

# The 2021 DragonFall GT



## Player Event Pack

Player Name: \_\_\_\_\_

## Event + Rules Summary

### Event Schedule:

<b><u>Event</u></b>	<b><u>Time</u></b>
Day 1 Check-in	8:30am - 9:00am
<b>Game 1</b>	<b>9:00am - 11:30am</b>
Lunch	11:30am - 12:30pm
<b>Game 2</b>	<b>12:30pm - 3:00pm</b>
Break	3:00pm - 3:30pm
<b>Game 3</b>	<b>3:30pm – 6:00pm</b>
Day 2 Check-in	8:30am - 9:00am
<b>Game 4</b>	<b>9:00am - 11:30am</b>
Lunch	11:30am - 12:30pm
<b>Game 5</b>	<b>12:30pm - 3:00pm</b>
Break	2:30pm - 3:00pm
Awards	3:00pm - 3:30pm

### Terrain:

Terrain is deployed each round on each player's clock and using the Dot Deployment method of terrain placement. Terrain must be placed in the following ways:

- Walls must be placed last
- Players alternate placing non-wall terrain such that they fully cover the dots
- No portion of a hill can be placed in a deployment zone
- Non-wall terrain must be placed such that it is at least 5 inches away from any other terrain piece
- Walls can be placed anywhere on the table (including touching other terrain pieces) but must be placed so that no part of the wall is within 9" of a board edge

<b>Feature Type</b>	<b>Height</b>
Forest	9
Hill	3
Impassable	6
Water Feature	Flat
Rough Terrain	2

Linear Obstacle	2
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**Chess Clock Usage:**

Players each have 70 minutes to play their game. Each player will start their clock when they deploy their first piece of terrain, and then players alternate the clock so that a player's time is running during all times when that player is the active player.

If a player runs out of time before the game is concluded, their turn will immediately end depending on when in their turn their clock runs out:

- If the player's time runs out during the Ranged phase:
  1. That player may finish rolling the to-hit and to-damage rolls of only the current attack roll and may not make any further attacks;
  2. They may then roll all Nerve rolls incurred from all ranged attacks made during that Ranged phase;
  3. Their turn then immediately ends.
  4. All charges and counter charges are treated as though the charging unit(s) failed to hit with all of their attacks and have inflicted zero wounds.
  
- If the player's time runs out during the Melee Phase:
  1. That player may finish rolling all to-hit and to-damage rolls for the single current combat only.
  2. A nerve roll is then rolled for this combat.
  3. If the charged unit is Routed, the active player may not make any reform actions with their units.
  4. All other unresolved charges and counter charges are treated as though the charging unit(s) failed to hit with all of their attacks and have inflicted zero wounds.
  5. Their turn then immediately ends.

**Surge, Windblast, Entrhall, and Loot Tokens**

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

**Charity Tournament Rerolls**

Each player has the ability to, once per game, reroll any one single d6, which can be either theirs or their opponent's.

**Scoring - Attrition Modifier:**

Points Killed	BP Awarded
0 – 395	+0
400 - 895	+1
900 - 1,495	+2
1,500 - 2,195	+3
2,200+	+4

# Scenario Map

The battles in this event represent conflicts occurring across Pannithor:



### **Scenario #1: The near-coastal Wastes of Ophidia**

*The two armies inexplicably meet in the desert south of the Straits of Madness, between the ruins of Katapor and the city of Ul'Arah, deep in the Wastes of Ophidia. It is here where powerful ancient magicks lay dormant in the land itself, scratching at the surface, yearning to be released. You were sent to tap into these primal magicks, but your opponent seems to have been sent on a similar mission. You absolutely cannot allow your opponent to seize this energy; beat your enemy back, and bend the Ophidian secrets to your will!*

### **Scenario #2: The Lost Forts of the Fallen Order of the Brotherhood**

*Following the fall of the Order of the Brotherhood, several of their forts bordering the Ogres' Mammoth Steppes and the Abyssal Dwarfs' Tragar were lost to Abyssal control. With knowledge of this critical power shift in short supply, you send your spymaster to retrieve any scraps of information they can, but they have been forced to ground by the opposing forces. Meeting now in the crumbling ruins of the fort, you must retrieve your spymaster and any other knowledgeable personnel in the area before your enemy can secure the upper hand.*

