

# Oak & Iron Tournament Packet

Adepticon 2025 Thurs., Mar 27, 2025 2 pm – 8 pm



## WHAT TO EXPECT:

An Oak & Iron Tournament is an event where players gather to engage in thrilling historical pirate battles. It offers an opportunity for participants to showcase their skills in a friendly yet competitive environment. Players of all experience levels are welcome, including those still learning the game or unsure of their tactical prowess. This tournament provides a chance to meet and play against new opponents, fostering camaraderie and excitement among the community.

## TOURNAMENT SCHEDULE:

2:00 - All players registered

2:15 - Begin 1st round

3:45 - End 1st round

4:15 - Begin 2nd Round

5:45 - End 2nd round

6:00 - Begin 3rd round

7:30 - End 3rd round

7:45 - Prizes awarded

## TOURNAMENT RULES:

Players should bring forces of 2-6 ships of no more than 75 points and MAY include Ships of the Line. There will be three 90-minute rounds of Swiss pairings. Scoring details can be found later in the packet.

Minis for Forces must be chosen from official [Firelock Games products](#) only.

## OPTIONAL RULES:

There are no optional rules for this tournament.

## PLAYER RESPONSIBILITY :

Players should bring:

- Ship models
- Rulebook
- Initiative Deck
- Measurement Tools
- Appropriate Number of dice
- Appropriate Condition Markers (Reload, Sail Setting, etc)
- 2 Printed Copies of Their Force
- Optional: Terrain from the [Core Box](#)

## SPORTSMANSHIP:

In a competitive setting, it's easy to lose sight of the primary goal: having fun. Players are expected to be considerate and respectful to their opponents and other participants. Activations should be conducted promptly, without unnecessary delays. Players should also be transparent about their force lists and any special rules when asked.

## PAINTING REQUIREMENTS:

There are no painting requirements for models, but rumor has it painted models roll higher results on dice...

## CONVERSIONS AND PROXIES:

Players may customize models through conversions, but all modifications must begin with official Oak & Iron miniatures. Models from other companies or 3D-printed substitutes are not permitted. All ships must use official Oak & Iron bases. If proxies are necessary, inform your opponent and ensure the scale matches (e.g., using a Sloop to stand in for a Corvette).

## FORCE SELECTION:

Players must submit their force lists to the Tournament Organizer (TO) at the start of the event. These lists remain fixed for all three rounds of the tournament. Pre-registration is encouraged at <https://TimberandSail.com/events>.

At the beginning of each round, players must declare their faction and present their printed force list upon request. Opponents should be informed of any upgrades included in the force.

## GAME SETUP:

- Game mats will be provided for players.
- The Scenarios will be determined using random draws using the standard Scenario cards and rules on pg 28 in the Core Rule book.

If you have an issue with the terrain placement or deployment, please speak to the TO BEFORE gameplay begins.

## ROUND TIME LIMITS

Each game is limited to 90 minutes. Time updates will be announced at the 1-hour, 30-minute, and 10-minute marks. When 10 minutes remain, the TO will announce "Final Turn." Players should complete their current turn and not begin another.

The final turn is scored as it lies, and Strike Point totals are calculated. Standard Oak & Iron games last 10 turns or until a player is forced to withdraw. If players decide to end a game early, the TO must be informed, and no further actions may be taken after the game ends.

In the case of a Strike Point tie, each player calculates the total point value of their lost ships. The player with the lowest total loss is declared the winner. If the tie persists, the game is recorded as a draw.

Score sheets must be submitted promptly to the TO to ensure timely round transitions.

## ROUND PAIRINGS:

First round pairings are randomly assigned, but the TO may take steps to ensure that two players who play each other often are not paired against one another in the first round. After the first round, the TO pairs players based on their Tournament Point (TP) scores. Players will always play other players with similar TP scores. After round one, and continuing for all rounds, players with higher TPs should be paired off against one another, while players with lower TPs will be paired off against one another. In the event of multiple ties, pairings will attempt to be made by similar Differential scores and then SP scores. Once all players have been paired up, the Tournament Organizer assigns a table to each group of players.

## TOURNAMENT POINTS [TP] :

The Scenario winner is awarded 3 TP, and the player who loses is awarded 0 TP. In a draw both players will receive 1 TP. Tournament Points determine the winner of the Tournament (and final standings) with ties broken by Differential and Strike Points (SP), in that order. The Round Reporting Sheet records if they earned a win, loss or draw, as well as the number of Strike Points each player gained.

## STRIKE POINTS [SP]:

The players will also report the total number of SP that they gained during the game.

## STRIKE POINT DIFFERENTIAL:

The TO will note the Difference [DIFF] between the players' SP at the end of the game when the Round Reporting Sheets have been collected. The player with the lower SP score receives a Differential equal to the negative value of that difference, while the player with the higher SP score receives a Differential equal to the positive value of that Difference. [Example: Jonathon beats Mike with 3 Strike Points to 1. Jonathon gains 1 SP and a DIFF of -2 while Mike gets 3 SP and a DIFF of 2.] For the sake of clarity, negative numbers of DIFF are good, and high numbers of SP are bad. You want to inflict as many Strike Points while taking as few as possible yourself.

## ODD NUMBER OF PLAYERS:

If there is an odd number of players in the tournament, efforts will be made to provide a Ringer (volunteer to play at the bottom table) to play against the odd man out. If no Ringer is available, that player will receive a Bye of a Win (3 T), with a DIFF of -2. No player can receive more than one Bye per event. A Bye will be assigned randomly during the first round. In all subsequent rounds, the player with the fewest Tournament Points (TP) is assigned a bye. In the case of ties, those players' Differentials (DIFF) are compared, followed by Strike Points (SP) (if a tie persists). If a player has already received a bye during this tournament then the next lowest-scored player who has not already received a bye is assigned the bye. When a player receives a bye, the player will earn 3 TP/-2DIFF/0SP. If there is no clear person to get the bye it will be determined by a roll-off among the lowest-scored players.

## FORFEITING GAMES:

The forfeiting player earns 0 TP/+5 DIFF/10 SP for the round. Their opponent will receive 3 TP/-5 DIFF/0 SP.

## PRIZES:

Prizes for 1st, 2nd, and 3rd places will be awarded, as well as a prize for the Best Painted Force.

- First Place - Medal and \$75 Firelock Gift Card
- Second Place - \$30 Firelock Gift Card
- Third Place - \$10 Firelock Gift Card
- Best Painted Force - TBD

## QUESTIONS

If you have a question please email [admin@timberandsail.com](mailto:admin@timberandsail.com) for assistance