CALL TO GLORY
27ᵀᴴ-28ᵀᴴ JANUARY 2018

AUSTRALIA'S PREMIER AGE OF SIGMAR EVENT

Version 3 - December 2017

Welcome

Welcome to the rules pack for Call to Glory, the Age of Sigmar tournament at Cancon 2018. This document will cover all of the relevant information you should require to attend our event and have a brilliant weekend!

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

The Objective

The objective behind 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, I'm not using custom scenarios or other aspects that alter the game from its matched play incarnation.

Taking on board feedback from the 2017 event and refining scoring and other elements across other tournaments I've run, I'm hoping to make Call to Glory 2018 Australia's biggest and best Age of Sigmar events.

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

-Clint

The Event

When
27th and 28th January 2018

Where
CANCON
Exhibition Park, Mitchell ACT 2602

Cap
100 places

Army
2000 pts matched play from GHB2017

Cost
$65

Registration Opens
Now

Payments Due
Sunday 14 January 2018

Lists Due
Sunday 14 January 2018

Number of Rounds
5

Your Tournament Organisers
Clint Mallet

Contact
clintmallet@gmail.com

Schedule

Day One

8.30am – 9.00am	Registration
9.00am – 11.45am	Game 1
11.45am - 12.30pm	Lunch
12.30pm -3.00pm	Game 2
3.15pm – 5.45 pm	Game 3

Day Two

8.30am – 9.00am	Registration
9.00am - 11.45am	Game 4
11.45am - 12.30pm	Lunch
12.30pm – 12.45pm	Paint Voting
12.45pm - 3.15pm	Game 5
3.15pm - 3.30pm	Pack-up and Tallying
3.30pm –4.00pm	Presentations

Army Details

Army Composition
Players will create their army lists using the Matched Play system from the General's Handbook 2017, any warscroll which has official points from Games Workshop can be used (including Forgeworld).

Command Traits and Artefacts are to be noted on the army list. Spells are to be selected (either by picking or rolling) before each game.

Allegiance abilities from Firestorm can't be used in this event.

Army Size
2000 pts per player

Army List Submission Deadline
Lists are to be submitted to clintmallet@gmail.com by 11:59pm Sunday 14 January 2018 (which is also payment cut off)

Lists are to be submitted as plain text in the body of an email. This will allow us to publish lists easily.

LISTS SUBMITTED INCORRECTLY WILL BE ASKED TO RESUBMIT.

Models, Painting & Basing

Models
Models are expected to be fairly WYSIWYG. Conversions and suitable substitutions are allowed though, so if you have a cool conversion or unusual model, please contact the TO's for approval. Models are to be painted to 3 colours with at least one colour on the base.

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 the TO's if you are planning on using a conversion.

Painting
Paint scores will be a score out of 25 with most people able to achieve 15-20 points easily.

UNPAINTED MODELS WILL BE REMOVED FROM THE TABLE

A Note on Painting
Aside from the three-colour minimum, models do not have to be painted in a particular fashion to use rules. This includes Stormcast Eternals in specific chamber colours, Kharadron Skyports and characters like Neave Blacktalon.

Basing
Models are to be on round bases or square bases blutacked/attached to round bases.

While we think that Age of Sigmar works best with round bases, we understand that some people want to keep their armies for use in other systems. However, as there is significant gaming advantage to using incorrect base sizes, square based models must be attached to appropriate round bases. You can find MDF round bases at sites like Back2Basix or on eBay.

Scoring

Painting and Army List Points	Total 35TP
Army list submitted on time	5TP
Army list submitted in correct format	5TP
Army is painted to minimum standard	15TP
Army is painted to a higher standard (per rubric)	up to 25TP

Gaming/Battle Points	Total 100TP
Available points per game	20TP
Major Victory	20TP
Minor Victory	15TP
Draw	10TP
Minor Loss	5TP
Major Loss	0 TP

Sports Points	Total 30TP
Sports Points per game	5TP
At least one Best Opponent Vote	5TP

TOTAL	**165 TP**

Gaming

Games will be scored from a total of 20 gaming points up for grabs across both players, with a Major Victory being worth 20 points and so forth.

During the tournament, players will need to note if they achieve the following secondary objectives. While they won't contribute points to your score, they will be tracked for tie breakers alongside points killed.

The secondary objectives for each game are taken from the Sudden Death table in the Age of Sigmar Rules and comprise the following:

1. **Assassinate** - As per the Sudden Death table. If no eligible model is placed down then the General model must be assassinated.
2. **Blunt** - As per the Sudden Death table. If no eligible unit is placed down, then the largest units regardless of size can be chosen.
3. **Seize Ground** - As per the Sudden Death table. Any unit or model can seize ground.

What to Bring

Here is a quick checklist for your reference.

- Your Fully Painted Army (should be pretty obvious)
- Warscrolls for your full army
- Generals Handbook 2017 & applicable FAQ's
- At least 2 copies of your army list
- **Your 3 pieces of terrain**
- Dice and Tape measure
- 6 Objective Markers (of a sensible size)
- Markers or counters for marking buffs
- Calculator or a phone with full charge
- Pens
- Glue (for incidental breakages)
- Cold drinks (Water recommended, no alcohol is allowed at Cancon. It gets hot in the event hall!)
- Deodorant (see above about heat)

Sportsmanship

Cheating or other socially inappropriate behaviour may result in being asked to leave the tournament.

