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

"I bought all these units, I wanna play with them all at once...."

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.

Escalation is all about how your army changes as you grow. This event consists of 3 Games, the First being 20 Points, the Second game 40 points, and the Last game is 60 points.

You must select a faction and your Commander must be from that faction *and in all lists*. Please reread that carefully. Your Commander may change but the Original Commander must be in each list.

Commander Examples:
- If your 20pt list has Jaime Lannister - The Kingslayer as Commander, then your 40 and 60pt lists must have Jamie Lannister in it. This could be as Jaime Lannister - The Kingslayer as your Commander or you may switch to Tywin Lannister - The Lord of Casterly Rock as long as you have Jaime Lannister - Kingsguard or Young Lion in the army as well.
- If your 20pt list has Tywin Lannister - The Lord of Casterly Rock, then your 40 and 60 point lists must have The Lord of Casterly Rock or The Great Lion in them

- If Eddard Stark is your Commander in your 20pt list, then he is your commander in them all, unless you use Eddard Stark - Warden of the North as an NCU in other lists.
- If Greatjon Umber - Lord of the Last Hearth is your commander in your 20pt list, then you must have Greatjon Umber - Fierce Bannerman in all subsequent lists if you want a different commander.

Your 20pt list must be at or under the 20 point cost for Game 1.

Your 40pt list must be at or under the 40 point cost for Game 2 and it must contain 50% (10pts) that were in your Game 1 list.

Your 60pt list must be at or under the 60 point cost for Game 3 and it must contain 50% (20pts) that were in your Game 2 list.

You must provide a copy of your lists during registration 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

To be utilized at Adepticon, all models must be the appropriate CMON/ASOIAF/DarkSword miniatures which are commercially available as of 3/15/2020. Conversions are allowed, but must be identifiable and primarily consist of CMON/ASOIAF/DarkSword miniatures.

Pre-release models and limited models without availability to be purchased or obtained (Game Night prizes) at a local game store will not be considered legal.

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 Battle 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:
Escalation has 3 rounds of Gaming
       8-850am Registration and Table assignments
       9-910am Game 1 (20 points) *Pregame* per *Tournament Guidelines*
       910am Game 1 Start
       950am Game 1 'No New Rounds'
       950-1020am Explore the Reach (Break)
       1020am Game 2 Pairings and Table Assignments
       1020-1030 Game 2 (40 Points) *Pregame* per *Tournament Guidelines*
       1030am Game 2 Start
       1245pm Game 2 'No New Rounds'
       1245pm-2pm Consume Dornish Pies (Lunch Break)
       2pm Game 3 Table Assignments
       210-220pm Game 3 (60 points) *Pregame* per *Tournament Guidelines*
       220pm Game 3 Start
       4pm Game 3 'No New Rounds'
       430pm Awards and two and 1/2 hours for Grudges

Adepticon Scoring Method

Battle:
Victory is determined by the specific rules in each scenario. The Victor is awarded 15 Battle Points, if a Draw is determined, each player is awarded 10 Battle Points, and if you are Defeated, you are awarded 5 Battle Points.

Victory:
Additionally, each scenario scores Victory Points in the same manner as the Game Modes from the rulebook, which is specified in each scenario. Just as in the Game Modes and Rulebook, in a scenario, at the end of each round, each player compares his/her Victory Point total for the scenario to the specified Level of Victory in the scenario. *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.*

The Judges' decision is final.

Using a list different than the one shared with your opponent will cause a Loss.

Scenario Points and Scoring:

Each scenario also has 0 to 4 Scenario Points, with specific rules for scoring when the games is over. Examples of Scenario Point Rules are Control of a Terrain Feature, Destruction of a Marked Unit, or having a marked unit survive.

- If a scenario point is placed on a terrain piece, at the end of the game, the unit closest to the terrain piece claims the point. If units are equidistant, the unit with more ranks claims. If tied the most wounds. If still tied, and both sides contest, it is not claimed.

- If a scenario point is placed on a terrain piece that is destructible and has been destroyed, the unit which destroyed the terrain places the marker on its tray. And it becomes a unit-based marker.

