CAPITAL COUNTRY
WARGAMING

PRESENTS

CALL to GLORY
2025

PLAYER'S PACK
VERSION 1.1 - 08 DECEMBER 2024

WARHAMMER
AGE of SIGMAR

THE EVENT

Welcome to Call to Glory 2025, an Age of Sigmar Matched Play Event!

This is a **two-day, 5 round event** in which **up to 250** players will compete for honour and glory as as champions rise and fall in *The Hour of Ruin*.

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

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GAMES WORKSHOP

IRRESISTIBLE FORCE

TABLEWAR™ AUSTRALIA

TAGGED EVENTS

Artis Opus

Baron of Dice

THE ESSENTIALS

Tournament Dates: Saturday 25th January - Monday 27th January 2025

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 **Advanced Rules: Army Composition** in the
                          General's Handbook 2024-25

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 2025.

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/

SAT/SUN SCHEDULE

Saturday		**Sunday**	
8:30 am	Registration & Doors Open	8:30 am	Doors Open
9:00 am - 12:00 pm	Round One: **TBC**	9:00 am - 12:00 pm	Round Four: **TBC**
12:00 pm - 12:45 pm	Lunch [Display Army to be considered for Coolest Army award]	12:00 pm - 12:45 pm	Lunch
		12:45 pm - 1:00 pm	Coolest Army Voting
		1:00 pm - 4:00 pm	Round Five: **TBC**
12:45 pm - 3:45 pm	Round Two: **TBC**	4:00 pm - 4:30 pm	Tallying
4:00 pm - 7:00 pm	Round Three: **TBC**	4:30 pm - 5:00 pm	Presentations

THE ARMY

ROSTER CONSTRUCTION

Lists will be 2,000 points using *Advanced Rules: Army Composition*.

When building your army, use all the most up-to-date Warhammer Age of Sigmar rules according to the **Matched Play Publications 2024-25** section of the General's Handbook 2024-25. This includes Digital Updates, Battlescrolls and Errata.

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 Sunday 12th January 2025
	Army lists are to be uploaded to Stats & Ladders in text format from the Age of Sigmar App
	All lists must contain the following: general, regiments, artefacts, heroic traits, spell lore, prayer lore, manifestation lore and any other mandatory choices. These choices cannot change during the event.
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 & 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 of 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
will result in your opponent receiving max. Victory Points for the remaining Battle Rounds of the game

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:

180 mins remaining:	Start round (Formally)
165 mins remaining:	Complete pre-game discussions ~ Begin Deployment
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:	***Do not begin a new Battle Round***

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 **Battleplan** will use the terrain maps from the **General's Handbook**.

Universal Terrain Abilities:

- **Cover:** Subtract 1 from hit rolls for attacks that target a unit that is behind or wholly on this terrain feature, unless that unit charged this turn or has the Fly keyword.

- **Impassable:** Models cannot move across, be set up on or end moves on any part of this terrain feature.

- **Obscuring:** A unit cannot be targeted by shooting attacks if it is behind or wholly on this terrain feature, unless it has the Fly keyword.

- **Place of Power:** Heroes within 3" of this terrain feature can use the 'Activate Place of Power' ability.

- **Unstable:** Models can move across but cannot be set up on or end any type of move on any part of this terrain feature that is more than 1" tall.

Terrain will be set out on the tables prior to Round One. Both players should work together to set up the battlefield as shown on the corresponding terrain layout map, while maintaining the distance restrictions between the battlefield edge, objectives and other terrain features.

If you have any issues with terrain placement, please ask one of the TOs for assistance.

If the terrain is based, then that base is used to determine if a model is on or wholly on terrain.

THE AWARDS

BEST GENERAL
RUNNER UP & 2ND RUNNER UP
Awarded to the best performing players in the
__Elimination Finals__
Qualification for the Elimination Finals
will be based on your win/draw/loss record
(Tie-breakers: Differential and Strength of Schedule)
Does not include soft scores!

BEST OVERALL
RUNNER UP & 2ND RUNNER UP
Awarded for excellence in all aspects of the hobby;
including social, gaming, and artistic components.
For the __Best All-Rounder__!
Highest TP Score after **Round 5**

BEST IN GRAND ALLIANCE
CHAOS ~ DEATH
DESTRUCTION ~ ORDER
Awarded to the player in each
Grand Alliance with the
Highest BP Score

BEST SPORTS
RUNNER UP & 2ND RUNNER UP
Awarded to the player with the
Highest SP Score

BEST PAINTED
RUNNER UP & 2ND RUNNER UP
Our friends at
The Crimson Brush
will be judging entries for this award*

COOLEST ARMY
RUNNER UP & 2ND 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
BP Score outside the top 50%

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

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

SCORING

Maximum Tournament Points (TP) available is 200

Your Total TP Score will only be used to determine our all-rounder award. All other awards will be based on rankings and scoring outlines on *The Awards* page of this document.

