



Dragon Fall 2022

Age of Sigmar Grand Tournament

Version 1.0

Welcome to the Dragon Fall Age of Sigmar Grand Tournament. We will be holding a two day, five game matched play tournament to raise monies for the Dragon Fall Charitable Foundation. Your support helps our philanthropic partners in the areas of children's health, humanitarian relief and medical research.

Venue

22rd and 23th October 2022
 Grand Geneva Resort Convention Center
 7036 Grand Geneva Way
 Lake Geneva, WI 53147

Covid Policies

We will be following all Covid guidelines and restrictions setup by the Dragon Fall convention and the Hotel. Masks are highly recommended regardless of vaccination status.

Registration

Sign-ups are open from August 2022 and can be found at dragon-fall.com. Registration does require the event ticket and a convention pass.

Schedule

Saturday		
8:00 AM	9:00AM	Registration and Announcements
9:00AM	11:45AM	Game 1
11:45AM	12:45PM	Lunch and Players Choice Voting
12:45PM	3:30PM	Game 2
3:30PM	4:00PM	Break
4:00PM	6:45PM	Game 3
Sunday		
8:00AM	8:30AM	Check-in and Announcements
8:30AM	11:15AM	Game 4
11:15AM	12:15PM	Lunch
12:15PM	3:00PM	Game 5 and Favorite Opponent/Player Voting
3:00PM		Awards and Raffle

Army Composition

Armies will be comprised of up to 2000 points using the Pitched Battles 2022 rules in the General's Handbook. Grand Strategies, Command Traits and Artefacts, as well as spells/prayers, must be included on your list when you turn in your list for the tournament. These will not change throughout the course of the tournament.

Rules, new releases, and FAQs released up to and including Saturday October 14th will be allowed (pre-orders don't count).

Realm Rules

All games will be held in the Realm of Ghur, in the lands of Gallet. All realm rules, commands and core battalions from the General's Handbook 2022 will be used.

Army Submission

Submit your army list by October 14th @ 11:59pm to mramczyk65@gmail.com. Please send PDF from warscroll builder (<https://warhammer-community.com/warscroll-builder/>) or the new AOS Warhammer app. Legal lists submitted on time will receive 3 tournament points towards hobby awards.

Grudges

Grudges will be allowed so long as your grudge agrees, and you get me the two player's names before Oct 19th.

Pairings

Players will be randomly drawn against an opponent for Game 1. You should not play the same person more than once during the event. If you happen to get paired with someone you have already played inform a judge and we will get you paired with someone else.

Terrain

Tables will be setup with terrain before the start of the tournament. Players will not be setting up terrain at the beginning of each game as described in the General's Handbook.

We will set the mysterious terrain for each table in advance, do not roll on the mysterious terrain table at the start of each game.

Terrain should not be moved unless absolutely necessary, please consult with judges if you need to move terrain. For example, if faction terrain requires player to nudge table terrain to allow it to fit, that is allowed. Terrain should never be removed from table and only moved as minimally as possible.

What to Bring

Fully painted Army. Minimum requirement for painting is 3 colors in a cohesive scheme with painted bases. This includes Summoning units. Any unpainted models will be removed from play.

All models are to be on appropriately sized round bases (see the GW reference FAQ).

All unit options and command models must be shown on the models – What You See is What You Get (WYSIWYG).

Conversions must be recognizable for units they are representing if you are unsure email us beforehand. Any 3D printed models need to be approved ahead of time.

Gaming Aids:

- Dice and Measuring device
- A copy of all rules for the game (Core Rulebook, General's Handbook, FAQs) and for your army (Battletome, FAQs) or access to these on mobile device.
- Printed army lists for each of your opponents and the TO. Bring a minimum of two (2) lists – one to be turned in at check-in and one to share with opponents at the table; but we encourage you to bring one for each opponent (total of 6).
- A minimum of four (4) objective markers.

AOS Charity Raffle

We will be running a charity raffle during the tournament. Tickets will be \$5 or 5 for \$20. If you donate a gaming/hobby item of at least \$20 retail value (Warhammer strongly preferred) you will receive a “free” raffle ticket. This community has always risen to the challenge to help others and that is part of what makes it so awesome!

Missions

We will be playing five (5) battleplans from the General's Handbook 2022. The battleplans will be revealed at the event in the Mission Packet.

