



DRAGONFALL

CHARITABLE FOUNDATION

Giving Back Through Gaming

DragonFall 2025

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. This year we will be raising monies for the American Cancer Society and Feeding America again.

Venue

October 3-5, 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

Saturday		
8:00 AM	9:00AM	Registration and Announcements
9:00AM	12:00PM	Game 1
12:00PM	1:00PM	Lunch and Setup Army for Hobby Scoring
1:00PM	4:00PM	Game 2
4:00PM	4:15PM	Break and Setup Army for Hobby Scoring
4:15PM	7:15PM	Game 3
Sunday		
8:00AM	8:30AM	Check-in and Announcements
8:30AM	11:30AM	Game 4
11:30AM	12:30PM	Lunch and Setup Army for Top 10 and Players Choice Voting
12:30PM	3:30PM	Game 5 and Favorite Opponent/Player Voting
3:30PM		Awards and Raffle

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

Armies will be comprised of up to 2000 points using the Army Composition section of the Advanced Rules in the General's Handbook 2025-26.

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).

Realm Rules

All games will be held in the lands of the Dragon Fall realm. We will be playing across 5 or more 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 (Universal and Grand Alliance) from the 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

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 Dragon Fall 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 (see the GW reference FAQ).

All command models must be included in the unit. 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 prior to the event.

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 (5) 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 player wins a Major Victory (at least 5 VP more than their opponent), their opponent scores a Major Loss. If a player wins a Minor Victory, their opponent receives a Minor Loss. If a Victor cannot be determined, both players will score a Draw as 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.

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	6 TP max
Total Tournament Points per Game	26 TP max

Players will also score Tournament (Hobby) Points for their army, for a max of 125 Hobby Points.

Best Hobby Gold	15 TP
Best Hobby Silver	10 TP
Best Hobby Bronze	5 TP
Top 10 Best Hobby (4-10)	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 (4-10)	1 TP
Favorite Opponent	10 TP
Top 10 Favorite Opponent (2-10)	1 TP
Sportsmanship	15 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 player must receive at least 10 out of 15 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 was 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 was 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 went beyond the call of duty, was incredibly sporting, and honestly made additional effort to provide a fantastic game.

Favorite Opponent and MVP

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 spent the weekend like a "Midwest Values Player". Someone who was helpful to others, played with respect and was 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 4 players will setup their army for display before going to lunch. Players will vote on their single favorite army based on painting, modeling, and theme. 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 in a special area during the Player's Choice setup before going to lunch.

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 towards the back of this pack.

Tournament Awards

Best Overall	Player 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	Player 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	Player with the most Battle Points in Grand Alliance not named Best Overall or Best Warlord. Tie breakers same as Best Warlord.
Master Tactician	Player that completes the most Battle Tactics and scored the most Victory Points not named Best Overall or Best Warlord. Tie breakers will be 1) Total Battle Points, 2) Total Tournament Points, 3) Ties decided by Tournament Organizer (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.
Warhammer DnD	Player with highest overall score with an army that is composed of a minimum of 6 Heroes (Leaders) and minimum of 1,600 points.
Round Robin	Player who manages to have 1MW, 1W, 1D, 1ML and 1L.
Grand Adventurer	Player that travels the most regions of Dragon Fall over their 5 rounds not named Best Overall or Best Warlord. There will be at least 5 distinct regions, clearly labeled across the tables. Tie breakers same as Master Tactician.
Hobby Awards	<i>Players cannot win the Hobby Gold Chalice more than once for a particular army. If you feel the army has been updated/changed significantly since winning discuss with TO and judges.</i>
Best Hobby - Gold, Silver, Bronze	Determined by Hobby points earned from checklist, Ties decided by TO and judges.
Player's Choice - Gold, Silver, Bronze	Determined by player votes received, 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.

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.

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