



Away Games

CALL TO ARMS



WARHAMMER
AGE OF SIGMAR

Call to Arms AoS Event

Welcome to the annual **Call to Arms AoS Event** hosted by **Away Games™**!

'Mighty Battles in an Age of Unending War' ...

This event is a Road to NOVA 2025 Orange Ticket Event. Players have a chance to win a ticket to the Warhammer AoS NOVA Open 2025 Event!

This event takes place during the annual **Call to Arms Williamsburg Muster**, located in the heart of the beautiful Historical Williamsburg area! This exciting venue will provide gamers with an wonderful experience and has its own food and bar on site that caters to the players!

Call to Arms and **Away Games™** has constructed a battlefield in which players from novice to grandmaster have a chance to fight to the death for eternal glory...along with awards and prizes.

As you enjoy competing in a great venue, **Away Games™** will be attending to every detail, allowing players to relax and have their best tournament experience.

Players can expect **EVERY** table to have standardized "**Away Games™**" AoS terrain, along with dice boxes and chess clocks. (No need to bring your own.)

The event will be using GW Rules.

The event will have Carts to rent, as well as Objective Markers, Dice Trays, Dice and Laser Target Lines for purchase.

In this packet you will find an overview of what to expect and how to get the most out of your tournament experience:

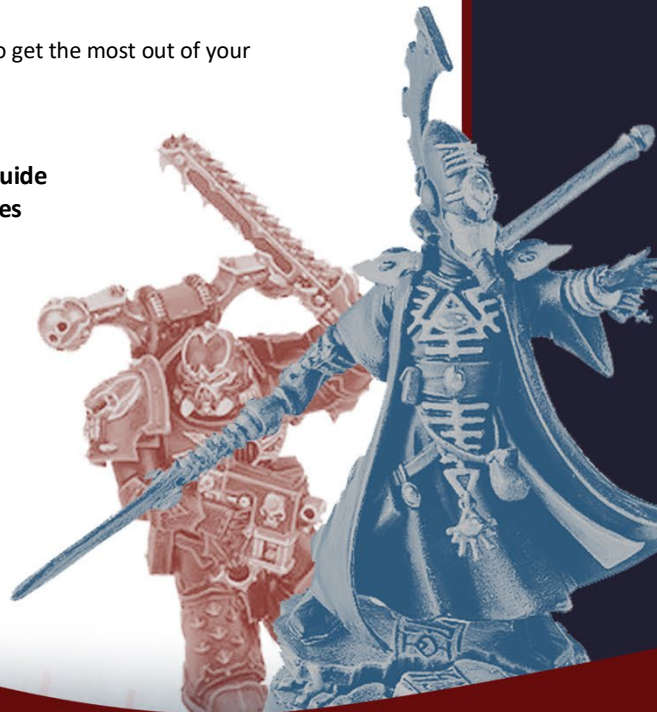
Event Essentials

- Army Construction and Painting Guide
- Tournament Organizers and Policies
- Rounds and Timing

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- Paint Judging
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Event Essentials

Important Dates and Times

Tournament Dates: Saturday and Sunday October 11-12, 2025

Location: Call to Arms Main Hall, 3032 Richmond Rd, Williamsburg, VA 23185

Battle Size: 2000 points

Board Size: 60" x 44"

Format Size: Singles

Missions: TBD (GHB 25-26)

Layouts: TBD (GHB 25-26)

Terrain: **Away Games™** Standardized Terrian

Number of Games: Five Rounds, Win/Loss Path

Round Length: 3 Hours Game time

Ticket Fee: \$60.00

Prizes: Placing, Best Overall, Best Painted and Best in Grand Alliance

Check In: 9:00 am, First Round Starts at 10:00 am

Late Arrival: Understandably issues arise, but please inform the Tournament Organizers if you're going to be late. Late check in for the first round will result in a drop or ceding the spot to a present waitlist attendee. If a competitor arrives late to any round after round one, their game time will begin running on the clock. After 15 minutes the round will be forfeited, and your opponent will receive a win and max points.

Missions: Age of Sigmar General's Handbook GHB 25-26 Match Play Battleplans.

Army Selection: Follow Muster Armies guidance in Age of Sigmar General's Handbook GHB 25/26, Match Play.

Tools of War: Competitors are expected to bring their army, dice, tape measure, and all relevant rules publications (**Away Games™** provides dice trays and chess clocks.) If you are using any electronic devices to carry your official rules references, please ensure they are charged and available for reference at all times.

Rules cutoff: New rules and materials will not be permitted after **Monday, October 06, 2025 at 11:59 EST**. We will be using the GW Rules, which can be found at <https://www.warhammer-community.com/en-gb/downloads/warhammer-age-of-sigmar/>

Proxy and Conversion: Requests must be submitted before **Monday, October 06, 2025 at 11:59 EST**.

