

PRESENT



CALL TO GLORY
2023

PLAYER'S PACK

Version 1.0 - September 2022

WELCOME

Welcome to Call to Glory 2023, the largest Age of Sigmar singles event 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.
Credit to Cubicle 7 and the artists for artwork used throughout this pack.

IMPORTANT DETAILS

When

21st and 22nd January 2023

Where

CANCON
Exhibition Park, Mitchell ACT 2602

Cap

220 places

Cost

\$70

Number of Rounds

5

Your Tournament Team

Clint Mallet

plus volunteers

(to be shouted out in future revisions of this pack)

Contact

clint@calltoglory.au
0451 952 224 (Clint)

Registration Opens

October 2022 - Exact date yet to be announced

Lists Due

Saturday 14th January 2023
(also registration cut-off for wait-list)

SCHEDULE

Saturday

8.30 am	Registration & Doors Open
9.00 am - 11.45 am	Round One
11.45 am - 12.30 pm	Lunch
12.30 pm - 3.15 pm	Round Two
3.45 pm - 6.30 pm	Round Three

Sunday

8.30 am	Doors Open
9.00 am - 11.45 am	Round Four
11.45 am - 12.30 pm	Lunch
12.30 pm - 12.45 pm	Coolest Army Voting
12.45 pm - 3.30 pm	Round Five
3.30 pm - 4.00pm	Pack Up & Tallying
4.00 pm-4.30 pm	Presentations

SPONSORS



plus more to come...

ACCESSIBILITY INFO

Sensory Information

The Cancon convention can get quite loud, hot and personal space may be at a premium. This can be overwhelming for those with sensory issues.

We recommend that if you experience sensory issues, but would still like to come, it will be a great idea to consider bringing aides for assisting with these.

Things such as Flare Calmer in-ear devices, fidgets and other devices may prove of some use, as well as taking advantage of times between rounds to assist with de-escalation and sensory breaks.

If you have sensory issues or a sensory disorder, please get in touch and we'll help you out as much as we can with strategies for the event.

Mobility

The tables at Cancon can be quite close together and this can cause problems for those with lower mobility.

At the 2023 event, we will be endeavouring to have an area with tables set further apart for these players.

If you have low mobility or mobility issues, please contact us and we'll make sure we can allocate you to this area during the event.



SCORING

HOBBY

Available Paint Points 20

BATTLE POINTS (per game)

Major Win	14
Minor Win	10
Draw	7
Minor Loss	4
Major Loss	0
Achieve Grand Strategy	3
Deny Opponent's Grand Strategy	3
Per Battle Tactic You Achieve (Max 5)	1
Per Opponent's Battle Tactic Denied (Max 5)	1

THE GAMES

Number of Rounds

5

Battleplans

Call to Glory 2022 will be using a selection of Matched Play battleplans from the General's Handbook 2022-2023. Due to the change to shorter GHB Seasons, these will be released closer to the event but as soon as we're able to lock in the version of GHB we'll be using.

Narrative Achievements

At Call to Glory 2022, as armies battle across the plains of Ghur, players can record the valorous 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 ABOUT THE NEW GHB?

The elephant in the room is the shorter 6 month seasons for Matched Play and what that has in store for us at Cancon.

The new General's Handbook will be landing at the end of 2022/start of 2023 and this will have quite an impact on scenarios and rules.

In order to make sure that players have enough time before list submission dates, we will be imposing a hard release deadline of 31st December (2 weeks before list cut off) for using the new General's Handbook. While it may be disappointing to not use shiny new rules, this is so that we can all be well prepared.



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 current Generals Handbook, later Battletomes or Forgeworld can be used. New Battletomes will be able to be used without an FAQ, however, we will make rulings on questionable rules interactions or wording as it arises.

Army List Submission Deadline

Lists are to be submitted to lists@calltoglory.au by 11:59pm (QLD Time) Saturday 14th January 2023 (which is also payment cut off)

Lists are to be submitted as plain text in the body of an email. 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.

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

LISTS SUBMITTED INCORRECTLY WILL BE ASKED TO RESUBMIT.

If you are asked to resubmit more than once, you will be receive a 5 tournament point penalty

Late submission will also result in a 5TP penalty

TERRAIN

Each table will have 8 pieces of terrain pre-placed by the TO's prior to the event, with their Mysterious Terrain type pre-determined. Garrisonable and defensible terrain will also be pre-determined.



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:

- Strength of schedule
- Player with the highest number of Best Opponent votes across the weekend

Best in Faction

This award will go to the highest ranked player for each Faction. (Each Battletome will count as a faction).

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.

Coollest 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 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 – Judge's 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.

Wooden Spoon

This award will go to the lowest ranked player of the weekend who plays all 5 games.

Narrative Prizes

Player's 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.

Lucky Door Prizes

To improve the process of handing out lucky door prizes and speed up presentations at the end of the event, these will be drawn on day one and players will be notified day two during play and given a choice from a range of prizes.

PLAYER CONDUCT

As much as we don't enjoy writing this section, it's necessary to ensure that all players have an enjoyable weekend.

General Player Conduct

We expect players to adhere to the Player's Code as laid out in the Age of Sigmar rules.

Cancon is also an all-ages event, so this should guide your behaviour as a player in regards to language etc.

It is a minimum expectation that no players will partake in:

- Aggressive conduct
- Harassment (either in person or outside the event)
- Any forms of discrimination or offensive speech (sexism, racism, ableism etc)
- Drunk or disorderly conduct

If you want clarification on what constitutes any of the above, please get in contact with the event organisers.

