

Introduction

This will be a casual OPR tournament to introduce new players to the rules of OPR, and experienced OPR players to competitive play.

When and Where

- Date – Sunday 13 April 2025 0900-1600
- Venue – Australian Defence Force Academy (ADFA) Gym – Canberra – [map here](#)
- Tournament cost – \$15
- Registration is located here – [ADFWGA website](#)

Rules and Format

- Ruleset OPR Grimdark Future 3.4.1 - [download](#)
 - Age of Fantasy welcome using AOS force org and army lists
- Points: 3000 or 2000 (awaiting voting)
- Official OPR army lists only
 - No community lists
 - No Aircraft
- Rounds: 3 @ 3000pts or 4 @ 2000pts
- Swiss Pairing will be used
- Rounds will be 2 hours / 90 minutes in length to ensure you have the best chance of achieving a complete 4 turn game.
- Allow for 10 minutes at the start of each round to adjust terrain and discuss with your opponent.

Scoring and Pairing

- The match-ups for the first round are randomized, and from round 2 players are paired by matching players with the same VPs together, from highest to lowest score.
- Scoring will be Win 3VP /loss 1VP /Draw 2VP
- After the last round of matches the player with most VPs wins, and in case of a tie the player with the highest total objective points captured across all matches wins. Otherwise, it's a tie.

Prizes

Prizes will be awarded for the following categories:

- Overall 1st, 2nd, 3rd
- Wooden Spoon
- Best Proxy army

Player Requirements

- Printed Army list for 3000pts (if able) and 2000pts (backup) – [ArmyForge](#)
- Dice, tape measure and any measuring implements required.

- Glue for emergency repairs.
- Objective Markers.
- Activation/status markers

Army Requirements

OPR is a miniature agnostic wargame, as such any model line from any 28-38mm wargame is welcome. (Bonus points for lego). 3D printing is welcome.

- Base sizes in ArmyForge are only a recommendation and not enforceable
- Models should have clear distinction on what unit/upgrade they represent
- There will be no painting/hobby contest

Terrain

Some terrain will be made available, however as OPR is terrain intensive, players are encouraged to bring transportable and easily identifiable pieces if they wish.

Schedule

Schedule will be dependant on the result of match points voting, to be determined NLT registration.

3 Rounds – 3000pts	
Time	Event
0800-0830	Registrations and setup
0830-1030	ROUND 1
1030-1045	Reset for round 2
1045-1245	ROUND 2
1245-1345	Lunch & reset for round 3
1340-1545	ROUND 3
1545-1630	Presentations and Packup

4 Rounds – 2000pts	
Time	Event
0800-0830	Registrations and setup
0830-1000	ROUND 1
1000-1015	Reset for round 2
1015-1145	ROUND 2
1145-1230	Lunch reset for round 3
1230-1400	ROUND 3
1400-1415	Reset for round 3
1415-1545	ROUND 4
1545-1630	Presentations and Packup

Line of Sight Guidelines

As OPR is model agnostic, the following LOS guidelines are in force:

Top Down LOS

- models can see targets by drawing lines between their bases, and obstructions block sight based on their assigned height.
- Before the game begins, players must assign a height value to all units and terrain.
- the following pre-set heights are used:
 - Height 1 - Swarms
 - Height 2 - Infantry, Artillery
 - Height 3 - Large Infantry, Cavalry, chariots
 - Height 4 - Large Cavalry, Monsters, Vehicles
 - Height 5 - Large Monsters, Giants
 - Height 6 – Titans
- When standing on top of terrain, units add its height to their own, and the total counts as their new height value
- To determine line of sight, simply draw a straight line from any point of the model's base to any point of the target's base. If the line doesn't pass through any obstacles or units of same height or higher than both models, then the model has line of sight.

Adjudication and Rules Questions

The TO and other players will be available for any rules clarifications and rules questions. A copy of the advanced rulebook will be on hand with expanded rules explanations.

Tournament Organiser

This tournament is being organised by the ACT OPR Rangers. Feel free to reach out for further questions:

- POC: Andrew Watts
- Email: Andrew.watts5@defence.gov.au / rubiconus@hotmail.com
- [OPR Canberra FB page here](#)

Rationing

Due to the location of this event it may be prudent to have a plan in place to avoid missing the start of the next round. This is particularly important for the second day as many players will be scheduled flights shortly after the round finishes.

The nearest facilities for take away meals are located at Canberra airport.

Acknowledgement

We would like to thank the Exterminatus committee and ADFWGA for making this event possible through the use of their gaming mats, terrain and general support.