List submissions: List will be due by **Wednesday, October 08, 2025 at 11:59pm EST**. Any list submitted afterwards **MAY** be subject to a 8 point deduction in round one and a yellow card for the event, pending circumstances.

Scoring: At the end of each game, use the provided score sheet to record your results and post them digitally or present them to a Tournament Organizer for digital posting.

Painting: All models should be "What you see is what you get (WYSIWYG)". Conversion and third party miniatures are allowed but must clearly represent the Warscroll that they are in place of. If you are unsure if your model(s) meet these requirements please email **Away Games™** at contact@theawaygames.com before

Monday October 06, 2025 at 11:59pm EST (list submission). Appropriately sized round/oval bases are required for this event using the most recent Games Workshop Basing Guide.



Army Construction and Painting Guide

All models in your army must be fully painted with a three color minimum. For paint scoring, the TO will selected the top 8 best painted armies at the event. At the end of round three, the TO will inform you if your army has made it into the top 8. The top 8 armies will be displayed on a table and the TO will then pick the best painted out of those 8.

Competitors will post their lists in an easy to read format Please DO NOT use a different faction under player details from the one utilized in the Best Coast Pairing app.

Part of the experience includes showing off and playing against beautifully constructed and painted armies. The Paint Judging matrix will also be used for the Best Overall/Renaissance award, along with Best Painted. Below are some examples of models painted to a Battle Ready standard.

Note: Each model should accurately represent its entry on each competitor's army list represented by WYSIWYG (What You See Is What You Get).

All models should be "What you see is what you get (WYSIWYG)". Conversion and third party miniatures are allowed but must clearly represent the Warscroll that they are in place of. If you are unsure if your model(s) meet these requirements please email Away Games at contact@theawaygames.com before **Monday, October 06, 2025** (list submission). Appropriately sized round/oval bases are required for this event using the most recent Games Workshop Basing Guide.

Conversions are great and are encouraged, though for fairness, all conversions should be comparable in size to the most current version of the model they represent. Competitors should not gain a benefit from converted models and will be subject to penalties for doing so. Any converted or scratch-built models, need to be approved prior to the list submission cutoff date. If competitors do not receive approval for conversions before this date, they run the risk of the model being removed from play, or possibly incurring score penalties or worse. For approval, please contact **Away Games™** at contact@theawaygames.com with **Call to Arms AoS Event** as the subject line and provide photos and a brief explanation of the model and what it represents.

Note: Models should be based according to their current box kit.

Tournament Organizers and Policies

Away Games™ will provide a Head Tournament Organizer (Head Judge) and other Tournament Organizers (Floor Judges) throughout the event. Organizers will be in distinctive attire during the event to ensure they are visibly seen. Prior to a Tournament Organizer being called over for rulings, competitors should attempt to resolve their questions or issues beforehand. If a Tournament Organizer is needed, please call out "judge" and hold up your hand for visibility. Please be prepared to provide any relevant rules for the particular situation. Tournament Organizers rulings will always be based on correct rules interpretations rather than adhering to previous precedent and represent the final say on all game rules and issues.

Tournament Organizers will be “active judges” and will actively stop instances of illegal play, with or without a competitor’s specific request for intervention. Understandably there will not be Tournament Organizers at every table, and all instances of foul play cannot be prevented. The goal of **Away Games™** is to do the best we can to ensure all the games are as enjoyable as possible for all competitors.

Competitors should know that behavior such as bullying, rules abuse, moving models illegally, picking up dice before your opponent has the chance to see the results, lying to tournament organizers or opponents, or any other form of unethical or inappropriate conduct can result in substantial in-game penalties, an automatic loss assessment, permanent removal of parts of your army for the duration of the event, removal from the event itself or any future **Away Games™** events. Accidental errors will always occur, however, a “foul is a foul,” and Tournament Organizers will treat them as penalties. The Head Tournament Organizer is empowered to apply both in game and scoring penalties equivalent to the level of the foul.

