



DRAGONFALL

CHARITABLE FOUNDATION

Giving Back Through Gaming

DragonFall 2025

Age of Sigmar Teams Tournament

Version 1.0

Welcome to the Dragon Fall Age of Sigmar Teams Tournament. We will be holding a one day, three 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. This year we will be raising monies for the American Cancer Society and Feeding America again.

Venue

October 3, 2025
Grand Geneva Resort Convention Center
7036 Grand Geneva Way
Lake Geneva, WI 53147

Registration

Sign-ups are open from June 2025 and can be found at dragon-fall.com. Registration does require the event ticket and a convention badge. This year we will be trying out using Best Coast Pairings (BCP) for rounds.

Schedule

Friday		
8:00 AM	8:30AM	Registration and Announcements
8:30AM	11:30PM	Game 1
11:30PM	12:30PM	Lunch and Setup Army for Hobby Scoring
12:30PM	3:30PM	Game 2
3:30PM	4:00PM	Break and Setup Army for Hobby Scoring
4:00PM	7:00PM	Game 3
7:00PM		Awards

Player Conduct and Policies

Players are expected to conduct themselves with high levels of sportsmanship and ethical play. Remember this is a fun event for charity. Bullying, rules abuse, or any other form of unethical or inappropriate conduct will not be tolerated and can result in penalties and/or removal from the event.

Army Composition

Teams will consist of two (2) team members and each member's army will be comprised of up to 1000 points using the Army Composition section of the Advanced Rules in the General's Handbook 2025-26.

- Each team member's army is entirely their own and must be fully contained within their own army roster.
- Each team member selects their General and the Battle Formation for their army.
- Each team member selects their Heroic Traits and Artifact of Power, cannot duplicate if playing same faction.
- Each team member selects their Spell/Prayer/Manifestation lore. Both team members can choose to have the same lore, see team rules below.
- Team selects up to two Battle Tactics as if it was one army. Include on both lists if possible.
- Team cannot take duplicate Unique Units, and each team member cannot take more than one of the same Unique Unit.
- Only one team member can use an Army of Renown but must follow the 1000-point limit.
- Regiments of Renown and Legends will not be allowed

Heroic Traits, Artefacts of Power, Battle Tactics, as well as spell/prayer/manifestation lore, must be included in your list. These will not change throughout the course of the tournament unless your army has an ability to change one of them.

Rules, new releases, and FAQs released up to and including Saturday September 27th will be allowed (pre-orders don't count).

Team Format (Rules)

Teams will consist of two (2) players, and they make up the “team”.

- Each team will get four (4) command points at the start of each battle round, not each player. So work together on how they are used. Only generate 1 additional command point for the underdog team.
- When making priority rolls, both players on a team roll and add their D6 values together to determine which team gets priority.
- Team members cannot use the same commands in a phase.
- Team members cannot attempt the same unbind, spell, prayer or manifestation in a turn, unless it is unlimited.
- Each team will coordinate their actions as a single “army”, so work together.
- For Deployment the team (army) will choose who deploys a unit and then the opponent team (army) will choose who deploys a unit. Repeat until all units are deployed.
- For Combat the team (army) will select a unit to fight and then the opponent team (army) will select a unit to fight as they would if they were playing a single-player game.
- Friendly units include your teammate’s army, unless the action specifies that they must be from your army.
- Any action that is once per player is once per team.
- If one player’s models gain control of an objective, the team gains control of it.
- If both players have access to the same Battle Trait, then it is used once for the team. Example - If both players on a team are playing Nurgle, then there is only one Cycle of Corruption.
- If both players on a team have access to the same faction terrain, then only one will be used. Example – If both players are playing Skaven, you only use one (1) set of gnawholes.
- If a team consists of both Soulblight Gravelords and Nighthaunt, you each can deploy a set of buildings (Cursed Sepulchre and Nexus of Grief); but can only use your set of buildings due to different rules.
- If both players have the same manifestation lore, only one (1) of any endless spell can be on the table at any time. For example, you cannot cast a second Purple Suns when one is on the table.

Realm Rules

All games will be held in the lands of the Dragon Fall realm. We will be playing across 5 of the regions in Dragon Fall again this year. Remember the Grand Adventurer award is achieved once you have traveled across all of the Dragon Fall realm.

Season Rules

We will be using the Season Rules and Battle Tactics from the 2025-2026 General’s Handbook.

