

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.



“Do you ever have fun?”

-Jaime to Brienne

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 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 **20**-point cost for this event. This is a friendly tourney, so consider taking something more fun than usual. You may have two lists available for the Tourney, but they must be from the same faction. You must provide your lists during registration for the event and the list you use in the match to your opponent. If an error is found, you must remediate it immediately. Your lists must be standardized 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.

Hi, nice to meet you; let's us and them fight!

Players will be segmented by experience into two pools. The most experienced player (from the experienced pool) will be paired with the least experienced player (from the less experienced pool) as a team for Game 1. Each part of the team will use exactly one-half of their commander deck and play as a team (All cards going into a common sleeve for anonymity). At the end of the game, each part of the team gets the full score. The Experienced Pool player with the highest point total will now be paired with the less experienced pool player with the smallest point total for round two. The same mechanics for round three. Great way to learn the game.

A Song of Ice and Fire : Adepticon Friendly Tournament

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

Please display your army between rounds. Leave feedback, this is a friendly.

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. This is a friendly. Give positive feedback and learn from each other.

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 the food and beverages you bring into the venue if allowed during the tourney. Be kind, everyone has had a long weekend. Have fun, teach and learn!

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
1045am Game 1 'No New Rounds' * Judge may extend
1045-12Noon Retire to Camp (Break and Checkout)
1200noon Game 2 Pairings and Table Assignments
12pm-1230pm Game 2 **Pregame** per **Tournament Guidelines**
1230pm Game 2 Start
205pm Game 2 'No New Rounds' * Judge may extend
215pm Game 3 Table Assignments
215-230pm Game 3 **Pregame** per **Tournament Guidelines**
230pm Game 3 Start
4pm Game 3 'No New Rounds' * Judge may extend
415pm Closeout the tables
420pm Awards

Pregame per Tournament Guidelines

Once you and your partner are at your table, decide upon the lists you intend to use and place face-down next to the NCU Tactics Board. When both teams have placed the lists facedown on the table, simultaneously flip your army list and hand it to your opponent. Take a moment to answer questions about your army. You may begin terrain selection and deployment, followed

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by objective placements and side selection, per the Game Mode. Once complete, display your deck, face-up, in front of your opponent. Shuffle and count out your deck face down 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! Make your last games at Adepticon be memorable!

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)]*** 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 teams reaches 10 Coins(VP). At the end of the *Round*, the team with the most Coins is Victor. *If either team 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 ensure the experience is positive for all.

Awards:

Adepticon ASOIAF Friendly Champions (2)
Adepticon ASOIAF Friendly Best Generals (2)
Adepticon ASOIAF Friendly Outstanding Gamers (2)
Adepticon ASOIAF Friendly Players Choice

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.

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.

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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 friendly.

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.

Adepticon ASOIAF Friendly Scoring Sheet- Player's Copy

Game	Table	Opponents Names	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 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 and played at a consistent pace

My opponents and I had no disagreements on measuring or dice handling

I would enjoy playing these opponents 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

Adepticon ASOIAF Friendly Scoring Sheet- Judges Copy

Game	Table	Opponents Names	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 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 and played at a consistent pace

My opponents and I had no disagreements on measuring or dice handling

I would enjoy playing these opponents again

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

(Players Choice, your favorite single army, whether or not you played them)

My Players Choice: _____

BRING THIS SHEET TO THE SCORING TABLE AFTER GAME 3

Feedback for the Next Adepticon: _____
