

Call To Arms Players Pack V1

EVENT INFO

- Date/Time: 8.00 am – 5.30 pm, Saturday & Sunday, August 3 and 4th 2018.
- Venue: St. Patrick's College, 581 Evans Bay Parade, Wellington 6022
- Entry fee: \$45 Early Bird (expires 23 July), \$60 Afterwards, Payment information will be emailed once registration is complete
- Registration Site: <https://warlords.org.nz/call-to-arms/>
- General info for CTA: <https://warlords.org.nz/cta-venue-rules-and-conditions/>

Time table

Saturday		Sunday	
8:30am	Announcements	9:00am	Round 4
9:00am	Round 1	11:30am	Lunch
11:30am	Lunch	12:00pm	Best Painted Set/up & Votes
12:00pm	Round 2	12:30pm	Round 5
2:45pm	Round 3	3:15pm	Prizegiving & Pack down
5:15pm	Finish		

Scoring system

The system will work as follows, the first round will be drawn at random or grudge matches if both players accepted. Following round one all matches will be determined via a swiss system. Players will also be required to note down the amount of kill points scored per game

Major Victory	10 points
Minor Victory	7 points
Draw	5 points
Minor Lose	3 points
Major Lose	1 point

In the event of a tie kill points will be used as a tiebreaker

In the event of a tie for best painted both participants will roll a D6 highest roll winning

What to Bring

- Copy of the Player pack
- Rule book
- A printed versions of your army list, for your opponent to view
- Models for your army
- Dice, Range finder and Combat Gauge (if you own one)
- Pen/Pencil
- Objective markers/ Tokens

Painting standard

We will not have a painting requirement to entry this tournament as this will allow newer players to enter nad players who wish to try new armies or haven't had time to adjust their current army into 2.0. However we will be awarding bonus points to players with certain paint standards met

Unpainted/Primed	0 Points
3 color minimum	1 Point
3 Color minimum and Based	2 Points
Techniques displayed and Based	3 Points

Timing penalties

This is being mentioned as a precursor as I would like this to run on time. I will be giving time penalties to people who are late to the allocated round times;

If you are 15 minutes late you will forfeit your opponent will be given the choice of who goes first

If you are 30 minutes late you will give you opponents a major victory with full kill points given.

Scenarios

Scenarios will be decided once the new ones have been released so stay tuned for that, I will also make an announcement when the pack is updated with them

Scoring Kill points

Kill points will be scored by the the purchased warscroll, for example a Unit of 10 liberators has two purchases of 5 Liberators. So for each five killed you would score their points worth.

Kill points will also be used if there is a tie in any Scenario, whoever scores the most gains the Minor Victory

Secondary Objectives

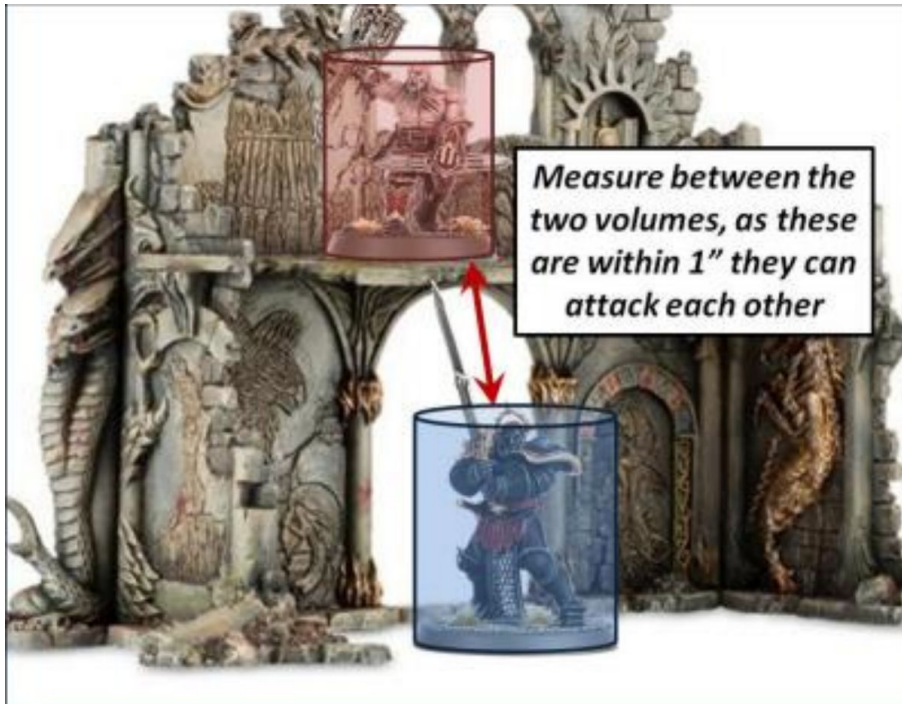
There will be five secondary objectives that can be scored throughout the tournament, each player will choice one of these objectives at the start of the game before deployment but after choosing sides. These objectives will be kept secret from your opponent however the TO will go around and check each players secondary objective.

Each objective is worth 1 point

House rules

Measuring will be done Base to base

Vertical measuring will be done model to model



Awards

- 1st place
- 2nd place
- 3rd place
- Best Painted
- Best themed
- Most kill points
- Best sport
- Best Order
- Best Chaos
- Best Destruction
- Best Death