



AUSTRALIAN DEFENCE FORCE WARGAMING ASSOCIATION (ADFWSGA)

ADFWSGA 006/19

GENERAL EVENT INFORMATION

HEROCON 2019 (7 – 8 December 2019)

Introduction

HEROCON 2019 (HC19) will be held in the Anne Meares Velodrome, Sleeman Sports Complex, located at the corner of Old Cleveland Road and Tilley Road, Chandler, QLD over the period 7-8 December 2018. This event is open to ADFWSGA members and the local community. HC19 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 HC19. Your chosen game systems players pack is attached to this document. Read this first then scroll down.

Objectives

The objectives of HC19 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 Brisbane and surrounding cities and states.
- c. to support the ADFWSGA charity: Soldier On.

Dates and Timings

The event is being held on 7 and 8 December 2019. All HC19 times are contained within the relevant players packs.

ANZAC Cup Organisers

The key personnel for this activity are:

- a. Supervising Officer (SO) – CAPT C. Bryers

- b. Event Coordinator (EC) – Sergeant T. Casey
- c. Assistant Event Coordinator (AEC) – Corporal R. Randall

Meals

There are multiple food outlets and large shopping centres within a 10-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 several hotels within 10 minutes' drive of the venue. Onsite accommodation is available through - <http://www.sleemansports.com.au>. ADF members can reference the event Joining Instruction for ADF accommodation options.

Transport

There is ample free onsite parking. The carpark with easiest access to the Anne Meares Velodrome is "P1" A link to a venue map is located here - <https://sleemansports.com.au/the-venue/venue-map.aspx>

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.

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. No bare feet are 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 venue 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 and/or your models/creations to be used for event and ADFWGA promotional purposes.

Table Etiquette

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

- a. You must make the enjoyment of you 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”.
- 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 allocated. This is to protect the venue, people’s personal property and terrain.
- d. Sealed drinks or cans are allowed. No open cups. All drinks must use a stubby cooler or coaster 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 cheap event entry as a result to encourage you to dig deep for a great cause.

Other attractions and retailers

HC19 will see not only organised tabletop play, but various other activities and retailers as well. Keep an eye out on our official Facebook event page for a developing list.

Conclusion

HC19 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.

Cheers and good gaming

Tyron Casey
ADFWGA Vice Chairman

20 May 2019

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/herocon>
ADF Joining Instruction Link: <http://www.adfwga.com/herocon>



AUSTRALIAN DEFENCE FORCE WARGAMING ASSOCIATION (ADF WGA)

WARHAMMER 40000 PLAYERS PACK

HEROCON 2019 (7-8 December 19)

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.

HC19 Warhammer 40k Organiser

Josh McGowan/Brent Craske

Entry and Tickets

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

Entries close on Wednesday 27 Nov 19 or when tickets sell out. 40k will be holding a two-day event. Your ticket covers you for the whole weekends play.

Event Details

This event is focusing on one of our biggest ADF traits – the battle buddy. In true mateship fashion we are holding a Doubles event for 2019 to create tables with plenty of faces, mates and banter.

This event will be a 1000 points per person Doubles Event. This event will consist of 4 extended rounds to cater for newer players and to give veterans zero excuse for slow play.

Equipment Required

- 2 x typed copies of your army lists (1 for you and 1 for your opponent)
- Objective Markers
- Pen
- Templates and Dice as required
- Rulebooks as required
- Your painted army
- Carry tray

Painting Requirements

It is preferred that models must be fully painted and based using custom or traditionally made bases, painted resin or suitable acrylic bases. Models that are not finished maybe used with Game Organisers Permission – however those models will suffer from the “Preferred Enemy

(Unpainted)” – All rolls to hit and wound against unpainted/unfinished models of 1 may be rerolled.

Painted Army Definition. “An army is considered painted when; It has been basecoated using multiple colours and shows evidence within the ability of the hobbyist that effort/attempt 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. This army should be the players own work; where it is not, it **MUST** be made known to the Game Organiser prior to any paint scoring or voting”.

The game organiser will have the final say regarding an army’s or models “painted or unpainted” status.

For players that have a “formally diagnosed medical condition or permanent injury” that hinders their ability to paint please engage with the Games Organiser so you can be catered for.

