



CAPITAL COUNTRY
WARGAMING

PRESENTS



CALL TO GLORY
2024

PLAYER'S PACK

VERSION 1.2 - 19 NOVEMBER 2023



THE EVENT

Welcome to Call to Glory 2024, an Age of Sigmar Matched Play Event!

This is a **two-day, 5 round event** in which **up to 200** players will compete for honour and glory as they battle across the *The Bitter Land of ANDTOR*.

The **Top 8** competitors will advance to a **Day 3 Elimination Final!**

At Call to Glory, we celebrate **All Aspects of the Hobby**, from putting together a well-painted and thematic army to making sure your opponents have a good time - whether they win or lose!

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 PACK

- THE ESSENTIALS
- THE ARMY
- THE CODE & CONDUCT
- THE TOURNAMENT
- THE AWARDS
- THE TOP 8:
ELIMINATION FINALS

SPONSORS



THE ESSENTIALS

Tournament Dates: Friday 26th January - Sunday 28th January 2024

Location: **CANCON 2024**
Exhibition Park in Canberra (EPIC)
Corner of Flemington Road & Northbourne Avenue
Mitchell ACT 2911

Contact: jason@calltoglory.au

System: Warhammer Age of Sigmar Matched Play

Battle Size: 2,000 points

Board Size: 60" x 44"

Battleplans: *To be released after list submission deadline*

Army Selection: See the **Battlepack: Pitched Battles** chart in the *General's Handbook 2023-24*

What to Bring: Players are expected to bring all models (fully painted) required to field their rosters, dice, a tape measure or measuring tools, and all relevant rules publications

A tray of some kind to carry your army from game to game

Pens, glue, deodorant, water

A **fully charged mobile device** for entering scores into the tournament software every round

STATS & LADDERS

Will be in use as our Tournament Software at Call to Glory 2024.

Please register yourself in the event prior to list submission using the email submitted when purchasing your ticket to this event:

<https://my.statsandladders.com/>



FRI/SAT SCHEDULE

Friday

8:30 am Registration & Doors Open

9:00 am - 11:45 am Round One: **TBC**

11:45 am - 12:30 pm Lunch
[Display Army to be considered for Coolest Army award]

12:30 pm - 3:15 pm Round Two: **TBC**

3:45 pm - 6:30 pm Round Three: **TBC**

Saturday

8:30 am Doors Open

9:00 am - 11:45 am Round Four: **TBC**

11:45 am - 12:30 pm Lunch

12:30 pm - 12:45 pm Coolest Army Voting

12:45 pm - 3:30 pm Round Five: **TBC**

3:30 pm - 4:00 pm Tallying

4:00 pm - 4:30 pm Presentations

THE ARMY

ROSTER CONSTRUCTION

Lists will be 2,000 points using the *General's Handbook 2023-24*.

When building your army, use all the most up-to-date Warhammer Age of Sigmar rules found in the **Pitched Battle Publications** list found in the *General's Handbook 2023-24*. This includes White Dwarf Battletome Updates, Battlescrolls and Errata. In addition, rules for **Regiments of Renown** and **Armies of Renown** will be playable.

New Battletomes, Supplements, Battlescrolls, FAQs, etc. with a general release prior to list submission deadline will be playable, but subject to review by the TO's prior to the event for rulings on questionable rules interactions or wording as it arises.

LIST SUBMISSION

Lists Due: 11:59pm Friday 12th January 2024

Army lists are to be uploaded to Stats & Ladders in text format from either [Warscroll Builder](#) or the Age of Sigmar App

All lists must clearly state all details required when building a roster: Command Traits, Artefacts, Spells, Prayers, Mount Traits and any additional Enhancements unique to your army

Late Submission: Late submission will result in a **-5TP penalty**

Incorrect Submission: Lists submitted in the incorrect format will be asked to resubmit. If asked to resubmit more than once **-5TP penalty**

MODELLING & PAINTING

Everyone loves playing with and against painted minis.

All miniatures in your army must be **fully assembled and painted** to at least a Battle Ready standard. Upholding this standard enhances everyone's gaming experience. Below are examples of miniatures that meet these minimum standards and more information on what Battle Ready means, check out ~ [Introducing: Battle Ready](#).