BATTLE (BP)
Maximum of 30 BP per Round

W / D / L Scoring:

Win	30
Draw	15
Loss	0

SPORTS (SP)
Maximum of 25 SP overall

At the conclusion of *Round 5*, each player will vote for their **3 Favourite Opponents**. Points awarded as follows:

1st **Sports Choice**	5
2nd **Sports Choice**	3
3rd **Sports Choice**	1

HOBBY (HP)
CAPPED at 25 HP overall

PAINTING RUBRIC			
Paint	Basic	Battle Ready - the minimum standard	5
	Intermediate	Some work done with washes, shading and highlights to enhance the army	10
	Advanced	Consistently high level of painting across the army	15
Basing	Basic	Battle Ready - Texture Paint: the minimum standard	1
	Intermediate	Sand and/or cork, moulded bases, with shading/drybrushing	3
	Advanced	Multiple aspects of basing materials - sand, cork, tufts, skulls, ferns, etc. - that enhance the overall immersion of the theme	5
Advanced Modelling	Use of kitbashing and/or conversions to enhance your army theme	Army has minor kitbashing	1
		Army has multiple examples of kitbashing	3
		Army has extensive conversions or army is fully converted and kitbashed using varying techniques	5
Advanced Painting	Techniques such as freehand, object source lighting, wet blending, non-metallic metals, etc.	Minor amount applied to a limited number of models	1
		Multiple examples of advanced painting techniques	3
		Consistent and extensive use of advanced painting techniques throughout the army	5
Overall Impression	Display Board	Matching the army theme	5
	Cohesive Army	Consistent and cohesive theme/colour scheme across the army	5

PENALTIES

Late Submission: - 5 TP   Incorrect Submission: - 5TP
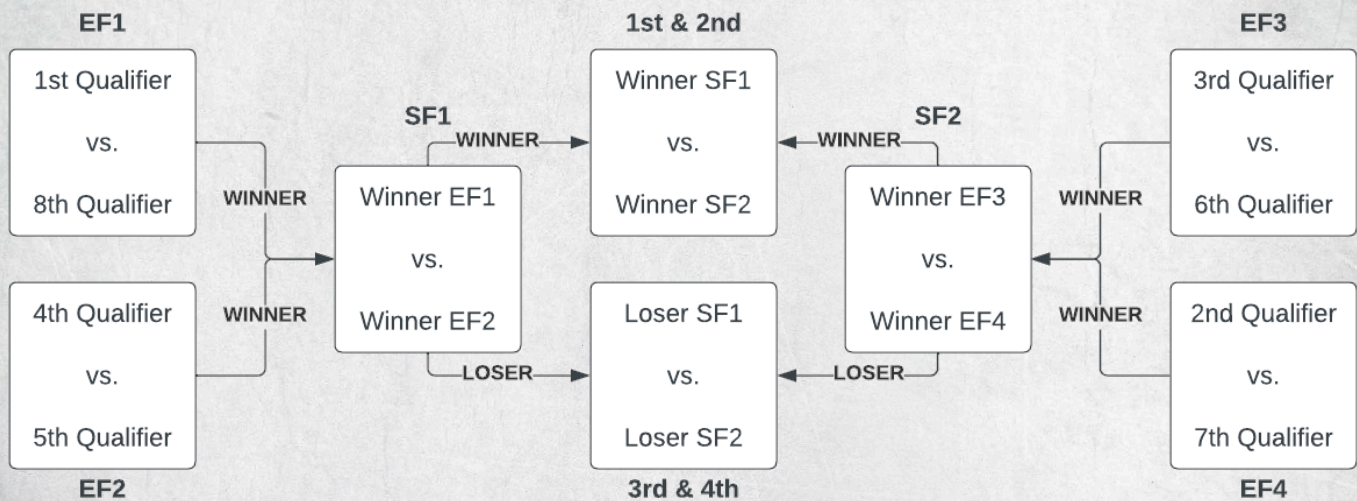
THE TOP 8: ELIMINATIONS FINALS

SELECTION CRITERIA

The **Top 8 Ranked* Players** at the end of Round Five will be invited to **register** for the Elimination Finals **by 5:30pm** on **Day 2**.

If any spaces are not filled by this deadline, places will then be offered to the next highest ranked players in the tournament.

*Ranking based on W/D/L and tie-breakers (VP Differential; strength of schedule)

FINALS FORMAT

EF1		1st & 2nd		EF3
1st Qualifier vs. 8th Qualifier	SF1	Winner SF1 vs. Winner SF2	SF2	3rd Qualifier vs. 6th Qualifier
	WINNER → Winner EF1 vs. Winner EF2	← WINNER	Winner EF3 vs. Winner EF4 ← WINNER	
4th Qualifier vs. 5th Qualifier	WINNER →	Loser SF1 vs. Loser SF2	← LOSER	2nd Qualifier vs. 7th Qualifier
EF2	LOSER →	3rd & 4th		EF4

VICTORY CONDITIONS

To claim the title of **Champion** at *Call to Glory 2025*,
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; 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!"

MONDAY SCHEDULE

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