

## **Introduction**

COVID came like a plague from the Others. For the Return of 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.

**“Do you ever have fun?”**

-Jaime to Brienne

ASOIAF Rule Version in force: v2021

ASOIAF FAQ Version in force: v2021

ASOIAF Tournament Rules: v1.6

Adepticon Clarification FAQ in force:

2021-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 **3/15/2022**. Pre-releases, sneak-peeks and Hand of the King models with 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. This is a friendly tourney, so consider taking something a bit more fun than usual. You may have 2 different lists available for the Tourney, but must be the same faction. You must provide your lists during registration for your event, and one of the lists you are using in the match to your opponent. 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. Display your army between rounds. Be proud!

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 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 tourney. Be kind, everyone has had a long weekend.

### **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  
1030am Game 1 'No New Rounds' \* Judge may extend  
1040-1050am Retire to Camp (Break)  
1050am Game 2 Pairings and Table Assignments  
1050-11am Game 2 **Pregame** per **Tournament Guidelines**  
11am Game 2 Start  
1250pm Game 2 'No New Rounds' \* Judge may extend  
1250pm-1pm Lounge About (Break)  
1pm Game 3 Table Assignments  
1-110pm Game 3 **Pregame** per **Tournament Guidelines**  
110pm Game 3 Start  
3pm Game 3 'No New Rounds' \* Judge may extend  
315pm Closeout the tables  
330pm Awards

### **Pregame per Tournament Guidelines**

Once you and your opponent are at your table, show your opponent both possible lists and answer any questions. Once complete, place the list you intend to use face down next to the NCU Tactics Board. When both have placed your lists facedown on the table, simultaneously flip your army list and hand it to your opponent. You may now begin terrain selection and deployment, followed by objective placements and side selection, per the Game Mode. Once complete, shuffle out your deck, face-up, in front of your opponent. Shuffle and 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. Relax and have fun!

### **Adepticon CMON Tournament Scoring Method**

For this Tourney, the basis of scoring will follow the current ***Tournament Guidelines document (v1.6) [Tournament Points, Victory 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 10 Coins(VP). At the end of the *Round*, the player with the most Coins is 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.

**This is a friendly. HAVE FUN!**

**Awards:**

**Adepticon ASOIAF Friendly Champion**

The Champion is the winner of the Tournament based on Tournament Points, with Highest Victory Points, Secondary Points, Sportsmanship Points, Painting Points and Unit Points being the order of tiebreaking.

**Adepticon ASOIAF Friendly Best General**

The Best General is the Player, with Highest Victory Points, Secondary Points and Unit Points being the order of tiebreaking.

**Adepticon ASOIAF Friendly Outstanding Gamer**

The Outstanding Gamer is the Player not previously winning an award in this tournament, with Highest Sportsmanship Points, Tournament Points, Victory Points, Secondary Points and Unit Points being the order of tiebreaking.

**Adepticon ASOIAF Friendly Players Choice**

The PlayersChoice is the Player with the most Players Choice Votes Points, with Tounament Points, Secondary Points and Unit Points being the order of tiebreaking.

**Adepticon ASOIAF Friendly Best Appearance**

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

**Tables:**

For the Friendly, the games will be played on the 4'x4' space specified at your table. We will do our best. 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**

Choose 1 player by die roll or mutual agreement. That player rolls the d3+2 per the Randomized Pool rules on Pg26 of the Rulebook. Players alternate rolling 2d6, consulting the Randomized Pool table. **No terrain piece may be represented more than twice. If a piece would be a 3rd of that type, the player may select the terrain from that available at the table as long as it is not a 3rd piece of a terrain type placed.** 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.

**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. 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.

**On your Judges Scoring sheet, tell us who your Players Choice is.**

**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 Game Mode 2021 pdf.**

**They will likely be the less complicated and more chill ones....**

## A Song of Ice and Fire : Adepticon Friendly Tournament

### Adepticon ASOIAF Friendly 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				

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)

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					

After Game 3, Circle the 1 Opponent's Game number in Sportsmanship table  
you enjoyed playing Most.

Seek them out and let them know how much fun you had.

Fill out the following page at the same time

**A Song of Ice and Fire : Adepticon Friendly Tournament****Adepticon ASOIAF Friendly Scoring Sheet- Judges 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				

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)**

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I would enjoy playing this opponent again

**After Game 3, Circle the 1 Opponent's Game number in Sportsmanship table****you enjoyed playing Most**

My Players Choice: \_\_\_\_\_

**BRING THIS SHEET TO THE SCORING TABLE AFTER GAME 3**