

A Song of Ice and Fire : Adepticon 2024 Team Tournament

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.

For the Throne! (And the Loot!)

This tournament is an automatic and free entry and spot) qualifier for the top 2 eligible teams at the ASOIAF Nationals



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**.

“They may not be Us, but at least they aren’t Them....”

Army Construction

The team event allows you and your partner to bring two diverse armies together for a common cause. The two selections must be a legal **25pt*** or less list from two different **Factions**. (No Tully and Umber as they are both **Stark Factions**) Armies must be legal to be used and consist of units and unit cards which are available as of 3/17/2024. **All Tactics, Unit and Attachment, Objective and, Secret Mission cards must be valid in Season 4**

**** Lend me A point: If one faction is less than 25, the other may be 26. (One point only regardless of how short of 25 the faction is.***

Each of your two armies must have a Commander and may have NCUs. No NCU or named attachment may be duplicated. Only cards from commanders in play may be used.

Any faction may not exceed 30% Neutrals(7pts). If one side of the team plays as Neutrals, the partner faction cannot have any Neutrals. If one Non-Neutral partner has 30% Neutrals(7pts), this does not restrict the other from having 30% Neutrals.

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Tactics Deck

Each of the commanders brings one copy of each of the seven faction and three Commander unique cards they would use in a standard list. Place each of the Commander's ten tactics cards into a common sleeve so there is no visible difference. This will be the tactics deck that your combined army will use.

You must provide a copy of your lists during registration and to your opponents for the event at Adepticon. If an error is found, you must remediate it immediately. Your lists must be in a standardized format with Unit Names, Point Values, and Attachments noted. If your list is considered unclear at Registration, you will be asked to fill out the form on the last page of this packet. It is considered good form to print copies of your list for your opponents to keep. Using a list different than the one shared with your opponent will cause a Loss.

Model Use

Armies must be legal to be used and consist of units and unit cards which are available as of **3/11/2024**. Pre-releases, sneak-peaks, and Hand of the King models with rules available on War Council, ASOIAFBuilder, and the CMON Site, ***may be included in your army.***

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. In the event of an accident, Adepticon does have a Mini-Medic station in the main hallway.

Gaming Etiquette

Please be on time for your game. Failure to be at your table at the start of play can result in a 1-5 Secondary Point deduction. We know Adepticon is huge, and things happen, but please be courteous.

Ensure your cards are in protective sleeves. Please discuss your dice habits, i.e. I pick up my misses or hits, and discuss how you wish to judge cocked, dropped, or dice on terrain or trays.

Be aware of the gamers around you and folks in the aisles. Please be careful with food and beverages you bring into the venue if allowed at the time of the tournament.

You and your partner must both be present to play your round. One of you must be there for the opponent round. Be courteous to your opponents.

Game Modes:

Game Modes will be specified with the posting of table assignments for each round. Be prepared for any Game Mode specified in the Season 4 Rulebook and/or Tournament guidelines.

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Tournament Rounds and Schedule:

The Tourney has 3 rounds.

800-830am Registration and Table assignments
830-840am Game 1 **Pregame** per **Tournament Guidelines**
845am Game 1 Start
1125am Game 1 'No New Rounds' * Judge may extend

1145-1245pm Retire to Camp (Lunch)
1245pm Game 2 Pairings and Table Assignments
1245-1pm Game 2 **Pregame** per **Tournament Guidelines**
1pm Game 2 Start
335pm Game 2 'No New Rounds' * Judge may extend
4pm-5pm General's Council (Break)

5pm Game 3 Table Assignments
5-525pm Game 3 **Pregame** per **Tournament Guidelines**
525pm Game 3 Start
8pm Game 3 'No New Rounds' * Judge may extend
830pm Awards

Pregame per Tournament Guidelines

Once you and your opponents are at your table, simultaneously hand a copy of your lists to your opponents and alternate asking questions. Select and deploy terrain followed by objectives and side selection, per the Game Mode. In scenarios with an objective 6" from the side edge, in the team tourney, this distance will be 12". Deploy your armies per the Game Mode. Once setup is complete, shuffle your deck in front of your opponent. Count out your deck face down in front of you to prove you have 20 tactics cards. Cut your opponent's deck (If you choose to do so) after they have done the same. Best of luck to you both.

