

Oak & Iron Tournament Packet

Adepticon 2023 Saturday, March 25, 5:00-10:00p



WHAT TO EXPECT:

An Oak & Iron Tournament is an event where players come together to clash in historical pirate action. It provides an opportunity for players and hobbyists to test their skills in a friendly, competitive environment. Players who aren't confident in their tactical acumen or just learning the game are always welcome in tournaments. It's a chance for players to play against people that they haven't had a game against, or possibly even met before.

TOURNAMENT SCHEDULE:

5:00 - All players registered
5:10 - Begin 1st round
6:40 - End 1st round
6:50 - Begin 2nd Round
8:20 - End 2nd round
8:30 - Begin 3rd round
10:00 - End 3rd round
10:10 Prizes awarded

TOURNAMENT RULES:

Players should bring forces of 2-6 ships of no more than 75 points and may not include Ships of the Line. There will be three 90 minutes rounds of Swiss pairings. Scoring details can be found later in the packet.

Forces must be chosen from:

- [Oak & Iron Core Core](#)
- [Gentlemen of Fortune](#)
- [Men of War](#)
- [Merchantmen](#)
- [Blackbeard's Revenge](#)
- [Expansion Deck Vol.1](#)

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:

When playing in a competitive environment it is possible to forget that the purpose of playing games is to have fun. Players are expected to be considerate and respectful to their opponents and the other participants during the tournament. Activations should be played in a timely manner, players should not waste time. Players should be open and honest with force lists and 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:

Conversions are a way for players to add an additional individuality to their models, this can be as simple as a mast swap, custom figurehead, etc. Miniature conversions are allowed, but they should originate with an official Oak & Iron miniatures as its core. Alternate gaming company miniatures or fully 3D-printed models are prohibited. All ships must be mounted on official Oak & Iron miniature bases. If you need to proxy a miniature, that is legal so long as you inform your opponent of the swap. Try to proxy ships of roughly equivalent scale (e.g. subbing a Corvette for Sloop).

FORCE SELECTION:

At the start of the event, each player should submit the force list which they are using for the tournament to the TO (Tournament Organizer). These lists will be fixed for all 3 rounds of the event. Players are encouraged to preregister for the event at <https://TimberandSail.com/events>.

At the start of each round, players should announce which faction they are taking to their opponent and be able to present their printed force list on request. Players are expected to inform their opponent of any upgrades they have taken in their 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

Games will be played in 90-minute rounds. This is a tight schedule so players should endeavor to play quickly & efficiently! Timer announcements will be made when 1-hour remains and again at 30 minutes remaining. When there are 10 minutes of the Round remaining, the TO will call "Final Turn", from which point the players should finish the current turn and not start another.

The final turn should be scored "as it lies" and then Strike Point totals calculated. A standard Oak & Iron game lasts for 10 turns, or until one player is forced to withdraw. If players have reason to end a game earlier than this, the TO should be made aware as no further actions can be taken once players have agreed to end the game early. If there is a tie in Strike Points, each player adds up the total point cost of all their models removed as casualties. The player who lost the fewest total points worth of ships is then declared the winner. If there is still a tie, the game is considered a draw.

Please ensure your score sheets are submitted to the TO as quickly as possible to allow the next Round to begin on time.

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] :

A player who wins the Scenario is awarded 3 TP, while a player who loses is awarded 0 TP. In the event of a draw both players will receive 1 TP. Tournament Points are used to 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 has a place for the players to record 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:

Where a game is forfeited 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 question please email admin@timberandsail.com for assistance