

Introduction

Welcome to A Song of Ice and Fire at Adepticon! We are proud to offer a series of events and tournaments for your enjoyment. Keep checking here for the minor changes we will be making as we get ready for our event and welcome in new releases and models for the game we love.

“Do you ever have fun?”

-Jaime to Brienne



ASOIAF Rule Version in force: Season_4

ASOIAF FAQ Version in force:

v2023-S03/V2024-S04(if available
3/17/2024)

ASOIAF Tournament Rules:

Tournament_Guidelines_Season 4

Adepticon Clarification FAQ in force:

2024-Adepticon-ASOIAF-Clarifications.pdf

Army Construction

Armies must be legal to be used and consist of units and unit cards which are available as of **3/17/2024**. All valid ASOIAF models with tournament legal rules available on War Council, ASOIAFBuilder, and the CMON Site, **may be included in your army**.

Your Army must be **at or under** the **30-point** cost for this event. You may have two different lists available for the Tourney, but they must be **legal** and from the same faction. If you are struggling to build a list, feel free to visit the venue during earlier events. **All Tactics, Unit and Attachment, Objective and, Secret Mission cards must be valid in Season 4. We can help with that! Visit us during other events and let us know how we can help**

Model Use

All Models are CMoN/Darksword ASOIAF Models. All players are encouraged to have terrain on hand to play any tournament Game Mode. If you don't have some, we can help.

Hi, nice to meet you; let's figure out how to do this fighting even better!

Players will be segmented by experience into two pools. The somewhat experienced players will be paired against like-skilled opponents. Beginners will be paired with beginners and there will be a coach to help both. Experienced players are encouraged to bring kinder and gentler lists. Sunday is about community, teaching, learning, and having fun. Let us know if you are purchasing your starter set at the event, we can get you demos ahead of the Sunday too!

A Song of Ice and Fire : Adepticon Friendly Tournament

Painting and Presentation

Adepticon encourages the full Hobby experience. Painting is not mandatory but encouraged. Be proud of your work. Display boards are encouraged but should not exceed 30”w x 30”d x 30”h Please display your army between rounds. Leave feedback, this is a friendly event.

Gaming Etiquette

Please be on time for your game. We know Adepticon is huge and things happen, but please be courteous. This is a friendly. Give positive feedback and learn from each other.

Please be careful with the food and beverages you bring into the venue if allowed during the tourney. Be kind, everyone has had a long weekend. Have fun, teach, and learn!

Tournament Rounds and Schedule:

The Tourney has **3** rounds. If games go quickly we will shrink the schedule and expand the breaks

800-830am Registration and Table assignments

830-840am Game 1 ***Pregame*** per ***Tournament Guidelines***

845am Game 1 Start

1045am Game 1 ‘No New Rounds’ * Judge may extend

1045-12Noon Retire to Camp (Break and Checkout)

1200noon Game 2 Pairings and Table Assignments

12pm-1230pm Game 2 ***Pregame*** per ***Tournament Guidelines***

1230pm Game 2 Start

205pm Game 2 ‘No New Rounds’ * Judge may extend

215pm Game 3 Table Assignments

215-230pm Game 3 ***Pregame*** per ***Tournament Guidelines***

230pm Game 3 Start

4pm Game 3 ‘No New Rounds’ * Judge may extend

415pm Closeout the tables

420pm Awards

Arrival at your table

Once you and your opponent are at your table, announce your faction. You may begin game setup, per the Game Mode. (See Terrain) Once complete, reshuffle your deck and offer to cut your opponent's deck (or announce you are declining to do so). Best of luck to you both. Best of luck to you both. Relax and have fun! Make your last games at Adepticon be memorable!

Adepticon CMON Tournament Scoring Method

For this Tourney, the basis of scoring will follow the current ***Tournament Guideline Season 4 [Tournament Points, Secondary Points, Unit Points (Total Points of Destroyed Units)]*** Per

A Song of Ice and Fire : Adepticon Friendly Tournament

the **Game Mode** specified, the Game ends at the end of the *Round* when one of the teams reaches 8 Coins(VP). At the end of the *Round*, the team with the most Coins is Victor. *If either team has met or exceeded the Level of Victory, the player with the highest Victory Point total is awarded the victory.* If the judge rules there is too little time to continue, please count up the unit cost of all units destroyed and compare. Draws are meant to be rare, but may happen.

