

A Call to Arms

A Battle Companies Adventure



Sunday MAY 26th

Hosted by Archon Gamez
2 Millers rd Cattai, NSW 2756

Cost: \$35 Entry, Reduced to \$25 if you bring along a board or more of terrain
Points Limit: 500

Payment Details: Entry can be paid to the T.O in store. Or online via square if you need it.

List Submission: Lists can also be submitted to the above email.

Tournament Organiser: Andrew Miller – the above email or facebook message via event page.

Note: Players who have their registration paid and army lists submitted by **May 19th** will receive 2 bonus points. Spots may potentially be capped, so register early to guarantee you place!

Day Schedule:

8.45: Registration

9:15-11:00 Game One

11:00-11:10: Break

11:10-12:55: Game two

12.55-2:00: Lunch and judging

2:00-3.45: Game Three

3.45-3:55: Break

3.55-5.40: Game Four

5.40-6:00: Pack up

6.00: Prizes Ceremony

Army composition:

Unlike most tournaments that simply require you to construct a legal list from the supplied army books, A call to Arms offers an opportunity to invest in your warband and build them up to epic heights and unleash them upon your foes.

To that end, in order to level up your battle company, all you have to do is play a game at Archon Gamez between now and the week before the tournament. Sunday's as well as Tuesday nights will be the designated times, though if you can organise an opponent and a judge any other time will do.

All rolls to level up at the conclusion of a game must be witnessed and signed off by the TO. Failure to do this will mean the abilities gained will be forfeit and the exp spent lost. Master copies of your sheet will remain on premises at all times, you are free to make a copy/take picture but this is in the interest of fair play and openness.

During the session in which you level up and gain new models, any proxy will suffice, but you should try and have a suitable one ready to go for the next time you play. In this way it is both easier to see what your opponent has and just plain nicer looking.

1 week prior to the tournament, all lists with abilities will be published for all participants to see. This gives everyone a chance to familiarise themselves with what they may face.

You may use all of your company or a portion of it in the tournament. Points values will be determined according to the BC rules.

In order to make the BC rules work in conjunction with the new rules, the following amendments will apply.

When rolling on the combat, shooting and leadership chart with a hero. A result of a 5, which would otherwise allow you to roll on the skills chart can instead be used to gain access to heroic strike, heroic accuracy and heroic march respectively.

This allows your heroes to have access to skills they otherwise may not possess. These skills are costed the same as all the others.

All heroes, like in the regular rules, will have access to heroic move, heroic shoot and heroic combat.

The other amendment is to the tier of the hero. The following table indicates what tier a hero will be classified as based on points of the individual model

Points value of your hero	Leadership tier
181+	Hero of Legend
121-180	Hero of Valour
61-120	Hero of Fortitude
60 or Less	Minor Hero

If your hero qualifies as a hero of legend, then they will gain all the benefit of that tier. I.e. After broken will automatically pass standfast.

Your BC may be deployed as a single warband, led by the hero with the highest tier, your choice if tied.

Alternatively, you may split off heroes from your warband to lead regular troops from your army list. Your crazy Op shooting hero can lead a group of archers if you prefer for example.

What to Bring:

- Your Force. Your army may consist of models from Games Workshop's Hobbit or LOTR SBG range, as well as any current Middle Earth Forgeworld or appropriate third party models. Conversions are not only permitted but also encouraged! Particularly for those Battle company conversions.
- Models must be WYSIWYG. This is important as Middle Earth profiles now include wieldable weapons. Suitable proxies and conversions are permitted for miniatures no longer in production. Some of the Battle company upgrades are negotiable.
- Bring at least 3 objective markers on (preferably) 40mm or 60mm bases. 25mm bases are acceptable but will not score full painting points in the relevant field.
- Please bring two copies of your army list. One for your opponent and one for yourself. This is VERY important as you need to have a very clear profile on each of your Battle company members with all of their upgrades and abilities.
- A copy of the current Middle Earth SBG Rules Manual, relevant army book and a copy of battle companies. If possible, please bring any current FAQs for the army you are playing.
- Gaming Essentials – Dice, tape measure, pens, paper/electronic apparatus to record Might/Will/Fate and wounds. Glue is recommended for repairs.

