

A dramatic illustration of a skeletal dragon rider on a dragon, accompanied by skeletal warriors in a desert landscape. The dragon rider is mounted on a large, scaly dragon with long, curved horns. The rider is wearing a red and black outfit and is holding a sword. The dragon is breathing fire. In the background, there are mountains and a cloudy sky. In the foreground, there are several skeletal warriors wearing blue and red armor, holding spears and swords. The overall scene is set in a desert environment with a warm, golden light.

# Dragon Fall 2024

*Old World Battle for the Temple City  
of Ozara-Ka  
Version 1.0*

*Welcome to the Dragon Fall Old World Battle for the Temple City of Ozarka. 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.*

## Venue

October 4, 2024  
Grand Geneva Resort Convention Center  
7036 Grand Geneva Way  
Lake Geneva, WI 53147

## Registration

Sign-ups are open from June 2024 and can be found at [dragon-fall.com](http://dragon-fall.com). Registration does require the event ticket and a convention badge.

## 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

Armies will be comprised of up to 2000 points using the Warhammer Armies section (pg. 276) of the Old Worlds Rule Book. Your composition list should include a list of all the units that make up your army, the total points breakdown and be broken down into the various categories (Characters, Core, Special, Rare, Mercenaries and Allies).

*We are allowing Armies of Legend and Arcane Journals for the event.*

*Rules, new releases, and FAQs released up to and including Saturday September 28<sup>th</sup> 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 the region of XXX this year.

## Army Submission

Submit your army list by September 28<sup>th</sup> @ 11:59pm to [mramczyk65@gmail.com](mailto:mramczyk65@gmail.com). Please send PDF from the new AOS Warhammer app.

## 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 terrain before the start of the tournament. Players will not be setting up terrain at the beginning of each game as described in the Old World Rule Book. Terrain types will be clearly labeled.

Terrain should not be moved unless absolutely necessary, please consult with judges if you need to move terrain. For example, if faction terrain requires a player to nudge table terrain to allow it to fit, that is allowed. Terrain should never be removed from table and only moved as minimally as possible.

## What to Bring

Fully painted Army to Games Workshop Battle Ready standard, refer to Matched Play, Battle Ready section of the General's Handbook. Armies that are not completely painted will be allowed for this year's event.

All models are to be on appropriately sized square bases (see the individual warscrolls).

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). We all know life trips us up sometimes, so if you have a unit that has the wrong weapon (sword vs spear, etc.) just let the judges know and inform your opponent before the start of the game.

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:

- Dice (D6 and Artillery), Measuring device and Blast templates
- A copy of all rules for the game (Old World Rulebook, FAQs) and for your army (Arcane Journal if using, FAQs) or access to these on mobile device.
- Printed army lists for each of your opponents and the TO. Bring a minimum of two (2) lists – one to be turned in at check-in and one to share with opponents at the table; but we encourage you to bring one for each opponent (total of 4).

## 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 Old World Rule Book. The battleplans will be revealed at the event in the Mission Packet.

The battleplans will be picked from the following 6 battleplans:

- Open Battle
- Break Point
- Flank Attack
- Meeting Engagement
- Mountain Pass
- Command & Control

## Game Scoring

We will be using the Scoring system as defined in the Old World Rule Book to determine the winner of each game. Each Battle Plan outlines the rules for determining the winner for each game. Try to keep track of things noteworthy through your game to making Victory Point scoring easier at the end of the game. Victory Points are earned in the following ways:

<b>Dead or Fled</b>	<p>Enemy units 100% destroyed or fled off the table are worth 100% of their points cost as <b>Victory Points (VPs)</b>.</p> <p><b>Example</b> – Clan Rats with command and shields is 117 points which would equal 117 VPs.</p> <p>Enemy units fleeing at the end of the battle are worth 50% (rounding up) of their points costs as VPs.</p> <p><b>Example</b> – Clan Rats unit above would equal 59 VPs.</p> <p>Enemy units reduced to 25% or less of starting strength at end of the battle worth 25% of their points costs as VPs.</p> <p><b>Example</b> – Clan Rats unit above would equal 30 VPs.</p>
<b>The King is Dead</b>	<p>Enemy General is slain, fleeing or fled of the battlefield at the end of the game you score 100 VPs.</p>
<b>Trophies of War</b>	<p>Standards are claimed if unit is destroyed by being run down while fleeing or in combat. They are worth 50 VPs when claimed as a trophy.</p> <p>Enemy Battle Standard Bearer Is worth 50 VPs if unit is slain, fled off the battlefield or is fleeing when the game ends.</p>
<b>Scenario Objectives</b>	<p>If included in mission, Scenario Objectives will be explained in the battle plan for that game.</p>
<b>Special Features</b>	<p>We will not be using these during the event.</p>

## Tournament Scoring

We will be using our scoring system to track Tournament Points (TPs). Your Tournament Points are used to determine pairings, battle awards and hobby awards.