Sportsmanship:

Adepticon encourages the highest levels of sportsmanship of its attendees. (See the Adepticon Code of Conduct) We do wish to recognize those players who go out of their way to ensure the experience is positive for all.

Awards:

Adepticon ASOIAF Friendly Champions (2)

Adepticon ASOIAF Friendly Best Generals (2)

Adepticon ASOIAF Friendly Outstanding Gamers (2)

Adepticon ASOIAF Friendly Players Choice

Tables:

For the Friendly, the games will be played on the 4'x4' space specified at your table. We will do our best. Please do not exceed your portion, be kind to your neighbors. The position of the tactics board is specified on each table.

Terrain

This year we will be using Battlefield Layouts per the rulebook. The Battlefield Layout will be announced with the Game Mode at the end of the previous game. At the specified Pregame Phase, Mark your deployment Zones, Place Objective markers and Mandatory terrain by Game Mode (if any), and then each player rolls 2d6. The winner gets the first selection from the Battlefield layout terrain pool and places it. Alternate until all terrain is applied. Each player rolls a single dice until a winner is decided. The player who rolls highest may choose their Deployment Zone or pass this choice to their opponent. The player who does not choose their Deployment Zone will choose who will be the First Player when the game begins. Players exchange lists at this point for review. The player who chose their Deployment Zone also chooses who deploys first, then each player alternates deploying 1 Combat Unit to the battlefield, continuing until all Combat Units have been deployed. Count out your Tactics cards face-down in front of your opponent, and discuss your dice habits. Announce your start of each Turn, Activation or Pass, Action Step, and move to the Cleanup Phase. Announce the end of your Turn by saying 'Done'.

Appearance: (Distributed during Pregame of the round, collected by the judges)

To be clear, you do not have to have a painted army to play in the friendly.

Adepticon encourages the full Hobby experience. Painting is not mandatory but encouraged. A simple checklist is on the scoring sheet for you to note your opponent's army.

A Song of Ice and Fire : Adepticon Friendly Tournament

Adepticon ASOIAF Friendly Scoring Sheet- Player's Copy

Game	Table	Opponents Names	Result	My Victory Points	Opp Victory Points	Secondary Points *	Unit Points Earned
1			W/L/D				
2			W/L/D				
3			W/L/D				

Secondary Points: Per Page 4 of the Tournament Guidelines v1.6 pdf

Unit Points Earned: Unit Cost of all enemy units removed from play

Sportsmanship: Mark (X) the table below at the end of the Game (Privately)

My opponents and I were able to start at the specified start time.

My opponents played in a fair and consistent manner

My opponents clearly explained any rules I was unfamiliar with and played at a consistent pace

My opponents and I had no disagreements on measuring or dice handling

I would enjoy playing these opponents again

Game	On Time Start	Fair and Consistent	No Rules Issues	Measuring And Dice	Play Again
1					
2					
3					

After Game 3, Circle the 1 Opponent's Game number in Sportsmanship table you enjoyed playing Most.

Seek them out and let them know how much fun you had.

Fill out the following page at the same time

Adepticon ASOIAF Friendly Scoring Sheet- Judges Copy

Game	Table	Opponents Names	Result	My Victory Points	Opp Victory Points	Secondary Points *	Unit Points Earned
1			W/L/D				
2			W/L/D				
3			W/L/D				

Secondary Points: Per Page 4 of the Tournament Guidelines v1.6 pdf

Unit Points Earned: Unit Cost of all enemy units removed from play

Sportsmanship: Mark (X) the table below at the end of the Game (Privately)

- My opponent and I were able to start at the specified start time.
- My opponent played in a fair and consistent manner
- My opponent clearly explained any rules I was unfamiliar with and played at a consistent pace
- My opponent and I had no disagreements on measuring or dice handling
- I would enjoy playing this opponent again

After Game 3, Circle the 1 Opponent's Game number in Sportsmanship table you enjoyed playing Most

(Players Choice, your favorite single army, whether or not you played them)

My Players Choice: _____

BRING THIS SHEET TO THE SCORING TABLE AFTER GAME 3

Feedback for the Next Adepticon: _____
