

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

“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 3/15/2020. 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. ***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 may be duplicated. If your partner is from the Neutral Faction, then you may not have Neutral units. If neither army is the Neutral Faction than both armies may have neutral units as long as both have less than 50% of their points coming from Neutral units.

Legal Factions:

Stark
Lannister
Night’s Watch
Free Folk
Neutral
Baratheon
Targaryen

A Song of Ice and Fire : Adepticon 2020 Team Tournament

Tactics Deck

Each of the commanders brings one copy of each of the 7 faction and 3 Commander unique cards they would use in a standard list. Place both players tactic cards into common sleeves so there is no visible difference. This will be the tactics deck 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

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 opponents, verifying you have 20 cards, all are for your commanders and no duplicates. 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.

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 team 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(s) 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.

A Song of Ice and Fire : Adepticon 2020 Team Tournament

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 armies.

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 armies each have a consistent color theme and basing.
- The armies contain advanced painting techniques
- The combined armies are 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 combined army.

Sportsmanship:

Adepticon encourages the highest levels of sportsmanship of its attendees. (See the Adepticon Code of Conduct) We do wish to recognize those teams 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 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
- My opponents and I had no disagreements on measuring or dice handling
- I would enjoy playing these opponents again
- These opponents were outstanding

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

Awards:

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

Conqueror of Westeros (Best Generals)

We try to always determine who is best. In the case there is not a single team 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 Sportsmen

A Song of Ice and Fire : Adepticon 2020 Team Tournament

Best Sportsmen is awarded to the team 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 Team

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

Adepticon ASOIAF Team Champions

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

Tables:

For the Adepticon Team Tourney, the games will be played on the entire 4'x6' mat.

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.

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 in the team tourney. 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.**

The table for Terrain Generation is on the following page

A Song of Ice and Fire : Adepticon 2020 Team Tournament

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

Team Tournament Schedule:

Tournament Rounds and Schedule:

7-750am Registration and Table assignments
8-810am Game 1 **Pregame** per **Tournament Guidelines**
810am Game 1 Start
940am Game 1 'No New Rounds'
940-10am Retire to Houses of the Silent Sisters (Break)
10am Game 2 Pairings and Table Assignments
1010-1020 Game 2 **Pregame** per **Tournament Guidelines**
1020am Game 2 Start
1150pm Game 2 'No New Rounds'
12pm-1250pm Consume Fleabottom Brown (Lunch Break)
1250pm Game 3 Table Assignments
1-110pm Game 3 **Pregame** per **Tournament Guidelines**
110pm Game 3 Start
240pm Game 3 'No New Rounds'
3pm Awards

Adepticon Team Scenario Game #1: The Sounds of the Silent Sisters

“The silent sisters never speak. I heard they don’t have tongues” - Podrick.

“Mothers have been cowing their daughters with that tale since I was your age. There was no truth to it then and there is none now. A vow of silence is an act of contrition, a sacrifice by which the Stranger’s Wives prove our devotion.” -Meribald

Setup:

- This scenario uses **A Feast for Crows** from the **v1.5 Game Modes Document**
- Deal your Deck in front of your Opponent to verify 20 cards.
- **Additional Terrain** with D3+4 is used. Place the 2 Corpse Piles **Long+Short Range** from the side edges. Place additional terrain per the rules. Corpse Piles (Roll of 12 or from a Players Choice) may not be selected as **Additional Terrain**. Consider a Roll of 12 as Players Choice and you may not select a Corpse Pile.
- After all terrain is placed, alternate placing 4 **Scenario Markers** on terrain other than the Corpse Piles. If there are only 3 other terrain pieces, the last marker is placed on the first Corpse Pile Controlled.
- 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 Team event, 12 **Victory Points** is the **Level of Victory**.
- Starting with the end of **Round 2**, teams will score 1 **Victory Point** for each **Objective Marker** they control. Commander's control scores and additional point per **AFFC**.
- At the end of each round, each team compares their **Victory Point** total for the scenario to the specified **Level of Victory** in the scenario. If either team has met or exceeded the **Level of Victory**, the team 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**, teams 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 Team Scenario Game #2: Chaos is a Ladder