The battleplans will be picked from the following 8 battleplans:

- The Prize of Gallet
- The Realmstone Cache
- Battlelines Drawn
- The Nidus Paths
- Head-on Collision
- The Silksteel Nests
- Close to the Chest
- Turf War

Tournament Awards

Best Overall	Player with the most Tournament Points. Tie breakers will be 1) Total Successful Battle Tactics, 2) Total Successful Grand Strategies, 3) Total Tournament Points, 4) Number of Favorite Opponent Votes.
Battle Awards	
Best Warlord	Player with the most Battle Points not named Best Overall. Tie breakers will be: 1) Total Successful Battle Tactics, 2) Total Successful Grand Strategies, 3) Total Tournament Points.
Best in Faction (Battle tome)	Player with the most Battle Points in faction (Battle tome) not named Best Overall or Best Warlord. Tie breakers same as Best Warlord.
Master Tactician	Player that completes the most Battle Tactics not named Best Overall or Best Warlord. Tie breakers will be 1) Total Successful Grand Strategies, 2) Total Tournament Points, 3) Ties decided by TO and judges.
Master Assassin	Player that slays the most Generals not named Best Overall or Best Warlord. Tie breakers same as Master Tactician.
Most Bloodthirsty	Player that slays the most kill points (whole units) not named Best Overall or Best Warlord. Tie breakers same as Master Tactician.
Hobby Awards	<i>Players cannot win awards for both Player's Choice and Best Hobby. If the situation happens where a single player is eligible for both, the TO will discuss with player and they will have the option to pick which award he/she prefers.</i>
Best Hobby - Gold	Determined by Hobby points earned from checklist, Ties decided by Tournament Organizer (TO) and judges.
Best Hobby - Silver	Determined by Hobby points earned from checklist, Ties decided by TO and judges.
Best Hobby - Bronze	Determined by Hobby points earned from checklist, Ties decided by TO and judges.
Player's Choice	Player whose army receives the most player votes based on painting, theme, and overall aesthetic. Ties decided by TO and judges.
Best Sportsmanship	Player that receives most Sportsmanship Points (see Sportsmanship section below) and Favorite Opponent votes. Ties decided by TO and judges.
Best Effort	Player with lowest Tournament Points who sticks it out till the end of the tournament. Ties decided by TO and judges.

Scoring

We will be using the Scoring system as defined in the General's Handbook to determine the winner of each game. Each Battle Plan outlines the rules for determining the winner for each game. If a player wins a Major Victory, their opponent scores a Major Loss. If a player wins a Minor Victory, their opponent receives a Minor Loss. Draws are defined in each Battle Plan.

Only Battle Tactics and Grand Strategies from the General's Handbook 2022 will be allowed for scoring, refer to House Rules at the back of this pack.

Players will score Tournament (Battle) Points at the end of each game, for a max of 130 Battle Points.

Major Victory	20 TP
Minor Victory	15 TP
Draw	10 TP
Minor Loss	5 TP
Major Loss	0 TP
Battle Tactics	5 TP max
Grand Strategy	1 TP

Players will also score Tournament (Hobby) Points for their army, for a max of 110 Hobby Points.

Best Hobby Gold	15 TP
Best Hobby Silver	10 TP
Best Hobby Bronze	5 TP
Top 10% Best Hobby	1 TP
Player's Choice	15 TP
Player's Choice 2 nd	10 TP
Player's Choice 3 rd	5 TP
Top 10% Player's Choice	1 TP
Any Favorite Opponent Votes	2 TP
On-Time List Submission	3 TP
Sportsmanship	25 TP Max

Sportsmanship

We want everyone to have fun and enjoy the tournament, we also want to acknowledge folks who are truly embracing the philosophy of be a good/respectful opponent and have fun with your opponent.

Players will score their opponent at the end of each game by answering the following five questions:

- Did your opponent show up to the game on time?
- Was your opponent prepared for the game and have everything needed to play?
- Did your opponent follow the rules of AOS and handle any rules disputes respectfully?
- Did your opponent play in a timely manner that allowed the game to finish to its natural conclusion?
- Did your opponent play transparently (they were willing to explain their rules, announced dice rolls, etc.)

