
DRAGON FALL 40K Championships Rules

Welcome to the first annual Dragon-Fall 40K Championships. We are very excited about our inaugural year and hope to make this annual event each autumn. The goal of Dragon-Fall is to create an organized, but relaxed, atmosphere where members of the 40K community can come together to enjoy a weekend of friendly gaming with new and old friends. To this end, we want to encourage everyone that comes to bring their casual lists and plan on playing five friendly games of 40K.

Basic Rules:

- The Warhammer 40,000 7th Edition Rules and all relevant Games Workshop Errata and FAQs will be used. In the case of a conflict between a printed and digital versions, the most recent update or FAQ will take precedence. <http://www.games-workshop.com/en-GB/Rules-Errata>
- The 7th Ed. ITC Tournament FAQ (<https://www.frontlinegaming.org/community/40k-faq/>) will be used to resolve additional rules disputes with the following exceptions:
 - For the Dragon-Fall event, The Invisibility psychic power will use the rules from the main book and not the ITC version.
 - For the Dragon-Fall event, any saving throw of a 2+ that can be rerolled, if the first roll is failed, the reroll is not modified.
 - The '6' result on the Destroyer table will not be used. Instead, a result of a '6' will remove d3+3 wounds/hull points and will ignore all saves, FNP, and re-animation protocols.
- Each player must bring a Warhammer 40,000 rulebook, the most currently published rules for all units represented in their army, a set of tactical objective cards and all materials needed to play a game including dice, measuring devices, templates, and a writing implement.
- The models used in your army MUST be WYSIWYG and have a minimum of 3-colors (Black & White primers are not considered colors for this event). Dragon-Fall also considers WYSIWYG to mean that a player must field an army appropriate to the models being used. (Example: A player cannot field a space marine army that is painted blue and contains all Ultramarine icons as a Space Wolves army.)
 - Note: Any summoned models MUST be fully painted and based to match your army as per the normal rules.
- If illegal units or rules violations are found in a player's list during the tournament, at a minimum, the models in violation will be removed from all subsequent play. Tournament points may be deducted and award eligibility may be forfeited.
 - In an effort to avoid potential list issues, players are asked to submit their final lists for the tournament by Sept 28th, 2015. Every player who submits their list on or before this date will be entered into a raffle for a cool prize. Army lists can be emailed to unstabledice@gmail.com.
- Tournament judge rulings are final and arguments or poor conduct by players will not be tolerated. Dragon-Fall reserves the right to remove players from the event or the convention itself with no refunds allowed.
- The Dragon-Fall GT is a "Full Disclosure" tournament. Players must answer all questions and provide relevant rulebooks/information at their opponent's request.

Army Composition Rules:

- All players must field a Battle-Forged army of up to 1500 points. No Unbound armies allowed.
- Any number of detachments/formations may be taken with the following restrictions:
 - All detachments and formations are considered unique (0-1), including detachments/formations that are part of other detachments/formations. For example, a Craftworld Eldar Warhost is 0-1, and any component formations of the Warhost are also 0-1.
 - Codices, supplements, and any other official GW publication released prior to August 30, 2015, will be allowed in this event.
 - Self-allying is allowed (a Combined Arms Detachment and an Allied Detachment may come from the same faction).
 - A Detachment may not be included in an army if it is Come the Apocalypse allies with another Detachment in the army.
 - The following Forgeworld lists (and only those listed) are considered legal for this tournament:
 - Renegades of Vraks – The Lost and the Damned: The Siege of Vraks
 - Dark Harvest: Imperial Armour 12
 - Detachment D-99: Imperial Armour 4
 - Elysian Drop Troops: Imperial Armour 3
 - Renegades & Heretics: Imperial Armour 13
 - The Death Korps of Krieg: The Siege of Vraks
 - Apocalypse War Zone formations/detachments, Apocalypse formations, and Horus Heresy army lists/units are NOT allowed.
 - The primary detachment and warlord must be clearly marked and the same in every game.
- Fortifications and fortification networks are allowed.
- Lords of War (LoW) are allowed, but all LoW units are considered to be unique for this tournament. In addition, the rules from Escalation regarding bonus victory points, +1 to Seize the Initiative and the Escalation Warlord table will be used each game.
- Imperial Armor (Forgeworld) units are allowed with the exception of those marked as experimental or apocalypse. Only the most current rules for any particular unit are allowed.
- All players must bring a minimum of 7 typed copies of their army list to the GT. Handwritten army lists are not allowed.

