



WARHAMMER
THE HORUS HERESY

— LEGIONS —
IMPERIALIS™

ANZAC CUP

12 – 13 April 2025

EVENT: ANZAC CUP 2025

**VENUE: AUSTRALIAN DEFENCE FORCE
ACADEMY GYM (BUILDING 112) –
CAMPBELL ACT 2612.**

DATE: 12 – 13 APRIL 2025

SPOTS AVAILABLE: 16

FORMAT: SWISS ROUNDS

ROUNDS: 4

MISSIONS: TBA

POINTS AND RESTRICTIONS:

- 2700 POINTS
- NO WARMASTERS
- MINIMUM 1 TITAN REQUIRED IN LIST, (SPARE MODELS CAN BE LENT OUT IF YOU DO NOT OWN ONE)
- YOUR LIST CANNOT CONTAIN MORE THAN 20 ACTIVATIONS TOTAL (COMMANDER UNITS DO NOT COUNT TOWARDS THIS TOTAL)
- MAX 700 POINTS WORTH OF INFILTRATORS

ENTRY FEE: \$25



SATURDAY SCHEDULE

**8:00AM – PLAYER ARRIVAL
FOR ADF EVENT BRIEFING**

**8:15AM – TABLE SETUP +
ARMIES ON DISPLAY
VOTING**

**8:50AM – LEGIONS EVENT
BRIEFING**

9:00AM – ROUND 1

12:00PM – LUNCH

1:00PM – ROUND 2

4:00PM – END OF DAY 1

SUNDAY SCHEDULE

9:00AM - ROUND 3

12:00PM – LUNCH

12:30PM – ROUND 4

3:30PM – PACK UP

3:50PM – PRESENTATION

4:00PM – END OF DAY 2

WHAT TO BRING

- YOUR MODELS
- MEASURING TAPE
- DICE

- 6X OBJECTIVE MARKERS
- TERRAIN (IF YOU CAN SUPPLY SOME TO HELP FILL OUT TABLES)
- COPY OF YOUR LIST FOR YOUR OPPONENT

- PRIZES
- BEST GENERAL
- BEST PAINTED
- BEST LOOKING TABLE

SCORING

2 MATCH POINTS – AWARDED FOR WIN/BYE

1 MATCH POINT – AWARDED FOR A DRAW

0 MATCH POINTS – AWARDED FOR A LOSS

A BYE WILL BE AWARDED TO A RANDOM PLAYER AT THE BEGINNING OF EACH ROUND IF THERE ARE ODD NUMBERS REMAINING IN THE EVENT. A BYE WILL BE GIVEN TO THE LOWEST SCORING (LOWEST MP & VP), PLAYER OF EACH ROUND. ANY PLAYER MAY ONLY RECEIVE A BYE ONCE DURING THE EVENT.

A BYE WILL BE WORTH A MATCH WIN & THE VICTORY POINTS AWARDED WILL BE CALCULATED BY AVERAGING THE HIGHEST AND LOWEST VICTORY POINT WINS OF THE CURRENT ROUND.

E.G. PLAYER A) WON HIS GAME IN ROUND 2 AND SCORED 85 VICTORY POINTS – THE HIGHEST FOR ROUND 2.

THREE OTHER PLAYERS ALSO WON THEIR GAMES IN ROUND 2 WITH THE LOWEST VICTORY POINTS SCORE BEING 25.

THE PLAYER WITH THE BYE WILL BE AWARDED A WIN (2 MATCH POINTS) AND $(85+25)/2 = 55$ VICTORY POINTS

THE WINNER OF THE EVENT (BEST GENERAL), WILL HAVE THE HIGHEST AMOUNT OF MATCH POINTS. IF THIS IS TIED, THEN VICTORY POINTS WILL BE USED AS A TIE BREAKER TO DETERMINE THE WINNER.



MODEL REPRESENTATION

MODELS ARE TO REPRESENT THE DETACHEMENT THAT THEY'RE PART OF. WYSIWYG IS EXPECTED FOR MAIN WEAPONS. HULL AND SPONSON MOUNTED WEAPONS AREN'T REQUIRED TO BE ACCURATE ON THE MODEL BUT ARE HIGHLY ENCOURAGED. IF THEY AREN'T, THEY MUST BE CLEARLY OUTLINED TO YOUR OPPONENT BEFORE THE GAME BEGINS.

ANY MODELS ON BASES SHOULD BE REPRESENTED AS FOLLOWS (COMPARED TO GW ILLUSTRATIONS):

5 ON A BASE: MINIMUM 3 ON A BASE

3 ON A BASE: MINIMUM 2 ON A BASE

2 ON A BASE: 1 IS ACCEPTABLE (2 PREFERRED)

ALL MODELS SHOULD BE FULLY PAINTED.

LIST SUBMISSION:

PLEASE SEND YOUR LIST TO TOM CARNEY –

EMAIL: T_MAN351@HOTMAIL.COM

PLEASE HAVE YOUR LIST SENT IN NO LATER THAN 5TH APRIL, 2025. ANY RELEASED MODEL OR FORMATION BY GW WILL BE ACCEPTED UP UNTIL THIS DATE. (WITH THE EXCEPTION OF FORMATIONS THAT INCLUDE COMPULSORY WARMASTERS WHICH ARE NOT ALLOWED).

