

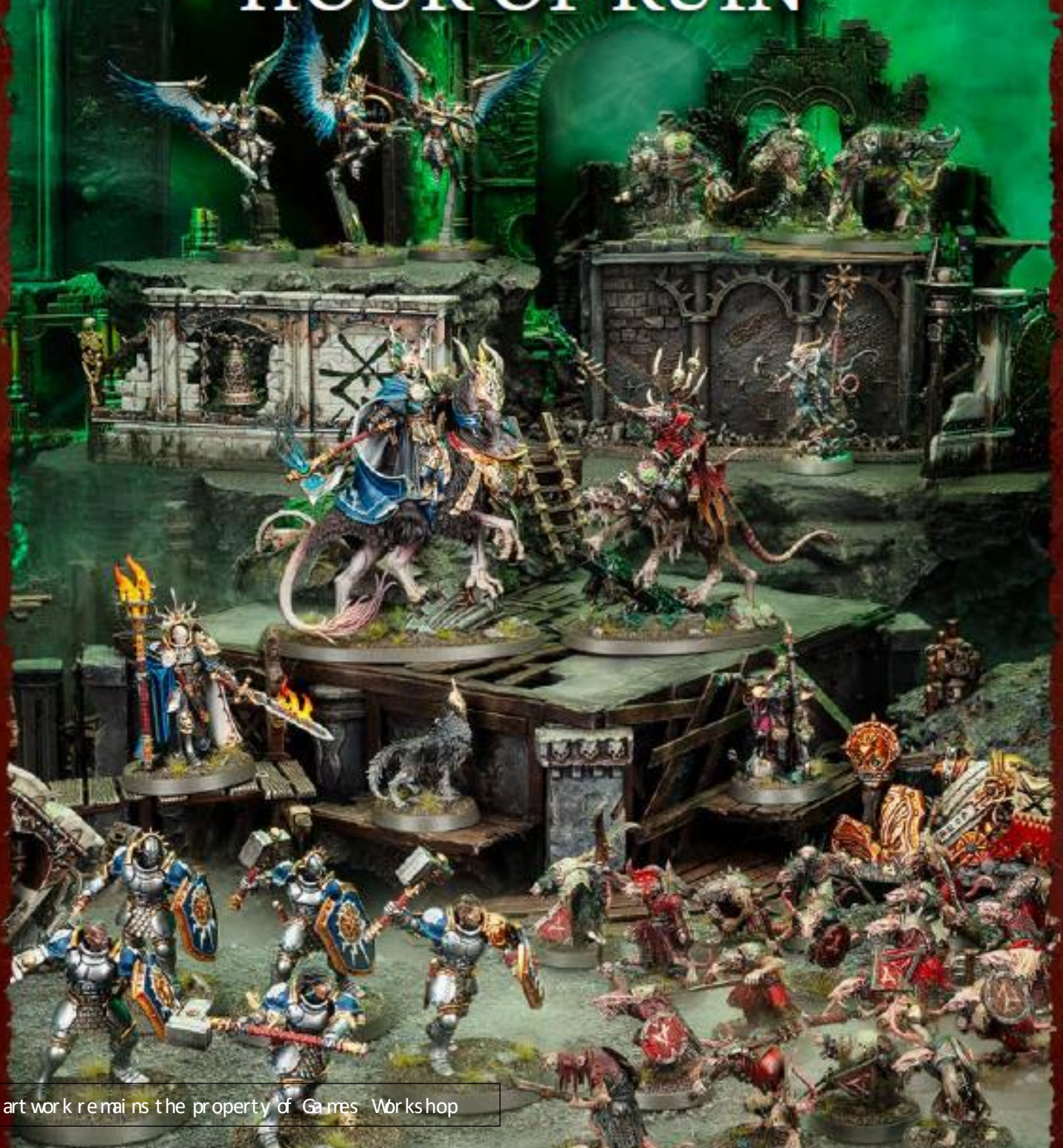
ADFWGA presents:



WARHAMMER AGE OF SIGMAR

SPEARHEAD

HOUR OF RUIN



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AGE OF SIGMAR: SPEARHEAD

THE HOUR OF RUIN

The Hour of Ruin is a two-day event for Warhammer Age of Sigmar: Spearhead held at the Australian Defence Force Academy (ADFA) as a part of the Australian Defence Force Wargaming Association (ADFWGA) ANZAC Cup. This event pack provides information to prepare for the two-day Spearhead event. Each player will need to demonstrate astute knowledge of the game and make sound tactical decisions to win their games. In addition, our events are a celebration of the hobby, so an attitude overflowing with good cheer, sincerity and positivity is essential for those of you looking to have a great time rolling dice.