Players answer yes or no to each of the questions above. Each question is worth 1 point. If you answer no to any of the questions, please explain why. To be eligible for Best Overall the player must receive at least 20 out of 25 points in Sportsmanship.

Favorite Opponent/Player

After game 5 players will vote for their favorite opponent/player. Each player will select the opponent of the tournament that they consider their favorite opponent. Each player will also be able to nominate a player from the tournament that they feel truly displayed the “Midwest Values Player” attitude of gaming by being helpful to others, playing with respect and being a fun person to be around during the weekend. The MVP can be any player and does not have to be one of your opponents. TO and judges will also cast votes for the MVP.

Player’s Choice

After game 1 players will setup their army for display. Players will vote on their single favorite army based on painting, modeling, and theme. The player with the most votes will win Player’s Choice. Ties will be decided by the TO.

Hobby Awards

Between games on day 1 armies will be evaluated for painting, quality, style, theme, and cohesiveness. After Game 4 on Day 2 the top 10% will be asked to display their armies.

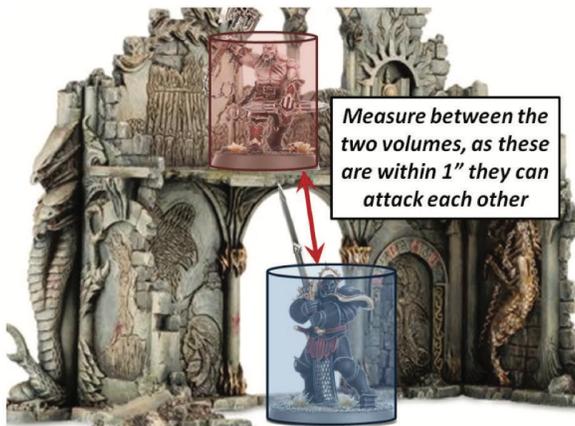
Points that count towards your overall score will be capped at 50 points, but you may score up to the full 110 points of the checklist towards Hobby awards. We will be using the hobby checklist located at the end of this pack.

Hobby Checklist

General	
Army is painted using a minimum of 3 colors/shades that also includes some highlights and/or shading.	0-15
Basing - Applies to all bases	
Edges of bases cleanly painted (any color is acceptable).	0-5
One element on bases. Elements are flock, paint, basing material, bits, etc.	0-5
Multiple elements on bases (over half of bases).	0-5
Painting	
Shading/Highlighting present across entire army.	0-5
Details painted across army – eyes, claws, ropes, gems, banners, etc.	0-5
Some advanced techniques (Freehand, Weathering elements, Nonmetallic metals, etc.).	0-5
Advanced techniques across army (Freehand, Weathering elements, Nonmetallic metals, etc.).	0-5
Edge highlighting across army.	0-5
Smooth blending across army.	0-5
Conversions	
Minimal – A handful of models converted (at least 5).	0-5
Conversions present throughout majority of army.	0-5
High level of conversion work across majority of army.	0-5
Display Board	
Display board included (Max Size of 2' x 2')	5
Multiple elements on display board (paint, flock, terrain, etc.)	0-5
Cohesion	
Entire army displays visually cohesive basing.	0-5
Entire army displays visually cohesive paint scheme.	0-5
Army is visually cohesive with display board theme.	0-5
Other	
Favorite army votes (max of 10)	10 max
Maximum Hobby Points Possible	110

House Rules

- ONLY Battle Tactics and Grand Strategies from the General's Handbook 2022 will be permitted for the event. No faction-specific Battle Tactics or Grand Strategies will be allowed. We believe this appropriately levels the playing field for all players.
- When measuring distance vertically, you will use a volume from the base footprint as high as the model's head (or torso), whichever is the highest point (please note this excludes limbs, wings, weapons, banners, etc.). Reference image below for clarity.



- The most important rule of the tournament is to be a decent and fun opponent. Abusive behavior will be addressed and can result in penalties and/or ejection from the tournament. Please don't let it get to that.

Errata/FAQ

General Questions/Core Rules

- You cannot stack ward saves.
- Legends warscrolls are not permitted for this tournament.
- Sons of Behemat White Dwarf supplement is legal.
- Tzeentch Horror wounds carry over to the other models when splitting.

We will use all available Games Workshop FAQs.

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