

A Song of Ice and Fire : Adepticon Championship Tournament

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.



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 **40-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. You must have registered with ASOIAFStats (<https://asoiaf-stats.com>). This tournament is listed as “**Adepticon Saturday ASOIAF Championship**”. Stats will be used to score, pair, and assign tables. You cannot participate without using ASOIAFStats. **All Tactics, Unit and Attachment, Objective and, Secret Mission cards must be valid in Season 4.**

Model Use

All Models are CMoN/Darksword ASOIAF Models. All players must have their own terrain on hand to play any tournament Game Mode.

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, the Renaissance is far, and things happen, but please be courteous.

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

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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 This is a long day for everyone, be kind. It is a long day, but we will do our best to make it worth the effort!

Tournament Rounds and Schedule:

The Tourney has **5** rounds.

800-830am Registration and Table assignments

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

845am Game 1 Start

1015am Game 1 'No New Rounds' * Judge may extend

1030-1045pm Retire to Camp (Break)

1045pm Game 2 Pairings and Table Assignments

1045-1055am Game 2 *Pregame* per *Tournament Guidelines*

1055am Game 2 Start

1225pm Game 2 'No New Rounds' * Judge may extend

1240pm-145pm General's Council (Lunch)

145pm Game 3 Table Assignments

145-2pm Game 3 *Pregame* per *Tournament Guidelines*

2pm Game 3 Start

330pm Game 3 'No New Rounds' * Judge may extend

345pm Game 4 Pairings and Table Assignments

345-4pm Game 4 *Pregame* per *Tournament Guidelines*

4pm Game 4 Start

525pm Game 5 'No New Rounds' * Judge may extend

540pm-7pm Hot Brown (Dinner)

7pm Game 5 Table Assignments

7-715pm Game 5 *Pregame* per *Tournament Guidelines*

715pm Game 5 Start

850pm Game 5 'No New Rounds' * Judge may extend

930pm Awards

Note: The top 4 players at the end of Game 5 who are eligible, will be awarded entry and spot at the ASOIAF Nationals. Awards as noted below will be handed out independent of the eligibility for Nationals.

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.

Adepticon ASOIAF Championship Tournament Scoring Method

The basis of scoring will follow the current *Tournament_Guidelines_Season_4* as found in ASOIAFStats. 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. As Adepticon is founded on Sportsmanship and the Hobby (Painting) in general, we are layering those scoring elements on top, outside of ASOIAFStats.

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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.

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

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 championship.

Adepticon encourages the full Hobby experience. Painting is not mandatory but encouraged.

The Player's Choice will be selected on the last painting sheet.

Awards:

Adepticon ASOIAF Champion (Victories, Tournament Points, Victory Points, Secondary Points, Sportsmanship Points, Unit points)

Adepticon ASOIAF Championship Best General (Victory Points, Secondary Points, Unit points)

Adepticon ASOIAF Championship Outstanding Gamer (Sportsmanship Points)

Adepticon ASOIAF Championship Players Choice (Appearance and Player votes)

Adepticon ASOIAF Championship Best Judged Appearance (Judged Appearance)

Tables:

For the Championship, the games will be played on the 4'x4' space specified at your table. It may be tight quarters. Please do not exceed your portion, and be kind to your neighbors. 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 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'.

Game Modes

Be prepared for any of the Game Modes listed in Tournament Guidelines Season 4: Game of Thrones * Winds of Winter * Honed and Ready * A Dance of Dragons * Here We Stand * A Feast for Crows * Banners & Butchery