



AUSTRALIAN DEFENCE FORCE WARGAMING ASSOCIATION (ADFWGA)

ADFWGA 002/20

GENERAL EVENT INFORMATION

ANZAC CUP 2020 (18 – 19 April 2020)

Game System specifics are attached to the end of this document. Read this document first.

Introduction

ANZAC Cup 2020 (AC 20) will be held at the Coorong Pavilion, Exhibition Park in Canberra (EPIC), located at the corner of Flemington Road and Northbourne Avenue, Mitchell, ACT over the period 18 and 19 April 2020. This event is open to ADFWGA members and the local community. AC 20 is a charity focused event, raising fund for Soldier On Australia. As a result, a relaxed and fun atmosphere is encouraged to be influenced and enjoyed by all participants.

Aim

The aim of this document is detail general event requirements to help with the successful conduct of AC 20. Players packs details game system specifics including details on casual, board and card gaming are attached to this document.

Objectives

The objectives of AC 20 are to:

- a. Promote the ADFWGA and tactical thought process by way of tabletop wargaming amongst ADF personnel
- b. to develop the relationship between the ADFWGA and its members with the local tabletop gaming community in Canberra and surrounding cities and states.
- c. to support the ADFWGA charity: Soldier On.

Dates and Timings

The event is being held on 18 - 19 April 2020. All AC 20 times are contained within the relevant players packs.

ANZAC Cup Organisers

The key personnel for this activity are:

- a. Event Coordinator (EC) – Sergeant T. Casey
- b. Assistant Event Coordinator (AEC) – Warrant Officer Class 2 A. Thompson
- c. Game Organisers (GO) – As detailed in the relevant Players Packs.

Meals

There are multiple food outlets and large shopping centres within a 5-minute drive of the venue. Game system organisers will schedule a lunch break each day, when appropriate, in between game rounds. There may be some local catering available, this is yet to be confirmed.

Accommodation

There are a number of hotels within 10 minutes' drive of the venue. Onsite camping is available through EPIC directly. ADF members can reference the event Joining Instruction for ADF accommodation options.

Transport

There is ample free onsite parking. Public transport does attend EPIC. Please check bus times here - <https://www.transport.act.gov.au/>

Event Tickets

Are available directly from the ADFWGA website – www.adfwga.com. All funds go toward the running of the event and all profits are donated to charity. Tickets will be advertised on the events Facebook page when they go live.

Security and Access Control

A single entry/exit point will be maintained throughout the event. Players and staff will be required to register their attendance at the beginning of the day for data capture with the ADFWGA main desk that will be co-located with the entry point.

Event and Safety Briefs

Daily Safety and Event Briefs will be given to all players prior to the start of the days gaming.

Dress Standards and Hygiene

As this event is being supported by the Australian Defence Force, we ask that a neat casual dress standard be maintained, with tidy t-shirt and pants or shorts with footwear be the minimum required. Bare feet are not allowed. Please refrain from any offensive logos or provocative attire. It is also expected that as well-rounded members of society, that your

personal hygiene is of an acceptable standard. We wish to refrain from reinforcing incorrect gamer stereotyping.

Accessibility and Service Animals

This event caters for those with mobility issues. The venue contains disabled access points and ablutions. The event is also service/guide animal friendly. Please ensure that you bring all the required equipment to care for and clean up after your animal. Please also have any official animal registration documents handy in the instance EPIC staff ask the ADFWGA to provide them.

Photography

Photos and video footage will be taken by ADFWGA staff at this event. By attending this event you are granting permission for photos of you or your models/creations to be used for event and ADFWGA promotional purposes. You are welcome to take photos at the event; however, you must seek permission of those in direct photos before they are taken. Some military personnel do have protected identity status and photos are not allowed.

Anybody wishing to stream games, record podcasts or similar are to seek permission from the Event Coordinator prior. You can contact the EC via the ADFWGA Facebook page via PM or at our email at the bottom of this document.

Table Etiquette

The following rules must be observed in addition to rules given in your player packs:

- a. You must make the enjoyment of your opponent your primary focus. In doing so you will also have a great time as they reciprocate. This is in the same vein as one of our key military traits of “putting your mates first”. This includes the manner in which your ORBATS or ARMY LISTS are chosen. Keep friendly gaming in mind. A game that is over after only a few turns or that is over due to rules loopholes or exploitation is not in the spirit of the event.
- b. Please clean up tables after you have finished your games. This includes resetting any moved terrain and packing up your own miniatures and/or equipment.
- c. No food at the tables. A designated eating area will be provided. This is to protect people’s personal property and terrain.
- d. Sealed drinks or cans are allowed. No open cups. All drinks must use a stubby cooler to protect the game boards, terrain and mats that belong to other people.
- e. Play your games promptly. Deliberate or excessive slow play will not be tolerated. The best way to minimise this is to ensure you have a good grasp of your chosen games rules and the rules of your army/force/fleet.

