



 ENGLISH RULESET

# CALL OF WAR

WARHAMMER 40.000 TATA  
GRAND TOURNAMENT 2010/04/17-18

## Time of the Call of War Championship in 2010:

**Spring:** 17-18th of April

**Autumn:** 16-17th of October

## Place of the contest:

Helyőrségi Művelődési Központ (Local Garrison Education Centre)

[Hungary, 2890, TATA, Ady Endre str. 12-14.](#)

## ENTRY

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**Entry fee:** €8.00 / 2000 Ft

Send your application in e-mail to the [callofwar@mste.hu](mailto:callofwar@mste.hu) address. Applications are accepted in arrival order.

## Please, do not forget to include the following information:

- Your name
- Your army

## Pre-entry deadline:

Spring: 1st of April

Autumn: 1st of October

## RULES

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- We play the battles according to the 5th edition of the [Warhammer 40.000](#).
- Official languages are English and Hungarian.
- Selectable armies (including the recently released codexes):
  - [Codex: Black Templars](#)
  - [Codex: Chaos Daemons](#)
  - [Codex: Daemonhunters](#)
  - [Codex: Dark Eldar](#)
  - [Codex: Imperial Guard](#)
  - [Codex: Orks](#)
  - [Codex: Space Wolves](#)
  - [Codex: Tyranids](#)
  - [Codex: Blood Angels](#)
  - [Codex: Chaos Space Marines](#)
  - [Codex: Dark Angels](#)
  - [Codex: Eldar](#)
  - [Codex: Necrons](#)
  - [Codex: Space Marines](#)
  - [Codex: Tau Empire](#)
  - [Codex: Witch Hunters](#)
- Point limit: 1850 points.
- Special characters are allowed as described in their codexes.
- You have to use the same roster in every battle.
- You can give up battles at any time according to the normal rules.
- Bring everything you will need for the game: measuring tape, dice, templates, figures and all the special rules you want to use (in English).
- Battle tables will be allocated randomly before each battle.

- Models must be painted (no undercoated or assembled only miniatures). They must be primarily Citadel, GW or Forge World models. Other producers are allowed if we can obviously identify them with a GW-model. In such cases (just like with the conversions) contact the judges prior to your application to avoid any unnecessary inconvenience.
- WYSIWYG: What You See Is What You Get, so every model (and vehicle) must bear the same weapon as in its army roster. It is true for basic and extra equipments and weapons alike. In case of vehicles you have to represent each and every weapon and equipment on your model, except for extra armour. Judges will remove those models from the table, which do not oblige these rules, and they cannot be used in battles.

## **SCHEDULE**

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A battle lasts for 150 minutes. Judges start the clock, and all games are finished, once the players played equal number of turns. We check the “WYSIWYG” of your army during the games.

Games played on the two days:

Saturday: 3

Sunday: 2

Missions on Saturday:

Mission on Sunday:

1. Seizing Ground
2. Capture and Control
3. Annihilation

1. Seizing Ground
2. Capture and Control

Deployment type of the battle will be rolled with a D6 by the judges (1-2 Pitched Battle, 3-4 Spearhead, 5-6 Dawn of War)

### **SCHEDULE – SATURDAY**

### **SUNDAY**

09 <sup>15</sup> AM	Debriefing, giving out army rosters	09 <sup>00</sup> AM - 11 <sup>30</sup> AM	Fourth battle
09 <sup>30</sup> AM - 12 <sup>00</sup> PM	First battle	12 <sup>00</sup> PM - 02 <sup>30</sup> PM	Fifth battle
12 <sup>30</sup> PM - 03 <sup>00</sup> PM	Second battle	03 <sup>30</sup> PM	Victory ceremony
03 <sup>30</sup> PM - 06 <sup>00</sup> PM	Third battle		

## **SCORING**

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- The player who is the winner gets 15 points. The loser player gets 5 points.
- If the result is tied, 10 point goes for each player.
- The players must calculate the Victory Points and they get bonus points:

270-589 VP	+1/-1 points
590-909 VP	+2/-2 points
910-1229 VP	+3/-3 points
1230-1540 VP	+4/-4 points
1550-1850 VP	+5/-5 points

## **JUDGES**

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Disputes will be settled by the judges. They are:

*Viktor Bodnár (Vanger)* and *Tibor Enyedi (Warboss)*