



# AUSTRALIAN DEFENCE FORCE WARGAMING ASSOCIATION (ADFWGA)

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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](http://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](http://www.adfwga.com)

ADFWGA Facebook: [www.facebook.com/ADFWGA](http://www.facebook.com/ADFWGA)

ADFWGA Email: [adfpga@hotmail.com](mailto:adfpga@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 (ADFwGA)

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## TEAM YANKEE (15mm) PLAYERS PACK

ANZAC CUP 2020 (18-19 Apr 20)

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

### ANZAC Cup Team Yankee Organiser:

Andrew Thompson

### Entry and Tickets

Tickets are to be purchased online at [www.adfwga.com](http://www.adfwga.com)

Please purchase a Team Yankee ticket as it is specific to this event.

Entries for TY close on **TBC** or when tickets sell out. TY (15mm) will be a 2-day event, your ticket covers you for the whole weekend's worth of play and activities.

### Event Details

This is a 4 round – 115 Point Singles Event.

### Equipment Required

- Your Army
- Army books and Rules for your full army
- At least 2 copies of your army list
- Dice and Tape measure
- Objective markers as required.
- A carry tray
- Pen

### Army Construction and Submission

Army list will be 115 points from any official Team Yankee book or digital list (including the 2 CAV list posted Battlefront website). No fan-fiction or un-official lists will be allowed. Army lists are to be sent to the organiser no later than **TBC**. Lists will be fixed for the weekend once chosen.

## Weekend Timetable

(All times subject to change)

### Saturday 6 Apr 19

0830	Venue open and registration at main entry
0845 - 0900	Event and Safety Brief
0900 - 1200	Game 1
1200 - 1300	Lunch
1300 - 1600	Game 2
1600 - 1700	Admin and clean up

### Sunday 7 Apr 19

0830	Venue open and registration at main entry
0845 - 0900	BA Event and Safety Brief
0900 - 1200	Game 3
1200 - 1300	Lunch and Paint Voting
1300 - 1600	Game 4
1600 - 1700	Pack Up and Awards

## Loan Armies

There will be figures available for loan for those people that want to play but are yet to have figures. For those people that would like to loan an army for the event please contact the event organiser at least ten days prior to the event.

## Missions

Missions will be determined by the use of the missions list as per:

<http://www.flamesofwar.com>

Also please read:

<http://www.flamesofwar.com/Portals/0/Documents/TeamYankee/FM101-FAQ.pdf> for more information.

## Terrain

All terrain will be supplied for the event. Each table will come with a map that will explain the layout of the table and the natures of terrain. Each player is to ensure they understand the natures of terrain before the start of each game.

There will be nil requirement to bring terrain.

## Scoring and Draw

Scoring will be as World War III, Team Yankee rule book.

There will be a random draw for the first two rounds of play, then players will be matched with others on the same amount of wins.

## Awards

There will be awards given for the following players:

- Best Player (WARPAC) & (NATO);
- Best Painted; and
- Best Sportsman.

## Sportsmanship, cheating and slow play

We expect all people that attend ADFWGA events to **abide by the number one rule** of making your opponent's enjoyment your primary focus. If there are any issues, please bring them up with the game organiser as it occurs, and it will be swiftly dealt with. Nothing can be done usually after a game has concluded.

**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.** This event will enforce HARD dice down timing. Penalties will be given to scoresheets that are sent in late – usually a zero score. Those found to be participating in deliberate slow play will be penalised as per cheating at the discretion of the Games Organiser. Players who not finish at least three complete turns in the time allotted may subject to scrutineering by the Games organiser. If this occurs for two games over the event a slow play decision will be made by the Games Organiser. Their decision is final. Your game round times for this event are three hours. There is no excuse for games not finishing naturally.

## Grudge Matches

Any player may challenge another player 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.

## Point of Contact

Point of contact for the event is Andrew Thompson. Contact details are:

[awthompson100@gmail.com](mailto:awthompson100@gmail.com)