Raffles and Prizes

The ADFWGA will be hosting some great raffles over the course of the weekend. You or a recognised proxy must be in location to receive any prizes won. Involvement in these

activities by participants is on a volunteer basis only, however it is encouraged as it directly supports our key aim of supporting charity and we offer very cheap event entry as a result to encourage you to dig deep for a great cause. All activities are conducted IAW relevant ACT regulations and laws.

Other attractions

AC 20 will see not only organised tabletop play, but various other activities including trade stalls, demonstration games and more. Keep an eye on the event Facebook page for more information.

Conclusion

AC 20 is shaping up to be an exciting event run by a fresh-faced group of energetic gamers from a professional group. We thank you in advance and look forward to your attendance at what will be a fantastic weekend – the first of many to come.

Cheers and good gaming

Tyron Casey
ADFWGA Vice Chairman

14 Jan 2020

ADFWGA Website: www.adfwga.com

ADFWGA Facebook: www.facebook.com/ADFWGA

ADFWGA Email: adfwga@hotmail.com

Tickets Link: <http://www.adfwga.com/shop--cart>

Players Pack Link: <http://www.adfwga.com/anzac-cup>

ADF Joining Instruction Link: <http://www.adfwga.com/anzac-cup>



AUSTRALIAN DEFENCE FORCE WARGAMING ASSOCIATION (ADF WGA)

STARWARS LEGION PLAYERS PACK

ANAZC CUP 2020 (18 – 19 Apr 20)

Please ensure that you have read the General Event Information document prior to reading this players pack. It contains information applicable to the whole event.

AC20 SW Legion Organiser

Ben Jordan and Charles Bryers

Entry and Tickets

Tickets are to be purchased online at www.adfwga.com.

Please purchase a STARWARS LEGION ticket.

Entries for Legion close on Wednesday 08 Apr 20 or when tickets sell out. Legion will be holding a two-day event using a modified version of the standard Tournament rules for Legion. All details are in this pack.

Event Details

This event is a “**Casual Tier**” tournament to allow players of all types to get involved – however knowledge of the base game rules and having played the game is desirable.

This event will use a “**Customised**” structure. Players will be paired up randomly on round 1 and then by swiss pairing for the remaining rounds. 4 rounds will be played regardless of player numbers.

Equipment Required

Each Player is required to bring the following:

- Your army as detailed in army composition later in this document.
- All upgrade, unit and command cards relevant to your army
- All required Tokens
- Movement Tools
- Dice
- Range Ruler
- A pen
- A tray/system to move your army around the play space
- Physical or digital access to the Legion Rules Reference

Army Construction and Submission

- You are to create an 800 point list for the event using the following;
 - Commander 1-2
 - Operative 0-1
 - Corps 3-6
 - Special Forces 0-3
 - Support 0-3
 - Heavy 0-2
 - Seven Command Cards, two each of 1, 2 and 3 pips and the 4 pip Standing Orders card.
 - Twelve battle cards, four of each of Battlefield, Condition and Objective type
- Army lists are to be submitted to the game organiser at ben.jordan@live.com.au no later than 10 Apr 20.
- Army lists sheets are available at the Legion FFG website

Weekend Timetable and Round Time.

(All times subject to change – meals will be taken when games allow).

The Table below shows the timetable and round times. As the Session times have been lengthened to accommodate the time required for Star Wars Legion a **HARD dice down rule** will be enforced should time elapse. Players are to self-manage this time to ensure that both players get an even amount of play/activation time.

Saturday		Sunday	
Registration	0830 – 0845	Registration	0830 - 0845
Welcome/Session 1 Brief	0845 – 0930	Welcome/Session 3 Brief	0845 - 0930
Session 1	0930 – 1215	Session 3	0930 - 1215
Lunch	1215 – 1300	Lunch	1215 - 1300
Session 2	1300 – 1545	Session 4	1300 - 1545
Event Update	1600 – 1630	Awards	1600
Paint Judging	1630 – 1700		

Getting a Game Started

The following steps must be performed before players can begin their game each tournament round.

