

A Song of Ice and Fire : Adepticon 2020 Championship Tournament

Introduction

Last Year, CMON, in partnership with DarkSword miniatures, launched A Song of Ice and Fire at Adepticon. For Adepticon XVIII, Adepticon is 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.



ASOIAF Version in force: v1.5.1

ASOIAF FAQ Version in force: v1.5.1

Adepticon Clarification FAQ in force:
20191207-Adepticon-ASOIAF-
Clarifications.pdf

Army Construction

Armies must be legal to be used and consist of units and unit cards which are commercially available as of **3/15/2020**. Pre-releases, sneak peaks and Hand of the King models with rules not available to all, (Mountain that Rides) may not be included in your army.

Your Army must be **at or under** the point cost for your event. You may have 2 different lists available for the Championship, but must be the same faction. You must provide a list(s) during registration for your event. 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.

Model Use

All Models are CMoN/Darksword ASOIAF Models

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.

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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.

Before starting turn one of your game, Please deal out your deck in front of your opponent, verifying you have 20 cards. 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.

Tournament Rounds and Schedule:

The Championship has 4 rounds based on time and space.

7-750am Registration and Table assignments
8-810am Game 1 ***Pregame*** per ***Tournament Guidelines***
810am Game 1 Start
940am Game 1 'No New Rounds' * Judge may extend
940-1010am Retire to Camp (Break)
1010am Game 2 Pairings and Table Assignments
1020-1030 Game 2 ***Pregame*** per ***Tournament Guidelines***
1030am Game 2 Start
12pm Game 2 'No New Rounds' * Judge may extend
12pm-130pm Consume Fleabottom Brown (Lunch Break)
130pm Game 3 Table Assignments
140-150pm Game 3 ***Pregame*** per ***Tournament Guidelines***
150pm Game 3 Start
320pm Game 3 'No New Rounds' * Judge may extend
320-415pm Explore the Road to Riverrun (Break)
415pm Game 4 Table Assignments
420-430pm Game 4 ***Pregame*** per ***Tournament Guidelines***
430pm Game 4 Start
6pm Game 4 'No New Rounds' * Judge may extend
7pm Awards and two hours for Grudges

Adepticon Championship Tournament Scoring Method

For the Championship and in keeping with its standing as a ***A Song of Ice and Fire National Championship Qualifier***, the basis of scoring will follow the current ***Tournament Guidelines document (v1.5) [Tournament Points, Victory Points, Secondary Points, Unit Points]***

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 ***10 Coins(VP)***. At the end of the ***Round***, the player with the most Coins is

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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 insure the experience is positive for all. We utilize a simple checklist on the scoring sheet.

Examples of checklist items include:

- 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
- My opponent and I had no disagreements on measuring or dice handling
- I would enjoy playing this opponent again
- This opponent was outstanding

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

Appearance:

Hobby:

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

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.

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.

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.

Awards:

Players Choice

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Players Choice is based on Hobby scores and Players Choice Voting with Tiebreaking based on the Best General. Players Choice is the only award which can be won by a player who won a previous award.

Best Sportsman

Best Sportsman is awarded to the person with the highest Sportsmanship score which is based on sportsmanship scorecard entries + Best Opponent votes and sorted by Highest TP-SP-VP-UP in the same manner as Best General / Champion.

Adepticon ASOIAF Championship Best General (and Champion)

The Champion is the winner of the 'A Song of Ice and Fire' Championship based on Tournament Points, with Highest Secondary Points, Victory Point and Unit Points being the order of tiebreaking.

2nd and 3rd place will be recognized as well.

Best of Faction

The highest scoring player not winning a different award will be recognized

Tables:

For the Adepticon Championship, the games will be played on the 4'x4' space specified at your table. Please do not exceed your portion, be kind to your neighbors. The position for the tactics board is specified on each table. Please use that space. Please be cautious with chairs around gaming tables as people will likely be storing items under the table.

Terrain:

Adepticon uses Fixed(Physical) and Generated(Additional) Terrain for our Tournaments. Physical Terrain may be Fixed on the table will be marked with its keywords and cannot be moved to a new position on the table. The Terrain can be lifted off the tabletop to expose the footprint for units to interact with the feature. Carefully set the terrain feature aside while the footprint is occupied.

Additional Terrain

Choose 1 player by die roll or mutual agreement. That player rolls a d3+2 to determine player additional terrain. Players alternate rolling 2d6 or passing (selecting no terrain) and consulting the following table. **No terrain piece may be represented more than twice. If a piece would be a 3rd of that type, the roll defaults to #7.** After you determine all pieces, alternate placing the terrain piece on the board, **no closer than Short Range from another terrain piece. Terrain may be placed in a deployment zone, but no closer than Short Range to a Player edge.**

Use the Terrain chart from the following page.

Roll Value	Terrain and Keywords
2	Weirwood Tree : Inspiring, Cover

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3	Palisade: Blocks Line of Sight, Impassable, Destructible
4	Forest: Cover, Rough
5-6	Hedge: Destructible, Hindering, Rough
7	Players Choice: Terrain selection from this table
8-9	Low Wall: Cover, Destructible, Fortified
10	Stake: Dangerous, Destructible, Hindering
11	Bog: Hindering, Rough
12	Corpse Pile : Hindering, Rough, Horrific

Scenarios:

Game #1:

A Dance with Dragons from Game Modes v1.5

Game #2:

A Feast for Crows from Game Modes v1.5

Game #3:

A Game of Thrones from Game Modes v1.5

Game #4

Fire and Blood from Game Modes v1.5

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**Adepticon ASOIAF Championship Scoring Sheet
Player's Copy**

Game	Table	Opponent Name	Result	My Victory Points	Opp Victory Points	Secondary Points *	Unit Points Earned
1			W/L/D				
2			W/L/D				
3			W/L/D				
4			W/L/D				

Secondary Points: My VP-OppVP | Result of 4 or More, 4SP | 3 or 4, 3 SP | 2 to -2, 2 SP | -3 or -4, 1 SP

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

Game	On Time Start	Fair and Consistent	No Rules Issues	Measuring And Dice	Play Again
1					
2					
3					
4					

After Game 4, Circle the 1 Opponent's Game number in Sportsmanship table you enjoyed playing Most

**Adepticon ASOIAF Championship Scoring Sheet
ADEPTICON COPY**

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My Name: _____

Game	Table	Opponent Name	Result	My Victory Points	Opp Victory Points	Secondary Points *	Unit Points Earned
1			W/L/D				
2			W/L/D				
3			W/L/D				
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Game	On Time Start	Fair and Consistent	No Rules Issues	Measuring And Dice	Play Again
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BRING THIS SHEET TO THE SCORING TABLE AFTER GAME 4