Mission:

The ADFWGA aims to promote the hobby of table-top wargaming within the Australian Defence Force (current and ex-serving members and Defence civilians); this hobby has assisted ex-serving ADFWGA personnel as they transition out of defence and undertake rehabilitation. For serving personnel it provides an opportunity to exercise tactical decision making, it stimulates discussions about tactical problems and places emphasis on the adversarial aspects of wargaming in a safe-to-fail environment (AKA professional development).

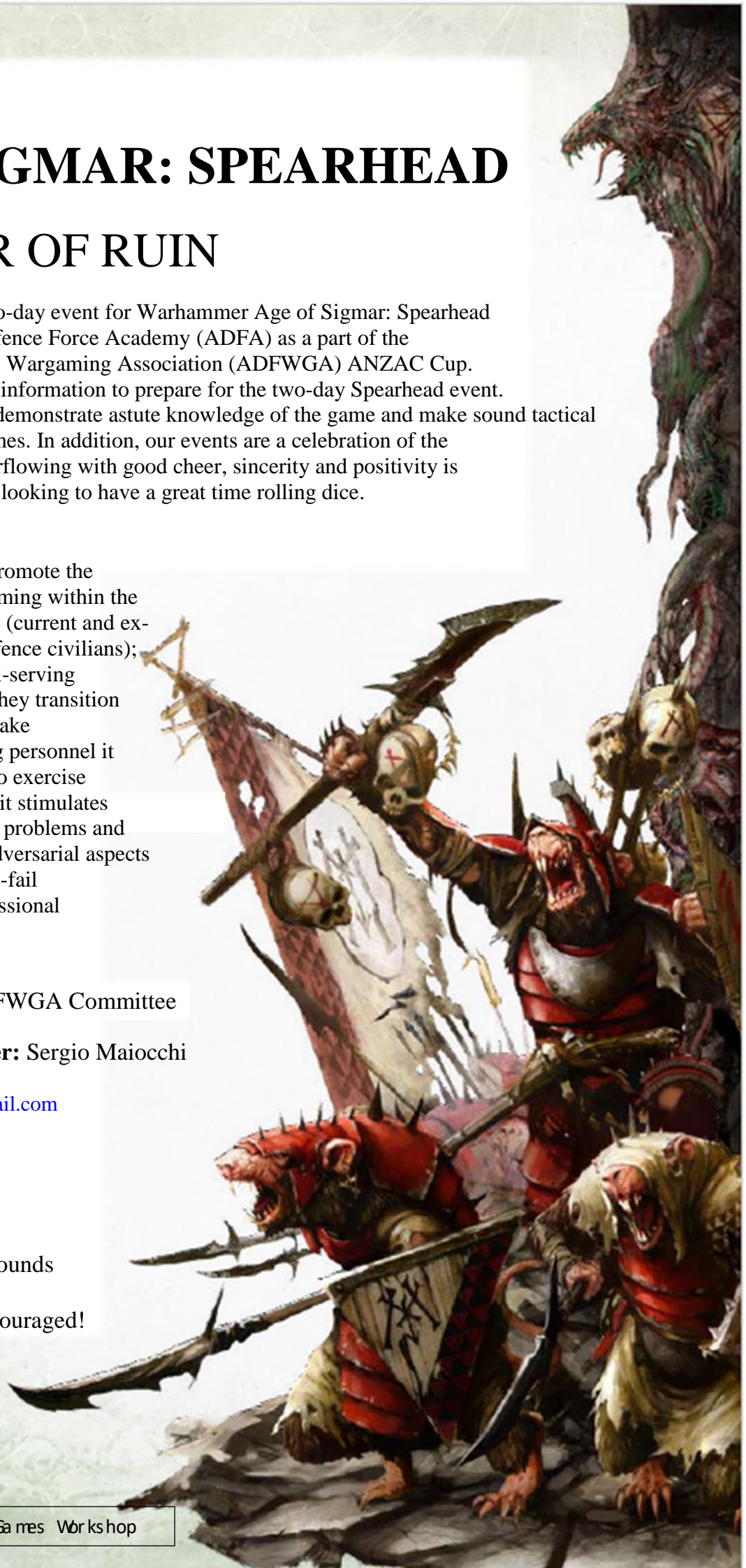
Event Organiser: ADFWGA Committee

Tournament Organiser: Sergio Maiocchi

Contact: adfwga@hotmail.com

Event at a glance:

- ✓ Two-day event
- ✓ Five two hour Rounds
- ✓ Swiss pairing
- ✓ New players encouraged!



