



# CALL TO ARMS

## Five Fingers Free-for-all

This holiday season, there's no Grinch in the Iron Kingdoms. A fleet of treasure hunters returning from a record-breaking haul has sunk off the port city of Five Fingers. Loot and artifacts fill the Bay of Stone, luring nations across Western Immoren to muster forces and scrap for a piece of the bounty.

### OVERVIEW

Game Kastle and the Fighting Hellfish present the only Call to Arms Tour 5 anywhere in the world. For this holiday bonus tour, we've taken the year's best maps and scenarios to give you more games to play, more dice to roll, and more medals to win.

Best of all, if you played in any 2008 tour at Game Kastle, this one is free—courtesy of Game Kastle. Otherwise, the entry fee is \$5 (half the normal price.). So join the fray today.

### RULES

Tour 5 uses the 2008 Call to Arms rules with these changes.

#### MODIFIED LEAGUE PLAY ENVIRONMENT

Instead of weekly dispatches, players randomly determine the Scenario, Map, Global Effect and Bounty. There are no Strategic Advantages or Bonds for this tour.

For the Scenario, the higher ranked player rolls 3d6. Alternatively, both players may choose the scenario. The same scenario cannot be chosen for two games in a row.

For the Map, the lower ranked player rolls 3d6. You may reroll, if you've already played the map. (If a scenario calls for a special map, then that map must be used.)

#### NEW HANDICAP GAMES

This Tour introduces Handicap Games. A player may give their opponent additional points for army composition in 50-point blocks. This is the only way to earn Strategist Points.

Scoring (only for the smaller army)	Strategist Points
Losing against 50 extra points	1
Winning against 50 extra points	2
Losing against 100 extra points	1
Winning against 100 extra points	3
Losing against 150 extra points	2
Winning against 150 extra points	4
Losing against $\geq 200$ extra points	3
Winning against $\geq 200$ extra points	5

Note: the larger army never earns Strategist Points.

### REDUCED MINIMUM-SIZED GAMES

For this tour, players may field a 350-point army. Playing a 350-point game is worth 0 League Points, but players can still receive points for winning the game, achieving primary victory, rungs, bounty and others.

### SCHEDULE

Tour 5 runs from Nov 10-Dec 21. League games can be played on any day at Game Kastle. However, the official league days, and probably best times to pick up a game, will be:

Thu Nov 13, 7pm  
 Thu Nov 20, 7pm  
 Wed Nov 26, 7pm  
 Thu Dec 4, 7pm  
 Thu Dec 11, 7pm  
 Thu Dec 18, 7pm

### AWARDS

The same player cannot win the Warlord, Eliminator or Relentless medal. However, a player who has won one of the other medals can also win the Strategist medal.

#### ELIMINATOR

Awarded to the player with the most Eliminator Points. Only losing players earn Eliminator Points which is total VP's for warcasters, warlocks, solos, warjacks, warbeasts, units and/or attachments. (Attrition is -1 VP). Winning players never earn Eliminator points.

#### RELENTLESS

Awarded to the player closest to playing all 15 scenarios. If more than one player has played all the scenarios, the award goes to the player closest to playing all the scenarios a second time (or 3 times, etc.). League Points will be used to break ties. Write your scenario number on your score sheet.

#### STRATEGIST

Awarded to the player with the most Strategist Points. Strategist Points are earned by playing with a smaller-sized, handicapped army.

#### WARLORD

Awarded to the player with the most league points at the end of the league.

## GLOBAL EFFECTS

At the beginning of the game, roll 2d6 to determine the Global Effects for the entire game.

Roll	Result	Description
2	Major Dust Storms	At the start of the first player's turn each round, roll 1d6. On a roll of 2+, LOS for all models is reduced to 8" for the round.
3	Dust settling	During the first two rounds of the game, all models gain Stealth. All attacks against a model with Stealth from greater than 5" away automatically miss. If a model with Stealth is greater than 5" away from an attacker, it does not count as an intervening model.
4	Dust Devils	Models may draw line of sight through cloud effects.
5-9	Perfect Weather	No Global Effects.
10	Gusting Winds	AOE attacks that miss their target deviate an additional 2" and have no maximum distance. Models do not gain the aiming bonus by forfeiting their movement.
11	White Squall	At the start of each turn a White Squall occurs on a d6 roll of 1. During a White Squall, LOS is reduced to 3" and models cannot give or receive orders or cast spells. A White Squall lasts one round. A White Squall can only occur once per game.
12	Gale Force Winds	Before the first player's turn each round roll a d6. On a result of 2+, LOS is reduced to 3" and models cannot give or receive orders or cast spells. Gale Force Winds lasts one round.

## BOUNTIES

At the beginning of the game, each player rolls 2d6 to determine their Bounty for the game.

Roll	Result	Description
2	Personal Touch	A player scores one additional League Point if warcasters/warlocks under his control destroy one or more enemy solos or warjacks/warbeasts with a melee attack.
3	Serial Killer	A player scores one (1) additional league point by destroying five or more enemy models with a single friendly solo model.
4	Brawler	A player scores one (1) additional League Point if he disables or destroys an enemy warjack, warbeast, or solo with a power attack.
5	Anti-Infantry Barrage	A player scores one additional League Point by destroying three or more enemy models from at least two different units with a single AOE from a ranged or magic attack.
6	Personal Vendetta	A player scores one additional League Point by destroying an enemy solo with a melee attack from a warjack/warbeast.
7	Beatdown	A player scores one additional League Point by hitting an enemy warcaster/warlock with a power attack from a warbeast/warjack.
8	Battle Magic	A player scores one additional League Point by disabling or destroying an enemy warjack or destroying an enemy warbeast with a magic attack.
9	Massacre	A player scores one additional League Point if he destroys ten or more of his opponent's models in one turn.
10	Charge!	A player scores one additional League Point by destroying five or more enemy models with cavalry models in one turn.
11	Monstrous Melee	A player scores one additional League Point by disabling or destroying an enemy heavy warjack or destroying an enemy heavy warbeast with a melee attack from a friendly light warjack/warbeast.
12	Mono a Mono	A player scores one additional League Point by destroying an enemy solo with a melee attack from a friendly solo.