



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: 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 (ADF WGA)

MORTEM ET GLORIAM PLAYERS PACK

ANZAC 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 MeG Organiser

Dean Bedlington (Olympian Games) - mortemetgloriam@olympiangames.com.au

Entry and Tickets

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

Entries close on Tuesday 14 Apr 20 or when tickets sell out. MeG will be holding a two-day event. Your ticket covers you for the whole weekend's play and enables you to play all three systems on offer as you choose.

Rules

- Mortem et Gloriam, as amended by the Official 2020 changes: https://lurkio.co.uk/meg/meg/wp-content/uploads/MEG2020/Rule_Materials/2020%20Changes%20on%20a%20page.pdf
- Using the 2020 version of the QRS: (https://lurkio.co.uk/meg/meg/wp-content/uploads/MEG2020/Rule_Materials/2020%20QRS%20201119.pdf) Make sure you have the 2020 version! (says "2020" at the bottom of each page)
- With reference to the integrated 2020 clarifications: https://lurkio.co.uk/meg/meg/wp-content/uploads/MEG2020/Rule_Materials/2020%20Integrated%20Clarries%20and%20Q&A%20201119.pdf
- The latest 2020 Characteristics list (https://lurkio.co.uk/meg/meg/wp-content/uploads/MEG2020/Rule_Materials/2020%20Characteristics%20201119.pdf) is to be used.
- The 2020 Pre-Battle System (https://lurkio.co.uk/meg/meg/wp-content/uploads/MEG2020/Rule_Materials/2020%20PBS%20&%20Terrain%20QRS%20201119.pdf) is to be used, not the charts included with the original rules.
- The Weather optional rules will not be used.
- The 'Fog of War' optional rules (Chapter 10), will not be used in this tournament. It is required that all troop bases be defined fully at deployment, and at other times if your opponent requests.

Scale / Figures / Terrain

- Figure scale is 15mm (10mm – 20mm figures will be acceptable for this tournament). All figures should be a reasonable depiction of the troops they represent.
- Standard base width is 4cm, standard 6' x 4' tables.
- All figures should be painted at least to a basic level – please no bare metal or undercoat (figures or armies may be available for loan, if needed).
- Some terrain will be available, but you are advised to bring your own terrain.
- Let's keep our games neat and attractive– check out the author's "tidy tables": <https://the-wargames-zone.co.uk/wp/wp-content/uploads/2018/12/TIDYTABLES.pdf>

Army Lists

- Players will use same army in each game
- Armies may be taken from any published MeG list as at 18 March 2020. The lists are available here: <https://mortem-et-gloriam.co.uk/meg/army-lists/>
- Armies **must not exceed 10,000** points.
- Army lists need to be prepared using the current version of the Army builder spreadsheet https://lurkio.co.uk/meg/meg/wp-content/uploads/MEG2020/Rule_Materials/2020%20AB%20201119.xlsx

List Checking

- Lists need to be submitted for checking prior to the event: send to (TBA) , by no later than 11 April.
- To be approved, you need to include your name, army name, an exact year for your army, and name all UGs in a way that allows the checker to see what line of the army lists the UG corresponds to. If downgrading any UGs, please indicate this in the UG name by adding "Downgraded" or "D/G".
- Any lists not submitted for checking by the due date may be put on public display online and at the beginning of the tournament. If found to contain errors, all points scored up to that moment will be lost, and the illegal troops removed or downgraded to make it legal.
- If your list is checked and approved prior to the event, but subsequently found to contain errors, there will be no points penalty, and the player will make only the minimum changes to make a legal list.

Tournament Format

- There will be four games, each with a maximum duration of 3¾ hours. "Time" will be called around the scheduled time, after which players will finish the current **sub-phase**, but not start a new one (i.e. not go to a new line on the QRS turn sequence).

Saturday 18 Apr 20 and Sunday 19 Apr 20

0830	Venue open and registration at main entry
0845 - 0900	Event and Safety Brief
0900 - 1215	Morning Game
1215 - 1300	Lunch
1300 - 1615	Afternoon Session

- Game duration can be extended by starting early, if both players agree.
- Scoring will be standard, as per the rules.
- There will be one or more playing umpires nominated. Go with their decision, even if it's wrong!
- It really, really helps if you (re-)read the rules again from cover to cover before the tournament, especially the 2020 changes.

Draw

- Players will not play the same opponent more than once
- Starting with the player on the highest score, each player will be drawn against the player with the next highest score.
- If scores are equal, the army with the latest army date will be drawn against the army with the next latest date.
- If army dates are the same, dice for it.
- In the first round, players from the same club won't play each other (please nominate a club affiliation if you want this to apply).
- If a bye is required, it will be given to the player with the lowest score. In the first round, a local (Canberra) player will be chosen randomly for the bye. In the 2nd round, that player will be placed in the draw as if they scored 8 points in round 1 (byes in later rounds count as 0 points).
- No player will have more than one bye.

Placings

- Final placings will be determined by cumulative victory points won. Byes will be scored as the average of the player's scores in their other non-bye games.
- For players on equal points, final ranking will be determined by (1) head-to-head result, (2) countback, i.e. compare the players' scores after the previous round(s).

Sportmanship and Cheating

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. Nothing can be done usually after a game has finished.

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.

Conclusion

This 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 game specific questions can be sent direct to the organiser Dean at mortemetgloriam@olympiangames.com.au