

ANZAC CUP 24 Warhammer Old World

Field of Roses - Narrative Event

Event Organiser – Andrew Hollis

Dates – Saturday 13th of April to Sunday 14th of April 2024

Venue – [Australian Defence Force Academy \(ADFA\) - Canberra](#)

Cost – \$25 through the ADFWGA website

DAY ONE

Saturday 13th April

08:30 – 09:00	ANZAC CUP 24 welcome and safety brief
09:00 – 12:30	Round One
12:30 – 13:30	Lunch Break
13:30 – 17:00	Round Two

DAY TWO

Sunday 14th April

08:30 – 09:00	Venue sign in and narrative update
09:00 – 12:30	Round Three
12:30 – 13:30	Lunch Break
13:30 – 15:30	Hastilude (Medieval Tournament)
15:30 – 16:00	Event wrap up and presentations
16:00+	Clean up and pack up

Schedule – The event will be split into three rounds of Old World games linked to the Campaign map and associated mechanics with a fourth, shorter, round of a Hastilude. The Hastilude is a casual medieval style Tournament which includes Jousting, Duels and Archery Shoots. There will be some gaming tables left setup for players who would like to continue with another game of Old World if they prefer. This format allows for players who need to leave earlier for flights and other commitments and also does not force the rushed play of two full games before the earlier wrap up time on the Sunday.

Format – First and foremost Field of Roses is a Narrative event, not a Tournament. There will be no podium finishes, there are no rankings and there will be some elements which do not revolve around the outright game win. If this style of game does not appeal to you, please consider playing in the Old World tournament instead.

Army Size: Armies are to be 1,000 points and fully painted. If you are having trouble completing your army prior to the event please reach out to the EO or the community and we can arrange for supplemental units to be loaned to you via the Allies mechanic.

Playable Armies: All Core and Legacy factions are permitted, alternative army options presented in Arcane Journals released prior to the event are also allowed.

Army Lists: In line with the Narrative focus of the event, please ensure that your army composition abides by the ‘Don’t be a dick’ rule. There is no comp scoring nor is there list submissions but we are all here to have a fun casual game, so please play in the spirit.

Restrictions: As part of the narrative of the event revolves around the armies being ad hoc and low level, there is a restriction on Characters; no 0-1 Characters can be used.

Side Board: For players who are able and keen to play with a larger force, there is a provision for an additional 500 points that can be brought as a Side Board. This Side Board can be used with agreement from your opponent (and the assumption that they will also be using one) but note that you must still try and complete your game within the Round windows.

Scoring – While there are no prizes for 1st, 2nd, 3rd place etc, there are a number of mechanics which will be keeping track of both individuals wins/actions and those of factions and races as a whole. This will be used to contribute towards the direction of the story line leading on from this event and may also be used for some awards. As such players will still need to report the results of their games to the EO so that they can be recorded and any special actions noted.

In addition to the regular scoring system there will also be a Land Claim mechanic in place alongside a campaign map. This will represent the territories that the armies are fighting over and the outcome of who claims them. Additional information on how this mechanic will work will be provided on the day during the morning briefing.

Hastilude – On the afternoon of the second day there will be the option for players to take part in a mini event known as the Hastilude. This event is effectively a recreation of a medieval tournament in which players use characters and champions from their army to compete in various games like Jousting, Duels and Archery Shoots. The Hastilude will be tied to the narrative of the primary event and the participants, along with their results, will be records in an online record of all such events which will be run. Additional information on the Hastilude and its structure will be provided closer to the event for those interested.

What is a Narrative event? – For a number of players the term Narrative event as opposed to a Tournament may be a new thing. It is an important distinction and knowing the difference between the two can help determine whether this event is for you or not.

Unlike a Tournament most Narrative events do not have podium finishes, so there is no prize or even acknowledgement of who came first, second or third. Nor is there any association to any organised Ranking systems or grading etc. Both of these elements work well within a Tournament structure as they encourage a level of competitiveness and list building to maximise your ability to win. Where as in a Narrative event the focus of the gameplay is more on the story and scenarios as well as the army you bring.

In many cases a Narrative event will have an evolving story line based upon the actions and results of the games played, they can also have team aspects with faction fighting against factions. But one of the key elements is that often Narrative events may have scenarios and mechanics which could create an unbalance between two opposing players, giving one player an advantage. This is obviously not ideal for a Tournament where all things should be equal as much as possible, but for an event based around a growing story, sometimes these scenarios happen and not all achievements are obtained through winning the game.

This particular event is referred to as a Pivot Point event which is major crossroad or determining event in the narrative progression. The outcome of this event will set the stage for future events in terms of faction strength, advantages and other story elements. As more events are run within the same narrative the story arcs will progress and flesh out a chronicle of sorts based on the campaigns played. The lead in narrative for this event can be found below.

The Field of Roses Narrative – Uneasy with the growing unrest in the Border Princes Confederacy and its threats to the stability of neighbouring regions of the Empire (and the estates of their wealthy benefactors), the Knightly Order of the Black Rose has determined that it will establish a new Chapter Keep in the area. A decree has been issued to all Honourable Nobles and able captains of companies in the Border Princes to assist the Order in clearing the area of savage infestation.

For three full days we shall wage war upon the greenskin, banditry and unholy elements, cleansing the land of their corruption and influence to create a bastion from which to expand our calming influence. On the fourth day we shall celebrate our efforts with a Hastilude and Tournament of peace held in the grounds of the newly secured Chapter Fief.

Those who come to the Orders aid will be richly rewarded with both coin and favour. Though be warned that such a venture will undoubtedly attract those of less virtuous ideals who may take advantage of the chaos and seek to pillage the resources of the territory.

