



# AUSTRALIAN DEFENCE FORCE WARGAMING ASSOCIATION (ADFWSGA)

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ADFWSGA 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 ADFWSGA 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 ADFWSGA and tactical thought process by way of tabletop wargaming amongst ADF personnel
- b. to develop the relationship between the ADFWSGA and its members with the local tabletop gaming community in Canberra and surrounding cities and states.
- c. to support the ADFWSGA 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 (ADF WGA)

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## ARMOURED DIGITAL 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.**

### AC 20 Armoured Digital Organiser

Chris Reynolds – [armoureddigitalgame@gmail.com](mailto:armoureddigitalgame@gmail.com)

### Entry and Tickets

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

Please purchase an ARMOURED DIGITAL ticket.

Entries for Armoured Digital (AD) close on Wednesday 08 Apr 20, or when tickets sell out. AD will be holding a two-day event using standard game format with an all-new system of Limited Battlefield Objectives. This new system will be explained to all attendees, and cards to allow players to use the new objectives will be given to all attendees to keep.

### Event Details

This will be a Swiss tournament format, with players paired randomly in their first round and according to tournament score thereafter. Players will accumulate a tournament point for each Victory Condition they meet in each of their games. Where necessary to break ties, points for and against will be used. Grudge matches (pre-arranged opponents) will be allowed for the first round only. In the event that there are an odd number of players, the Games Organiser (GO) will step in to play 'bye' players, but the GO will not be eligible for any awards.

The tournament will run for five games, followed by a battle royale game using only combat units. Players may alter their force composition and orders deck for each game as they play, but cannot change their commander. Once pairings have been announced, your force composition and deck composition cannot be changed until the next game.

### Equipment Required

Each Player is required to bring the following:

- Miniatures to represent your force, as detailed in force composition later in this document. All units are to be represented by a recognisable miniature.
- All relevant cards (Commander, Unit stat cards, Orders cards, Production Specs)
- All required Tokens
- Dice (minimum 5 D6)
- Range Ruler
- A pen
- A tray/system to move your army around the play space
- Physical or digital access to the AD rulebook

### Army Construction and Submission

You are to create a standard 1-commander force list for the event using the following:

- 1 Commander card
- 1 Command unit with relevant upgrade module(s)
- 1 Production unit with Stat card
- 1 Transport with Stat card
- 1 Support unit or additional Transport with Stat card
- Combat or Support units, up to the Command Stat of your commander (including modifiers) with relevant Stat cards
- Additional units, for construction during the game or for changes to force composition during the event, with relevant Stat card(s)
- A deck of 30 Orders cards, with additional cards only for changes to force composition
- Production Spec cards, up to the relevant number for your Commander, with additional cards only for changes to force composition

### 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. A 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. If games finish early, players will have time to alter their force composition before their next pairing is announced.

Saturday		Sunday	
Registration	0830 – 0845	Registration	0830 – 0845
Welcome/Tournament Brief	0845 – 0900	Welcome/ Supplemental Brief	0845 – 0900
Session 1	0900 – 1100	Session 4	0900 – 1100
Session 2	1100 – 1300	Session 5	1100 – 1300
Lunch	1300 – 1400	Lunch and paint judging	1300 – 1400
Session 3	1400 – 1600	Battle Royale	1400 – 1600
Admin	1600 – 1700	Awards and Pack up	1600 – 1700

## Getting a Game Started

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

1. Players show which Commander and starting units they have brought, and allow the other player to read stat cards as necessary. If requested by their opponent, they must count out their orders deck to confirm that they only have the required number of Orders cards.
2. Players discuss between themselves what each terrain item represents on their assigned table. The terrain is not to be moved, but the players are to agree on the type of terrain: Open, Impassable, Obstacles, Extreme and Soft. They also divide the table into four sectors and agree on which number is assigned to which sector.
3. Players Select their Production Specs and place these face-down on the table. They also select their Battle Objective and place that face-down on the table next to their Commander's Stat Card. Both sets of cards only need to be revealed when they are required to be used, but a player may request their opponent count out their Production Specs without revealing them.
4. Both players make a start of game Surprise roll, with the winner deciding if they want to roll for their starting sector first or second. The nominated player then rolls a D6. On a roll of 1-4, they start in that numbered sector, on a 5 they re-roll, and on a 6 they may choose their sector. Their opponent then rolls for their sector in the same manner, re-rolling if they get the already selected sector. The player who won the surprise roll then chooses whether to deploy first or second, and the nominated player then deploys all of their units as per the normal rules.

## Painting Requirements

Note: This game does not require all players to have fully painted armies. If players have unpainted miniatures, they are requested to bring some form of counter or other marker to indicate which units are theirs during games.

- **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 GO 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 sportmanship scoring system. If there are any issues, please bring it up with the GO 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 GO 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 GO. It is your responsibility to ensure that you know how to play your army correctly.

**Slow play and game timing.** As AD is a relatively new game system, and some players are not going to be completely up to speed (no pun intended) on all the rules. Therefore, it is asked that both players have patience with their opponents as required. It is also requested that players take steps to prepare for the game before pairings are announced so as to not unduly delay games.

Be warned up front that this event will enforce 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 GO.

### **Grudge Matches**

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

### **Awards**

AD will have the following awards for players. Awards will be spread around, so that if players are eligible for multiple awards, they will receive only the highest and the other awards will go to the next highest scoring players.

- Best Commander Award. This is a composite award, consisting of a combination of battle scores for and against, paintwork and force composition, as judged by the GO.
- Noteworthy Opponent award. This is an award based on battle scores for and against.
- Best paintwork award. This will be decided by players voting for their favourite paint scheme, with the GO having the final say if there is a tie for first place.



- Battle Royale winner. The player with the composite of highest score, least damage and most surviving units in the Battle Royale will be nominated as the winner.
- Best tactic award. This is an award for the best (or sneakiest) use of orders, units, commanders etc in a way that their opponent didn't see coming. Players nominate the tactics that most surprised them at the end of each day, and the GO will determine a winner based on nominations.
- More Arse than Class Award. This is an award for the most ridiculously lucky roll at the most critical moment. Players nominate the tactics that most surprised them at the end of each day, and the GO will determine a winner based on nominations.

## **Conclusion**

This AD 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](mailto:adfwga@hotmail.com)

All AD questions can be sent direct to the game organiser [armoureddigitalgame@gmail.com](mailto:armoureddigitalgame@gmail.com)