

WINDS OF WINTER

6TH & 7TH December 2025

WHEN AND WHERE

- Battle City Games Ltd
- Unit 6 Exchange House, 122-124 London Road, Portsmouth, PO2 9DD
- Date: 6TH & 7TH December 2025
- Rounds: 4 rounds at 3H 00M each

TIMINGS

DAY 1

- 0930 – Registration
- 1000-1300 – Game 1
- 1300-1400 - Lunch
- 1400-1700 – Game 2
- 1900 Quiz begins

DAY 2

- 1000-1300 – Game 3
- 1300-1400 - Lunch
- 1400-1700 Game 4
- 1715 Awards



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.
- Painted armies are not mandatory but strongly encouraged.

ARMY LISTS AND CONSTRUCTION

- This is a doubles event, each player brings 20(+2) points to make an overall army of 40(+4)
- NPC and named attachments can not be duplicated by players in the same team (example: in a team if both players play Starks only one player may take Ned)
- 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 of 40(+4) per army 20(+2) per player 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.

VALID TOURNAMENT GAME MODES

The Event Organizer randomly generate 930Tournament from the list below.



- 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.

PAIRINGS

- First round pairing will be random, as determined by the Event Organizer.
- Subsequent round's will paired using a swiss system.
- 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.

TERRAIN AND TABLE SIZE

- Terrain is to be randomly rolled for, utilizing the chart in the Game Mode Document.

- If a player wishes to provide and play with their own custom pieces, each piece will 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 4x4



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RECORDING RESULTS

- At the end of each game, both players should report their results to the Event Organizer. This includes which player won the game, how many total Victory Points each player received, and how many total points of units they destroyed (including Attachments).

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 Crushing Victory. 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 behaviour or intent.

- Players should record the total points of destroyed enemy units during each game, as these may act as a tertiary tie-breaker.



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.

AWARDS

- Champion
- Runner Up
- 3rd Place
- Best Painted
- Most Sporting
- Wooding Spoon