



AUSTRALIAN DEFENCE FORCE WARGAMING ASSOCIATION (ADFWSGA)

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. 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 (ADFWSGA)

BOLT ACTION PLAYERS PACK

ANZAC CUP 2020 (18-19 April 2020)

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.

Event Details

This will be a campaign style format themed around Operation Market Garden. The Campaign consists of five rounds, with a goal for the Allies to establish a connection from Eindhoven, through Nijmegen to Arnhem where US and British Airborne forces have been dropped. Players will be divided into Axis and Allies teams and play one on one battles that will impact on the overall campaign.

Players will need two force lists one of 800 points and an out of supply list of 650, with restrictions as per below. Players will receive additional reinforcements determined through the campaign.

The event will utilise the Flames of War Firestorm campaign system adapted for Bolt Action.

The event is limited to 18 players evenly distributed between the teams. Because this is a team based campaign individual performance will not be scored.

Equipment Required

- 2 x typed copies of each army list (1 for you and 1 for your opponent)
- Objective Markers
- A method of marking unit pins
- Pen
- Templates and Dice as required
- Rulebooks as required
- Your painted army
- Carry tray

Army Construction and Submission

- 800 and 650 points - no order dice cap. To represent the lighter forces involved the following limitations are applied:
 - Light howitzers only;
 - Light and medium anti tank only;

- Soft skin and armour 7 vehicles only; and
- British paratrooper forces replace their free artillery observer with an air observer.
- Ideally forces will represent the Operation Market Garden troops active at the time. As a starting point lists from the Bolt Action Market Garden campaign are a good starting point, but not required. Other examples include British Guards, British or Polish Airborne, US Airborne or glider troops (including engineers), German SS, German Fallschirmjager, German late war Heer. Please reach out to the organisers if you cannot field a list based on this but still want to participate or have an alternate suggestion to the above.
- The campaign will need even split between the teams and ideally represent the breakdown of the forces in operation at the time. For example the goal would be to have a cross section of British Airborne, US airborne, British army; and German SS, FJ, and Heer. Please advise your preference and ability to play alternate sides.
- Lists **MUST** be submitted in pdf format by email to – **NO LATER THAN** – 14 April 2020

Additional units

A pool of reinforcements will be needed by the organisers who will reach out to those playing to assist in supplying these. Please advise if you have the following forces:

Allied Firestorm Units		German Firestorm Units	
Unit	Description	Unit	Description
Sherman V (Veteran)	British medium tank or equivalent	Tiger tank (Veteran)	Tiger or equivalent heavy tank
Mobile Artillery spotter (Veteran) or Sexton	Additional artillery spotter or SPG but can move further on strategic map	Heavy anti-tank (Veteran)	Anti tank gun or Tank hunter (ie STUG)
Artillery spotter or 5.5inch gun (Veteran)	Additional artillery spotter or Heavy howitzer	Panther tank (Regular)	Panther tank or equivalent
British or US para Infantry platoon (Veteran)	Any veteran equivalent infantry platoon	Panzer IV (Veteran)	Panzer IV or equivalent medium tank
Infantry platoon (Regular)	Any regular infantry platoon	SS infantry platoon (Veteran) & Half track transport	SS infantry or equivalent veteran platoon with half track transport
Glider Infantry	Regular Infantry platoon	Fallschirmjager platoon (Veteran)	Fallschirmjager platoon or equivalent
Air spotter (Regular)	As per list	Security platoon (Regular)	Security platoon such as Grenadier platoon
Light artillery (Veteran)	Light artillery gun or regular artillery spotter	Air Spotter (Regular)	As per list
AA gun (Regular)	Bofors or equivalent AA. Or substitute AT gun	Air defence (Regular)	Air defence such as 37mm flak gun or AT gun

Weekend Timetable

(All times subject to change)

Saturday 18 Apr 20

0830	Venue open and registration at main entry
0845 - 0900	BA Event and Safety Brief
0900 - 0930	Campaign turn 1 – allocation of battles and firestorm units
0930 - 1130	Game 1
1130 - 1230	Lunch
1230 - 1300	Campaign turn 2 – allocation of battles and firestorm units
1300 - 1500	Game 2
1500 - 1530	Campaign turn 3 – allocation of battles and firestorm units
1530 - 1730	Game 3

Sunday 19 Apr 19

0830	Venue open and registration at main entry
0845 - 0900	BA Event and Safety Brief
0900 - 0930	Campaign turn 4 – allocation of battles and firestorm units
0930 - 1130	Game 4
1130 - 1230	Lunch
1230 - 1300	Campaign turn 5 – allocation of battles and firestorm units
1300 - 1500	Game 5
1500 - 1530	Wrap up and prizes

Missions and Game Time

All missions in the event will be taken from the main Bolt Action 2ed rulebook and will be announced on the day and be based on the battle from the campaign. Bear in mind that some missions are won by killing units, while others require players to attack or defend certain objectives: make sure your force can cope with these varied demands (for instance, high numbers of low-cost units will be good for spreading out to claim objectives, but will potentially be a liability in missions where an opponent gets points for unit kills).

- All games will last 2 hours.
- A five-minute warning will be given before the end of each round: no further turns may be started after this point and games end if all dice are drawn from the bag.
- Once final time is called for the end of the round, all games must end and no further turns are to be played: resolve the current order dice and end the game, judging victory conditions as the game currently stands.

Scoring

This is a team event and the scoring will be for each team based on the Flames of War Firestorm campaign system.

Painting Requirements

All armies should be painted to a good gaming standard with at least three colours used and properly based.

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.

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 BA 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 BA hall so that gamers can keep tabs on their game. 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 BA event is being held to support the AC20 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 BA event questions can be forwarded to the Craig Jones (cjjones1@grapevine.com.au) or Mark Maskell (markmaskell0@gmail.com) the event organisers.

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