“Many who try to climb it fail, never get to try again. The fall breaks them. And some are given a chance to climb, but they refuse. They cling to the realm, or the gods, or love; illusions. Only the ladder is real. The climb is all there is.” - Petyr Baelish

Setup:

- This scenario uses **A Game of Thrones** from the **v1.5 Game Modes Document**
- Deal your Deck in front of your Opponents to verify 20 cards.
- **Additional Terrain** with d3+4 is used. Place additional terrain per the rules.
- Place **Objective Markers** per the scenario rules from **AGoT**.
- Place the Score 1 Additional Victory Point **Objective Card** on the center **Objective Marker**
- Random Placement Objectives are:
 - **Draw 1 Tactics Card**
 - **Draw 1 less Tactics Card**
 - **Restore D3 Wounds to a Friendly Unit**
 - **Force 1 Panic Test**
- Once all markers are placed, follow **Deployment** and **Beginning the Game** per the ASOIAF Rulebook.

Special Rules:

- For the Team Event, 12 **Victory Points** is the **Level of Victory**.
- To claim an **Objective Marker**, use the Special Rules(Objectives) rule form **AGoT**
- In the **Cleanup Phase of Round 1**, before resolving any At The End of the Round effects, The controlling players place a **Scenario Marker** on 1 enemy unit. Teams 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**, teams 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 Team Scenario Game #3: A Good Knight but a Bad King

“And so ended both the reign of House Targaryen and Robert’s Rebellion—the war that put an end to nearly three hundred years of Targaryen rule and ushered in a new golden era under the auspices of House Baratheon.” - Writings of Yandel

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** with d3+4 is used. Place additional terrain per the rules.
- Once the 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 Team event, 12 **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!

A Song of Ice and Fire : Adepticon 2020 Team Tournament

**Adepticon ASOIAF Team Scoring Sheet
Round #3**

Team Name: _____ Our Factions: _____

Our Opponents: _____ Table we Played On: _____

Mark One:

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

We Scored _____ Victory Points. My Opponent Scored _____ Victory Points

We Scored _____ Scenario Points. My Opponent Scored _____ Scenario Points

OPPONENTS SPORTSMANSHIP: (Check all that apply)

- _____ 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
- _____ My opponents and I had no disagreements on measuring or dice handling
- _____ We 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 units basing matches the movement tray basing.
- _____ The armies has a consistent color theme and basing.
- _____ The armies contain advanced painting techniques
- _____ The armies are spectacular.

FAVORITE OPPONENTS (Check One Only):

- _____ ROUND #1
- _____ ROUND #2
- _____ ROUND #3

PLAYERS CHOICE - APPEARANCE:

The best looking Team army was : _____

Adepticon ASOIAF Team Scoring Sheet

A Song of Ice and Fire : Adepticon 2020 Team Tournament

Round #2

Team Name: _____ **Our Factions:** _____

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

Mark One:

___ **We Won (15)** ___ **We Tied (10)** ___ **We Lost (5)**

We Scored _____ **Victory Points.** **My Opponents Scored** _____ **Victory Points**

We Scored _____ **Scenario Points.** **My Opponents Scored** _____ **Scenario Points**

OPPONENTS' SPORTSMANSHIP: (Check all that apply)

- _____ 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
- _____ My opponents and I had no disagreements on measuring or dice handling
- _____ We would enjoy playing these opponents 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 armies have a consistent color theme and basing.
- _____ The armies contain advanced painting techniques
- _____ The armies are spectacular.

A Song of Ice and Fire : Adepticon 2020 Team Tournament

**Adepticon ASOIAF Team Scoring Sheet
Round #1**

Team Name: _____ Our Factions: _____

Our Opponents: _____ Table we Played On: _____

Mark One:

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

We Scored _____ Victory Points. My Opponents Scored _____ Victory Points

We Scored _____ Scenario Points. My Opponents Scored _____ Scenario Points

OPPONENTS SPORTSMANSHIP: (Check all that apply)

- _____ 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
- _____ My opponents and I had no disagreements on measuring or dice handling
- _____ We would enjoy playing these opponents 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 armies have a consistent color theme and basing.
- _____ The armies contain advanced painting techniques
- _____ The armies are spectacular.