<b>Token Color</b>	<b>Blue</b>	<b>White</b>	<b>Red</b>
VP Amount (0, 1, or 2)			

### **Scenario #3: The dense Sylvan forests of Galahir**

*Passing through the dense Sylvan Kin forest of Galahir while bypassing the Hegemony of Basilea, your scouts spot a small gathering of Spirits, rumored to be soul fragments of fallen Celestials. These fragments are eternally wandering in search of their missing whole, and despite being fractured into pieces their will remains so strong that it is difficult to quickly exhibit control over them. Assembling your forces to extract these Spirits, it appears that you weren't alone in spotting this arcane bounty; now you must navigate the dense growth of Galahir, fend off your foe, and hunt down the Spirits before your enemy can bind to them.*

### **Scenario #4: The low southern of the Basilean island of Keretia**

*Attempting to bypass the Golden Horn of Basilea, your forces march through the eastern foothills of the Mountains of Abkhazla but were surprised to find a rival force had a similar idea. Now, you are in week 4 of a prolonged standoff. Retreat would result in being easily rundown from the rear, and a forward assault would mean significant casualties. However, you've received word that senior officials are losing faith in your leadership, calling you cowardly and too cautious. The time to act is now! Strike quickly and decisively, making your enemy's complete erasure a rebuttal to the rumors and justification for your post.*

### **Scenario #5: The eastern highlands of the Elvish Mountains of Alandar**

*Dragon eggs in the wild are incredibly rare, so while marching through the eastern Mountains of Alandar and you stumble upon a stash of them you had no choice but to stop and gather them. Knowing the power of your own legendary dragon, it's easy to understand just how immeasurably valuable the eggs could be. Rush forward and claim the eggs before the enemy can claim them first!*

## Scenario 1: A Convergence of Leylines

**Core scenario(s): Pillage**

### Special Rule #1: Arcane Leylines

This scenario uses 5 objective markers which are placed in the same manner as the Pillage scenario, with the following exceptions:

1. They must be placed in the exact middle of a piece of non-impassable terrain (i.e., in a forest, on a hill, in a water feature, etc.) and
2. Not within 10" of another Objective Marker.

Each Objective Marker is worth 1 VP if controlled at the end of the game.

### Special Rule #2: Awakening the Leylines

At the end of each turn, if a player is controlling an objective marker using their Dragon living legend, they may choose to "awaken" that objective. Each awakened Leyline objective marker is worth 2 VP.

### Primary Objective: Capture the Leylines

Victory is determined by the difference in VP held at the end of the game. Whichever player has secured the most VP wins the scenario, and BP are awarded according to this table:

VP Difference	Battle Points (W / L)
0	10 / 10
1	11 / 9
2	12 / 8
3	13 / 7
4	14 / 6
5+	15 / 5

### Secondary Objective: Awaken the Leylines

If you Awaken a Leyline, you immediately gain 1 BP; each player can gain no more than 3 BP in this manner.

Player 1 Awakened Leylines			Player 2 Awakened Leylines		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

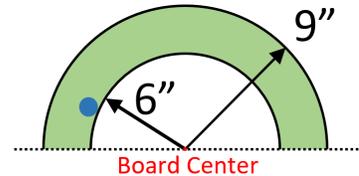
## Scenario 2: Emergency Personnel Evac

**Core scenario(s): Smoke & Mirrors+Loot, Kill**

### Special Rule #1: Covert Operatives

Each player is given 3 differently colored loot tokens (blue, white, and red); **mark on page 5 the VP value for each of your tokens**. One token is worth 0VP, one is worth 1VP, and one is worth 2VP.

After rolling for sides but before deploying units, players deploy their loot tokens starting with the player who won the roll for table sides. The first token placed by each player must be placed near the center point of the board - at least 6" but no more than 9" away from the exact center, and on their opponent's half of the table. The second player then places their first token in the same way, regardless of proximity to the other loot token. Players then alternate placing their remaining tokens at least 12" away from other loot tokens and on their opponent's half of the board.



When routing a unit carrying a loot token in melee, a player may elect to remove the loot token from the table rather than claiming it.

