

The 2020 DragonFall GT



**Kings of War
Player's Pack**
(rev 1.0)

General Event Details

- The DragonFall GT strives to be a thematic Kings of War event set across various locations in Pannithor, using the lore and legends of the land to immerse the players in the scenarios while also raising money for charity (<https://www.dragon-fall.com/2019-charity/>).
- Location:
 1. Games will be played on Universal Battle 2 (<http://universalbattle2.com/>),
 2. Group chat, announcements, round pairings, and voice channels will use the DragonFall GT Discord server (<https://discord.gg/aJPsyNE>)
- Dates: Friday October 16th through Sunday October 18th
- The event will be a five-game tournament
- The schedule will be as follows:

<u>Event</u>	<u>Day</u>	<u>Time</u>
Matchups Announced	Wednesday (Oct. 14)	19:00 CST
Game 1	Friday (Oct. 16)	Before 20:00 CST
Game 2	Saturday (Oct. 17)	Before 12:00 CST
Game 3		13:00 - 19:00 CST
Game 4	Sunday (Oct. 18)	Before 12:00 CST
Game 5		13:00 - 19:00 CST
Awards Ceremony	Monday (Oct. 19)	19:00 CST

- If a round's results are submitted and completed early enough, matchups will be posted earlier thus allowing for more time in the round. However, when "round time" is discussed in this rules packet, it refers to the times given on this schedule.
- Attendance is currently limited to 72 players, though attendance may be increased at TO's discretion
- Only armies allowed will be from the Kings of War 3rd Edition rulebook and Uncharted Empires expansion book, along with the most current version of the Errata and FAQ
- Awards will be given for, in prioritized order:
 1. Dragonlord (best Overall)
 2. Red Dragon (highest Battle score)
 3. Copper Dragon (highest Sports score)
 4. Silver Dragon (highest Appearance score)
- If a player qualified for more than one award, priority will be given by highest rank (i.e. 1st in one over 3rd in another) and then descending by the order shown above (i.e. a player placing both 2nd best General and 2nd best Sportsman would result in only being awarded the 2nd best General award).

Army Lists and Composition

- Only the army lists contained in the Kings of War 3rd Edition rule book and the Uncharted Empires expansion are allowed
- Lists are limited to 2,200 points, with a maximum of 25% or 550pts allowed for allies
- Heroes, Monsters, Titans, and War Engines are limited to no more than two identical units. (note that this supersedes the limit of three identical units)

Custom Dragon Living Legend

In addition to the 2,200pt list, each player will add a custom-designed Dragon living legend which is a Hero(Titan). This Dragon living legend does not need to be unlocked like normal and is worth 400 points. While referred to as a “dragon” throughout these rules, the player can redefine the type of flying titan to something that better matches their army (i.e. demon, giant, etc.). The Dragon has no keywords, but is considered part of your army for inspiring and spellcasting purposes. The Dragon living legend, which must be named by you, has the following base stat profile:

Sp	Me	Ra	De	H	US	At	Ne	Spellcaster Level	Special Rules
10	4+	-	5+	6	1	10	16/18	3	Fly, Inspiring(Self), Nimble, Crushing Strength (2), Thunderous Charge (1)

Your Dragon then adds two of the following Aspects and one of the following Epithets:

Aspects:

- Barbed: Gains Ensnare and Phalanx
- Commanding: Change Ne to -/19 and gain Very Inspiring
- Dominating: Increase to US 4 and gain Duelist
- Ghostly: Gain Bane Chant (4), Cloak of Death, and Dread
- Infernal: Gain Fireball (18) and Drain Life (7)
- Lithe: Increase Sp by 1 and gain Pathfinder
- Marauding: Change to Me 3+ and At 12
- Mystic: Gains Surge (12) and Hex (4). This unit can cast spells when Disordered.
- Radiant: Gain Heal (9), Radiance of Life, and Regeneration (5+)
- Ravenous: Change to Crushing Strength (4) and gain Life Leech (2)
- Stoneskinned: Reduce Sp to 7 and increase De to 6+
- Voltaic: Gain Lightning Bolt (9) and Wind Blast (12)

Epithet:

- Of Nightmares: Gains Aura (Brutal +1) and Aura (Stealthy)
- Of the Gods: Gains Aura (Elite)
- Of the Mountains: Gains Aura (Fury), Aura (Headstrong), and Aura (Strider)
- Of the People: Gains Rallying! (2)
- Of the Pits: Gains Aura (Vicious)
- Of the Tides: Gains Aura (Iron Resolve +1, max of Iron Resolve 2) and Aura (Life Leech +1)
- Of the Veld: Gains Aura (Wild Charge +1d3)

When submitting your army list for the event, you will also need to provide either a screenshot of or a printed .pdf of your custom dragon's final name, stats, and abilities.

Registration and Pairings

- Lists are due, including your custom Dragon living legend, no later than 00:00 CST October 1st to allow adequate time for TO review (and allow time for a potential matchup video discussion with a panel of commentators). Lists must be submitted to: dragonfall.KOW.GT@gmail.com
- Player pairings in the first round game will be set either by:
 1. A publicly declared challenge, issued before October 1st, in either the “DragonFall Kings of War GT” Facebook event page and/or in the “Kings of War Midwest” Facebook group (tagging Marc Taylor in either case), or
 2. Random pairings as set by the TO.
- First round and subsequent round pairings will be announced on the DragonFall GT facebook group as well as in the DragonFall GT Discord server
- Player pairings in every round after the first are set by Swiss-style pairings as based primarily on battle points with a secondary filter of total points killed
- Unless a challenge has been issued, Game 1 will exclude members of the same gaming group from playing each other

Scenery and Terrain

- Terrain is predetermined by the TO, and must be loaded and used by the players each round. Each round will have its own unique terrain, and can be found within Universal Battle by searching “DragonFall GT Round” and then the round number (e.g. “DragonFall GT Round 2”).
- Terrain is standardized at DragonFall, and each feature uses the following heights:

Feature Type	Height
Forest	6
Hill	3
Impassable	9
Water Feature	Flat
Rough Terrain	1
Linear Obstacle	2

Round Time, Player Drops, and Forfeits

- Each round must be completed before the times given in the master schedule (i.e. before 22:00 CST Friday for Game 1, and before 12:00 CST and 19:00 CST for Saturday and Sunday). Any game results not received by this time will result in zero BP assigned to both players.