Tournament Scoring:

The Dragon-Fall GT will use the following scoring breakdown for the event:

- Games/Battle Points – 62.5% (max. 125 points)
- Appearance – 25% (max. 50 points)
- Sportsmanship – 12.5% (max. 25 points)

Games/Missions Scoring:

- The Dragon-Fall GT will consist of 5 games lasting 2.5 hours each.
- Time remaining in each round will be announced periodically. Players should not attempt to start a new game turn if they do not feel that both players can finish the turn. When the 5- minute warning is given, no additional game turns should be started.
- Each mission will be unique, but all missions will share the following characteristics:
 - All missions will have both an Eternal War and Maelstrom of War component.
 - Players will use the standard tactical objective deck. Players whose primary detachment comes from a faction that modifies the standard tactical objective deck may use their faction's tactical objectives. All players must declare which deck they will use on their army lists at the start of the tournament.

Note: All players are required to have a physical deck for the tournament.
 - Tactical Objectives will be utilized as follows:
 - Tactical Objectives will be drawn at the END of a player turn. They may not be achieved until that player's NEXT turn. Note that this means that no tactical objectives can be achieved on the first game turn.
 - Players may discard 1 tactical objective at the end of their turn as normal. This discard will occur before new tactical objectives are drawn.
 - Tactical Objectives that cannot possibly be achieved by the end of the game may be immediately discarded and a replacement drawn. For the purpose of this rule, the potential existence of summoned units does not count as being possible.
 - All tactical objectives that award random (i.e. d3) VPs instead award 2 VPs.
 - All missions will use the random game length rules.
 - Each mission will outline what happens when a player concedes during a game.
- Pairings for the first game will be randomly determined. Subsequent games will be seeded by Battle Points first, then by Battle Record (W/L/D) and then randomly within those divisions.

Sportsmanship Scoring

- Dragon-Fall will use a two part sportsmanship scoring system that will factor into each player's overall score and be used to determine the Sportsmanship Award.
 - At the end of each game, your opponent will rate your Sportsmanship using the guidelines provided below. Each 'yes' is worth 1 point towards a player's sportsmanship score and will factor into their overall score for the tournament.
 1. Was your opponent prompt to report for the start of the round, and did your opponent share their army list with you before the game? YES/NO
 2. Did your opponent come prepared to play and bring all required items to play (dice, templates, rulers, rulebooks, army books, tactical objective cards, pens, etc.) YES/NO
 3. Were rules issues that may have arisen during the game handled amicably by your opponent? YES/NO
 4. Would you consider your opponent's army list to be in the spirit of Dragon-Fall (i.e. casual, friendly, etc...)? YES/NO
 5. Would you voluntarily play this person again? YES/NO
 - At the end of the fifth round of the tournament, you will be asked to rank your five opponents based on your experiences during the event. The results will be used to determine the Sportsmanship award, but will not be factored into a player's overall tournament score.

Dragon-Fall Sportsmanship Re-Roll:

- At the start of each round of the tournament, players have the option of purchasing their opponent a beverage (alcoholic or non-alcoholic). Players who purchase their opponent a drink at the start of the game are entitled to a single re-roll during that game. If a player's opponent declines the offer, the offering player still receives the sportsmanship re-roll. Once the first turn of a game begins, players may no longer offer their opponents a drink in an effort to earn the sportsmanship re-roll.
- Once per game, a player may use their sportsmanship re-roll to do one of the following:
 - Re-roll the dice to see if a unit arrives from Reserve.
 - Re-roll a single dice used in a To Hit or To Wound roll, or a single dice used in a saving throw.
 - Re-roll a single scatter dice.

Dragon-Fall 40K Championship Schedule:

Saturday (10/3)		Sunday (10/4)	
8:00 am – 8:45 am	Check-in	8:00 am – 8:30 am	Announcements & Table Assignments
8:45 am – 9:00 am	Announcements & Table Assignments	8:30 am – 11:00 am	Round Four
9:00 am – 11:30 am	Round One	11:00 am – 12:00 pm	Lunch
11:30 am – 12:30 pm	Lunch/Appearance Judging	12:00 pm – 2:30 pm	Round Five
12:30 pm – 3:00 pm	Round Two	2:30 pm – 2:45 pm	Afternoon Break
3:00 pm – 3:30 pm	Afternoon Break/Player's Choice Voting	2:45 pm – 3:00 pm	Awards Ceremony
3:30 pm – 6:00 pm	Round Three		

Dragon-Fall Appearance Scorecard:

The Dragon-Fall 40K Championships will use the following appearance rubric to score each army during the first day of the event.

