



# **Dragon Fall 2021**

***Age of Sigmar Grand Tournament  
Version 2.0***

*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

23<sup>rd</sup> and 24<sup>th</sup> October 2021  
Grand Geneva Resort  
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 2021 and can be found at [dragon-fall.com](http://dragon-fall.com). Registration does require the even ticket and a convention pass.

## Schedule

|          |         |  |
|----------|---------|--|
| Saturday |         |  |
| 8:00 AM  | 9:00AM  | Registration                               |
| 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  | 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 2021 rules in the General's Handbook. Grand Strategies, Command Traits and Artifacts, 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 after October 16<sup>th</sup> will not be allowed.*

## Army Submission

Submit your army list by October 16<sup>th</sup> @ midnight to [mramczyk65@gmail.com](mailto: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.**

## 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 ask ahead of time.

Gaming Aids:

- Dice and Measuring device
- A set of the rules or access on mobile device.
- A copy of the General's Handbook 2021
- A copy of all your rules or access on mobile device.
- Printed army lists for each of your opponents and the TO.
- A minimum of three (3) objective markers.

## Missions

We will be playing 5 Battle Plans from the General's Handbook 2021. The Battle Plans will be revealed at the event in the Mission Packet. All games will be held in the land of Ghur and the realm rules for Ghur in the General's Handbook are in force for the tournament.

## Pairings

Players will be randomly drawn against an opponent for Game 1. **Grudges will be allowed so long as your grudge agrees, and you get me the two player's names before Oct 21<sup>st</sup>. You cannot play the same person more than once during the event.**

# Tournament Awards

Players will be eligible for the following awards based on Tournament Points.

|                      |   |
|----------------------|---|
| <b>Best Overall</b>  | Player with the most Tournament Points. Tie breakers will be 1) Total Successful Battle Tactics, 2) Number of Favorite Opponent Votes, 3) Total Successful Grand Strategies, 4) Strength of Schedule. |
| <b>Battle Awards</b> |   |
| 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) Strength of Schedule.                   |
| Best Order           | Player with the most <b>Battle</b> Points in Order not named Best Overall or Best Warlord. Tie breakers same as Best Warlord.   |
| Best Death           | Player with the most <b>Battle</b> Points in Death not named Best Overall or Best Warlord. Tie breakers same as Best Warlord.   |
| Best Destruction     | Player with the most <b>Battle</b> Points in Destruction not named Best Overall or Best Warlord. Tie breakers same as Best Warlord.   |
| Best Chaos           | Player with the most <b>Battle</b> Points in Chaos not named Best Overall or Best Warlord. Tie breakers same as Best Warlord.   |
| <b>Hobby Awards</b>  |   |
| 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 Favorite Opponent votes and meets the Sportsmanship Points requirements. 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.   |

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.



## 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.

Players will score Tournament (Battle) Points at the end of each game as follows:

|               |       |
|---------------|-------|
| Major Victory | 20 TP |
| Minor Victory | 15 TP |
| Draw          | 10 TP |
| Minor Loss    | 5 TP  |
| Major Loss    | 0 TP  |
|               |       |

Players will also score Tournament (Hobby) Points for the following Hobby accomplishments:

|                                 |           |
|---------------------------------|-----------|
| Best <b>Hobby</b> Gold          | 10 TP     |
| Best <b>Hobby</b> Silver        | 5 TP      |
| Best <b>Hobby</b> Bronze        | 3 TP      |
| Top 10% Best <b>Hobby</b>       | 1 TP      |
|                                 |           |
| Player's Choice                 | 10 TP     |
| Player's Choice 2 <sup>nd</sup> | 5 TP      |
| Player's Choice 3 <sup>rd</sup> | 3 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.**

## 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” of gaming by being helpful to others, playing with respect and being a fun person to be around during the weekend. 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.

## Best Painted (Hobby)

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 100 points of the checklist towards Hobby awards. We will be using the hobby checklist located at the end of this pack.

## AOS Charity Raffle

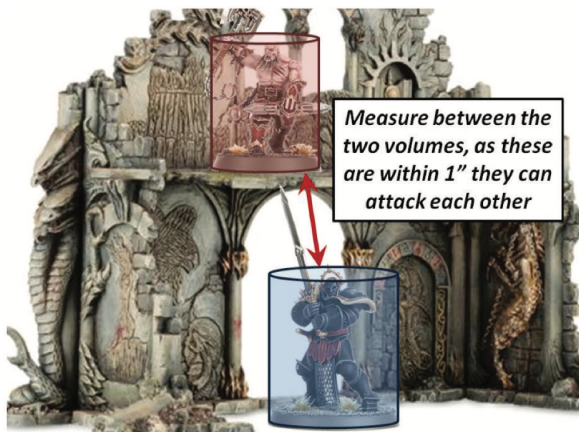
We will be running a charity raffle during the tournament. Tickets will be \$5 or 5 for \$20. If you donate an item of at least \$20 retail value (Warhammer strongly preferred) you will receive a “free” raffle ticket. This community has always risen to the challenge to help others and that is part of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

# Hobby Checklist

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

## House Rules

- 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.



## Sponsors/Partners

