



# AUSTRALIAN DEFENCE FORCE WARGAMING ASSOCIATION (ADF WGA)

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ADF WGA 001/19

## GENERAL EVENT INFORMATION

**ANZAC CUP 2019 (6 – 7 April 2018)**

**Game System specifics are attached to the end of this document. Read this document first.**

### Introduction

ANZAC Cup 2019 (AC 19) 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 6-7 April 2019. This event is open to ADF WGA members and the local community. AC 19 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 19. Players packs details game system specifics including details on casual, board and card gaming are attached to this document.

### Objectives

The objectives of AC 19 are to:

- a. Promote the ADF WGA and tactical thought process by way of tabletop wargaming amongst ADF personnel
- b. to develop the relationship between the ADF WGA and its members with the local tabletop gaming community in Canberra and surrounding cities and states.
- c. to support the ADF WGA charity: Soldier On.

### Dates and Timings

The event is being held on 6 and 7 April 2018. All AC 19 times are contained within the relevant players packs.

### ANZAC Cup Organisers

The key personnel for this activity are:

- a. Supervising Officer (SO) – Captain 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 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](http://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. 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 you 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 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 19 will see not only organised tabletop play, but various other activities including trade stalls, demonstration games and more. Keep and eye on the event Facebook page for more information.

## Conclusion

AC 19 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

19 Jan 2019

ADFWGA Website: [www.adfwga.com](http://www.adfwga.com)

ADFWGA Facebook: [www.facebook.com/ADFWGA](http://www.facebook.com/ADFWGA)

ADFWGA Email: [adfpga@hotmail.com](mailto: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>



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## AGE OF SIGMAR PLAYERS PACK

### ANZAC CUP 2019 (6 & 7 April)

**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.**

**AC 19 Age of Sigmar Organiser – Sam Allan – [samallan11@hotmail.com](mailto:samallan11@hotmail.com)**

### Entry and Tickets

Tickets are to be purchased online at [www.adfwsa.com](http://www.adfwsa.com).

Please purchase an Age of Sigmar ticket as it is specific to this event.

Entries for AOS close on 27 Mar 19 or when tickets sell out. AOS will be holding a 2-day event. Your ticket covers you for the whole weekends worth of play and activities.

### Event Details

This is a 5 round – 2000 Point Singles Event – 40 Player Cap.

### Equipment Required

- Your Fully Painted Army
- Warscrolls for your full army
- Generals Handbook 2018 & applicable FAQ's
- At least 2 copies of your army list
- Dice and Tape measure
- 6 Objective Markers (of a sensible size)
- Markers or counters for marking buffs
- A carry tray
- Calculator or a phone with full charge
- Pens
- Glue
- Deodorant

### Army Construction and Submission

- You may spend up to 2000 Points using Battlehost restrictions.
- The WYSIWYG rule applies. Please engage with the organiser if you wish to use alternate models BEFORE the event army list submission date.

- Players will select their army using the Matched Play rules for Age of Sigmar.
- Any model that has points in the Generals Handbook 2018, later Battletomes or Forgeworld can be used.
- Compendium units will not be allowed.
- Firestorm Allegiances will not be allowed.
- Realm Spells will not be allowed, but Realm Artefacts and Endless Spells shall be allowed.
- Lists are to be submitted to [samallan11@hotmail.com](mailto:samallan11@hotmail.com) by Midnight Saturday 30th of March 2019.
- Lists are to be submitted as plain text in the body of an email. You can copy the output from Warscroll Builder into the email quite easily.
- Realm, Command Traits and Artefacts are to be noted on the army list.
- Prayers and spells are chosen each round before starting the battle.
- If a unit has different options or variations, such as a Bastiladon, this should be noted on the list. This will allow us to check and publish lists easily.
- Lists that are received late may receive a penalty at the Organisers discretion.

## **Weekend Timetable**

**(All times subject to change)**

### **Saturday 06 Apr 19**

0830	Venue open and registration at main entry
0845 - 0900	Event and Safety Brief
0900 - 1145	Game 1
1145 - 1215	Lunch
1215 - 1445	Game 2
1500 - 1745	Game 3

### **Sunday 07 Apr 19**

0830	Venue open and registration at main entry
0845 - 0900	Event and Safety Brief
0900 - 1145	Game 4
1145 - 1215	Lunch
1215 - 1445	Game 5

1445 - 1530	AOS Pack up
1530	Awards

### Missions/Battleplans

Battleplans will be taken out of Generals Handbook 2018, which battleplans and their order will be announced before the round begins.

### Realms

Realm rules will be in effect, which realms are used in which round will be announced before the round begins.

### Round Times

Each round will be 2 Hours and 45 minutes.

