



The NWA present the latest of their one day Warhammer Fantasy Battle Tournaments

# CALL TO ARMS '09

## **WHO ARE THE NWA?**

The "Northeast Wargaming Association" is a wargaming club made up from members throughout the Northeast of England who share a passion for the hobby and for enjoying a good laugh. Our players are well known on the UK tournament scene and our club currently enjoys it's status as one of the finest in the land.

## **WHAT IS CALL TO ARMS?**

Call to Arms is an annual one day Warhammer Fantasy Battle tournament run by the NWA wargaming club consisting of 3 games at 2300 points. The results of the 3 games, along with Sportsmanship and Army Composition scores go towards the final result and determines who the overall tournament winner is.

## **VENUE**

Call to Arms '09 is being held at the University of Teesside Student Union in their new club venue.

University of Teesside Student's Union  
Borough Road  
Middlesbrough  
TS1 3BA

For directions to the venue enter the postcode into [www.multimaps.co.uk](http://www.multimaps.co.uk)

If you have any questions about this pack, or indeed any questions about the tournament in general, please contact the Tournament Organisers at [call-to-arms@hotmail.co.uk](mailto:call-to-arms@hotmail.co.uk)

## **EVENT TIMETABLE – Saturday 21<sup>st</sup> March 2009**

0930 – 1000 – Doors open & Registration  
1000 – 1230 – Game 1  
1230 – 1330 – Lunch (lunch will be provided in the ticket price)  
1330 – 1600 – Game 2  
1600 – 1615 – Break  
1615 – 1845 – Game 3  
1845 – 1915 – Awards & Finish

### **TOURNAMENT FORMAT:**

The first round is drawn randomly. The 2<sup>nd</sup> & 3<sup>rd</sup> rounds use the Swiss Chess system. You must not play the same player twice, if you are drawn against someone who you've already played then let the Tournament Organizers know and they'll swap you with a player on the next table. We will also be allowing 1<sup>st</sup> round grudge matches.

### **THINGS YOU NEED TO REMEMBER:**

- This Rulespack
- Your fully painted and based army
- A copy of your army roster, however we may be able to provide a copy on the day
- The main rulebook and any relevant army books
- 3 pieces of terrain (see rules below)
- Dice, tape measures, and any templates you require.
- Super glue for repairs.

### **ARMY SELECTION:**

Armies are to be selected to a maximum of 2300 points from the latest version of any published GW Army Book (released at least 4 weeks from the date of this event). The following restrictions on army selection are also in effect:-

- Special Characters may NOT be used (this includes all "named" characters from the latest set of army books and also the Truthsayer/Dark Emissary characters).
- Army lists from Storm of Chaos may NOT be used.
- Army lists published in White Dwarf, or that require a Special Character may NOT be used.
- Dogs of War may NOT be used except as a stand-alone Dogs of War army as published in White Dwarf 251 and Warhammer Chronicles.

Army lists must be submitted in advance for checking and for composition scoring (as detailed below) by no later than 12pm, Saturday 7<sup>th</sup> March. A penalty of 10 tournament points will be made for lists not submitted by then. E-mail your lists to [call-to-arms@hotmail.co.uk](mailto:call-to-arms@hotmail.co.uk) (please make them legible. No army builder exports).



## **TERRAIN:**

Players should bring 3 pieces of terrain with them, subject to the following guidelines:

- One piece of terrain may be up to 12" x 12". The two remaining pieces can be no larger than 8" x 6". Linear obstacles such as walls and hedges can be a maximum of 8" long.
- Each piece of terrain must be of a different type, and any single piece of terrain can only count as one type of terrain (eg. A wooded hill can only count as a hill or a wood, not both).
- Terrain cannot be impassable or very difficult ground to other armies, and buildings are to be played utilising the rules in the rulebook.
- Open ground is not allowed as a terrain choice. If terrain is deemed unreasonable it may be removed from play at the organiser's discretion.
- Terrain will be placed as detailed below before the first game starts. It will then be left on that table for the remainder of the event but it will be setup as outlined below at the start of each game.

### **Placing Terrain**

At the start of the game, both sets of terrain are pooled. Each player then rolls a dice. The player with the highest roll elects to place a piece of terrain first or second. Each player then takes it turns placing a piece of terrain. No piece of terrain may be placed closer than 6" to another piece and no piece can be placed within 6" of the centre of the table. Once all terrain is placed, each piece is then scattered in the order they were placed. Each piece is scattered 3D6" in the direction indicated on the roll of the scatter dice. If a hit is rolled the terrain stays where it is. Terrain that hits the table edge or another piece of terrain bounces back at 180 degrees (ie along the line it originally travelled).