For Example - If a player wins a Crushing Victory (Player scored 2x the Victory Points of their opponent), their opponent scores a Crushing Loss. If a player wins a Victory (at least 100 Victory Points scored more than their opponent), their opponent receives a Loss. Any other result is a Draw. If a player concedes the game they will receive a Crushing Loss.

We will use Primary Objectives for Tournament Points scoring at the end of each game for tie breakers as shown below. Your score sheets for each battle will provide a simple tracker for them.

Banners Destroyed	3 TP max
BSB Destroyed	1 TP
Characters Slain	5 TP max
General Slain	1 TP

Players will score Tournament (Battle) Points at the end of each game, for a max of 105 Battle Points.

Crushing Victory	25 TP
Victory	15 TP
Draw	10 TP
Loss	5 TP
Crushing Loss	0 TP
Primary Objectives	10 TP max
Total Tournament Points per Games	35 TP max

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

Best Hobby	10 TP
Top 3 Best Hobby (2-3)	1 TP
Player's Choice	10 TP
Top 3 Player's Choice (2-3)	1 TP
Favorite Opponent	5 TP
Top 3 Favorite Opponent (2-3)	1 TP
Sportsmanship	9 TP Max
Hobby Score (Checklist)	70 TP Max

## Sportsmanship

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

- **3 pts = Amazing Game of TOW.** This rank should only be used for those rare and unique games. Your opponent(s) went beyond the call of duty, where incredibly sporting, and honestly made additional effort to provide a fantastic game.
- **2 pts = Good Game of TOW.** Hopefully this rank should encompass most of your games. It was a normal game of TOW, 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.
- **0 pts = Not a Fun Game of TOW.** 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.***

To be eligible for Best Overall the player must receive at least 6 out of 9 points in Sportsmanship.

## Favorite Opponent

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

## 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 back of this pack.

## 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 6 rounds or the game's natural conclusion. Complaints of slow play will be addressed by the Judges and TO.

## Errata/FAQ

We will use all available Games Workshop FAQs.

## Tournament Awards

<b>Best Overall</b>	Team with the most Tournament Points. Tie breakers will be 1) Total Battle Points, 2) Total Hobby Points, 3) Total Primary Objectives, 4) Number of Favorite Opponent Votes.
<b>Battle Awards</b>	
Best Warlord	Player with the most Battle Points not named Best Overall. Tie breakers will be: 1) Total Primary Objectives, 2) Total Tournament Points, 3) TO decision.
Best in Faction	Player with the most Battle Points not named Best Overall or Best Warlord. Tie breakers same as Best Warlord. There must be 2+ players running armies from the faction.
Best of the Rest	Player with the most Battle Points amongst factions with only 1 player running an army, not named Best Overall or Best Warlord. Tie breakers same as Best Warlord.
<b>Hobby Awards</b>	
Best Hobby	Determined by Hobby points earned from checklist, Ties decided by TO and judges.
Player's Choice	Determined by player votes received, based on painting, theme, and overall aesthetic. Ties decided by TO and judges.
<b>Best Sportsmanship</b>	Player that receives most Sportsmanship Points (see Sportsmanship section below) and Favorite Opponent votes. Ties decided by TO and judges.
<b>Best Effort</b>	Player with lowest Tournament Points who sticks it out till the end of the tournament. Ties decided by TO and judges.



# Hobby Checklist

<b>General</b>	<b>None</b>	<b>Few</b>	<b>Half+</b>	<b>Full</b>
Army is painted to minimum GW Battle Ready standards.	0	0	0	20
<b>Basing</b>				
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
<b>Modeling (Building and Conversions)</b>				
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
<b>Painting</b>				
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
<b>Display Board</b>				
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
<b>Cohesion</b>				
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
<b>Other</b>				
Favorite army votes (max of 10)				
<b>Hobby Points</b>				
<b>Total Hobby Points (Max of 115)</b>				

Sponsors/Partners



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