



AUSTRALIAN DEFENCE FORCE WARGAMING ASSOCIATION (ADFWSGA)

ADFWSGA 006/19

GENERAL EVENT INFORMATION

HEROCON 2019 (7 – 8 December 2019)

Introduction

HEROCON 2019 (HC19) will be held in the Anne Meares Velodrome, Sleeman Sports Complex, located at the corner of Old Cleveland Road and Tilley Road, Chandler, QLD over the period 7-8 December 2018. This event is open to ADFWSGA members and the local community. HC19 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 HC19. Your chosen game systems players pack is attached to this document. Read this first then scroll down.

Objectives

The objectives of HC19 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 Brisbane and surrounding cities and states.
- c. to support the ADFWSGA charity: Soldier On.

Dates and Timings

The event is being held on 7 and 8 December 2019. All HC19 times are contained within the relevant players packs.

ANZAC Cup Organisers

The key personnel for this activity are:

- a. Supervising Officer (SO) – CAPT C. Bryers

- b. Event Coordinator (EC) – Sergeant T. Casey
- c. Assistant Event Coordinator (AEC) – Corporal R. Randall

Meals

There are multiple food outlets and large shopping centres within a 10-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 several hotels within 10 minutes' drive of the venue. Onsite accommodation is available through - <http://www.sleemansports.com.au>. ADF members can reference the event Joining Instruction for ADF accommodation options.

Transport

There is ample free onsite parking. The carpark with easiest access to the Anne Meares Velodrome is "P1" A link to a venue map is located here - <https://sleemansports.com.au/the-venue/venue-map.aspx>

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.

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. No bare feet are 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 venue 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 and/or your models/creations to be used for event and ADFWGA promotional purposes.

Table Etiquette

The following rules must be observed in addition to rules given in your player packs:

- a. You must make the enjoyment of you 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”.
- 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 allocated. This is to protect the venue, people’s personal property and terrain.
- d. Sealed drinks or cans are allowed. No open cups. All drinks must use a stubby cooler or coaster 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 cheap event entry as a result to encourage you to dig deep for a great cause.

Other attractions and retailers

HC19 will see not only organised tabletop play, but various other activities and retailers as well. Keep an eye out on our official Facebook event page for a developing list.

Conclusion

HC19 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.

Cheers and good gaming

Tyron Casey
ADFWGA Vice Chairman

20 May 2019

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/herocon>
ADF Joining Instruction Link: <http://www.adfwga.com/herocon>



AUSTRALIAN DEFENCE FORCE WARGAMING ASSOCIATION (ADFWSGA)

STAR WARS X-WING PLAYERS PACK

HEROCON 2019 (7-8 December 19)

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.

HC19 X-Wing Organiser

Ben Jordan - ben.jordan@live.com.au

Entry and Tickets

Tickets are to be purchased online at www.adfwsa.com.

Entries close on 3 Dec 19 or when tickets sell out. X-Wing will be holding a two-day campaign. All detail for this event are in this pack. If you are only able to play one day you are still welcome. Please contact the Xwing organiser direct after purchasing your ticket.

Event Details

This event is a “**Relaxed Tier**” tournament to allow Legion players of all types to get involved – however knowledge of the base game rules and having played the game is desirable.

This event will use a “**Customised**” structure. Players will be paired up randomly on round 1 and then by swiss pairing for the remaining rounds. 8 rounds will be played regardless of player numbers.

Equipment Required

Each Player is required to bring the following:

- Your squad as detailed in army composition later in this document.
- All upgrade and ship cards relevant to your army
- All required Tokens and dials
- Movement Tools
- Dice
- Range Ruler
- A pen
- A tray/system to move your army around the play space
- Physical or digital access to the X-Wing Rules Reference

Army Construction and Submission

- You are to create a squad list for the event using the “**Extended**” format
- Squad lists are to be submitted to the game organiser at ben.jordan@live.com.au no later than 3 Dec 19.
- Army lists sheets are available at the X-Wing FFG website

Weekend Timetable and Round Time.

(All times subject to change – meals will be taken when games allow).

The Table below shows the timetable and session times. A **HARD dice down rule** will be enforced should time elapse. Players are to self-manage this time to ensure that both players get an even amount of play/activation time.

Saturday		Sunday	
Registration	0830 – 0845	Registration	0830 - 0845
Welcome/Session 1 Brief	0845 – 0930	Welcome/Session 5 Brief	0845 - 0930
Session 1	0930 – 1045	Session 5	0930 – 1045
Session 2	1100 – 1215	Session 6	1100 – 1215
Lunch	1215 – 1300	Lunch	1215 - 1300
Session 3	1300 – 1415	Session 7	1300 – 1415
Session 4	1430 – 1545	Session 8	1430 - 1545
Campaign Update	1600 – 1630	Awards	1600

Getting a Game Started

The following steps must be performed before players can begin their game each tournament round.

1. Each player places their squad outside of the 3' by 3' play area next to their assigned player edge.
2. Both players reveal all components in their squads and assign ID indicators to all ships. If playing with the default components, one player must display only the white numerals of their ID tokens; the other player must display only the black numerals (if both players already set the same colour, the players should flip a coin or otherwise determine randomly which player must switch their indicators to the other side). If playing with coloured-in IDs or appropriate substitutes, each player's ships must be differentiable from their opponent's. Prior to the first round of a tournament, the marshal may mandate that each player manually verify their opponent's squad point total.
3. Each player may request to examine their opponent's damage deck to validate its contents. Each player shuffles their damage deck thoroughly and presents it to their opponent. The opponent may shuffle and cut the deck if desired. Players cannot share a damage deck.
4. Players determine player order. The player with the lowest squad point total decides which player is the first player. If both players are tied with the same squad point total, players must use a method to determine a player at random, such as flipping a coin. The winner decides who is first player.
5. Each player places their three obstacle tokens next to the play area to form a pool of six obstacles. The first player chooses one of these obstacles and places it into the play area. Then, the other player chooses one of the remaining obstacles and places it into the play area.

The players continue to alternate until all six obstacles have been placed. An obstacle cannot be placed at Range 0–2 of any edge of the play area or at Range 0–1 of another obstacle.

6. Players place their ships in ascending initiative order from lowest to highest initiative, using player order as a tiebreaker. Ships must be placed within range 1 of their player edge. Each time a ship with a turret arc indicator is placed, the player rotates the arc to select a legal standard arc.

7. Players prepare any additional special components they may need.

Painting Requirements

As X-Wing miniatures are supplied pre-painted there are no painting aspects applied to this event.

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 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.

Slow play and game timing. Corporate knowledge of X-Wing within the community is getting better but is most definitely not where it could be. 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 hall so that gamers can keep tabs on their game. Penalties will be given to scoresheets that are sent in late. Those found to be participating in deliberate slow play will be penalised as per cheating at the discretion of the Games Organiser.

Grudge Matches

Any person may challenge another 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 X-Wing event is being held to support the HC 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 X-Wing questions can be sent direct to the game organiser at ben.jordan@live.com.au