



BrisCon 2021

17th to 18 April

A Song of Ice and Fire tournament players pack.

PREPARATION

- ♦ All players are responsible for providing all models, cards, dice, measuring devices, tokens, trays, and any other items required for play.
- ♦ Each army used must have an accompanying Army List, which must be fully typed out or legibly handwritten at time of entry. List are to be built and submitted via <https://asoiaf-stats.com/>
- ♦ Players to register via <https://asoiaf-stats.com/> and join the event to submit lists.
- ♦ The maximum points an army can have for this event is 40.
- ♦ Players may use 2 different lists during the event, but they must be of the same faction.
- ♦ Painted armies are not mandatory, but are strongly encouraged.
- ♦ Players are to be respectful and cooperative to their opponent, tournament staff, and witnessing bystanders.
- ♦ If, during a game, a dispute occurs, the players should immediately call over the Event Organizer or other previously noted Event Staff to resolve the dispute. In such cases the Official's answer is final.
- ♦ Each round will have a time limit of 120 minutes. With 5 minutes to go time will be called and players are to finish the current round being played and not start a new round.
- ♦ If there are odd numbers the TO will play but not make any rule judgements in their own games.



PAIRINGS

- ◆ First round pairing should be random, as determined by the Event Organizer.
- ◆ Subsequent rounds' pairings should be based on total number of Tournament Points (TPs), with the sum of Primary and Secondary Victory Points being used as a tiebreaker. If there is still a tie, the amount of points destroyed in the opponent's army is the next tiebreaker.
- ◆ Players may not be paired against the same opponent more than once per event.
- ◆ In the case of an odd number of players, the player with the lowest number of Tournament Points in the event, or, in the case of the first round, a randomly selected player, will be given a Bye. This player receives a Win and a Crushing Victory. A player cannot receive more than 1 Bye per event.

PRE-GAME

- ◆ 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.
- ◆ Once both players have looked over the other's lists, they will present the list they will be using to the other player. This list is then the one you must use regardless of the selection of the other player.
- ◆ Games will then follow the normal game set up rules and steps except for terrain placement. Each table will have a set of 4 provided pieces of terrain. Players roll off to decide the placement of them in turn following the normal rules for terrain and the current mission.
- ◆ The rules for terrain will be on each table for reference.

VICTORY AND SCORING

- ◆ Each round a Game Mode will be chosen by the Event Organiser, and the scheduled Game Modes are attached to this document. 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 earn a number of Secondary Points as well. These are used as tiebreakers 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 no 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 tiebreaker.

Players will also, for each game, record with a tick (Yes), blank or Cross (no) for the following things to cover hobby and sportsmanship during the event; and then at end of the day vote for the top 3 for best player they played and best painted army on the day.

Hobby voting includes the following to be completed on results sheet and handed in after each game.

- ♦ All models have at least 3 colours on them
- ♦ All models have been based in a consistent manner for the unit and match the movement tray
- ♦ The army contain advanced painting techniques
- ♦ The army is spectacular

Sportsmanship will follow the same type of system with these being the criteria:

- ♦ My opponent was ready and 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

AWARDS

Players will be awarded prizes as per below. Players can only win one prize per day. Prizes will be offered to the next person for each.

- ♦ **Peoples Champion:** is based on Hobby, sportsman scores and players voting with Tiebreaking based on the Tournament results. Peoples Champion is the only award which can be won by a player who won a previous award.
- ♦ **Knights of Summer:** is based on Hobby scores and Players Choice Voting with Tiebreaking based on the Best General.
- ♦ **Joer Mormont Award:** is awarded to the person with the highest Sportsmanship score which is based on sportsmanship scorecard entries + Best Opponent votes and sorted by Highest TP-SP -UP in the same manner as Best General.
- ♦ **Lord of the Seven Kingdoms and Protector of the Realm:** is the winner of the 'A Song of Ice and Fire' Championship based on Tournament Points, with Highest Secondary Points and Unit Points being the order of tiebreaking.
- ♦ **Hand of The King:** is the 2nd place of the 'A Song of Ice and Fire' Championship using same method above

Prizes have been provided by our Sponsors below and also from the Tournament Organisers. Players can only win one award. IF there are less than 16 players some awards may not be awarded.

Please Note: If the full release has been made of the 2021 update by 12th April these rules, cards and units will be used for the event. Tactics, Missions and Objective Cards will be provided by the TO for players to insert into card sleeves over old cards in the case.



Stay up to date via our event Facebook page at <https://www.facebook.com/groups/asoiafcmon/>

Times

Saturday

Briefings: 10:00am

Round 1: 10:15—12:00pm

Round 2: 1:00pm to 2:45pm

Round 3: 3:00pm to 4:45pm

Sunday

Briefings: 9:15am

Round 4: 9:30am to 11:15am

Round 5: 11:30am to 1:15pm

Pack up and Swards 1:30pm to 2:00pm

GAME MODES

Game modes will be from the 2021 Game Mode document available at <https://asoiaf.cmon.com/docs>

Round 1— Dark Wings Dark Words

Round 2— Clash of Kings

Round 3— Fire and Blood

Round 4— Game of Thrones

Round 5— A Feast For Crows

Score Card Example to be submitted after each game.

Bris 2020 game results

Names:		Round:	
Vs:		Table:	

Results:	W / D / L	Score:	
Your Units Destroyed:		Their Units you Destroyed:	

Hobby:	Voting: Best Painted	Sportmanship:	Voting: Opponent
<input type="checkbox"/> Painted 3 Colours	Done after Last Game	<input type="checkbox"/> Ready on time	Done after Last Game
<input type="checkbox"/> Advanced Techniques	1-	<input type="checkbox"/> Rules and Pace	1-
<input type="checkbox"/> Bases and Trays	2-	<input type="checkbox"/> Fair	2-
<input type="checkbox"/> Spectacular	3-	<input type="checkbox"/> Measuring and Dice	3-
<input type="checkbox"/> Cool Theme/List		<input type="checkbox"/> Happy to play again	

