

Briscon Song of Ice and Fire Players Pack

10-11 October 2020 – Mt Gravatt Showgrounds

Tournament Organiser Mark Lauchs SIFBriscon@gmail.com

(Note: circumstances may require the TO to play to ensure equal numbers of players. If this occurs, the playing TO will NOT adjudicate on any questions in own games, instead a triumvirate of experienced players will be drawn upon to advise on rules questions)

General	All players must register for the tournament by visiting the Bristoricon website (www.Briscon.com.au) and must pay in advance via Paypal ; COST IS \$ 50
Rules	Rulebook Version 1.5 (https://asoiaf.cmon.com/docs)
Point Limits	40 points maximum
Armies	Please use War Council to build your lists (https://asoiaf.cmon.com/news/introducing-war-council) <ol style="list-style-type: none">1. All players must provide one Army List and have the option for a second Army List as well.2. Both Lists may not exceed 40 pts. Please ensure the points cost of each unit is included on each list.3. Neither list may be modified once the tournament has begun.4. Both Lists must be of the same faction (i.e.: Both House Stark, House Lannister, Neutral, etc.), but otherwise have no restrictions on what may be included (aside from keeping to normal Army Construction rules).<ul style="list-style-type: none">• Each player must have a pre-approved, clearly written or typed/printed lists which specify each Unit/Attachment/NCU and the amount being fielded.• A clear, written distinction must be made between units appearing in each List. A player is responsible for providing the full Army Lists to the Event Organizer before the event begins. All players are responsible for providing all models, cards, dice, measuring devices, tokens, trays, and any other items required for play.• The War Council App may be used by players in place of Stat Cards. Information must be shared with opponent upon request. If this cannot be provided, it can result in a disqualification at the Event Organizer's discretion.• All models in an army must be represented by the appropriate <i>A Song of Ice and Fire/Dark Sword</i> miniatures. Proxies may not be used. Conversions for models and/or units are acceptable but must be readily recognizable as the model/unit in question and must be composed primarily of <i>A Song of Ice and Fire/Dark Sword</i> miniature components.• Any models released by September 1, 2020 are allowed.• Painted armies are not mandatory, but strongly encouraged.
Games	Five Games of 2 hour's maximum duration over two days (Day 1 – 3 games, Day 2 – 2 Games).

Punctuality and Game Speed

15 minutes should be enough time to discuss terrain, exchange army lists, set up for the

mission and both players deploy.

Players are to display a turn marker in all games so the TOs can keep an eye on the tempo of your game. Wind up motions will be given to both players if the TOs think the game is not progressing at a suitable speed.

Players more than 15 mins late for a round will forfeit the game.

Ending Games

Players will receive a 1 hour to go, 30 minutes to go, 10 mins to go and then a final 'dice down' Call.

If the game result would be decided at the start of the next turn, players should check the victory conditions for the start of the next turn i.e. sole survivor, company morale, possessing enemy objective as if the turn has started and has been played. – Taking no more than 1 minute.

If your opponent is consistently slow, or slows down when approaching the game deadline, politely ask them if they can speed up. If the issue continues, bring it to the TO's attention.

Players who ignore reasonable instructions to speed up, or players who vexatiously bring complaints, will be penalised 2 VP in that game.

Missions	TBA
Army Submission	<p><u>All Army Lists, including electronic lists, are to be emailed to the TO no later than 2 October 2020 to allow list checking and first round matchups to be arranged.</u></p> <p>Lists to be emailed to SIFBriscon@gmail.com</p>
Terrain	<p>All games will be played on 4' x 4' spaces.</p> <p>Each table will have a pool of Terrain pieces for the players to utilize during set-up.</p> <p>Players will set up the terrain in accordance with the scenario played.</p>
Referee Decisions	<p>All players will play in a friendly, but competitive spirit. Questions of interpretation of the rules will normally be sorted out by players with reference to the v1.5 Rules Book. The TO's will adjudicate where requested, and the referee's decision will be final.</p> <p>If you need an adjudication, the TO will come to the table with the <i>Change Logged v1.5 Rules Book</i>, and will make an interpretation.</p> <p>Unreasonable arguing with the TO will result in a 2 VP penalty for that game. <i>It is acceptable to let the TO know you do not agree with the result but will continue on with the game.</i></p>
Pre-game	<ul style="list-style-type: none">• Before each game begins, both players must be able to provide their opponent a copy of both their Army Lists for inspection, for once the game has begun.• After checking their opponent's Army Lists and Game Mode to be played, both player choose one of their submitted lists.