Models not meeting this standard will be removed from the table and the player will receive 0 TP for painting!

WYSIWYG

What You See Is What You Get!

Each model must accurately represent its entry on your army roster. For example, if your army includes a unit of Fyreslayer Hearthguard Berzerkers armed with Flamestrike Poleaxes, the models in the unit must be equipped with Flamestrike Poleaxes.

CONVERSIONS

Includes kitbashing, scratch-built and alternate models.

Many players heavily convert or scratch build elements of their army to support the narrative or theme of their armies. Call to Glory Coolest Army nominees are well known for their high quality conversions and thematic armies.

For the sake of fairness, any conversions should be **easily identifiable** and **comparable in size** to the most current version of the model they represent. You may not gain a benefit from converted models, but may incur penalties.

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.



3D PRINTING

Can I use 3D printed items?

ALL 3D Printed models must meet the following criteria:

- **Quality** of sculpt and print **must** be equivalent or higher than traditional plastic multipart kits!
- **Scale** of sculpt and print **must** be comparable in size and based accordingly to the most current version of the model they represent!
- **Design** of sculpt and print **must** fit the aesthetic of the whole army and be easily recognisable and identifiable from other units in your list!

Models that do not comply may risk being removed by the TO!



CAN I USE IT IN MY ARMY?

In all cases, Converted or 3D Printed items must be pre-approved!

Send an email to jason@calltoglory.au with photos of the model(s) in question, at least two weeks prior to the event. If you do not obtain permission for conversions or 3D prints before this date, you run the risk of them being removed from play and incurring score penalties.

THE CODE & CONDUCT

ALWAYS BE POLITE AND RESPECTFUL
ALWAYS TELL THE TRUTH AND NEVER CHEAT

GENERAL PLAYER CONDUCT

We expect players to adhere to *The Player's Code* as laid out in the Age of Sigmar Core Rules.

CANCON is an **all-ages event** that attracts thousands players and visitors across the weekend. This should guide your behaviour as a player in regards to appropriate language at the venue.

Should tournament staff believe your conduct goes against any of the expectations outlined in this section of the Player's Pack, 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.

If you require any clarification beyond what is listed here, please get in contact with the event organisers.

It is a minimum expectation that **no player 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

ANY PLAYER WHO FEELS UNSPORTING CONDUCT IS TAKING PLACE SHOULD SPEAK DIRECTLY TO THE TO

GAMEPLAY ETIQUETTE

We all like to win, but very few will avoid tasting defeat over the weekend.

CHEATING

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

RULES DISPUTES

should be resolved by checking the appropriate Games Workshop rulebook/FAQ, any tournament house rules, or asking one of the event staff - who will give a ruling or refer you to the relevant passage in the rules/FAQ.

CONCEDING A GAME

before the game has reached a natural conclusion, will result in your opponent receiving a major victory and maximum Battle Points (25)

BEING ON TIME

is important and all players must 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.

CHESS CLOCKS

are not provided by the event. However, may be used if both players agree.

TIMING OUT / SLOW PLAYING

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

- If you are unsure you will be able to complete a full battle round, BEFORE starting a new battle round, players should note of the result of the game as it stands. The score at the last completed battle round should be used as the final result.
- Allowance should be made for new players, but deliberate slow playing to affect the result of a game is unacceptable.
- Any player being notified to the TO as potentially slow playing will receive a warning from the TO and receive penalties for repeat offences.
- Players will be expected to prompt their opponents to speed up if they are concerned the rate of play will affect the outcome of the game, only reporting to the TO if things did not improve following several prompts.

THE TOURNAMENT

GAME SPEED MILESTONES

All players are expected to finish their games, and to attend with an army list they feel comfortable playing a complete game within the allotted time.

As a guide, review the following milestones for a round breakdown:

165 mins remaining:	Start round (Formally)
160 mins remaining:	Complete pre-game discussions and decisions
150 mins remaining:	Deployment Complete ~ Begin Round 1
110 mins remaining:	First Battle Round Complete ~ Begin Round 2
74 mins remaining:	Second Battle Round Complete ~ Begin Round 3
44 mins remaining:	Third Battle Round Complete ~ Begin Round 4
24 mins remaining:	Fourth Battle Round Complete ~ Begin Round 5
4 mins remaining:	<i>Do not begin a new Battle Round</i>

STATS & LADDERS

At the end of each game, record your results and submit them digitally using **STATS & LADDERS**:

<https://my.statsandladders.com/>



TERRAIN

Games will be played on a 60" x 44" battlefield.