### Special Rule #2: Paid Informant

In addition to the six loot tokens already placed, one additional loot token (yellow) is placed in the exact center of the board; this loot token is worth 1d3 VP when held at the end of the game.

### Primary Objective: Secure the Intel

Whichever player is controlling the most VP at the end of the game wins the scenario, and BP are awarded according to this table:

VP Difference	Battle Points (W / L)
0	10 / 10
1	11 / 9
2	12 / 8
3	13 / 7
4	14 / 6
5	15 / 5

### Secondary Objective: Strategic Elimination

After choosing table sides but before beginning deployment, both players reveal their two most expensive units with at least US 2 as well as their one most expensive Hero unit (excluding the Dragon living legend, unless no other Hero units are in the list). Gain 1 BP for each of these units that you rout during the game.

## Scenario 3: Celestial Spirits

**Core scenario(s): Pillage, Kill**

### Special Rule #1: The Wandering Spirits of Galahir

Before rolling to determine table sides, deploy seven Objective Markers as per the Pillage scenario; these Objective Markers are each worth 1 VP if controlled at the end of the game.

### Special Rule #2: Field Research

At the end of the game, increase the VP value of an Objective Marker by +1 VP if the controlling player has at least one Hero within 3" of it.

### **Primary Objective: Capture the Forest Spirits**

At the end of the game, add the total VP controlled by each player. Whichever player has claimed the most VP wins the scenario, and BP are awarded according to this table:

VP Difference	Battle Points (W / L)
0	10 / 10
1	11 / 9
2	12 / 8
3	13 / 7
4	14 / 6
5+	15 / 5

### **Secondary Objective: Neutralize Enemy Researchers**

Before rolling for deployment, reveal to your opponent your three most expensive Hero units, excluding the Dragon living legend. Gain 1 BP for each of these Heroes you rout during the game.

If your army only has two Heroes in it, the Dragon living legend is selected as the third. If your army only has one (or no) Hero unit, your most expensive unit (or two units) with the lowest US is selected. If this could be multiple units, your opponent picks the unit(s).

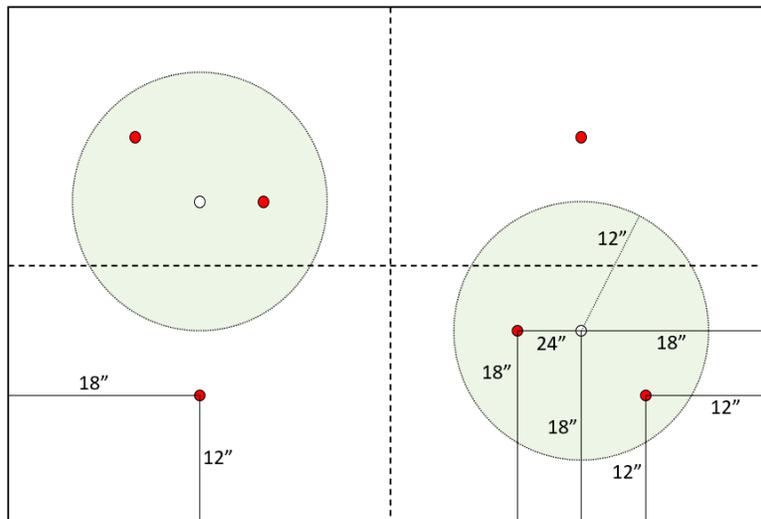
## Scenario 4: Storm the Trenches

Core scenario(s): *Dominate, Raze*

**Before deploying terrain**, place the tokens and markers as per the Special Rule below. After the tokens are deployed, begin the game as per normal (i.e. roll for and place terrain, then roll for board sides, etc.).

### Special Rule: Encampment and Observation Structures

Each player has one white marker which represents the center of their encampment which is also a 24"-diameter circle. These zones are only used to determine VP for the Primary Objective at the end of the game and are deployed as shown in the image below. In addition, each player will center three red objective markers (representing temporary observation structures) on their half of the board according to the following image:



**Starting on the second player's second turn**, if a player ends their turn controlling an Objective Marker on their opponent's side of the board, they may immediately remove that Objective Marker (as per the Raze scenario).