- Once both players have selected these options, they shall present them to their opponent.
- Once these steps have been completed **Set-Up** will resume as normal and the game may begin.
- A player may request any of the above information from their opponent at any time once the game begins.
- At the start of each round, but before the round clock is started, 10 minutes should be provided to the players. It is during this time they will exchange lists, choose variables, discuss terrain, and complete any other pre-game functions, and continue to Deployment once all other items have been finalized. Players may not begin the game, other than deploying, during this time.

Victory and Scoring

- Each round a Game Mode will be chosen by the TO. All players will play this same mode, following the rules outlines for that mode in the Game Mode Document.
- Each game will end according to the chosen Game Mode, or when the Time Limit is reached.
- Each round will potentially earn the player up to 3 Tournament Points (TPs); 3 TPs for a Win, 2 TPs for a Tie, 1 TP for a Loss, and 0 TPs for any game in which the player chooses to forfeit.
- In addition to Tournament Points, players will also earn Secondary Points. These are used as tie-breakers to determine final standings and are based on total accumulated Victory Points versus opponent's total.
 - Crushing Victory (5+ VP): Winner: 4 SP / Loser: 0 SP
 - Standard Victory (3-4 VP): Winner: 3 SP / Loser: 1 SP
 - Narrow Victory (0-2 VP): Winner: 2 SP / Loser: 2 SP
- If a player ever has 0 remaining Combat Units on the battlefield, their opponent immediately Wins the game and scores a Crushing Victory.
- Players should record the total points of destroyed enemy units during each game, as these may act as a tertiary tie-breaker.
- If a player concedes a game, their opponent will score a Win with a Standard Victory (unless they would already have scored a Crushing Victory at the time of concession). They are also awarded points for each unit they have destroyed, or 1/2 the value of the opponent's army, whichever is greater. The conceding player is given a Loss with 0 Victory and Secondary Points. The Event Organizer may modify these totals, and disqualify a player from the tournament, if the concession should be deemed to have been done with unsportsmanlike behaviour or intent.

Winning

- At the end of the event, the player with the most Tournament Points is declared the winner. In the event of a tie, the player with the most Tournament Points and Secondary Points is declared the winner.
- If, after this, the score is STILL tied, then the winner will be the player with the most Tournament Points, Secondary Points, and highest total points of destroyed enemy units.

General Guidelines

- We're all here to have fun and play toy soldiers. We all want to win and do well, but that doesn't mean that you should be unpleasant during your game.
- Keep it calm.
- State your intentions.
- Doubts about special rules or potentially tricky situations should be discussed BEFORE a conflict arises.

- Explicitly and clearly state what you are doing BEFORE moving/placing any unit, playing any card or making any dice roll.
- At any time if a person feels that they have been treated in an unsporting manner, they should inform a ref or the TO about it.
- If need be, have a self-imposed 5min sin bin break and walk away from the table and calm down.
- Please consider the enjoyment of your opponent's game, and ensure you know all your special rules and move through your turns quickly.
- **Please ensure you and your opponent fill in the results form for your game together so that there is no confusion.**
- This player pack might seem daunting if you are a new player or new to tournaments. Please don't let this put you off coming along. If you are new, ask questions – in email, on the forum and during the game. Even the most hardened power gamer will take the time to help you out and answer your questions, especially if you make it known at the start of the game you are new. The community is a pretty helpful one.

Schedule

Saturday 10th October 2020

- Player Briefing 08:30 – 09:00
- Game 1 09:00 – 11:00
- Lunch
- Game 2 12:00 – 14:00
- Game 3 15:00 – 17:00

Sunday 11th October 2020

- Game 4 09:00 – 11:00
- Game 5 12:15 – 14:15
- Prizegiving and Pack Up

The game schedule has been designed to allow players time to socialise and explore the stalls.

Game Draws

The Draw will be a modified Swiss chess system, matching players with similar TP. First round will be drawn so where possible 'Blue on Blue' or club mate match-ups are avoided in Round 1 only.

Players can mutually nominate for a **grudge matches** or to avoid regular opponents in the **first round** only.

In the event of odd numbers of players, due to a person's inability to play: if two players do not have opponents, they will play each other, or, the TO will fill in the gap. This should avoid any issues of players having to take a BYE.

Depending on the number of entries, players should not have to play the same player twice. If you have drawn a player you have already played, notify the TOs immediately.

Prizes

Prizes are awarded in all tournaments and comprise a mixture of Sponsor vouchers, trophies, certificates and other prizes. Prizes to be awarded include:

Best General, 2nd Best General, 3rd Best General

Most Sporting

Best Painted Army

Wooden Spoon, Encouragement Awards

