



# 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 (ADFWSGA)

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## INFINITY PLAYERS PACK

ANZAC CUP 2020 (18 and 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.**

**Infinity Organiser** – *Josh Tyth*

### Entry and Tickets

Tickets are to be purchased online at <https://www.adfwga.com/shop>.

Please purchase an Infinity ticket as it is specific to this event.

Entries for Infinity close 14 Apr 20 or when tickets sell out. Infinity will be holding a 2-day event. Your ticket covers you for the whole weekend's worth of play and activities.

### Event Details

This is an ITS Season 11 event. Missions for each round will be made known in a separate mission pack once finalised. Keep an eye out on the event page for an announcement and keep checking the Anzac Cup players pack page on [www.adfwga.com](http://www.adfwga.com)

### Equipment Required

- Printed ITS legal army and courtesy lists.
- Pen
- Templates/tokens and Dice as required
- Rulebooks as required
- Copy of ITS Season 11
- Classified Objectives Deck
- Your army
- Carry tray

### ITS Pin and List Submission

You are required to establish an ITS pin:

**Step 1** (Create an ITS Pin) - If you do not already have an ITS PIN go to <http://infinitythegame.com> and click on the ITS tab, scroll down to "REGISTER", click on the "More" button and enter your details.

**Step 2** (Join the Event) - Subscribe to the event using the OTM system. Keep an eye out on the event page for an announcement and keep checking the Anzac Cup players pack page on [www.adfwga.com](http://www.adfwga.com)

**Step 3** (Submit your Lists) – Create your lists at <https://army.infinitythegame.com/> and submit them to the tournament.

### Army Lists

This will be a standard 300pt 6SWC event. Each player should bring 2 printed lists made using <https://army.infinitythegame.com/>. Both lists must be the same ‘Vanilla’ faction or the same faction Sectorial. For example, 2 vanilla Pan Oceania lists or 2 Military Orders lists, but NOT 1 vanilla Pan-O and 1 Military Orders list.

Players may choose either list depending on mission, classified objectives, table terrain and opponent’s faction before initiative dice are rolled.

### ITS Format

For the 2 day ITS event we will be following the rules and missions set out in the current ITS season. This will be Season 11, scheduled for release in September 2019.

This will be a 5 round event using the ITS tournament scoring and Swiss matching (first round will be randomly allocated by the OTM).

### Missions

Missions are all chosen from the ITS 11 mission pack. Missions will be released in detail closer to the event. Please keep an eye on the AC20 Facebook event page for announcements.

### Grudges

Players may nominate a first round opponent for a grudge match (instead of the random allocation) to ensure they get the chance to crush their favourite state-based rival. Submit your name & ITS Alias, and the name of your opponent to the Game Organiser direct to register a grudge.

### Weekend Timetable

(All times subject to change)

#### Saturday 18 Apr 20

0830	Venue open and registration at main entry
0845 - 0915	Event and Safety Brief
0915 - 1130	Game 1
1130 - 1215	Lunch
1215 - 1430	Game 2
1445 - 1700	Game 3
1700	Venue closed

## Sunday 19 Apr 20

0830	Venue open and registration at main entry
0845 - 0915	Event and Safety Brief
0915 - 1130	Game 4
1130 - 1215	Lunch
1215 - 1430	Game 5
1445 - 1530	Pack up
1530	Awards

### Round Times

Each round will be 2 Hours and 15 minutes. Between rounds 2&3 there will be a 15 minute interchange; between rounds 1&2, and 4&5 respectively there will be a 45 minute lunchbreak.

### Painting Requirements

Painted armies are encouraged, and at a minimum clear Line of Sight markings are enforced.

With regard to “Best Painted” certificate;

- **If your army is painted and is your own work.** You qualify to complete
- **If your army is painted but is not (or parts of it are not) your own work.** You do not qualify, however are encouraged to put your army on display and for photos.

### 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.

### Sportsmanship, cheating and Infinity Rules to Live By

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.

- **Mind your manners.** Obviously, be pleasant, fair and friendly at all times. Don’t ever be difficult, ill-mannered, or bad tempered.
- **Mark Troop Facing.** This is now an ITS requirement! Unmarked Troopers will not be accepted.

- **Share Open Information.** Describe each of your Troopers (and any relevant skills / equipment) as soon as a Trooper is deployed / revealed, and anytime when asked.
- **Seek Agreement.** Confirm judgement calls (e.g. if Line of Fire exists)
- **Clarity.** Allow your opponent to see dice rolls (and measurements). Your opponent may ask you to reroll any dice result they don't see.
- **Rules Disputes.** If there is a rules dispute, sort it out together, check the rules or clarify with a TO. Do not attempt to bully someone about the rules.
- **Mistakes.** Infinity is a complex game. Mistakes happen. Assume good faith and resolve them in a fair and friendly way.
- **Intent.** Be reasonable and err towards your opponent's intent – especially if it is explicitly declared. Equally, do not abuse intent in an unsportsmanlike way.
- **Play Fair.** Inform your opponent of things they should reasonably know, or things you think they may have forgotten so the game can proceed in the best spirit. Especially observe this with new players.

### **Match Procedure (For those new to tournaments)**

1. Tell your opponent what faction / sectorial you are playing.
2. Generate your classified objectives.
3. Discuss with your opponent the terrain, and ensure you agree.
4. Choose which list to play.
5. Make the lieutenant roll.
6. Deployment:
  - a. Allow your opponent to make hidden deployments, notes about the game etc. in private (leave the table or turn around)
  - b. During your deployment take photos and/or make clear notes about Private Information which may later be revealed to your opponent. Your opponent may ask you to verify this information at game end, and you should provide it.
  - c. 10mins is sufficient time to deploy.
  - d. Infiltration rolls are Open Information (performed in front of your opponent)
7. Exchange courtesy lists when you have finished deploying.
8. Play the game! Games have a time limit of 2 hours and 15 minutes. Be able to play 3 player turns with your force in half this time reliably!

### **Conclusion**

This Infinity 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 event questions can be forwarded to the ADFWGA at [adfwga@hotmail.com](mailto:adfwga@hotmail.com). All Infinity questions can be sent direct to the game organiser via the AC20 Facebook Event page.