### Primary Objective: Invasion

At the end of the game, each player adds the US of their units inside the enemy encampment 24" circle. Whichever player has the most US in their opponent's encampment wins the scenario, and BP are awarded according to this table:

US Difference	Battle Points (W / L)
0	10 / 10
1	11 / 9
2	12 / 8
3	13 / 7
4	14 / 6
5+	15 / 5

### Secondary Objective: Burn it All to the Ground

Each player gains 1 BP for each objective marker they have removed throughout the game.

## Scenario 5: Dragon Spawn

**Core scenario(s): Plunder, Control**

### Special Rule #1: Dragon Eggs

This scenario features five dragon eggs, which are treated as Loot Tokens, placed like in the Plunder scenario. At the end of the game, a player earns 1 VP for each Loot Token they hold.

### Special Rule #2: Effervescent Magic

Each egg radiates with fluctuating magical energies. The first time a unit picks up a Loot Token, roll on the following table and replace the loot token with the applicable colored token provided. While holding a token, the unit gains the applicable effect(s) as shown on the following table:

d6 Result	1	2	3	4	5	6
Token Color	White	Red	Blue	Yellow	Green	Purple
Effect Gained	+1 / +1 Ne	Fireball (+8)	Phalanx	Brutal (+1)	Pathfinder	Stealthy

A unit can only benefit from each effect once, regardless of the number of identical tokens held.

### Special Rule #3: Guard the Young

A Loot Token held by a Dragon living legend at the end of the game is worth 2 VP instead of 1. Dragon living legends gain +1/+1 nerve for each loot token it holds in addition to any other benefits bestowed by that loot token.

### **Primary Objective: Claim the Horde**

At the end of the game, add the total VP controlled by each player. Whichever player has claimed the most VP wins the scenario, and BP are awarded according to this table:

VP Difference	Battle Points (W / L)
0	10 / 10
1	11 / 9
2	12 / 8
3	13 / 7
4	14 / 6
5+	15 / 5

### **Secondary Objective: There Must be Others!**

At the end of the game, divide the board into six equal 2ft x 2ft squares as per the Control scenario. Each player gains 1 BP for each square they control at the end of the game to a maximum of 3 BP.

## Sports Score Tracking

Do not submit this sheet until after completing Round 5.

<b><u>Questions</u></b>	<b><u>Rd. 1</u></b>	<b><u>Rd. 2</u></b>	<b><u>Rd. 3</u></b>	<b><u>Rd. 4</u></b>	<b><u>Rd. 5</u></b>
Did your opponent show up before the round time started?					
Did your opponent offer to play on a chess clock or equivalent?					
Would you enjoy playing your opponent again?					
Would you enjoy playing against your opponent's list again?					
Did your opponent provide you a printed copy of their list, including the details of their Dragon living legend?					
Best game of the day (mark one)					
Second-best game of the day (mark one)					
Best game of the day (mark one)					
Second-best game of the day (mark one)					

## Round #5 Battle Results

Table #: \_\_\_\_\_

**Player A:** \_\_\_\_\_

Primary Scenario Victory Points / Unit Strength: \_\_\_\_\_ ( **W / L / D** )

Total Points Killed: \_\_\_\_\_

Primary Scenario Battle Points: \_\_\_\_\_

Secondary Scenario Battle Points: \_\_\_\_\_

Attrition Battle Points: \_\_\_\_\_

**Total Battle Points:** \_\_\_\_\_

**Player B:** \_\_\_\_\_

Primary Scenario Victory Points / Unit Strength: \_\_\_\_\_ ( **W / L / D** )

Total Points Killed: \_\_\_\_\_

Primary Scenario Battle Points: \_\_\_\_\_

Secondary Scenario Battle Points: \_\_\_\_\_

Attrition Battle Points: \_\_\_\_\_

**Total Battle Points:** \_\_\_\_\_

### Attrition BP Table

Points Killed	BP Awarded
0 – 395	+0
400 - 895	+1
900 - 1,495	+2
1,500 - 2,195	+3
2,200+	+4

## Round #4 Battle Results

Table #: \_\_\_\_\_

**Player A:** \_\_\_\_\_

Primary Scenario Victory Points / Unit Strength: \_\_\_\_\_ ( **W / L / D** )