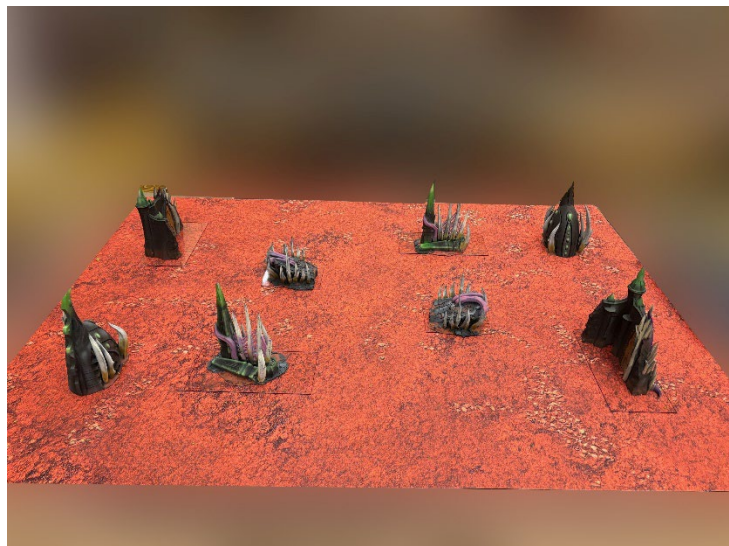
Rounds and Timing

First round opponents will be randomly determined. Subsequent rounds will use “Win-Path” to pair opponents in each round thereafter. By doing this, competitors will pair against someone with the same record and who won and lost their games in the same rounds. Examples of this are competitors losing round one, versus round two will have different algorithms when paired. Pairings are conducted in this way to ensure competitors with a similar strength of schedule pair off and to ensure an increasing level of skill parity and sportsmanship with each subsequent round.

During each round, tournament organizers will announce the time remaining in the round, throughout the round. These announcements are used to help keep the flow of play moving and afford competitors a “pace of play.”

If a competitor wishes to utilize a clock, both competitors at the table will use the clock. Both competitors will be afforded the same amount of time on the clock and should sync the time with the amount of time in the round. Also, if a competitor wishes to use a clock after a round has started, the remaining time will be split evenly, and the clock will be used.

Competitors are encouraged to finish their games. If there is under 10 minutes remaining in a round, competitors will not start another battle round. There is a hard “dice down” policy for games once the round time is complete. Additionally, competitors attending should feel comfortable playing a complete game within the allotted time with the army they are utilizing. (Intentionally leveraging the clock to disadvantage your opponent should never happen.



Event Schedule

Event Area: Calls to Arms Main Hall

Day One: Saturday October 11, 2025

Rounds	Start Time	End Time
Check In	9:00 am	10:00 am
Round One; TBD	10:00 am	1:00 pm
Lunch	1:00 pm	2:00 pm
Round Two; TBD	2:00 pm	5:00 pm
Break	5:00 pm	5:15 pm
Round Three; TBD	5:15 pm	8:15 pm
Karaoke Begins!	8:15 pm	

Day Two: Sunday October 12, 2025

Rounds	Start Time	End Time
Check In	9:00 am	9:30 am
Round Four; TBD	9:30 am	12:30 pm
Lunch	12:30 pm	1:00 pm
Round Five; TBD	1:00 pm	4:00 pm
Awards and Prizes	4:30 pm	

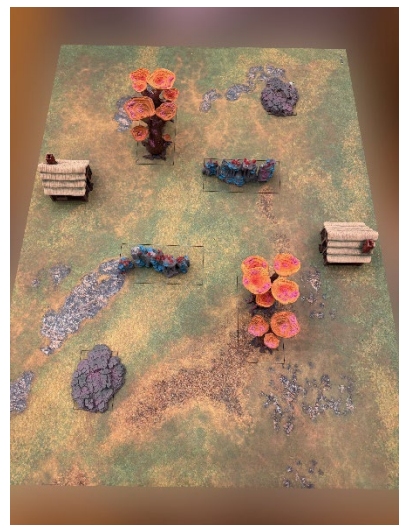
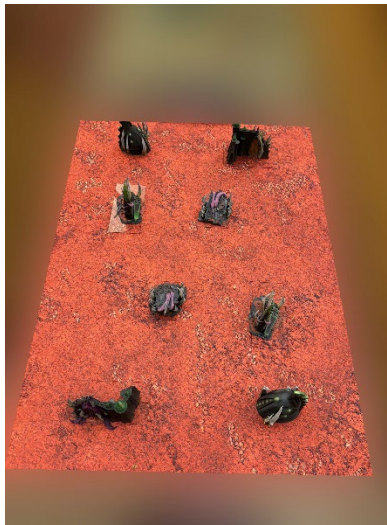
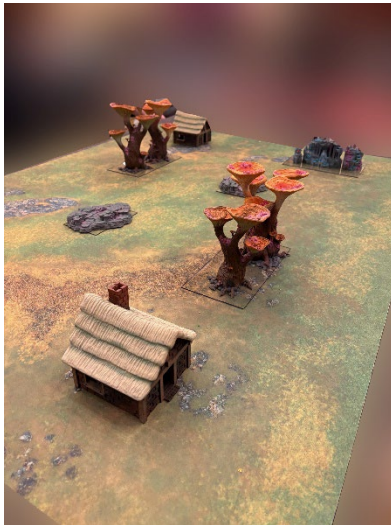
Event Guidelines

Terrain Guidelines

Terrain is being provided by **Away Games™** and it will be set on each table for each game. All tables will use the standardized **Away Games™** Layouts.