## **PREPARATION FOR BATTLE:**

Prior to each game, players should spend 5 minutes discussing their armies, the terrain, what constitutes a 'cocked dice' etc. Players should be prepared to discuss the details of their army, such as unit equipment, special rules, etc. Army lists should remain hidden from your opponent. Therefore things such as magic items, fanatics and assassins should remain hidden from your opponent. Ensure you have rolled for any spells before proceeding to place armies.



### **TOURNAMENT SCORING:**

There will be a maximum of 120 Tournament Points (TPs) available in this event. However in addition to generalship we will be rewarding good old fashioned fair play and army lists that don't burn your retinas out. A maximum of 60 TPs can be gained for Battle Score, 30 TPs for Sportsmanship and a further 30 TPs for Army Composition.

### **Battle Score (50% of total score):-**

This event will be using the Australian 20-0 scoring system which uses the difference between the Victory Points you and your opponent score to give you a number of TPs between 20 and 0 for each game. The chart below explains this in detail.

<b>Difference in Victory Points</b>	<b>Winner</b>	<b>Loser</b>
2000+	20	0
1750 – 1999	19	1
1500 – 1749	18	2
1250 – 1499	17	3
1000 – 1249	16	4
850 – 999	15	5
700 – 849	14	6
550 – 649	13	7
350 – 549	12	8
150 – 349	11	9
0 – 149	10	10

### **Sportsmanship Score (25% of total score):-**

This section has also been shamelessly borrowed from the Australian system. After every game each player will answer the 5 questions shown on the Sports slips at the back of the pack. Each answer of yes will gain 2 TPs for a maximum of 30.

The questions are:-

1. Regardless of the result, did you enjoy the game?
2. Were all rules queries resolved amicably and without too much argument?
3. Was the game free of anything "dodgy" (rubber ruler, dubious tactics etc)
4. In your opinion, did your opponent play the game in the right spirit? Did they maintain a sensible approach and demeanour when things were not going there way?
5. Would you be happy enough to play your opponent again in the future?

In addition to sports scoring, there will be an award for the Most Sporting Player. Please take a moment to after your last game to fill out the Most Sporting Player form and make a nomination from amongst the players that you have played during the day.

### Composition scoring (25% of total score).

As much as we'd like to run our events without any kind of army composition, we feel that the trends towards the armies currently at the harder end of the scale means that we have to introduce measures that will hopefully make some folks think about their army selection. As such we've decided to use a slightly modified version of the current Tier System that is popular on the Australian scene (do you sense a theme here?).

Each army is banded in the bands outlined below:

<u>Tier</u>	<u>Armies</u>	<u>Base Score</u>
1	Demons of Chaos	2.5
2	VC, Dark elves	3
3	Wood Elves, Empire, High Elves, Lizardmen	4
4	Tomb Kings, Warriors of Chaos, Dwarfs, Bretonnians, Skaven	4.5
5	Orcs & Goblins, Ogre Kingdoms, Beasts of Chaos, Dogs of War	5

Each list is then judged by a panel of 5 judges based on the criteria below, the top and bottom scores being discarded and the average taken from the remaining 3.

#### Base score modifiers:

<u>Rating</u>	<u>Base score adjuster</u>	<u>Criteria</u>
Soft	+1	The list is still competitive but weaker than you would expect from a tournament army. Significant sacrifices have been made when building this list and it includes elements of the weaker elements of the army book.
Kinda Soft	+0.5	In between Soft and Standard
Standard	0	A good solid tournament build, has weak and strong elements but is not over the top in any category (Magic, movement, shooting etc). What you would expect from a tournament army of this list.
Kinda Hard	-0.5	In between Standard and Hard
Hard	-1	This list is pretty tuned and includes a few of the nastier items/units/combo's available to it. While it could be made stronger, it is a hard version of a tournament army of this type. It may start to abuse one phase of the game.
Kinda Filth	-1.5	In between Hard and Filth
Pure Filth	-2	Represents one of the hardest builds the army book can make.

The base score for that army is then adjusted by the judges score and multiplied by 5 to give you a comp score between 2.5-30, 2.5 being reserved for the pure filth demon armies and 30 for the fluffiest Orc, Ogre, Beast and DoW armies.