Total Points Killed: \_\_\_\_\_

Primary Scenario Battle Points: \_\_\_\_\_

Secondary Scenario Battle Points: \_\_\_\_\_

Attrition Battle Points: \_\_\_\_\_

**Total Battle Points:** \_\_\_\_\_

**Player B:** \_\_\_\_\_

Primary Scenario Victory Points / Unit Strength: \_\_\_\_\_ ( **W / L / D** )

Total Points Killed: \_\_\_\_\_

Primary Scenario Battle Points: \_\_\_\_\_

Secondary Scenario Battle Points: \_\_\_\_\_

Attrition Battle Points: \_\_\_\_\_

**Total Battle Points:** \_\_\_\_\_

### Attrition BP Table

Points Killed	BP Awarded
0 – 395	+0
400 - 895	+1
900 - 1,495	+2
1,500 - 2,195	+3
2,200+	+4

**Prismatic Dragon Vote:** \_\_\_\_\_  
(only if tiebreaker is needed)

## Round #3 Battle Results

Table #: \_\_\_\_\_

**Player A:** \_\_\_\_\_

Primary Scenario Victory Points / Unit Strength: \_\_\_\_\_ ( **W / L / D** )

Total Points Killed: \_\_\_\_\_

Primary Scenario Battle Points: \_\_\_\_\_

Secondary Scenario Battle Points: \_\_\_\_\_

Attrition Battle Points: \_\_\_\_\_

**Total Battle Points:** \_\_\_\_\_

**Player B:** \_\_\_\_\_

Primary Scenario Victory Points / Unit Strength: \_\_\_\_\_ ( **W / L / D** )

Total Points Killed: \_\_\_\_\_

Primary Scenario Battle Points: \_\_\_\_\_

Secondary Scenario Battle Points: \_\_\_\_\_

Attrition Battle Points: \_\_\_\_\_

**Total Battle Points:** \_\_\_\_\_

### Attrition BP Table

Points Killed	BP Awarded
0 – 395	+0
400 - 895	+1
900 - 1,495	+2
1,500 - 2,195	+3
2,200+	+4

**Prismatic Dragon Vote:** \_\_\_\_\_  
(favorite Dragon model)

## Round #2 Battle Results

Table #: \_\_\_\_\_

**Player A:** \_\_\_\_\_

Primary Scenario Victory Points / Unit Strength: \_\_\_\_\_ ( **W / L / D** )

Total Points Killed: \_\_\_\_\_

Primary Scenario Battle Points: \_\_\_\_\_

Secondary Scenario Battle Points: \_\_\_\_\_

Attrition Battle Points: \_\_\_\_\_

**Total Battle Points:** \_\_\_\_\_

**Player B:** \_\_\_\_\_

Primary Scenario Victory Points / Unit Strength: \_\_\_\_\_ ( **W / L / D** )

Total Points Killed: \_\_\_\_\_

Primary Scenario Battle Points: \_\_\_\_\_

Secondary Scenario Battle Points: \_\_\_\_\_

Attrition Battle Points: \_\_\_\_\_

**Total Battle Points:** \_\_\_\_\_

### Attrition BP Table

Points Killed	BP Awarded
0 – 395	+0
400 - 895	+1
900 - 1,495	+2
1,500 - 2,195	+3
2,200+	+4

## Round #1 Battle Results

Table #: \_\_\_\_\_

**Player A:** \_\_\_\_\_

Primary Scenario Victory Points / Unit Strength: \_\_\_\_\_ ( **W / L / D** )

Total Points Killed: \_\_\_\_\_

Primary Scenario Battle Points: \_\_\_\_\_

Secondary Scenario Battle Points: \_\_\_\_\_

Attrition Battle Points: \_\_\_\_\_

**Total Battle Points:** \_\_\_\_\_

**Player B:** \_\_\_\_\_

Primary Scenario Victory Points / Unit Strength: \_\_\_\_\_ ( **W / L / D** )

Total Points Killed: \_\_\_\_\_

Primary Scenario Battle Points: \_\_\_\_\_

Secondary Scenario Battle Points: \_\_\_\_\_

Attrition Battle Points: \_\_\_\_\_

**Total Battle Points:** \_\_\_\_\_

**Attrition BP Table**

<b>Points Killed</b>	<b>BP Awarded</b>
0 – 395	+0
400 - 895	+1
900 - 1,495	+2
1,500 - 2,195	+3
2,200+	+4