- If a scenario point is placed on a unit (unit-based marker), place the marker on its tray. If the unit is destroyed while in melee, the unit destroying it or in contact with it claims the token for its tray. If destroyed without contact, the marker rests where the tray was, somewhere beneath the footprint of the removed tray. The unit holding the marker at the end of the game scores the claim. If the marker is not on a unit tray, it is not claimed.

Hobby:
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.

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.

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

Conqueror of Westeros
We try to always determine who is best. In the case there is not a single person with the most victories, we use the following criteria:
Of all the players with the Highest Level of Victories, who has highest Battle Point Total and Not winning Champion.
If there continues to be a tie, we compare highest level of Battle Points+Victory Points
If there continues to be a tie, we compare highest level of Battle Points+Victory Points+Scenario Points
If we cannot specify a winner, we will award to all who have a tie based on BP+VP+SP

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 BP+VP+SP and not winning Conqueror or Champion

Players Choice
Players Choice is based on Hobby scores and Players Choice Voting.

Adepticon ASOIAF Champion
The Champion is determined by the intersection of BP+VP+SP+Sports+Hobby

Tables:

For the Adepticon escalation, the games will be played on the 4'x4' space at the center of the 4x6 mat specified at your table for games 1 and 2. The remaining 12" on each side of your table is for your use. Please do not exceed your portion, be kind to your neighbors.

For game 3, the entire 4'x6' mat is used for game play.

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.

Fixed Physical Terrain 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. The Fixed Physical terrain for Escalation will be in the outside 12" of the gaming surface and will only come into play for Game #3.

Additional Terrain

Choose 1 player by die roll or mutual agreement. That player rolls the dice specified in the scenario to determine player additional terrain. Players alternate rolling 2d6 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 from the Player deployment edge or side edge.*

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

Adepticon Escalation Scenario Game #1: Valar Morghulis

"*There were stone cups along the rim of the pool. Arya filled one and brought it to him, so he could drink. The young man stared at her for a long moment when she offered it to him. "Valar morghulis," he said. "Valar dohaeris," she replied.*"

Setup:

- This scenario uses *A Dance with Dragons* from the *v1.5 Game Modes Document*
- Inform your Opponent which List you are using. Deal your Deck in front of your Opponent to verify 20 cards.
- *Additional Terrain* is used. Use *D3+2* for the amount. Place additional terrain per the rules.
- Place *Objective Markers* per the scenario rules from *ADwD*.
- Once all markers are placed, follow *Deployment* and *Beginning the Game* per the ASOIAF Rulebook.

Special Rules:

- For the Escalation, 8 *Victory Points* is the *Level of Victory*.
- To claim an *Objective Marker*, use the Special Rules(Objectives) rule form *ADwD*
  - *Objective A: Force a Panic Test*
  - *Objective B: Weakened and Vulnerable*
  - *Objective C: Draw 1 Tactics Card*
- In the *Cleanup Phase of Round 1,* before resolving any At The End of the Round effects, The controlling player places a *Scenario Marker* on 1 enemy unit. Players alternate until all 4 tokens are placed. One Marker per unit maximum.
- If the unit that holds a *Scenario Marker* is destroyed, the marker transfers to the unit destroying it in melee combat, or to a position previously covered by the unit tray if destroyed in another manner.
- Starting with the end of *Round 2*, players will score 1 *Victory Point* for each *Objective Marker* they control.
- At the *End of the Game*, players will score 1 *Scenario Point* for each *Scenario Marker* they claim per the *Scenario Points* rules.
- Tear off and Fill out the Scoresheet (last page of the packet), including painting and sportsmanship, and bring it to the scoring table

Adepticon Escalation Scenario Game #2: Snows fall and the White Wind blows

"When the snows fall and the white winds blow, the lone wolf dies, but the pack survives."
-Eddard Stark to Arya

Setup:

- This scenario uses *A Feast for Crows* from the *v1.5 Game Modes Document*
- Inform your Opponent which List you are using. Deal your Deck in front of your Opponent to verify 20 cards.
- *Additional Terrain* is used. Use *D3+3* for Amount. Place additional terrain per the rules.
- After all terrain is placed, alternate placing 4 *Scenario Markers* on terrain other than the Corpse Piles.
- Once all markers are placed, follow *Deployment* and *Beginning the Game* per the ASOIAF Rulebook.