Each table may have a different custom created **Away Games™** aesthetic or theme, every table will use the same layout in any given round of the event. However, these standard layouts will change depending on the round of the event.

Note: Upon reaching your table, if the layout does not closely match one of these four layouts, please adjust the terrain appropriately. If uncertain whether the layout is precisely correct, please call a tournament organizer over for assistance.



Paint Judging

Armies that meet the minimum standard will be awarded 5 points for their "Overall Score" modifier where it pertains to qualifying for "Best Overall" award.

Armies that go above and beyond the requirements will be in the running for the "Best Painted" award.

Qualifying armies will be notified for additional paint judging in which they can receive extra points towards their overall score. Examples of exceptional armies are quality highlights, layering, basing, conversions and even a display board.

Competitors will be notified that their army is eligible for additional judging before the conclusion of the first round/day.

Round Bye and Ringer Participation

In the event there is an odd number of players in a round, a "ringer" army will be utilized to ensure all competitors are afforded the opportunity to play all of their games. The "ringer" army will be a simplified army designed to facilitate a fun and multifaceted experience. The "ringer" will always be paired as having lost all their games. Even if they lose, the competitor will still receive a win. The opponent of the "ringer" can also elect not to play the game, taking a win.

Prize Support

After the fight to the death for eternal glory, prizes will be awarded to the top qualifying placers.

Awards will also be given for Placing, Best Overall, Best Painted and Best in Grand Alliance, so make sure you are bringing your creative masterpieces to the tournament.

Note: Awards and prize support will be based on attendance.

Ticket Policy and Refunds

Tickets can be purchased [Here](#). Tickets can be refunded up to the list due cutoff date, minus fees. There will be no refunds after the list cutoff date. If a refund is desired, please understand that refunds can take up to a week to process.

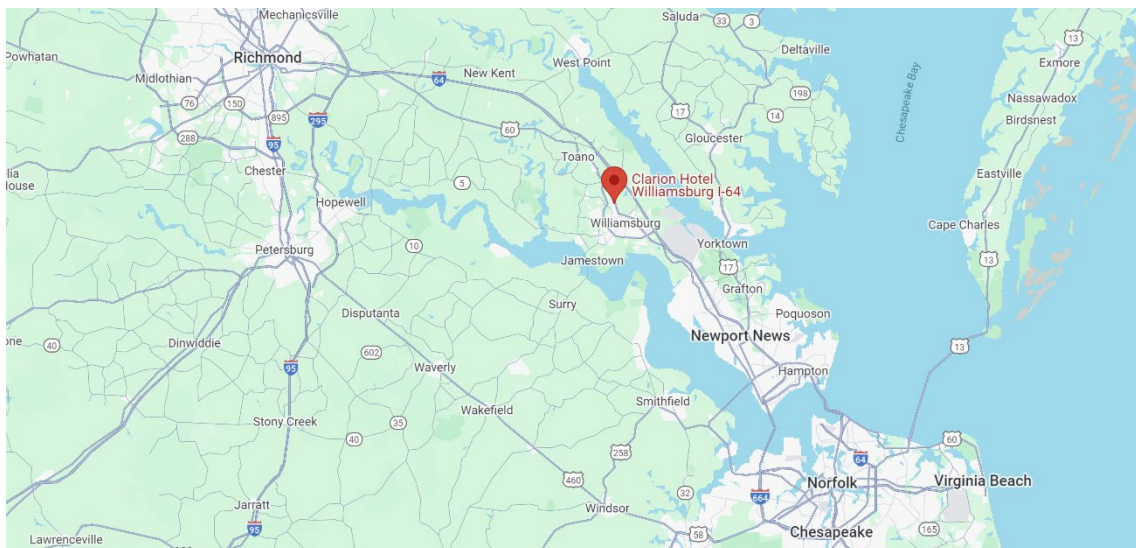
Media Policy

By purchasing a ticket for the event, I hereby grant the **Away Games™** permission to use my likeness in a photograph, video, or other digital media (“photo”) in all of its publications, including web-based publications, without payment or other consideration.

I understand and agree that all photos will become the property of **Away Games™** and will not be returned.

Accommodations

Rooms can be booked for the weekend at the Call to Arms Convention Hotel, Clarion Hotel Williamsburg I-64 at (757) 565-2600. There is a room block for attendees.



Away Games Charities

Our team is honored to be able to give back to charities we believe make an impact in our communities. We have thoughtfully chosen charities that are related and important to our team. We humbly invite you to learn about each charity and partner, in addition if possible to make a meaningful contribution while you enjoy the game and friendship the 40K community provides us all.



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