

A Song of Ice and Fire : Adepticon 2022 Fist of the First Men Tournament

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.

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-peaks, 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 **55** point cost for this event. You may have 2 different lists available for the Tourney, but must be the same faction. You must provide a copy of each of your lists during registration for your event, and a copy of the list 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 1-5 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 tournament..

Tournament Rounds and Schedule:

The Turney has 3 rounds.

800-830am Registration and Table assignments
830-840am Game 1 **Pregame** per **Tournament Guidelines**
845am Game 1 Start
1125am Game 1 'No New Rounds' * Judge may extend
1145-1245pm Retire to Camp (Lunch)
1245pm Game 2 Pairings and Table Assignments
1245-1pm Game 2 **Pregame** per **Tournament Guidelines**
1pm Game 2 Start
335pm Game 2 'No New Rounds' * Judge may extend
4pm-5pm General's Council (Break)
5pm Game 3 Table Assignments
5-525pm Game 3 **Pregame** per **Tournament Guidelines**
525pm Game 3 Start
8pm Game 3 'No New Rounds' * Judge may extend
830pm 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, as well as objective placements and side selection, per the Game Mode. Note: Objectives specified as 6" from the board edge are now 12" due to the table size. 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 opponents deck (If you choose to do so) after they have done the same. Best of luck to you both.

Adepticon CMON Tournament Scoring Method

For this Turney, 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 13 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

Appearance:

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

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.

The checklist will be distributed by the judges during Pregame

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Awards:

Adepticon ASOIAF Fist of the First Men 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 Fist of the First Men Best General

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

Adepticon ASOIAF Fist of the First Men Best Sportsman

The Best Sportsman 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 Fist of the First Men Players Choice

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

Tables:

For the Fist of the First Men, the games will be played on the 4'x6' 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

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.

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.

Adepticon ASOIAF Fist of the First Men 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**

Adepticon ASOIAF Fist of the First Men Scoring Sheet
Player's Copy

A Song of Ice and Fire : Adepticon 2022 Fist of the First Men Tournament

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

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|------|---------------|---------------------|-----------------|--------------------|------------|
| 1 | | | | | |
| 2 | | | | | |
| 3 | | | | | |

After Game 3, Circle the 1 Opponent's Game number in Sportsmanship table

you enjoyed playing Most

My Favorite Army was: _____

BRING THIS SHEET TO THE SCORING TABLE AFTER GAME 3