Special Rules:

- *AFfC*'s Special Rule is in effect. The first Combat units destroyed will create *Corpse Piles* until there are 4 on the board. (Overrides the *Additional Terrain* limit)
- For the Escalation, 10 *Victory Points* is the *Level of Victory*.
- Starting with the end of *Round 2*, players will score 1 *Victory Point* for each *Objective Marker* they control.
- At the end of each round, each player compares his/her *Victory Point* total for the scenario to the specified *Level of Victory* in the scenario. 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 'No New Rounds' has not been called, you may request from a judge to continue and play another round.
- At the *End of the Game*, players will score 1 *Scenario Point* for each *Scenario Marker* they control.
- Tear off and Fill out the Scoresheet (last page of the packet), including painting and sportsmanship, and bring it to the scoring table

Adepticon Escalation Scenario Game #3: Kings have no friends

"*Kings have no friends, only subjects and enemies..*" *-Stannis Baratheon*

Setup:

- This scenario uses *Fire and Blood* from the *v1.5 Game Modes Document*
- Inform your Opponent which List you are using. Deal your Deck in front of your Opponent to verify 20 cards.
- *Additional Terrain* is used. Use d3+4 for Additional terrain. Place additional terrain per the rules.
- Once terrain is set, alternate placing *Scenario Markers* on your own units.
- Once *Scenario Markers* are set, place *Objective Markers* on Enemy units per *FaB.*
- Units with *Scenario Markers* are not *Marked Units* in terms of the Bonus Attack Dice unless they also have an *Objective Marker.*
- Once all markers are placed, follow *Deployment* and *Beginning the Game* per the ASOIAF Rulebook.

Special Rules:

- For the Escalation, 14 *Victory Points* is the *Level of Victory*.
- At the end of each round, each player compares his/her *Victory Point* total for the scenario to the specified *Level of Victory* in the scenario. 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, you may request from a judge to continue and play another round.
- At the *End of the Game*, score *Scenario Markers* per the Scenario Marker scoring rules for units.

Thank You for Playing!

Adepticon ASOIAF Escalation Scoring Sheet
Round #3

My Name: _____   **My Faction:** _____

My Opponent: _____   **Table we Played On:** _____

Mark One:

___ I Won (15)   __ We Tied (10)   __ I Lost (5)

I Scored _____ Victory Points.   My Opponent Scored _____ Victory Points

I Scored _____ Scenario Points. My Opponent Scored _____ Scenario Points

OPPONENTS SPORTSMANSHIP: (Check all that apply)

_____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

OPPONENTS APPEARANCE: (Check all that apply)

_____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.

FAVORITE OPPONENT (Check One Only):

_____ROUND #1
_____ROUND #2
_____ROUND #3

PLAYERS CHOICE - APPEARANCE:

The best looking army was : _____

Adepticon ASOIAF Escalation Scoring Sheet

Round #2

My Name: _____   **My Faction:**_____

My Opponent:_____   **Table we Played On:** _____

Mark One:
___ **I Won (15)**   __ **We Tied (10)**   __ **I Lost (5)**

I Scored _____ Victory Points.   My Opponent Scored _____ Victory Points

I Scored _____ Scenario Points. My Opponent Scored _____ Scenario Points

OPPONENTS SPORTSMANSHIP: (Check all that apply)
_____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

OPPONENTS APPEARANCE: (Check all that apply)
_____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.

Adepticon ASOIAF Escalation Scoring Sheet
Round #1

My Name: _____   **My Faction:**_____

My Opponent:_____   **Table we Played On:** _____

Mark One:
___ I Won (15)   __ We Tied (10)   __ I Lost (5)

I Scored _____ **Victory Points.   My Opponent Scored** _____ **Victory Points**

I Scored _____ **Scenario Points. My Opponent Scored** _____ **Scenario Points**

OPPONENTS SPORTSMANSHIP: (Check all that apply)
_____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

OPPONENTS APPEARANCE: (Check all that apply)

_____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.