Scenarios

Battle company scenarios will be played along with custom ones that are suitable for the levelling game.

For the tournament itself, A selection of new and old will be available.

These will be determined on the day but will be drawn from, Contest of Champions, Domination, Fog of War, Deep Penetration and Protect the Rear & Rings of Power



Battle Rounds:

Players will be randomly matched in the first round, though some massaging to encourage thematic pairings and avoiding regular gaming partners will occur behind the scene. Grudge matches will be permitted. Moving forward, players will be matched by battle points.

All terrain will be pre-set by the T.O and is not to be moved unless stated.

Tournament Scoring:

- **Great Victory**, 18 Points (Defeat opponent by 5+ points, and doubling their scoring)
- **Victory**, 15 Points (Defeat opponent)
- **Pyrrhic Victory**, 12 Points (Defeat opponent by 1 or 2 points)
- **Draw**, 10 Points (Tied victory points)
- **Close Defeat**, 8 Points (Lose to opponent, but only by 1 or 2 points)
- **Defeat**, 5 Points (Lose to opponent)
- **Heartbreaking Defeat**, 3 Points (Lost to opponent by 5+ points, and they double your victory points)

In addition to the above, the following bonus points are available up to a maximum of 5:

- **Fearsome Foe** One of your battle Company Heroes kills 3 Enemy heroes (+1 Point)
- **Opposing Leader killed** or removed from the game (+1 Point)
- **Your leader remained unscathed** at the end of the game (any wounds prevented in any way do not count as actual wounds) (+1 Point)
- **Tactical Superiority:** A Great Victory that keeps your opponent from scoring any points (+1 Point)
- **Ambush:** Kill/remove a total of 5 enemy models before having a model killed/removed (+1 Point)
- **Fields of Slaughter:** Wipe out your opponent's entire force by any means (+2 Points)
- **Head-hunter:** Slay all members of your opponent's battle Company (+1 Point)
- **Rally! To me!:** Prevent any of your force's Battle Company from being slain (+1 Point)

Sportsmanship:

I believe there is a consensus that sports scoring throughout games are an unnecessary thing of the past within our community (with the exception of most voted player). However, in the spirit of keeping this event clean, the following ruling will be implemented.

- Players found to be acting in unsportsmanlike conduct (e.g. temper tantrums, purposefully throwing games, cheating) will have 2 battle points deducted from the game they are currently playing. This can be cumulative.

Painting & Hobby:

Painting will be judged by the T.O during the lunch-break period. Armies must include painted dismounts to be eligible for full painting scores. Players can earn up to 35 points for their overall score from the following criteria:

- Undercoating (2 Points)
- Basecoating (5 Points)
- Shading and Layering (5 Points)
- Advanced Techniques (4 Points)
- Basing (3 Points)
- Converting suitable BC models (7 points)
- Objective Markers (2 points)
- Display Board (7 points)
- Please note: Your display board will literally have to be 3D, painted with detail, suitable basing and have light and sound to score the full 7 points. A maccas board would get you 1.
At the end of Round 1, players will be asked to vote on their favourite converted model.

Army List Submission:

Army List submissions must adhere to the following criteria:

- Use a spreadsheet (get a bonus point)
- Your force must not exceed 500 points
- Building your force must comply with force restrictions stated in the Rules Manual/Army Book. This applies for Allied Contingents.
- Your force MAY include Tom Bombadil & Goldberry.
- Lists submitted by the 19th of May, along with registration will apply a bonus 2 points to your overall score.

For all you Hobbyists...

Put your time and effort into the display board...



Prizes:

Each individual will only be eligible for one prize and will be awarded the higher value of the two. Please note that prize support will also depend on attendance (As attendance swells, so too will the size and number of prizes). The following list are prizes currently available for this event:

1st Place

2nd Place

3rd Place

Favourite Player

Favourite converted model

'Master of Middle Earth'– Painting & Display

Wooden Spoon

If you have any questions or feel something is missing, please let me know via Facebook message.