### Scoring

Army List and Painting	
List submitted on time	5
List correct and in correct text format	5
Painting (See Paint Scoring)	20
Battle (per round)	
Major Victory	20
Minor Victory	15
Draw	10
Minor Loss	5
Major Loss	0

### Painting Requirements

- **If your army is painted and is your own work.** You qualify to compete for all awards on offer at this AOS event.
- **If your army is painted but is not (or parts of it are not) your own work.** You qualify to compete for all awards on offer at this event except for any painting or hobby related awards.
- **If your army is not painted or parts of it are not painted these models will be removed from play – do not show up with an unpainted army.**

ADFWGA events do not abide by the traditional “3 colour rule” when determining if an army is painted or not. We have seen this abused at previous events (sprue grey army, with 3 dots of colour on the shoulder pads as an example) and instead abide by a simple definition instead.

**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 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”.

The game organiser will have the final say regarding an army’s “painted or unpainted” status.

For players that have a “formally diagnosed medical condition or permanent injury” that hinders their ability to paint – a painting score may be awarded at the discretion of the EO (usually the event average) so as not to disadvantage them, however the army used must still count as fully painted.

Players Choice Voting will also be conducted over the course of the weekend. Please get around to the armies during the event and note which army is your favourite. More details on this will be given at the event.

## **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.

## **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.** 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.

**Conceding a Game and being late.** As conceding a game before it has reached its natural conclusion and being late without prior permission from the organiser (more than 10 minutes) for a round start time is unsportsmanlike; should this occur it will result in your opponent receiving a Major Victory and maximum kill points.

## **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.



## Paint Scoring

Criteria	Points
<b>Painting</b>	
Minimum Standard - Strictly the minimum allowable standard	1
Basic - Basic Shading or highlighting	5
Intermediate - Some work done with washes or highlights to enhance the look of the army.	10
High - Consistently high level of painting across the army	15
<b>Basing</b>	
Minimum - one painted colour, the minimum allowed.	1
Basic - sand/ cork and paint or moulded bases	2
Intermediate - Multiple aspects such as sand/cork plus tufts or other complimentary items	3
Advanced - High level of immersion with theme and models	5
<b>Modelling</b>	
Army has minor kitbashes on a handful of models.	1
Army has extensive kitbashes or a handful of conversions	3
Army has extensive conversions or army fully converted and kitbashed.	5
<b>Advanced Techniques</b>	
Army shows small amounts of freehand, eg symbols or markings	1
Army shows multiple examples of freehand eg multiple banners, markings or tattoos	3
Army shows accomplished, consistent and extensive use of advanced techniques such as OSL, wet blending, non metallic metal, large-scale freehand etc	5
<b>Display Board</b>	
Army has a basic board (eg black painted frame to display army)	1
Army has display board which is painted and based to match army	3
Army has a highly effective display board that enhances army presentation	5
<b>Overall Impressions</b>	
Army is visually cohesive	5
Endless spells are painted to match army basing or are on clear bases	2
<b>Total Capped at 20 points</b>	

## House Rules and Clarifications

**General Rules.** Battletomes and GW FAQ's up to 31<sup>th</sup> of March 2019 will be used  
Triumphs from Pitched Battle will be used

**Terrain, Terrain Warscrolls and Substitutions.** Terrain is pre-set on the tables and should not be adjusted. Mysterious terrain effects should be rolled before each game. Other than Citadel Woods, GW Terrain warscrolls will not be used unless they are purchased as part of your army or part of a battalion you've purchased (i.e. Balewind, Sylvaneth Wyldwoods, Baleful Realmgate) Woods used to make a Sylvaneth Wyldwood should be Citadel Woods or of an equivalent size. Sylvaneth Wyldwoods must have their trees to be used. If a wood (of any kind) has removable trees, models may not move or be placed in the holes that the trees sit in.

**Warscrolls.** For units with multiple types of standards or musicians, one of each type standard and musician may be taken in the unit. For example, in a unit of Plague Monks may contain one of each of the following: Icon of Pestilence, Contagion Banner, Doom Gong and Bale Chime.

**Winning the Game.** If you destroy all units in a battalion, you earn the kill points for the battalion as well. No kill points are awarded for Endless Spells or Command Points

**Measuring Distances.** When measuring distance vertically, you will use a volume from the base footprint as high as the models head (or torso) whichever is the highest point (please note this excludes limbs, wings, weapons banners and weapons even if they have a head on a spear...)

## Conclusion

This AOS 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 makes sure that your opponents have a great time.

All event questions can be forwarded to the ADFWGA at [adfwga@hotmail.com](mailto:adfwga@hotmail.com)

All AOS questions can be send direct to the game organiser - [samallan11@hotmail.com](mailto:samallan11@hotmail.com)