Please note the scores are based on the hardness of the list that that particular book can make, **NOT** on the hardness of the list in the current environment compared to other armies. For example, an empire army taking a Waltar and 2 STanks will most likely have a -2 modifier, giving them an overall comp score of 10.

**Veto Rule:**

Any list submitted that is deemed far too heinous and over the top will be rejected and the player will be asked to re-submit. Three of the 5 judges must ask for this for the veto rule to apply.

Players will be notified of their composition scores prior to the event.



This is where we'll be filing the nobber lists.  
There's also a gaming board in there so the divvies have somewhere to play. If you find yourself in here then you know you have some thinking to do! ☺

### **PAINTING:**

All players must use a fully painted and based army at this event. Any units that do not adhere to this will be removed as casualties prior to any games by the organizers. There are no Tournament Points available for painting but there is a Players Choice award for the best painted army. Please take a moment to fill out the Players Choice form (at the back of this pack) and nominate an army for Best Painted.

### **FAIR PLAY:**

Although the vast majority of people play in the spirit of the game, there are one or two nobbers who need to be dumped in a skip. The following shenanigans are not to be attempted at this event:-

The Miner/Doom Wolf/Anything else dodgy Conga.

The Dark Elf Shade/Assassin Displacement Trick.

The Fanatic Slingshot

Deliberate overguessing of artillery shots to hit a target that the artillery cannot see.

Entering/leaving a building in a conga line to gain some silly advantage.

Dice generated by friendly Magic Resistance are not to be used by the enemy.

### **AWARDS:-**

Upon completion of the tournament there will be a presentation during which we'll present the awards for 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> places, in addition to Best Painted Army and Most Sporting Opponent awards. However, to keep the cost of entry down to a minimum, we are presenting winners with certificates.



## **SCENARIOS:-**

### **Game 1. First Encounters:**

The two armies have met across an unknown battlefield. One of them will be the aggressor, the other less prepared.

Before setting up the terrain, both players roll a D6. The player with the highest roll will be the attacker. The other player will be the defender. Bretonnian players who elect to pray are always assumed to be the defender and this must be determined prior to setting up.

The Defending player automatically gets first pick from the terrain pool and will place the terrain piece inside his own deployment zone (note that this act effectively determines the defenders table side so no roll is required for table sides later). This first terrain piece will NOT scatter. All subsequent pieces of terrain will be placed alternately and scattered as per the main rules. The Defending player must deploy one of his (non scouting) units first.

The Attacking player benefits from first turn and first placement of any scouts.

#### **Scoring:**

As per the rulebook with the following modification:-  
100 bonus points are awarded to the player who captures the most standards instead of 100 for each.

### **Game 2. Control the Objective:**

This land is rife with useful materials and mining potential but also has two areas of historic importance. Each player places an objective marker along their line of maximum deployment. To find the location roll a D6, this is the distance in feet from the right hand table edge.

Each of these features is worth 200 VPs to the controlling player at the end of the game. Follow the rule book for how to control a feature with the following stipulations:

Units need US5+ to control (a unit with a standard will double it's US to a max of 25). No single models (inc characters) or skirmishers can control a Feature.

Terrain is placed as per the rulespack and will bounce off the historic features. For in game purposes these features do not affect movement or LOS.

Consult the rulebook to determine the nature of each players Feature.

#### **Scoring:**

As per the rulebook with the following modifications:-  
100 bonus points are awarded to the player who captures the most standards instead of 100 for each.  
200 for the each Special Feature controlled by the player.  
No points are available for table quarters in this game.

### **Game 3. Command and Conquer:**

The enemy must be repulsed whilst losing no quarter yourself. You are fighting for the land beneath your feet and attack must be combined with defence.

Table Quarters are the currency in this game. Randomly lose 1 piece of terrain by giving each a number and rolling a D6. The remaining terrain is then placed but only scatters 1D6" instead of 3D6".

Your enemy's board quarters are worth 200 VPs, your own 100 VPs. Claiming and contesting works slightly different to normal however. It's about numbers and not just a single unit. To claim a quarter you need to have double the US of your opponent in that area of the board. Single Models are discounted unless part of a unit, units with banners add 5 to their US.

#### **Scoring:**

As per the rulebook with the following modifications:-  
100 bonus points are awarded to the player who captures the most standards instead of 100 for each.  
Opponents board quarters are worth 200 VPs each. Home board quarters are worth 100 VPs each.