



Dragon Fall 2024

*Age of Sigmar Spearhead
Version 1.0*

Welcome to the Dragon Fall Age of Sigmar Spearhead Tournament. We will be holding a one 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

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. Registration does require the event ticket and a convention badge.

Schedule

Friday		
8:00 AM	8:30AM	Registration and Announcements
8:30AM	10:00AM	Game 1
10:00AM	11:30AM	Game 2
11:30AM	12:30PM	Lunch and Setup Army for Hobby Scoring
12:30PM	2:00PM	Game 3
2:00PM	3:30PM	Game 4
3:30PM	4:00PM	Break
4:00PM	5:30PM	Game 5
5:30PM		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.

Game Rules

We will be using the Fire & Jade rules book along with the AOS Core Rule Book core rules for the event. *Rules, new releases, and FAQs released up to and including Saturday September 28th will be allowed (pre-orders don't count).*

Army Composition

On the first page of every Spearhead army's rules, you will find the Army composition. This lists which units are included in the Spearhead army and who the General is. Each Spearhead army is fixed and cannot be changed.

Grudges

Grudges will be allowed so long as your grudge agrees, and you get me the two player's names before October 4th.

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

Terrain will consist of two (2) large and two (2) small terrain features. The terrain will be provided for each table.

What to Bring

Fully painted Army to Games Workshop Battle Ready standard, refer to Matched Play, Battle Ready section of the General's Handbook. Unpainted models will be allowed for this year.

All models are to be on appropriately sized round bases (see the GW reference FAQ).

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 and Measuring device
- A copy of all rules for the game (Core Rulebook, Spearhead Warscrolls, FAQs) or access to these on mobile device.
- One (1) to three (3) Spearhead armies. Each must be played at least one round.

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 five (5) Spearhead battles using the Fire and Jade Battleplan in the Fire & Jade Spearhead Rules book.

Scoring

We will be using the Scoring system as defined in the Fire & Jade Spearhead rules book to determine the winner of each game. The Fire and Jade Battleplan outlines how to score Victory Points (VP) during the game.

Players will score Tournament (Battle) Points at the end of each game, for 110 or more Battle Points.

Victory	20 TP
Draw	10 TP
Loss	0 TP
Battle Tactics	1 or more TP
Twist Cards	1 TP
Total Tournament Points per Game	22 or more TP

Players will also score Tournament (Hobby) Points for their army, for a max of 105 Hobby Points.

Best Hobby	10 TP
Top 5 Best Hobby (2-5)	1 TP
Favorite Opponent	10 TP
Top 5 Favorite Opponent (2-5)	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.

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 Spearhead.** 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.
- **2 pts = Good Game of Spearhead.** Hopefully this rank should encompass most of your games. It was a normal game of Spearhead, 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 Spearhead whether you won or lost.
- **0 pts = Not a Fun Game of Spearhead.** 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 10 out of 15 points in Sportsmanship.

Player's Choice

After game 2 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 armies will be evaluated for painting, quality, style, theme, and cohesiveness.

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	
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.
Most Twisted	Player that scored the most twists not named Best Overall or Best Warlord. 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	Determined by Hobby points earned from checklist, Ties decided by TO and judges.
Favorite Opponent	Determined by player votes received. 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.

Sponsors/Partners