Army Submission

Submit your army list by September 27th @ 11:59pm to mramczyk65@gmail.com. Try to use the AOS Warhammer App for your list and upload to BCP.

Grudges

We can be bribed for charity to allow Grudges so long as your grudge agrees.

Pairings

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

Terrain

Tables will be setup with DragonFall Realm terrain before the start of the tournament. A set of tokens will be provided at each table to help identify what each piece of terrain is according to the battleplan.

What to Bring

Fully painted Army to Games Workshop Battle Ready standard, refer to Matched Play, Battle Ready section of the General's Handbook. Any unpainted models will be removed from play.

All models are to be on appropriately sized round bases.

All command models must be included in the unit in order to use their abilities. Best effort must be put in to make sure your army is "What You See is What You Get" (WYSIWYG).

Conversions must be recognizable for units they are representing. If you are unsure about a conversion, email us beforehand. Any 3D printed models need to be approved ahead of time and must still be on the proper base size for the model it is representing. If your printed models do not look like what they are representing then you are expected to provide some means of identification (name tags, sticky notes, etc.) to allow your opponent to clearly know what they are playing against. If you do not provide some means, the printed models will be removed from play.

Gaming Aids:

- Each team must have at least one set of Ghyranite Objective markers. These do not have to be GW Objective markers but must be clear on which objectives are which type.
- Dice and Measuring device
- A copy of all rules for the game (Core Rulebook, General's Handbook, FAQs) and for your army (Battletome, Faction Pack or FAQs) or access to these on mobile device.
- Printed army list for reference if possible. At a minimum have your list uploaded in BCP as explained above in Army Submission.

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 three (3) battleplans from the General's Handbook. The battleplans will be revealed at the event in the Mission Packet. We will select from the following: Roiling Roots, Surge of Slaughter, Cyclic Shifts, Linked Ley Lines, Bountiful Equinox, Lifecycle, Creeping Corruption or Grasp of Thorns.

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 how to score Victory Points (VP) during the game. If a team wins a Major Victory (at least 5 VP more than their opponent), their opponent scores a Major Loss. If a team wins a Minor Victory, their opponent receives a Minor Loss. Draws are defined in the General's Handbook.

Battle Tactics (Universal and Grand Alliance) from the Matched Play section of the General's Handbook will be used.

Teams will score Tournament (Battle) Points at the end of each game, for a max of 108 Battle Points.

Major Victory	30 TP
Minor Victory	20 TP
Draw	15 TP
Minor Loss	10 TP
Major Loss	0 TP
Battle Tactics	6 TP max
Total Tournament Points per Game	36 TP max

Teams will also score Tournament (Hobby) Points for their army, for a max of 104 Hobby Points.

Best Hobby Gold	10 TP
Best Hobby Silver	5 TP
Best Hobby Bronze	3 TP
Top 5 Best Hobby (4-5)	1 TP
Sprit/Theme Gold	10 TP
Spirit/Theme Silver	5 TP
Spirit/Theme Bronze	3 TP
Top 5 Spirit/Theme (4-5)	1 TP
Favorite Opponent/Team	5 TP
Top 5 Favorite Opponent/Team (2-5)	1 TP
Sportsmanship	9 TP Max
Hobby Score (Checklist)	70 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. To be eligible for Best Overall the team must receive at least 6 out of 9 points in Sportsmanship.

Players will score their opponent's sportsmanship at the end of each game. Choose one of the following sportsmanship ranks:

- **0 pts = Not a Fun Game of AOS.** Hopefully you don't have a game like this, but they are bound to happen. This rank is reserved for the worst of the worst. Only give this rank if you truly had a terrible time with your opponent. This should never reflect the results of the game, as it will affect your opponent's sportsmanship score. ***Be prepared to discuss this decision with the judges.***
- **1 pts = OK Game of AOS.** It was an OK game of AOS, maybe there were a few disagreements or your opponent(s) were not the best sport. At the end of the game, you felt you had a OK game of AOS whether you won or lost, but it could have been better.
- **2 pts = Good Game of AOS.** **Hopefully this rank should encompass most of your games.** It was a normal game of AOS, your opponent(s) were relatively sporting, came prepared to play and put forth a good effort to amicably resolve rules disputes. At the end of the game, you felt you had a good game of AOS whether you won or lost.
- **3 pts = Amazing Game of AOS.** This rank should only be used for those rare and unique games. Your opponent(s) went beyond the call of duty, were incredibly sporting, and honestly made additional effort to provide a fantastic game.

