



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 (ADFWGA)

WARHAMMER 40000 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 Warhammer 40k Organiser

Josh McGowan

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. 40k will be holding a two-day event. Your ticket covers you for the whole weekend's play.

Event Details

This will be a 2000 Point ITC style event. However, it is requested that players consider their opponent's enjoyment when building lists as we expect a fair few casual and new players to be in attendance. For the ITC veterans, take this as an opportunity to challenge yourself by taking subpar lists and use the event to teach, mentor and recruit new players into the circuit. Pay attention to the list construction requirements.

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 may be used with Game Organisers' permission. Noting that ADFWGA events have been traditionally focused towards hobby rather than winning games – it is requested that in the spirit of the event you

may a conscious effort to use a painted army to add to the events atmosphere and improve the enjoyment of the narratives unfolding for all players.

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 requested minimum)	This is unfinished	This is not painted
			

List Construction

- List construction is to be conversant with the latest ITC rules. Please consider the spirit of the event and your opponents’ enjoyment when building your lists.
- As a guide – if a 100% ITC hard hitting net list is the benchmark, we request lists that are about 66% in difficulty. We acknowledge that this is a hard and subjective requirement to meet – please see the community and the game organiser for guidance and list critique. Players abusing the spirit of the event will be required to tone down lists.
- Lists will be due on 13 April and will be made public on 14 April 20. For group pursuing.
- Please format it into a PDF and send to joshua.mcgowan@hotmail.com

Awards

Awards up for grabs include traditional Generalship and hobby but may include many wacky accolades up for grabs focusing on sportsmanship and fun.

Weekend Timetable

(All times subject to change)

Saturday 18 Apr 20

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 19 Apr 20

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.

Will be taken from and use the standard ITC system.

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. ITC terrain rules will be in effect.

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 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. ADFWGA events usually attract junior and new players due to the charity nature of our events. 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 AC 19 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 AC20Facebook Event page or by email to joshua.mcgowan@hotmail.com