

The raid of Old Oak

A Song of Ice & Fire: The Miniature Game Tournament - MOAB 2019

TOURNAMENT FORMAT

Rounds: 3

Game Size: 40 points

Table size: 48 x 48 inches

Time Limit per round: 90 minutes

Game modes: Dance with Dragons, Clash of Kings, Fire & Blood

Prize pool: \$5

PREPARATION

All players are responsible for providing all models, cards, dice, measuring devices, tokens, trays, and any other items required for play.

Players are expected to bring at least 2 pieces of terrain with them. Each army used must have an accompanying Army List in hard copy.

- Strongly suggested to use the War Council App and it's feature for exporting the army list to PDF file.
- Alternatively, an army list can be created on <https://asoiafbuilder.com>.

All models in an army must be represented by the appropriate A Song of Ice and Fire/Dark Sword miniatures. **Proxies may not be used.**

All available units and models are allowed, **including Kickstarter specials.**

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 A Song of Ice and Fire/Dark Sword miniature components.

Painted armies are not mandatory, but strongly encouraged.

ARMY LISTS AND CONSTRUCTION

This is a two-list format tournament. All players must provide one Army List, and have the option for a second Army List as well.

Neither list may be modified once the tournament has begun.

Both Lists must be of the same faction but otherwise have no restrictions on what may be included (aside from keeping to normal Army Construction rules, of course).

Both Lists may not exceed the maximum point value allotted by the Game Size of the event.

Lists must clearly 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.

SPORTSMANSHIP

Players are to be respectful and cooperative to their opponent, tournament staff, and witnessing bystanders at all times.

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.

TIME LIMITS AND END OF ROUND

Time limit of 90 minutes per round. When the Time Limit expires for a Round, the players finish the current Game Round and score their games accordingly.

Five minutes prior to the end of the round, the Event Organizer should announce the time. At this point players should complete the current Game Round. Players should not begin a new Game Round past this point. At the end of this round, if neither player has achieved the Victory Conditions for the chosen Game Mode, the winner will be the player with the most Victory Points (noting that this may also result in a Tie).

PAIRINGS

First round pairing should be random, as determined by the Event Organizer.

Subsequent round's pairing should be based on total number of Tournament Points (TPs), with the sum of Primary and Secondary Victory Points being used as a tie-breaker. If there is still a tie, the amount of points destroyed in the opponent's army is the next tie-breaker.

Players will 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 scores a number of Victory Points equal to the highest number of Victory Points scored by the winning players in that round.

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.

After checking their opponent's Army Faction 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 or determined randomly by the Event Organizer. All players will play this same mode, following the rules outlines for that mode in the rulebook.

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 TP for a win with a difference of 5 or more Victory Points from their opponent
- 2 TP for a win with a difference less than 5 Victory points from their opponent
- 1 TP for a draw
- 0 TP for a loss

The maximum number of Victory Points (VP) recorded at the end of the round is 10, even if the actual Victory Points gained were more than that.

Example: Player A finishes with 10 VP and Player B finishes with 15 VP. Player B wins the round and gets 3 TP, because of the 5-point difference. After that, both players record the maximum of 10 VP on their score card.

RECORDING RESULTS

At the end of each game, both players should report their results to the Event Organizer using the score card provided. This includes: who is the Winner, number of TP's, number of VP's and number of enemy points killed.

WINNING THE EVENT

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 Victory 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, Victory Points, and highest total points of destroyed enemies.

TERRAIN

If event tables are set up by the Event Organizer, then layout should not be modified by players once assigned to a table. Players should take the time, however, to discuss the Keywords associated with each Terrain piece.

If a player should believe there to be a problem with the pre-set Terrain on a table, they may consult the Event Organizer.

The density and amount of Terrain pieces on pre-set tables is up to the Event Organizer. Non-pre-set tables should follow the rules for placing Terrain pieces as outlines in the rulebook.

If a player wishes to provide and play with their own custom pieces, each piece should be checked and verified by the Event Organizer prior to the start of the event. The Event Organizer may allow or disallow any custom Terrain pieces at their discretion.

SPONSORS AND PRIZES



Toy Soldier Imports

Prizes:

- Game Night Kit 1
- Game Night Kit 2
- 4 x \$20 TSI vouchers
- ASOIAF unit boxes

ORGANIZER CONTACT

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Email: sales@toysoldierimports.com

FB event page:

<https://www.facebook.com/events/6911298380382>

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