Should tournament staff believe your conduct goes against any of the expectations, you will be asked to leave and no refunds will be issued. If the behaviour is serious enough, you will be prevented from attending in future years.

Cheating

Cheating will result in being asked to leave the tournament with no refunds issued.

Rules disputes

All rules disputes should be resolved by checking the appropriate Games Workshop FAQ, the tournament House rules or ,asking one of the event staff.

The event staff will give a ruling or refer you to the relevant passage in the appropriate rulebook/FAQ;

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 and maximum battle points (30).

Being on Time

It's important that all players arrive at the event before the start of a round. 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 member of the event staff as soon as possible to let them know.

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 the TO as potentially slow playing for advantage will be given a warning from the TO and receive penalties for repeat offences.

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 TO at the end of the game if speed did not improve after several prompts.

Chess Clocks

Chess clocks will not be mandatory, however can be used if both player's agree.

No clocks will be provided by the event, so you will need to provide your own if planning to use one at the event.



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 the TO's 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 the TO's if you are planning on using a conversion so we can ensure it meets the above guidelines.

Can I use 3D printed items?

Yes, you can use 3D printing to:

- provide components to enhance your GW models, like unique helmets or shields
- fill gaps in the standard GW range where a GW model is not available
- enhance the theme of your army by adding 'spot pieces' of 3D printed models

No, you can't use 3D printing to:

- avoid paying GW prices, because you can print an army at a lower price point
- entirely substitute a GW faction worth of models
- replace GW models with 3D printed models that in no way represent the original

In all cases, the use of 3D printed items must be pre approved before the event.

Painting

Models are to be painted to a Battle Ready standard with the base painted/textured in at least one colour (see below).



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

PAINT SCORES

Paint scoring for Call to Glory 2023 is a bit different to previous years. Rather than a specific checklist, you'll receive a 'banded score' based on the level of painting and techniques on display in your army.

Your paint score will be awarded based on hitting one of 4 levels: Grot (5pts), 'Ard Boy (10pts), Brute (15pts) and Megaboss (20pts). See right for the criteria.

GROT – 5PTS

- Colour on every part of the model
- Wash or Contrast
- One colour or painted texture on the base

'ARD BOY – 10PTS

Grot plus:

- Basic highlights
- Sand, cork or moulded bases with tufts.
- Army is visually cohesive

BRUTE – 15PTS

'Ard Boy plus:

- Additional blending and highlights
- Advanced basing techniques
- Some kitbashes or conversions
- Some freehand or OSL

MEGABOSS – 20PTS

Brute plus:

- Consistently high level of painting across the army
- High level of immersion with theme and models
- Army has extensive conversions or army fullyconverted and kitbashed.
- Army shows accomplished, consistent and extensive use of advanced techniques such as non metallic metal, large-scale freehand etc

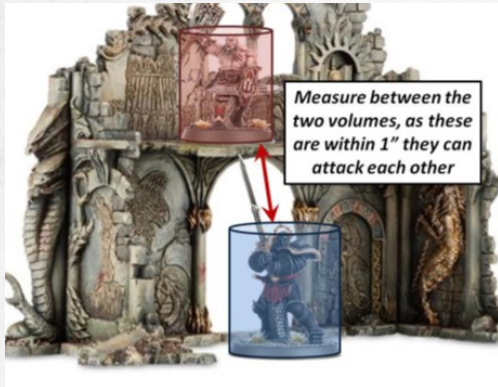
HOUSE RULES

Got any rules questions?

Ask before the event and get your answers nice and early. Send them to clint@calltoglory.au.

Measuring Distances

When measuring distance vertically, you will use a volume from the base footprint 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...)



Battle Tactics

Battletome and White Dwarf Battle Tactics and Grand Strategies will be in play. However, any

Battletome or White Dwarf battle tactics or grand strategies that offer you additional points on top of completing said Battle Tactic or Grand Strategy will not award the additional points.

E.g. Daughters of Khaine "Clash of Arms" will only award 2 points regardless of what units complete the Battle Tactic.

This applies to all future Battletome or White Dwarf updates that are in play for Call to Glory.

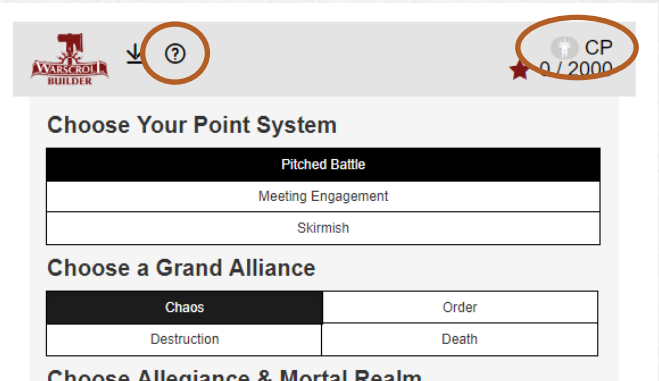
WHAT TO BRING

Here is a quick checklist for your reference.

- Your Fully Painted Army
- Warscrolls for your full army (the app is fine, but try and have a backup)
- Current Generals Handbook & FAQ's
- At least 2 copies of your army list
- 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
- Phone with full charge for scoring
- Pens
- Glue (for incidental breakages)
- Deodorant (It gets hot in the event hall!)
- Water

APPENDIX A: SUBMITTING YOUR LIST

1. Create your army list on Warscroll Builder - <https://www.warhammer-community.com/warscroll-builder/>
2. Ensure you've selected Grand Strategy, Spells, Triumphs etc
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 lists@calltoglory.au