Favorite Opponent

After game 3 players will vote for their favorite opponent/team. Each team will select the team of the tournament that they consider their favorite opponent.

Team Spirit/Theme

We want to encourage a fun atmosphere for everyone so for teams we will be evaluating your team's spirit. For example, we will look at things such as how well your team armies flow together in a common theme and story line, we will also observe how well you and your teammate represent your team's theme. The judges will get together at the end of round 3 and discuss what we have seen and heard to determine which team had the best spirit/theme.

Hobby Awards

Between games armies will be evaluated for painting, quality, style, theme, and cohesiveness. We will also be evaluating your overall team spirit. So put as much fun into it as you can.

Points that count towards your overall score will be capped at 70 points, but you may score up to the full 115 points of the checklist towards Hobby awards. We will be using the hobby checklist located in the next section.

Tournament Awards

Best Overall	Team with the most Tournament Points. Tie breakers will be 1) Total Battle Points, 2) Total Hobby Points, 3) Total Successful Battle Tactics, 4) Number of Favorite Opponent Votes.
Battle Awards	
Best Warlord	Team with the most Battle Points not named Best Overall. Tie breakers will be: 1) Total Successful Battle Tactics, 2) Total Tournament Points, 3) TO decision.
Best in Grand Alliance	Team with the most Battle Points not named Best Overall or Best Warlord where both players are in the same Grand Alliance. Tie breakers same as Best Warlord.
Best Mixed Alliance	Team with the most Battle Points not named Best Overall or Best Warlord where the players are a Mixed Alliance. Tie breakers same as Best Warlord.
Hobby Awards	
Best Hobby - Gold, Silver, Bronze	Determined by Hobby points earned from checklist, Ties decided by TO and judges.
Best Spirit/Theme - Gold, Silver, Bronze	Determined by Judges secret cabal. Based on painting, theme, player spirit and overall aesthetic.
Best Sportsmanship	Team that receives most Sportsmanship Points (see Sportsmanship section below). Tie breakers will be: 1) Best Spirit/Theme scores, 2) TO decision.
Best Effort	Team with lowest Tournament Points who sticks it out till the end of the tournament. Ties decided by TO and judges.

Hobby Checklist

General	None	Few	Half+	Full
Army is painted to minimum GW Battle Ready standards.	0	0	0	20
Basing				
All models are fully based with at least one element (flock, paint, texture, etc.).	0	0	0	5
All single model units (Heroes, Monsters, etc.) have additional basing details (rocks, skulls, grass, etc.).	0	0	3	5
Army wide (over 50%) multiple elements on bases (flock, paint, basing material, bits, etc.).	0	0	3	5
Modeling (Building and Conversions)				
Army has all gaps filled and all mold lines removed.	0	1	3	5
Basic - Minimal conversions (head or shield swaps, etc.).	0	1	2	3
Advanced - More elaborate conversions (reposition pose, added details, etc.).	0	1	3	5
Custom - High effort conversions (Green Stuff sculpting, major model pose changes, etc.).	0	1	3	5
Painting				
Shading/Highlighting present.	0	1	3	5
Details painted (eyes, claws, ropes, gems, banners, etc.)	0	1	3	5
Advanced techniques (Freehand, Weathering elements, Nonmetallic metals, etc.).	0	1	3	5
Technical - Edge highlighting.	0	1	3	5
Artistic - Smooth blending, color schemes, etc.	0	1	3	5
Display Board				
Name Placard (any size and/or material)	0	0	0	2
Display board included (Max Size of 2' x 2', any material models can be displayed on).	0	0	0	5
Multiple elements on display board (paint, flock, terrain, etc.)	0	1	3	5
Cohesion				
Army displays visually cohesive basing.	0	1	3	5
Army displays visually cohesive paint scheme.	0	1	3	5
Army is visually cohesive with display board theme.	0	1	3	5
Other				
Favorite army votes (max of 10)				
Hobby Points				
Total Hobby Points (Max of 115)				

House Rules

- 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.
- Players are expected to play in a timely manner to allow games to finish 5 rounds or the game's natural conclusion. Complaints of slow play will be addressed by the Judges and TO.
- If you cannot complete 5 rounds, then you finish the last round you are in and only score objectives for the remaining rounds that you currently control. If you are not going to be able to finish the round you are in at the 15-minute announcement, then stop and talk through the remainder of the round and score objectives you control for the remaining rounds.

Errata/FAQ

We will use all available Games Workshop FAQs.

Sponsors/Partners



PPG Studios