Adepticon CMON Tournament Scoring Method

For this Tourney, the basis of scoring will follow the current ***Tournament Guideline Season 4 document [Tournament Points, Secondary Points, Unit Points (Total Points of Destroyed Units)]*** Please refer to those documents specifically. As Adepticon is founded on Sportsmanship and the Hobby in general, we are layering those scoring elements on top. Per the ***Game Mode*** specified, the Game ends at the end of the *Round* when one of the opponents reaches 12 Coins (VP). At the end of the *Round*, the player with the most Coins is declared the Victor. *If either player has met or exceeded the Level of Victory, the player with the highest Victory point total is awarded the victory. If the comparison is a Draw, and it is not the end of Round 6 and 'No New Rounds' has not been called, you may request from a judge to continue and play another round.* 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. We utilize a simple checklist on the scoring sheet.

Examples of checklist items include:

- My opponents and we 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
- We had no disagreements with our opponents on measuring or dice handling
- We would enjoy playing these **opponents** again
- This team was outstanding

On the final scoring sheet, we would like you to specify which opponent was your favorite to play.

Appearance: (Distributed during the Pregame of the round)

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

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

An example of the checklist items are:

All models have paint on them

All models have at least 3 colors on them

All models have been based in a consistent manner for the unit.

The unit basing matches the movement tray basing.

The army has a consistent color theme and basing.

The army contains advanced painting techniques

The army is spectacular.

The Painting Checklist will be distributed by Judges during the Pregame of each round.

If time allows, we encourage all players to display their armies between Games. There is a spot on the final scoring sheet in your packet for marking your favorite army.

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Awards:

Adepticon is about fun competition. These are the awards and how we determine the winners:

Adepticon ASOIAF Team Tourney Champions

The Champions are the winners of the Tournament based on Tournament Points, with Highest Secondary Points, Unit Points, Sportsmanship Points, and Painting Points being the order of tiebreaking.

Adepticon ASOIAF Team Tourney Best Generals

The Best Generals are the team with the Highest Victory Points, Secondary Points, and Unit Points being the order of tiebreaking.

Adepticon ASOIAF Team Tourney Outstanding Gamers

The Outstanding Gamers are the team not previously winning an award in this tournament, with Highest Sportsmanship Points, Tournament Points, Secondary Points, and Unit Points being the order of tiebreaking.

Adepticon ASOIAF Team Tourney Players Choice

The Players Choice is the team with the most Players Choice Votes Points, with Tournament Points, Secondary Points, and Unit Points being the order of tiebreaking.

Adepticon ASOIAF Team Tourney Best Appearance

Best Appearance is the team selected by the panel of hobby instructors based on appearance, technique, cohesion and wow factor.

Tables:

For the Adepticon Team Tourney, the games will be played on the entire 4'x 5' area.

The position of the tactics board is specified on each table. Please use that space.

Terrain

This year we will be using Battlefield Layouts per the rulebook. The Battlefield Layout(s) 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 1d6. The winning team 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 winning team is decided. The team who rolls highest may choose their Deployment Zone or pass this choice to their opponents. The team 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 team 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 combined Tactics cards face-down in front of your opponents, 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'.

Adepticon ASOIAF Team Tourney Scoring Sheet

Player's Copy

Game	Table	Opponent Team	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)

- Our opponents and we were able to start at the specified start time.
- Our opponents played in a fair and consistent manner
- Our opponents explained any rules we were unfamiliar with and played at a consistent pace
- We had no disagreements with our opponents on measuring or dice handling
- We would enjoy playing this **TEAM** again

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

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**Adepticon ASOIAF Team Tourney Scoring Sheet
Judge Copy**

Game	Table	Opponent Team	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)

Our opponents and we were able to start at the specified start time.

Our opponents played in a fair and consistent manner

Our opponents explained any rules we were unfamiliar with and played at a consistent pace

We had no disagreements with our opponents on measuring or dice handling

We would enjoy playing this **TEAM** 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

Players Choice: The Team combined army you liked best, *whether or not you played them...*

Our Players Choice is: _____

Feedback on this event: _____