Basic Appearance Scoring		
(X)		Points
	All models in the army (including those that can be summoned) meet the minimum of three different colors (primer black/white do not count). (Note: Any army found to not meet this requirement will be disqualified from the event.)	10
	All models in the army meet the minimum basing requirements (either painted bases or flocked).	5
	At a minimum, the army contains one noticeable conversion.	5
	The army meets the minimum requirements for being considered properly displayed for appearance scoring. The minimum requirements are: <ul style="list-style-type: none"> ▪ All models being used must be on display ▪ The name of the player using the army must visibly be with the army (If we have to ask who the owner of an army is, the army is not considered to be properly displayed.) ▪ All models must be displayed on some type of display board that has had some degree of customization (no unpainted plastic lids or models just sitting on the table) 	5
Advance Paint Scoring		
	All models in the army have been painted to a standard above the minimum requirement for the tournament (highlighting, washes, drybrushing, etc...).	4
	All models in the army have been painted to an advanced level (layering of highlights, blending, etc...).	3
	The army contains obvious examples of freehand work, weathering, and/or fine details (painted eyes, gems, etc...).	2
	Overall, the whole army is painted to a standard well above other armies in attendance at the event. (Judge's discretion)	1
Advance Basing Scoring		
	The basing on all models in the army is consistent or appropriate to the overall display.	2
	The basing was completed to a standard that is above the minimum requirement for the tournament (multiple flocks, painted edges, etc...)	2
	The basing was diorama-like with a high attention to detail. (Judge's discretion)	1
Advance Conversion Scoring		
	The army contains multiple noticeable conversions (5% or more of the army).	3
	The army contains at least one noticeable conversion that requires advance technique (sculpting, complex drilling/sawing, etc...)	2
	Overall, the whole army demonstrates conversion work that is well above the other armies in attendance at the event. (Judge's discretion)	1
Advance Display Scoring		
	The overall display is to a standard above the minimum requirements for the tournament.	2
	The display contains advance techniques (LEDs, complex terrain elements,	1
	Overall, the army is displayed to a standard well above the other armies in attendance at the event. (Judge's discretion)	1

Awards:

First Tier Awards: The following are considered the top awards for the Dragon-Fall Championships. The awards are ordered in terms of importance, with Best Overall considered the top award for the event. In the case of player being eligible for multiple first tier awards, they will only be awarded the highest award and the runner-up in the other categories will be selected.

Best Overall: The player with the highest combined point total. Tiebreakers: 1st Sportsmanship Points, 2nd Appearance Points, 3rd Battle Points.

Best Appearance: The army with the highest judged Appearance score. Tiebreakers: Judges' decision.

Best General: The player with the highest battle point total. Tiebreakers: 1st Battle Record, 2nd Sportsmanship Score

Best Sportsmanship: The player with the highest sportsmanship score after five games. Tiebreakers: 1st Sportsmanship Rankings, 2nd Battle Points

The Rogue Trader: The player with the highest combined point total for the last three rounds of the tournament. 1st Sportsmanship Points, 2nd Appearance Points, 3rd Battle Points.

Second Tier Awards: All players are eligible to win a second tier award regardless of whether or not they received a first tier or another second tier award.

The Last Chance Hero: After the first three games, the four players with the lowest battle point scores will be placed into a mini tournament on Sunday. The player with the highest battle point total amongst the four players will receive the award. Tiebreakers: 1st Battle Record (W/L/D), 2nd Highest Total Tournament Score

Best Club: The club with the highest average score amongst all members in the tournament. To be eligible for the award, a club must have 3 or more players in the tournament who play all five games.

Player's Choice: The army with the most player votes. Tiebreakers: 1st Appearance score, 2nd Judge's decision

If you have any questions or comments about the Dragon-Fall 40K Championship, please email them to unstabledice@gmail.com.



<https://www.frontlinegaming.org/community/frontline-gamings-independent-tournament-circuit/>