

A SONG OF ICE & FIRE

OF

TABLETOP MINIATURES GAME

A SONG OF ICE AND FIRE TEAM 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 disqualification at the Event Organizer's discretion.
- Each army used must have an accompanying Army List, which must be fully typed out or legibly handwritten 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 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.).
- Members of the same team cannot play the same faction. All factions within a Team must be different.
- Each Neutral character (attachment/NCUs/Commander) can only be included in the lists of one player.
- A team member playing the Neutral Faction does not count in that limit and can include a character already included in the lists of another team member.

- 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.



ALTERNATE ARMY LIST FORMAT

The Organizer may choose to use the following modifier of the army list format. In that case, the Event Organizer may specify which alternate formats will be used previously.

- **COMMANDER ELIMINATION FORMAT**
 - All players must provide three Army Lists, these are considered the player's List Pool.
 - Army Lists may not use the same commanders.
 - All three Lists may not be modified once the tournament has begun.
 - All three Lists must be of the same faction (I.E: All Starks, Lannisters, Neutral, etc.), but otherwise have no restrictions on what may be included (aside from keeping to normal Army Construction rules).
 - Members of the same team cannot play the same faction. All factions within a Team must be different.
 - Each Neutral character (Attachment/NCUs/Commander) can only be included in the lists of one player.
 - A team member playing the Neutral Faction does not count in that limit and can include a Character already included in the lists of another team member.
 - All three Lists individually 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.
 - Once a list is used, that list is not available again for the rest of the tournament. If, at any time, a player has no available lists in his or her List Pool to choose, the List Pool resets and all three Lists are available again.
 - In the case of a Bye, the player must choose one available list to become unavailable.



VALID TOURNAMENT GAME MODES

The Event Organizer may only choose one of the following Game Mode for each Round of the Tournament:

- Game of Thrones
- Winds of Winter
- Honed and Ready
- A Dance of Dragons
- Here We Stand
- A Feast for Crows
- Banners & Butchery



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**
 - **33 to 64 Players: 6 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. This Time Limit includes the pre-game phase and the game itself.

Suggested Time Limited are as follows:

- **30 points: 90 minutes**
 - **40 points: 120 minutes**
 - **50 points: 150 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.
 - Fifteen 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 OF THE TEAMS

- 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 (ToPs), with the sum of Team Points being used as the first tie-breaker and Secondary Points being used as a second tie-breaker. If there is still a tie, the Tertiary Points are the next tie-breaker.
- Teams may not be paired against the same opponent more than once per event.
- In the case of an odd number of Teams, the Team with the lowest number of Tournament Points in the event, or, in the case of the first round, a randomly selected Team, will be given a Bye. This Team receives 1 ToP, the maximum Team Points it can get (9 or 12), and the maximum Secondary Points it can get (12 or 16).
- A Team cannot receive more than 1 Bye per event.



PAIRINGS OF THE PLAYERS

The process of pairing the players for a Round depends on the number of players per team.

For 3-players Teams:

1. Each team chooses a Lord. The other two players are Bannermen.
2. Each team then reveals which player is the Lord for this round.
3. Then, each Team chooses 1 Bannerman on the opposite team.
4. Pair the 2 chosen Bannermen.
5. Pair the remaining 2 Bannermen.
6. Pair the 2 Lords.

For 4-players Teams:

1. Each team chooses a Lord. The other three players are Bannermen.
 2. Each team then reveals which player is the Lord for this round..
 3. The two Lords determine which Team gets the Toss. The Team winning the Toss becomes Team A and the other one Team B.
- **Team A chooses 2 bannermen.**
 - **Team B chooses 1 of their Bannermen to be paired with 1 of the 2 chosen players from Team A.**
 - *Player from Team A may choose their Deployment Zone or pass this choice to their opponent (this rule substitutes to the first Deployment rule p.26 of the Rulebook v1.5)*

- **Team A chooses 1 of their Bannermen to be paired with 1 of the 2 remaining Bannermen from Team B.**
 - *Player from Team B may choose their Deployment Zone or pass this choice to their opponent. (this rule substitutes to the first Deployment rule p.26 of the Rulebook v1.5)*
- **Pair the remaining 2 Bannermen.**
 - *Player from Team B may choose their Deployment Zone or pass this choice to their opponent. (this rule substitutes to the first Deployment rule p.26 of the Rulebook v1.5)*
- **Pair the 2 Lords.**
 - *Lord from Team B may choose their Deployment Zone or pass this choice to their opponent. (this rule substitutes to the first Deployment rule p.26 of the Rulebook v1.5)*



PRE-GAME

- Before each game begins, 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 players choose 1 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.





VICTORY AND SCORING

1. Each round, a Game Mode will be chosen or determined randomly by the Event Organizer. All Teams will play this same mode, following the rules outlined for that mode in the Game Mode Document.
2. Each game will end according to the chosen Game Mode or when the Time Limit is reached.
3. Then, to determine the winning Team, proceed as follows:

• TEAM POINTS

Each round will potentially earn each team member up to 3 Team Points (TPs);

- 3 TPs for a Win,
- 2 TPs for a Tie,
- 1 TP for a Loss.

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 count as a Tertiary Points. 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 ½ 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 punish a player (and their Team) if the concession should be deemed to have been done with unsportsmanlike behavior or intent.

• SECONDARY POINTS

In addition to Team Points, Teams will earn a number of Secondary Points (SPs) as well. These are used as tiebreakers to determine Team Victory 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 (1-2 VP):** Winner: 2 SP / Loser: 1 SP
- **Tie:** Both players get 1 SP

• TERTIARY POINTS

In addition to Team Points and Secondary Points, Teams will earn a number of Tertiary Points (3Ps) as well. These are used as tiebreakers to determine Team Victory and are based on total accumulated points of destroyed enemy units.

4. At the end of the round, the Team with the most Team Points is declared the winner. In the event of a tie, the Team with the most Secondary Points is declared the winner. If the score is still tied, the winner will be the Team with the most Tertiary Points. Teams can't be tied at the end of the Round.



WINNING THE EVENT

- At the end of the event, the Team with the most Tournament Points is declared the winner. In the event of a tie, the Team with the most Team Points is declared the winner.
- If, after this, the score is STILL tied, then the winner will be the Team with the most Secondary Points (and Tertiary Points in case it is still a Tie).



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.

