

FIRESTORM GAMES & HAWK WARGAMES  
PRESENT

# CALL TO ARMS

A DROPZONE COMMANDER TOURNAMENT



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**HAWK**  
WARGAMES 

# INTRODUCTION

## ***Welcome to the first Cardiff Dropzone Commander Tournament!***

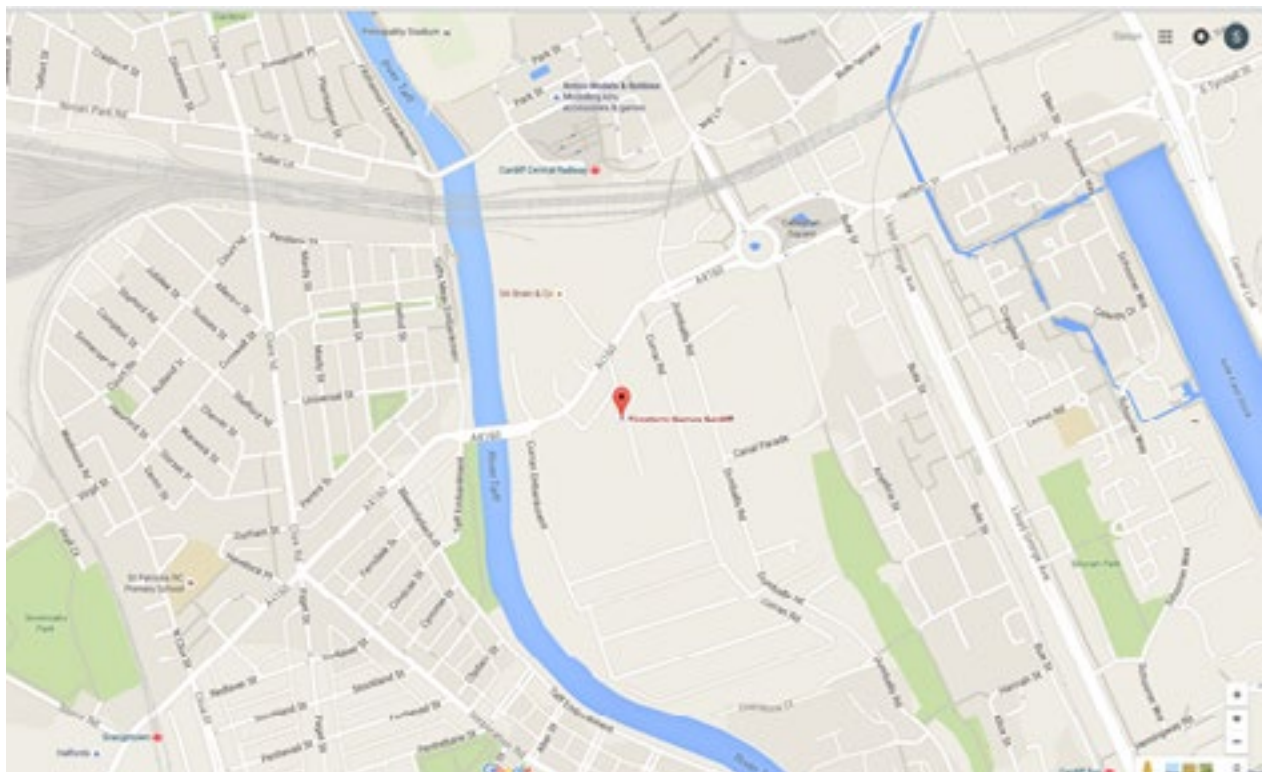
Call to Arms is a one day tournament that will be run at Firestorm Games in Cardiff and will consist of 3 games each lasting 2.5 hours. The hawk Team will be in attendance and will provide spot prizes throughout the day in addition to the tournament prizes.

So the question you need to ask is, do you (and your team mates) have what it takes to become the Call to Arms Champion?

# VENUE

Call to Arms will take place on Sunday 6th March 2016 and will be held at Firestorm Games. The venue is a short walk from Cardiff Central Train Station.

Firestorm Games (Cardiff)  
Trade Street  
Penarth Road  
Cardiff  
CF10 5DT  
United Kingdom  
Tel: +44 (0) 2920 227117



## EVENT COST

Tickets for Call to Arms cost £10 per person and can be purchased [here on the Firestorm Games website](#) >. This ticket gives you entry to the tournament.

If you are buying a ticket for more than one person please enter the names of all attendees in the comments section during checkout. The Tournament is currently limited to 32 spaces, though there is capacity in the venue to expand if needed.

## FOOD & DRINK

Firestorm Games will have a variety of food available for purchase on the day but please be aware that there is no food or drink included in the ticket price.

Additionally Cardiff town centre is only a short walk away and you will find a great selection of places to eat there.

## ARMY LISTS

You will need to pick a 1500 point clash army from either UCM, Scourge, PHR, Shaltari, or Resistance. The standard limits of a maximum of 6 Battlegroups apply and remember that no more than 1/3rd of your points can be spent on any one Battlegroup (Excluding points spent on Commanders). Also Shaltari players remember that the Gate Battlegroup does not count towards the maximum limit.

