

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



Tyrion - "I was on an island off of Essos. Walking along the coast I was startled by a beast erupting from a cave. It had three bovine heads and an asp for a tail; It shrieked at me and..."

"What the **hells** were you drinking and why don't you have some for me?" -Bronn

Tyrion- "It was a bitchin' Chimera..."

"That was the Dead Milkmen and it's probably under copyright..." – Jaime

Army Construction and the Chimera

You must create three 40-point lists from the same faction, each with a **different Commander**. The Commander has his private staff which consists of 10pts (Units, NCUs, or attachments) that are **unique to that list**. Armies must be legal to be used and consist of units and unit cards available as of **3/17/2024**. An example is listed below

Chimera Example:

©Asha In Reapers 0+6pts
Ironmakers w Victarion 7+2pts
Reavers with Baelor 5+1pts
Bowmen with Theon 4+1pts
Bowmen with Qarl 4+2pts
Wendamyrr 4pts
Aeron 4pts

©Victarion in Ironmakers 0+7pts
Reavers with Baelor 1+5pts
Bowmen with Theon 4+1pts
Bowmen with Asha 4+1pts
Chosen with Moqorro 6+2pts
Wendamyrr 4pts
Balon 4pts

©Baelor in Reavers 0+5pts
SilencedMen w Asha 7+2pts
Bowmen with Theon 4+1pts
Bowmen with Qarl 4+2pts
Ironmkrs w Warsworn 7+1pts
Wendamyrr 4pts
Erik Ironmaker 4pts

Model Use

All Models must be CMoN/Darksword ASOIAF Models. Conversions are legal. Players must supply a set of terrain to support Battlefield Layout methods. All Tactics, Unit, and other cards must be Season 4 legal.

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!

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

1055am Game 1 'No New Rounds' * Judge may extend

11am-130pm Retire to Camp (Lunch and Vendor hall)

130pm Game 2 Pairings and Table Assignments

150-2pm Game 2 *Pregame* per *Tournament Guidelines*

2pm Game 2 Start

405pm Game 2 'No New Rounds' * Judge may extend

415pm-545pm General's Council (Break)

545pm Game 3 Table Assignments

545-615pm Game 3 *Pregame* per *Tournament Guidelines*

615pm Game 3 Start

815pm Game 3 'No New Rounds' *

830pm Awards

Adepticon CMON Tournament Scoring Method

For this Tourney, the basis of scoring will follow the current *Tournament Guidelines Season 4 [Tournament Points, Secondary Points, Unit Points (Total Points of Destroyed Units)]*

Please refer to those documents specifically. As Adepticon is founded on Sportsmanship and Hobbying 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 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 a judge to rule 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. Game Modes per the current rules

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.

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.

We encourage all players to display their armies between Games if time allows. 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 the Pregame of each game.

Gaming Etiquette

All tables are 4x4. 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.

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.

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.

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'.

Awards:

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

Adepticon Chimera Best General (Victory Points, Secondary Points, Unit points)

Adepticon Chimera Outstanding Gamer (Sportsmanship Points)

Adepticon Chimera Players Choice (Appearance and Player votes)

Adepticon Chimera Best Judged Appearance (Judged Appearance)

**Adepticon Chimera Scoring Sheet
Player's Copy**

Game	Table	Opponent Name And Commander	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 the Sportsmanship
table you enjoyed playing Most**

Fill out the other page as well!!!!

A Song of Ice and Fire : Adepticon 2023 Chimera Tournament

Adepticon Chimera Scoring Sheet Player's Copy

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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 the Sportsmanship table you enjoyed playing Most

Select Players Choice from all armies, even those you did not play yourself

Players Choice: _____

Feedback on this event: _____