Painted Model Examples - Guidance

This is fully painted	This counts as painted (event minimum)	This is unfinished	This is not painted
			

List Construction

Each team will consist of two players. Each player may bring a 1000-point Army within the following restrictions:

- You may use a single detachment only.
- You may use a single codex only.
- You any your team mate must use different codex’s.
- You may use any combination of codex’s you wish (Tyranids and Marines = fill your boots!)
- Your army is completely independent of your team mates. Your armies do not and will not affect each other in any way even if of the same faction.
- Any Command Points you have belong to you and are independent of your team mates. You cannot spend them on each other.
- Consider the number of models you are bringing. Players who slow play, intentionally or unintentionally will be penalised. Slow play is cover later in this document.

- Lists are to be created with fun in mind. Overpowered and gamey lists are not in the spirit of this event. The Game Organiser may award penalties if a list looks to have been build specifically against the spirit of this event.
- Lists **DO NOT** have to be submitted prior if they comply with this list of construction rules. If you want feedback on a list to ensure that you meet the spirit of the event, please format it into a PDF and send to adfwga@hotmail.com – this will then be given to the games organiser for comment.

Awards

Awards up for grabs include many wacky accolades up for grabs focusing on teamwork, sportsmanship and fun.

Weekend Timetable

(All times subject to change)

Saturday 7 Dec 19

0830	Venue open and registration at main entry
0845 - 0900	40k Event and Safety Brief
0900 - 1145	Game 1
1145 - 1300	Lunch
1300 - 1545	Game 2
1545 - 1700	Paint Judging

Sunday 8 Dec 19

0830	Venue open and registration at main entry
0845 - 0900	40k Event and Safety Brief
0900 - 1145	Game 3
1145 - 1300	Lunch
1300 - 1545	Game 4
1545 - 1700	Pack Up and Awards

Missions and Scoring Method.

Missions will be self-generated using the “Draft and Kill Points” method by Ben Clarke from a designated set of mission’s possibilities per round. This enables you to have some input into the type and style of mission that suits your army, adding in another tactical layer to consider. The Method kill points scoring and mission scoring is discussed on the next page.

40k Draft Method

To the right is an example mission sheet, each sheet has 9 cards on it set out into 3 rows.

Once lists have been shared and any pre-game decisions are made, players will roll off and starting with the winner, take turns “drafting” cards. The drafted cards are marked off and won’t be used for the game.

Players may not draft the last remaining card from any row, nor may they draft a card from the same row as their last turn. This process is continued until only 3 cards remain, one from each row which are as follows.

Row 1 is used to determine the deployment type. The player who drafts the second deployment card has chosen the deployment and when it comes time to deploy units, their opponent chooses deployment zones.

Row 2 are the objective cards which give players one of their 2 avenues for scoring victory points. The other being kill points detailed later.

Row 3 are the twists which are a passive effect that persists for the whole game. When a twist calls for a new card to be drawn the TO will reveal it to you but don’t tell other players, it’s a secret!

Kill Points

When the game is finished, both players add up the points costs for every unit which was completely destroyed. For every full 100 points worth of units they killed, each player is awarded 1 victory point.

Final Scoring

When the game is finished, both players add together the victory points gathered from the objective and kill points and compare results. The player with the most victory points is considered the winner.

There is a maximum of 30 victory points available to score for each player, 10 from the objective card and up to 20 from kill points.



Score differential	Winner's BPs	Loser's BPs
0	10	10
1-3	11	9
4-5	12	8
6-7	13	7
8-9	14	6
10-12	15	5
13-15	16	4
16-18	17	3
19-22	18	2
23-26	19	1
27-30	20	0

Terrain

Ensure you discuss and agree on terrain impact before playing your games. If in doubt seek the Game Organisers input prior to starting your game. As an ADFWGA house rule – all windows and open doors are treated as closed and blocking LOS for the first floors of buildings and ruins.

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. 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.

Slow play and game timing. Corporate knowledge of 8th edition 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 Warhammer 40000 hall so that gamers can keep tabs on their game. 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. Teams who do not finish at least 4 complete turns in the time allotted may be assigned a chess clock and/or be subject to scrutineering by the Games organiser. If this occurs for 2 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 2 hours and 45 minutes. There is no excuse for games not finishing naturally.

Grudge Matches

Any Team may challenge another team 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 40k event is being held to support the HC19 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 40k questions can be sent direct to the game organiser through the HC19 Facebook Event page.