- If a player is having issues with scheduling their game and/or their opponent is non-responsive, please notify the TO as soon as possible (but no sooner than 1 hour into the round). If one player is unresponsive by 2 hours after the official round time starts or tells their opponent that they are unable to play their game that round, they forfeit the game and are awarded zero BP for the round. A bye-round / filler opponent is not guaranteed, but if one is available the waiting player will be matched with this opponent and will play the game like normal. If no filler opponent is available, the player will be granted a total of 15 BP (assumed 12 BP from a primary scenario victory, +2 BP for killing 1,000pts, and +1 BP for secondary scenario objectives).
- During a match, if a player decides to forfeit their game they will be awarded zero BP for the match and their opponent gets 22 BP.

Surge, Windblast, Enthral, and Loot Tokens

- Units carrying a Loot Token may be targeted by the Enthral, Surge, and Windblast spells; however, when targeting a unit carrying a Loot Token, these spells succeed on a roll of 5+ instead of 4+.

Tournament Scoring

There will be two primary scores for DragonFall GT: Battle and Sports. In addition, an Appearance score will be given, though this score will not impact the player's Overall score.

Battle Score

A player who wins the highest Battle score will be awarded with the Red Dragon trophy.

A player's Battle score is primarily awarded based on the results of winning or losing their game. Each game is scored based on a Primary scenario, a Secondary scenario, and Attrition. Each metric is on a sliding scale that varies on the magnitude of the victory.

For the Primary scenario, the battle points ("BP") awarded to each player vary from a draw granting 10BP to each player, to a maximum of 15 BP to the winner and 5 BP to the loser. For the Secondary scenarios, up to 3 additional BP are awarded if you secure all of the Secondary objectives.

Attrition is scored based directly on how much of your enemy's forces you rout during the game, and is summarized in the following table:

Points Killed	BP Awarded
0 – 395	+0
400 - 895	+1
900 - 1,495	+2
1,500 - 2,195	+3

2,200+	+4
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In this way, the maximum possible BP earned per game is 22 BP for a total maximum of 110 BP over the event.

Sports Score

A player who wins the highest Sports score will be awarded with the Copper Dragon trophy.

Sports scores are granted to your opponent based on the following criteria, to a maximum of 40 sports points ("SP"):

- Did your opponent respond promptly to requests to establish your game start time? **[+1 SP]**
- Was the game played reasonably quickly? **[+1 SP]**
- Did your opponent at least offer to play using voice communication? **[+1 SP]**
- Would you enjoy playing your opponent again? **[+1 SP]**
- Would you enjoy playing against your opponent's list again? **[+1 SP]**

In addition, after Game 3 on Saturday night and after Game 5 on Sunday, each player will submit to the TO a Best Game voting sheet. The first vote will assign a player's best game and second best game from their first three games, and the voting after Game 5 will assign votes based only on Games 4 and 5. A player can determine their "best game" using whatever criteria they personally choose; it is meant to represent nominating a great game that you feel deserved a little extra reward. While it is highly unlikely that a player does not enjoy all of their matches, players are not required to select these best games. A player earns 3 SP for each best game vote and 2 SP for each second best game vote received.

Overall Tournament Score

A player who wins the highest Overall score will be awarded with the Dragonlord trophy.

A player's overall score is calculated using the following equation:

$$\text{Overall Score} = [\text{Battle score}] + [\text{Sports score}]$$

(max 150 pts)
(max 110 pts)
(max 40 pts)

In the event of a tie in Overall score, the tie-breaker priority will be Battle score, then Sports score, then earned Attrition points.

Appearance Score

A player who wins the highest Appearance score will be awarded with the Silver Dragon trophy.

Despite being a virtual event, DragonFall still prides itself on its attendees displaying the highest visual quality of the armies used. To be considered for this award, a player must submit to the TO via email a screenshot in Universal Battle of their army's units. The TO will then load these digital army pictures to the DragonFall facebook page for all event participants to view. Following Game 3, players will review the army gallery and submit their vote for their Player's Choice army.

In the event that there is no clear winner in this first round of votes, the top 3 choices will be resubmitted for voting to be held after Game 4. In the event of a further tie, the top two choices will be voted on.

Scenario Map



- Scenario #1: The Wastes of Ophidia
- Scenario #2: The Lost Forts of the Fallen Order of the Brotherhood
- Scenario #3: The southern Fields of Malattheer, outside the Ruins of Borath Lei
- Scenario #4: The low southern of the Basilean island of Keretia
- Scenario #5: The dense Sylvan forests of Galahir
- Scenario #6: The eastern foothills of the Mountains of Abkhazla
- Scenario #7: The southern Ice Mountains, west of the Howling Peaks
- Scenario #8: The eastern peaks of the Elvish Mountains of Alandar

(note: a big thank you to Jeffrey Jett for helping place these conflicts within the world of Pannithor!)