Rules disputes
All rules disputes should be resolved in one of three ways. Look in the appropriate rulebook & FAQ (including GW FAQ, roll a D6 for it, or ask a TO (Tournament Organiser).

The TO 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.

The TO's word is final, and arguing after a decision has been made may incur penalties.

Awards

First, Second and Third Place
These places will be awarded to the three players with the highest totals of Tournament Points.

Tie breakers will be as follows:
- Player who has completed the most secondary objectives
- Player with the highest number of victory points across the weekend

Best in Alliance
This award will go the players with the highest battle points for each grand alliance but did not win a placing.

Best Opponent
Players will be asked to nominate the opponent they had the most fun playing against during 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 – Player's Choice
Players wishing to put their armies forward for Coolest Army should display their armies on their tables during lunch on Saturday.

The TO's will then walk around the tables, forming a shortlist for player voting of the Coolest Army

These shortlisted armies will then be set up for player voting on Sunday after lunch.

Please note only armies painted by the attendee may win this prize, if you did not paint your army but are nominated please inform a TO.

Best Painted Army - Judge's Choice
The judges will inspect the armies as they are on display during lunch on Day 1, judging individuals on their technical painting and basing of their armies.

Please note only armies painted by an attendee may win this prize, if you did not paint your army but are nominated please inform a TO.

Wooden Spoon
This award will go to the lowest ranked player of the weekend.

House Rules & Clarifications

- GW FAQ's up to 1st January 2018 will be used
- The Herald's of War Event FAQ will be used - http://heraldsofwar.com/event-faq/
- Measure to and from a model's base
- Triumphs from Pitched Battle will be used
- Objective measuring is done from the centre of the objective marker.
- For units with multiple types of standards or musicians, one of each type may be taken in the unit.
- Terrain is pre-set on the tables and should not be adjusted.
- Mysterious terrain effects should be rolled before each game.
- 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. Balewind, Sylvaneth Wyldwoods, Baleful Realmgate)
- Woods used to make a Sylvaneth Wyldwood should be Citadel Woods or of an equivalent size or smaller.
- If a wood (of any kind) has removable trees, models may not move or be placed in the holes that the trees sit in.
- A model on a Balewind Vortex can't be used to capture an objective.

Measuring Distances

All distances will be measured from Base to Base and not from the models.

When measuring distance vertically, you will use a volume from the base foot print as high as the models 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…)

Measure between the two volumes, as these are within 1" they can attack each other
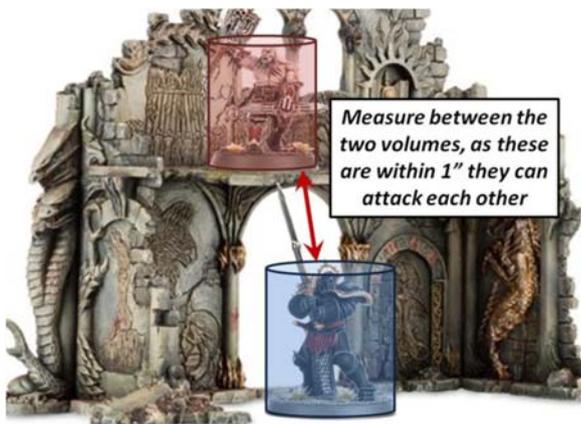
(image borrowed from the South Coast GT Tournament Pack.)

Terrain

Due to the increased size of the event and the logistics of the extra terrain, we are asking attendees to help out.

All attendees are REQUIRED to bring 3 pieces of terrain with them for use on the tables while playing.

Each table will have 5-6 pieces of terrain pre-placed by the TO's prior to the event, with the three from each player taking the total to 11-12 pieces per table.

Suggestions for suitable terrain include:

- a piece of impassable terrain (rock formation, realmgate etc) roughly 5" base (think a CD)
- 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.)

If you're in doubt as to the suitability of your terrain, please contact the TO to check.

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

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.

Players roll off and the player that wins placed their first piece of terrain. Both players alternate until all terrain is placed.

No piece may be placed within 6 inches of a board edge or 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/ Sylvaneth wildwoods etc)

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

Painting Rubric

Criteria	Points	Achieved
Standard (Max 20)		
The army is entirely painted to a three color minimum standard.	15	
Basic details of models are painted (i.e. gems, arrow tips, etc)	2	
All models have consistent basing material/paint applied to all bases	1	
When looking at the army it is visually cohesive	1	
Army is on round bases	1	
Optional (Max 10)		
Painting Technique		
Basic shading, highlighting or blending across whole army	1	
or		
Army displays advanced painting techniques (blending, NMM, OSL, etc)	2	
Freehand		
Banners or some models display use of basic freehand or decals	1	
or		
Banners, flags and appropriate models are freehand painted to a high level	2	
Modelling		
Some models are kitbashed or have minor conversions	1	
or		
Some models are extensively converted and dynamically posed (kit bashing, green stuff sculpting, etc)	2	
Basing		
Models have detailed basing	2	
Painted and based display board is used to present the army	2	
TOTAL (Max 25)		

Changes

Version 3

- Addition of secondary objectives
- Clarification of terrain sizes and placement
- Addition of FAQ item on Measuring Vertically
- Addition of Sportsmanship section
- Formatting