

A Song of Ice and Fire : Adepticon Championship Tournament

Introduction

Adepticon 2022 was a chance for us all to reclaim our hobby life. With the advent of 'House of the Dragon' and the resurrection of the possible Jon Snow series, the 'A Song of Ice and Fire Miniatures Game' has received a boost of new interest. 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.

For the Throne! (And the Loot!)

ASOIAF Rule Version in force: v2021(S01)

ASOIAF FAQ Version in force: v2021

ASOIAF Tournament Rules: v1.6

Adepticon Clarification FAQ in force: 2023-
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 **3/11/2023**. 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. You may have two different lists available for the Tourney, but they must be from the same faction. You must have registered with ASOIAFStats (<https://asoi-f-stats.com>). The tournament is listed as “**Adepticon Saturday ASOIAF Championship**”. Stats will be used to score, pair and assign tables. You cannot participate without using ASOIAFStats.

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. 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.

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Ensure your cards are in protective sleeves. 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.

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.

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 *** (Champion and Best General ***may*** be postponed)

Note: If after Game 5 there is not a clear winner, the top 2 or 4 players will finish the tournament Sunday morning during the ASOIAF Friendly and the winner will be announced at the end of the Friendly.

Pregame per Tournament Guidelines

Once you and your opponent are at your table, simultaneously select your army list and review your opponent's selection. Take a few minutes to answer questions on your list. You may begin game setup, per the Game Mode. Once complete, lay out your deck, face-up, in front of your opponent. Shuffle and count out your deck face down in front of your opponent 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.

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Adepticon CMON Tournament Scoring Method

For this Tourney, the basis of scoring will follow the current *Tournament Guidelines document (v1.6) [Tournament Points, Secondary Points, Unit Points (Total Points of Destroyed Units)]* 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.

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.

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Appearance scoring sheets will be distributed during PreGame. Player's Choice will be selected on the last painting sheet.

Awards:

Adepticon ASOIAF Champion

Adepticon ASOIAF Championship Best General

Adepticon ASOIAF Championship Outstanding Gamer

Adepticon ASOIAF Championship Players Choice

Adepticon ASOIAF Championship Best 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. Please be cautious with chairs around gaming tables as people will likely store 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 pieces on the board per the rulebook.