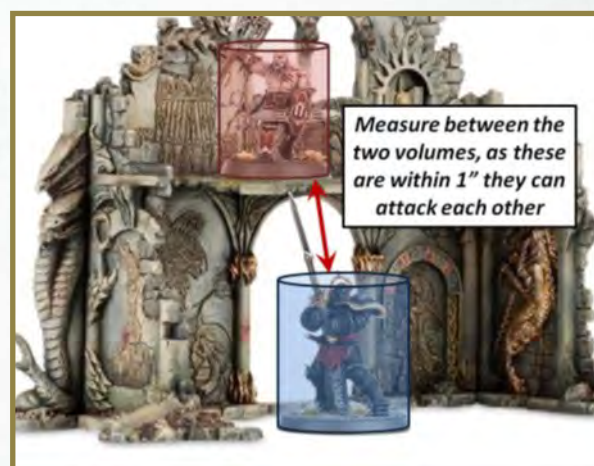
- ◆ For units with multiple types of standards or musicians, one of each type standard and musician may be taken in the unit. For example, in a unit of Plague Monks may contain one of each of the following: Icon of Pestilence, Contagion Banner, Doom Gong and Bale Chime.

### WINNING THE GAME

- ◆ When working out the kill points for the End of Game Scoring or in the case of a Minor Victory, the following applies in addition to the details in the Generals Handbook
- ◆ If you destroy all units in a Warscroll Battalion, you earn the points for the Warscroll Battalion as well
- ◆ No kill points are awarded for Endless Spells

### MEASURING DISTANCES

When measuring distance vertically, you will use a volume from the base footprint as high as the model's head (or torso) whichever is the highest point (please note this excludes limbs, wings, weapons, banners and weapons even if they have a head on a spear...)







## AWARDS

### FIRST, SECOND AND THIRD OVERALL

These places will be awarded to the three players with the highest totals of Tournament Points.

Tie breakers will be as follows:

- ◆ Strength of Schedule
- ◆ Player with the highest number of secondary objectives achieved across the weekend
- ◆ Player with the highest number of Favourite Game votes across the weekend
- ◆ Player with the highest number of Major Victories across the weekend

### BEST IN GRAND ALLIANCE

This award will go to the players with the highest battle points for each Grand Alliance.

### BEST OPPONENT

Players will be asked to nominate the opponents against which they had their favourite game across the weekend and the player with the most votes will win the Best Opponent award. In the event of a tie, it will go to the player who had the most battle points.

### COOLEST ARMY – PLAYERS’ CHOICE

Players wishing to put their armies forward for Coolest Army should display their armies on their tables during lunch time on Saturday.

The Event Organisers will then form a shortlist for player voting of the Coolest Army.

Players will be able to vote for their favourite army from the shortlist during the allotted time after lunch on Sunday.

Please note only armies painted by the attendee may win this prize, if you did not paint your army please do not display it for voting.

### BEST PAINTED ARMY - JUDGES’ CHOICE

The judges will inspect the armies as they are on display during the event and lunch on Day 1, judging individuals on their technical painting.

Please note only armies painted by an attendee may win this prize.

### BEST TERRAIN

During the weekend, the judges will observe the terrain brought by players and reward the player they believe has brought the best terrain. This may mean the pieces are themed, well-painted or are just plain cool looking!

### WOODEN SPOON

This award will go to the lowest ranked player of the weekend who plays all 6 games.

### NARRATIVE PRIZES

Players who elect to play for narrative achievements and complete one or more of the 5 rows on their card will be eligible for our narrative prize draws.

### COOLEST ARMY & BEST PAINTED WHAT’S THE DIFFERENCE?

Some players ask the question: what is the difference between Coolest Army and Best Painted?

Best Painted is judged on technical painting as it’s applied to the army. Each model will be checked and compared across the army for painting techniques and consistency.

The Coolest Army is judged on the overall ‘wow factor’ of the army. If it’s full of cool conversions or a funky theme, it will be considered for the shortlist. While the quality of the painting is definitely considered when we shortlist, the Coolest Army nominees may not be the best painted ones.





## PAINTING RUBRIC

CRITERIA	POINTS
<b>Painting</b>	
Basic - Battle Ready, the minimum standard	5
Intermediate - Some work done with washes or highlights to enhance the look of the army.	10
High - Consistently high level of painting across the army	15
<b>Basing</b>	
Minimum - one painted colour, the minimum allowed.	1
Basic - sand/ cork and paint or moulded bases	2
Intermediate - Multiple aspects such as sand/cork plus tufts or other complimentary items	3
Advanced - High level of immersion with theme and models	5
<b>Modelling</b>	
Army has minor kitbashes on a handful of models.	1
Army has extensive kitbashes or a handful of conversions	3
Army has extensive conversions or army fully converted and kitbashed.	5
<b>Advanced Techniques</b>	
Army shows small amounts of freehand, eg symbols or markings	1
Army shows multiple examples of freehand eg multiple banners, markings or tattoos	3
Army shows accomplished, consistent and extensive use of advanced techniques such as OSL, wet blending, non metallic metal, large-scale freehand etc	5
<b>Display Board</b>	
Army has a basic board (eg black painted frame to display army)	1
Army has display board which is painted and based to match army	3
Army has a highly effective display board that enhances army presentation	5
<b>Overall Impressions</b>	
Army is visually cohesive	5
<b>TOTAL CAPPED AT 20 POINTS</b>	

## APPENDIX A - SUBMITTING YOUR LIST

The image shows two screenshots from the Warscroll Builder website. The top screenshot shows the 'Choose Your Point System' section with a table of options: Pitched Battle, Meeting Engagement, and Skirmish. Below this is the 'Choose a Grand Alliance' section with a table of options: Chaos, Order, Destruction, and Death. The bottom screenshot shows the 'Army Summary' window with a table of options: Full and Short. The 'Short' option is selected. The 'Copy' button is also highlighted. The 'Short' option is selected, showing the following details: Allegiance: Chaos, Beastlord (90), Great Bray Shaman (100), Total: 190 / 2000, Extra Command Points: 0, Allies: 0 / 400, Wounds: 10.

Warscroll Builder

CP 0 / 2000

Choose Your Point System

Pitched Battle
Meeting Engagement
Skirmish

Choose a Grand Alliance

Chaos	Order
Destruction	Death

Choose Allegiance & Mortal Realm

Army Summary

Full Short

Copy

Allegiance: Chaos  
Beastlord (90)  
Great Bray Shaman (100)

Total: 190 / 2000  
Extra Command Points: 0  
Allies: 0 / 400  
Wounds: 10

1. Create your army list on Warscroll Builder - <https://www.warhammer-community.com/warscroll-builder/>
2. Ensure you purchase your extra command point, if you want one
3. Click on the ? Icon
4. Click on **Short** and then **Copy**
5. Paste the summary into an email, set the subject as *Player Name - Allegiance - Club* and send to **cancon@heraldsofwar.com**

## VERSION HISTORY

1/9/2019 - Version 1.0 - Initial Version

15/12/2019 - Added Scorekeeping information, updated other details.