Each table will have approx. 8 pieces of terrain pre-placed by the TO, with **Mysterious Terrain type pre-determined**.

The following rules will also be in use on some tables:

- **Obscuring:** Visibility between 2 models is blocked if a straight line 1mm wide drawn between the closest point of the 2 models passes across or over obscuring terrain features. Line of sight is drawn between 2 models, not units.
- **Impassable:** You cannot move models over impassable terrain features unless the model can fly, and you cannot set up or move a model onto impassable terrain features - even if it can fly!
- **Garrison:** Follow rules for *Defensible Terrain* features (17.1.2) & *Garrisons* (17.2) of the core rules, with the following replacement for the second sentence of rule 17.2: Up to 20 models may garrison in terrain feature.

Regardless of distance, models inside a garrison terrain feature are never considered to be contesting an objective.

OBJECTIVES & FACTION TERRAIN

Feel free to *slightly adjust* terrain positions to accommodate objectives and faction terrain prior to the game start.

Every effort should be made to allow players to use their faction terrain that they have spent time to build and paint.

We want everyone to be able to play with their toys!

SCORING

Maximum Tournament Points (TP) available is 200

After the first round of the tournament, pairings will be based upon your results from the previous rounds. Your score will be tallied at the end of Day 2 from the categories listed below as we determine the overall rankings and qualifiers for the elimination finals.

BATTLE (BP)

Maximum of 25 BP per Round

Major/Minor Scoring:

Major Win	14
Minor Win	10
Draw	7
Minor Loss	4
Major Loss	0

Bonus Points:

Achieve Grand Strategy	1
Per Battle Tactic You Achieve (Max. 5)	1
Per Opponent's Battle Tactic Denied (Max. 5)	1

FAIRPLAY (FP)

Maximum of 5 FP per Round

Each player will be asked to **answer 5 questions** about their opponent's gameplay at the **conclusion of each game**.

These scores will be tallied after *Round 5* to add **up to 25 points** to the *overall scores*.

SPORTS (SP)

Maximum of 25 SP overall

At the conclusion of *Round 5*, each player will vote for their **2 Favourite Opponents**. Points awarded as follows:

1 st Sports Choice	5
2 nd Sports Choice	3

HOBBY (HP)

CAPPED at 25 HP overall

PAINTING RUBRIC

Painting	Basic	Battle Ready - the minimum standard	5
	Intermediate	Washes/Shading/Glazing/Highlights/Basic Freehand (i.e. symbols, markings and banners used across the army)	10
	Advanced	Extensive use of High level techniques (i.e. Object Source Lighting, Non-metallic Metal, Blending, multiple uses of high level freehand)	15
Basing	Basic	Battle Ready - Texture Paint: the minimum standard	1
	Intermediate	Sand/cork, moulded base	3
	Advanced	Multiple aspects of basing materials that enhance the overall immersion of the theme and models	5
Modelling	Basic	Army has minor kitbashing	1
	Intermediate	Army has extensive kitbashing	3
	Advanced	Army has extensive conversions or army is fully converted and kitbashed using varying techniques (i.e. sculpting/kitbashed, etc.)	5
Overall	Display Board	Display board matching army theme	1
	Overall Cohesive	Consistent theme/colour scheme across the army	5

PENALTIES

Late Submission: - 5 TP

Incorrect Submission: - 5TP

THE AWARDS

BEST OVERALL

+ RUNNER UP

The Warhammer Age of Sigmar hobby is multi-faceted; including social, gaming, and artistic components. With that in mind, this is awarded to the player with the **Highest TP Score** after the first 5 rounds of the tournament

BEST IN GRAND ALLIANCE

CHAOS ~ DEATH DESTRUCTION ~ ORDER

Awarded to the player in each Grand Alliance with the **Highest TP Score***
(Excludes)

