



Introduction:

This event will continue the narrative campaign conducted over the last two ADFWGA events – the Damnation of the Herocius Concordian will continue.

Registration:

Players wishing to participate must purchase a ticket from ADFWGA (<https://www.adfwga.com/herocon>).

Event Staff

Game Organiser: ADFWGA Committee

Event Schedule:

| Saturday 12 Apr 24 | | |
|----------------------------|----------|----------|
| Doors open from 0800 | | |
| Player briefings | 08:50 am | 09:00 am |
| Round 1 | 09:00 am | 11:20 am |
| Scoring / Round 2 pairings | 11:20 am | 11:30 am |
| Lunch | 11:30 am | 12:30 pm |
| Round 2 | 12:30 pm | 2:50 pm |
| Scoring / Round 3 pairings | 2:50 pm | 3:00 pm |
| Round 3 | 3:00 pm | 5:20 pm |

| Sunday 13 Apr 24 | | |
|----------------------------|----------|----------|
| Doors open from 0800 | | |
| Round 4 pairings | 08:30 am | 08:40 am |
| Round 4 | 08:40 am | 11:00 am |
| Scoring / Round 5 pairings | 11:00 am | 11:10 am |
| Lunch | 11:10 am | 12:10 pm |
| Round 5 | 12:10 pm | 2:35 pm |
| Final results | 2:35 pm | 2:45 pm |
| Pack up | 3:00 pm | 5:30 pm |

Event Format:

- For this event you will need the following:
 - A 1,000 point Zone Mortalis list.
 - A 2,000 point Centurion List (must be built from the 1,000 point list) you may add wargear or numbers to unit however you may not take away from the core 1,000 point list.
 - A 3,000 AoD List (must be built from the 2,000 point list) you may add wargear or numbers to unit however you may not take away from the core 1,000 point list.
 - You may change your RoW between lists, you may also move units accordingly between your force organization slots to accommodate various RoW's. This may rule some RoW's out of use this is a deliberate act for both narrative and balance control.
- Special Characters are allowed.
- Missions will be provided on the day but may be drawn from all exemplar battles or the Original Black Books.

Player Requirements:

- Players should have all materials needed to play; digital copies of books are allowed.
- All armies are to be painted.
- Players **MUST** Submit their list via adfwga@hotmail.com by 07 Apr 24.

As per the previous iterations – the simplest rule is don't be a douche this applies to all aspects of the game from list construction to understanding and settling rules disputes.

Round Details:

- Players will be assigned pairings and a set table. Players are required to play against their assigned opponent on the specified table.

- Players will be given 140 (plus 1-5) (2 hr and 20 mins) mins to play including set up. If a game has not concluded when the time for a Swiss Round runs out, the players finish the current game round and calculate their scores.
- Where possible and communicated to all players the timings may be brought forward.

Rules Disputes:

In the event of a rules dispute players are encouraged to call for one of the organisers. The organisers will confer with the players before addressing the issue in accordance with the current Rules Reference Guide.

Social Media/Contact Us:

Check out our Facebook Page: <https://www.facebook.com/events/261822889649609/>