1. Players shall discuss between themselves with the terrain on their assigned table. The terrain is not to be moved but the players are to agree on the type of cover and movement penalty for each piece of terrain for the units in their lists.
2. The player whose army has the lowest total point value chooses to be either the red player or the blue player. If both players' armies have the same point total, players determine a player at random who will choose to be either the red player or blue player. This is a Fixed Terrain event—where terrain has been set up by the organizer prior to the event— the blue player chooses one of the long table edges and sets their army near that edge. The red player takes the other long table edge.

3. Players shuffle the blue player's objective, deployment, and condition decks separately, then draw and reveal three cards from each deck, laying out each category in a horizontal row oriented right side up according to the blue player's side of the battlefield.

4. Starting with the blue player, players take turns choosing a category (objective, deployment, or condition) and eliminating the leftmost card in that category. A player may forfeit their opportunity to eliminate a card if they wish to do so. If players eliminate the first two cards in a category, the final card in that category cannot be eliminated. After each player has had two opportunities to eliminate a card, the leftmost card remaining in each row is the card used during the battle.

5. Players resolve any setup instructions on the objective card. Then they resolve any setup instructions on the condition card.

6. Players resolve any setup instructions on the deployment card. (Note: Some deployment cards have ongoing effects during this step.) Then, starting with the blue player, players take turns placing a single unit from their army within their respective deployment zone(s). Players continue taking turns until they have deployed all units.

7. Players prepare the tokens they will need over the course of the game, placing them in piles within easy reach. The blue player takes the round counter and sets it to "1." Once players complete the steps above, they must wait for a leader to announce the start of the round before beginning their game. If the round has already begun, players may begin playing immediately upon completing these steps.

Painting Requirements

- **If your army is painted and is your own work.** You qualify to compete for all awards on offer at this event.
- **If your army is not painted or is painted but is not (or parts of it are not) your own work.** You qualify to compete for all awards on offer at this event except for any painting or hobby related awards.

ADFWGA events do not abide by the traditional "3 colour rule" when determining if an army is painted or not. We have seen this abused at previous events (sprue grey army, with 3 dots of colour on the shoulder pads as an example) and instead abide by a simple definition instead.

Painted Army Definition. "An army is considered painted when; It has been base-coated using multiple colours and shows evidence within the ability of the hobbyist that effort has been placed into shading and highlighting and focus has been paid to the details on the models, vehicles and any fortifications within it. The army should be cohesive, and effort made to ensure that models are based to the same standard and theme".

The TO will have the final say regarding an army's "painted or unpainted" status.

For players that have a "formally diagnosed medical condition or permanent injury" that hinders their ability to paint – a painting score may be awarded at the discretion of the EO (usually the event average) so as not to disadvantage them, however the army used must still count as fully painted.

Sportmanship, cheating and slow play

As we expect everybody at ADFWGA events to **abide by the most important rule** being making your opponent's enjoyment your primary focus - we do not run a sportsmanship scoring system. If there are any issues, please bring it up with the Games Organiser as it occurs, and it will be swiftly dealt with as required.

Cheating. There is a massive difference between blatant cheating and making mistakes. Cheating will be dealt with harshly and swiftly as the Games Organiser sees fit. If mistakes have been made that affect the outcome of the event, be prepared to have your battle scores docked at the discretion of the Games Organiser. It is your responsibility to ensure that you know how to play your army correctly.

Slow play and game timing. Corporate knowledge of Legion within the community is getting better but is most definitely not where it could be. This results in games generally taking longer than traditional game times allow for. Be warned up front that this event will enforce **HARD dice down timing**. A count down timer and/or time reminders will be available in the main hall so that gamers can keep tabs on their game. Penalties will be given to scoresheets that are sent in late. Those found to be participating in deliberate slow play will be penalised as per cheating at the discretion of the Games Organiser.

Grudge Matches

Any person may challenge another for the first game of the day before the event begins. Please let the Game Organiser know in advance if a grudge has been issued and accepted, otherwise your opponent will be random.

Conclusion

This Legion event is being held to support the AC 20 primary aim of helping charity and producing a fair, friendly and fun environment for both new and veteran gamers. Please ensure that you do everything you can to make sure that your opponents have a great time.

All event questions can be forwarded to the ADFWGA at adfwga@hotmail.com

All Legion questions can be sent direct to the game organiser at ben.jordan@live.com.au