

In conjunction with the

## **ADF Wargamers Association**

and in support of

## **Soldier On**

## **Kings and Heroes**

A Kings of War Event



## **Main Details**

**When:** Sunday, 13<sup>th</sup> April 2025, from 9:00am

**Where:** Gymnasium of the Australian Defence Force Academy (ADFA), located on General Bridges Drive (opposite the Medical Centre), Campbell, ACT

**What:** 3 Games of Kings of War at 2000 points.

**Tickets:** \$15 payable via ADFWGA website – <https://www.adfwga.com/shop>. All funds go toward the running of the event and all excess funds at the end of the event are donated to charity (Soldier On – Australia). Capped at 12 players so get in early to secure your ticket.

**TO/Bye buster:** John McGarry

**Game Play:** Chess clocks will be used with 55 min for each player inclusive of deployment. Rules changes as per Clash of Kings 2025 will be in effect with the exception that Command Dice and associated rules will NOT be used. Withdraw rule will be in play.

### **Schedule:**

	Time
Arrive	9:00 am
Game 1	9:15 – 11:05 am
Game 2	11:20 – 1:10 pm
Lunch	1:10 – 2:00 pm
Game 3	2:00 – 3:50 pm
Presentation of Winners Trophy	4:00 pm

**Lists:** To be submitted in the Mantic Companion by Friday 11 April. Code is xDq9PJlCTf

**Terrain:** The terrain heights will be as follows:

- Hills – 3
- Obstacles – 2
- Fields/Ponds – Flat, but 1 when within
- Forests – 10
- Buildings/Impassable - 8

**Prizes:** There will be a trophy for first place based on Blackjack scoring.

**Other stuff:** The ADFWGA pack is here

[https://www.adfwga.com/files/ugd/d736d5\\_b186845b7a0c4949a30739a7c5b6d7f2.pdf?fbclid=IwY2xjaWlX8j9leHRuA2FlbQlxMAABHcfFfdorIR4Oxjr90AX\\_LdtDFeEwV1t0KHDXEVpP8BSpofB9tjX7VCH3w\\_aem\\_XpVT7FUcHmhVmpiiv0eJlg](https://www.adfwga.com/files/ugd/d736d5_b186845b7a0c4949a30739a7c5b6d7f2.pdf?fbclid=IwY2xjaWlX8j9leHRuA2FlbQlxMAABHcfFfdorIR4Oxjr90AX_LdtDFeEwV1t0KHDXEVpP8BSpofB9tjX7VCH3w_aem_XpVT7FUcHmhVmpiiv0eJlg)

This details a number of administrative and logistics issues (e.g nil catering on site) that you need to be aware of.