BEST SPORTS

+ RUNNER UP

Awarded to the player with the **Highest SP Score**

BEST PAINTED

+ RUNNER UP

Our friends at **The Crimson Brush** will be judging entries for this award**

COOLEST ARMY

+ RUNNER UP

At the conclusion of Round 4, players in the tournament will vote for their **Favourite Army** in **S&L** to decide the winner of this award**

OLD GRUMBLER

Awarded to the player with the highest **TP Score** outside the top 50%

WOODEN SPOON

Awarded to the player with the **Lowest BP Score** that played 5 rounds

**Excludes Best Overall winner + runner up*

***Only armies painted by an attendee may win this award*

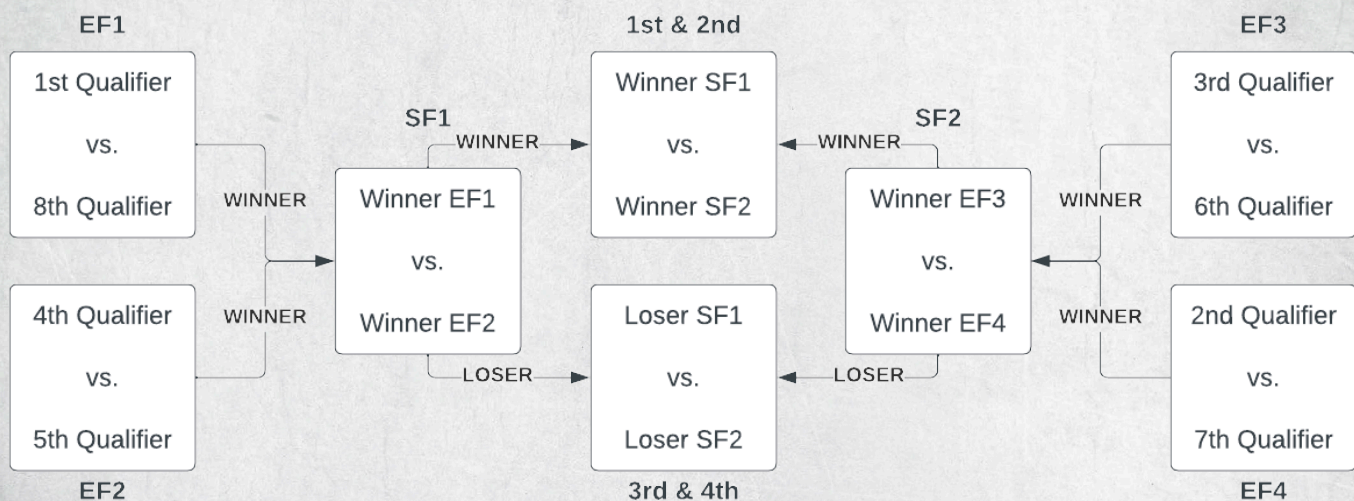
THE TOP 8: ELIMINATIONS FINALS

SELECTION CRITERIA

Based on Overall TP Scores after the first 5 Rounds

The **Top 8 players** with the **highest TP Scores** will be offered the opportunity to play in the Elimination Finals on **Day 3**. If any of these players are unable to attend the Elimination Finals on Day 3, there place will be offered to the player with the next highest overall TP score.

FINALS FORMAT



VICTORY CONDITIONS

To claim the title of **Champion** at *Call to Glory 2024*, you will need to defeat each opponent you face in the elimination finals.

The player with the most victory points at the end of each battle wins. If players are tied on victory points, the winner will be determined using tiebreakers in the following order: completed battle tactics; completed grand strategy; points of enemy starting units destroyed.

"I'VE FOUGHT CHAOS DRAGONS, AND LICH KINGS!
I'VE FOUGHT GREATER DAEMONS, AND THE GODS THEMSELVES!
I BLED BE'LAKOR, THE PRINCE WHO WOULD BE KING!
I CROSSED AXES WITH GRIMNIR, AND WALKED AWAY!"

SUNDAY SCHEDULE

8:30 am	Doors Open	3:45 pm - 6:30 pm	Round Three: TBC
9:00 am - 11:45 am	Round One: TBC	6:30 pm - 7:00 pm	Pack Up & Tallying
11:45 am - 12:30 pm	Lunch	7:00 pm - 7:30 pm	Presentations [Elimination Finals & Doubles Tournament]
12:30 pm - 3:15 pm	Round Two: TBC		