Players are required to email their army lists to [events@hawkwargames.com](mailto:events@hawkwargames.com) no later than Wednesday 2nd March 2016. Any lists submitted after this date will incur a -5 deduction from their Game Points total.



# TOURNAMENT SCHEDULE

## Day 1 (Sunday 6th March 2016)

- 09:00 - 09:30 Registration & Event Briefing
- 09:30 - 12:00 Game one
- 12:00 - 12:45 Lunch
- 12:45 - 15:15 Game Two
- 15:15 - 15:30 Break
- 15:30 - 18:00 Game Three
- 18:00 Results and Awards



## THINGS YOU WILL NEED TO BRING!

- Your 1500 point army
- 2 copies of your army list (1 for us and one for your opponents)
- A copy of the rules and all relevant FAQs/Errata
- Dice
- Tape Measure
- Landing Zone Templates for your dropships and fliers
- Pen
- Superglue (emergency repairs)

## PRIZES

Firestorm Games and Hawk Wargames will be offering prize support on the day for the following categories:

- 1st - Trophy, Special Commander, Firestorm Vouchers
- 2nd - Trophy, Special Commander, Firestorm Vouchers
- 3rd - Trophy, Special Commander, Firestorm Vouchers
- Judges best painted - Trophy, Hardback Special Edition Rulebook
- Wooden Spoon - Limited Edition Battlebus
- Spot Prizes

## PAINTING & MODELLING

We all prefer to see fully painted armies on the battlefield, however as this is a new system and we want people come and have fun at the event you **CAN** play with unpainted models, no one wants to be rushing to finish their army in time and risk ruining their models!. We fully support and encourage modelling and conversion, however we ask that only Hawk Wargames models are used at this event, with the exception being conversions where we ask that a Hawk Wargames model has been used for the majority of the model.

## TABLES & TERRAIN

The tables will be set up by the judges before each round and we ask that you don't modify or change the board in anyway, however if you feel the board is not appropriate you can call a judge over who will ensure it is balanced. Before each game you should discuss the terrain with your opponent and ensure you are both in agreement regarding the height of each building (for flyers), if there is enough space to land dropships on the roof and the number of damage points each building will contain (See Below).

## BUILDING DAMAGE POINTS

During this tournament all buildings will have armour 6 unless stated otherwise and will have either 10, 20 or 30 damage points each. During the event briefing the referees will give examples of the amount of damage points buildings should have, relative to their size, but it is up to you and your opponent to agree before the game what damage points the buildings will have on your table. If you are unable to decide then a referee will make the final call.



## SCENARIOS & SCORING

This tournament will use 3 scenarios selected from the Official Hawk Wargames Tournament Pack 2016. This can be downloaded for free from our events downloads section on our website, [which can be found here >](#).

Call to Arms will use the scoring system outlined in the Official Hawk Wargames Tournament Pack 2016, found using the link above.



## ERRATA AND RULES DISPUTES

The Tournament will use the latest versions of the FAQ's and Errata documents, providing they are published prior to 29th February 2016. If a rules dispute arises we would always ask that you try to resolve the issue by yourselves, however if you feel a amicable decision can't be reached then you can call a referee over. Please be advised that from the moment of entry into the event the decisions of the referees regarding the fair adjudication of the event rules and all issues of health and safety are final. No discussions will be entered into once a decision has been made.

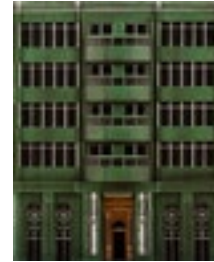


# BUILDING DAMAGE POINTS

Buildings in Dropzone Commander have varying levels of damage points based upon their size. The Tournament Organiser should ensure that they have clearly stated the number of damage points each building has before the tournament begins. We would suggest that you use the following damage points for buildings from the Cityscape/Ruinscape card scenery products, which are ideal for tournament play.



**Large Building:  
30 Damage Points**



**Medium Building:  
20 Damage Points**



**Small Building:  
10 Damage Points**



# AFTER EACH GAME

After the game both players are required to complete the attached information into their result sheet. Once this information is recorded report the results of the game to the Tournament Organiser. Call to Arms will use a variant of the 20-0 scoring system. This means that you will earn game points based upon the difference in Victory points between you and your opponent but the difference in Kill Points is also taken into account. To calculate your tournament points each round you first determine the VP difference between both players using the following table.

VP Difference	Game Points Scored
0	10 - 10
1	11 - 9
2	12 - 8
3	13 - 7
4	14 - 6
5	15 - 5
6+	16 - 4

Then, if the winner of the game scored more Kill Points than his/her opponent, calculate how many bonus points they will score using the table below. The winner of the game adds these bonus points to their tournament point score and the loser deducts these bonus points from his score. Note this may result in neither player modifying their scores if the winner of the game ended up losing more Kill Points than his opponent or if the game was a draw. If the scores have been totalled correctly, both players final tournament points for the round should combine for a total of 20 points.

Winners Kill Point Difference	Bonus Game Points Scored
0-200	1
201-400	2
401-600	3
601+	4

