

# A SONG OF ICE & FIRE

OF  
TABLETOP MINIATURES GAME

## A SONG OF ICE AND FIRE TOURNAMENT GUIDELINES



DARK SWORD  
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taking miniatures to the next level.



## PREPARATION

- All players are responsible for providing all models, cards, dice, measuring devices, terrain, 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.
- Each army used must have an accompanying Army List, which must be fully typed out or legibly hand written at time of entry.
- 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. 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.
- Models must be released at retail prior to the event to be included. Previewed models/units or early release items are not allowed unless specifically allowed so by the Event Organizer, with all players having prior knowledge of this before the event. Alternate sculpts are allowed as long as the model follows the listed guidelines.
- Painted armies are not mandatory, but strongly encouraged.



## ARMY LISTS AND CONSTRUCTION

- 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 (I.E: Both Starks, Lannisters, Neutral, etc.), but otherwise have no restrictions on what may be included (*aside from keeping to normal Army Construction rules*).
- 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.
- If, at any point during the event, a player expresses behavior that is disruptive, rude, or otherwise acts in a non-respectful manner toward their opponent or event staff (*including, but not limited to, cheating, stalling, bullying, improper play, argumentative and/or hostile attitude*), they may be immediately disqualified by the event staff. Disqualified players immediately forfeit any prizes and are asked to remove themselves from the event. If they refuse to do so, further action will be taken.



## NUMBER OF ROUNDS

- The number of rounds is dependent on the schedule chosen by the Event Organizer, but the following are good examples:
  - **8 or fewer Players: 3 Rounds**
  - **9 to 16 Players: 4 Rounds**
  - **17 to 32 Players: 5 Rounds**

## TIME LIMITS AND END OF ROUND

- A Time Limit for each Round should be put into place, depending on the Game Size of the event (*adjusted for any location or event-specific instances*). When the Time Limit expires for a Round, the players finish the current Game Round and score their games accordingly.

### Suggested Time Limits are as follows:

- **Less than 30 points: 75 minutes**
  - **30+ points: 90 minutes**
- Events with Game Sizes exceeding the standard sizes are left to Event Organizers discretion.
  - The Event Organizer should periodically remind players of time remaining in each round.
  - 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 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.
- 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 or determined randomly by the Event Organizer. 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 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 should concede 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 behavior or intent.

## 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 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.

## TERRAIN AND TABLE SIZE

Terrain can be set up a number of ways (*further outlined in the Game Mode Document*):

### By the Players:

- Provided by the players and chosen as part of set-up.
- Randomly rolled for, utilizing the chart in the Game Mode Document.

### By the Event Organizer:

- Each table can be populated by the Event Organizer between rounds, based on the Game Mode.
- The Event Organizer can provide a pool of Terrain pieces for each table for the players to utilize during set-up.
- If players are providing/setting up their own terrain each round, time should be added to the pre-game to account for this.
- 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.
- Table Size is chosen by the Event Organizer, but should be made apparent to players prior to the event. We strongly suggest utilizing the suggested sizes of 4' x 4' for most events, with 6' x 4' for events featuring higher point totals.