1.0 EVENT ESSENTIALS

Date: 12th -13th April 2025

System: Warhammer: Age of Sigmar - Spearhead

Spearhead Selection: Each player may bring multiple Spearhead forces - see the Spearhead Selection and Painting section for more details.

Number of games: Five

Publications in use: Warhammer Age of Sigmar Core Book or Fire and Jade Core Book, and up-to-date FAQs and Errata.

Tools of War: Attendees are expected to bring their Spearhead, One Complete set of Spearhead cards, dice, a tape measure and all relevant rules publications. You may also bring a set of terrain for the event (see 2.2 Bringing your own terrain for more information)

Venue: ADFA Gym – Canberra

Parking and Transport: There is free onsite parking opposite the gymnasium. Public transport does attend ADFA. Please check bus times here -

<https://www.transport.act.gov.au/>.

Cost: \$25 through the ADFWGA website (players wishing to participate must purchase a ticket from ADFWGA (<https://www.adfwga.com/>))

Refreshments: Drinks and snacks are available to purchase from ADFWGA on the day.

Other activities: Favourite Spearhead competition and Raffles in support of Soldier On.

2.0 SPEARHEAD SELECTION AND PAINTING

2.1 Spearhead Selection

You will require a fully painted Spearhead force to play at this event.

2.1.1 Multiple Spearheads: You may bring multiple Spearhead forces to this event if you wish.

2.2 Bringing Your Own Terrain

One of the great things about Spearhead is that, if you would like to, you can model your own terrain pieces which are themed with your force. What's more - if you do, and it's painted, you'll be able to display it with your Spearhead as part of the Favourite Spearhead Competition.

You need one Large terrain piece and one Small terrain piece. These should display the same traits as the terrain pieces included with Spearhead: Fire & Jade Gaming Pack. These should roughly be the same size and shape as the terrain pieces included with the Spearhead: Fire & Jade Gaming Pack. If you bring your own terrain you will be eligible for the 'Architect of the Mortal Realms' award.

2.3 Modelling and Painting

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. Painting your miniatures, taking them from bare plastic to fully realised warriors, is also one of the most satisfying parts of the hobby.

With this in mind, all miniatures in your collection must be Games Workshop or Forge World miniatures (excluding basing or scratchbuilt components), and be fully assembled and painted to a Battle Ready standard. Battle Ready models have their main areas coloured and a simple finish on their bases. Check out Warhammer TV on YouTube for Battle Ready tutorials and for inspiration head to your local Warhammer store where the friendly staff can help you find the paints you need and answer your questions. Below are some examples of models painted to a Battle Ready standard.



Don't forget, each model must accurately represent its entry on your warband roster (What You See Is What You Get - WYSIWYG). For example, if your Spearhead includes a Grot with Stabba the model must be equipped with a Stabba.

3.0 TOURNAMENT POLICIES

At ADFWGA events we place great emphasis on playing excellent games with like-minded people. Therefore, we expect players to play each game with a certain code of conduct to support this. When you arrive at your table for a game, greet your opponents, introduce yourselves, offer them a copy of your tournament roster and start the game promptly. We then expect players to treat each other positively and demonstrate good sportsmanship.

3.1 Judges

If you disagree on the interpretation of a rule in the game, we will have members on hand to help as referees. Feel free to ask one of us to help solve the problem. The first place we will look is the rulebook or relevant publication, so we recommend having a read yourself before calling us over. If players do require us to make a ruling, the referee's decision is final.

A Note on Active Judging: Judges are empowered to actively stop instances of illegal play, with or without a player's specific request for intervention. If a player has concerns at any point, they are always welcome and encouraged to call a judge. While we will not have judges at every table, and we cannot stop every instance of a minor misplay, our goal here is to make sure all the games at are enjoyable for everyone.

3.2 Conceding

We expect all players to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the final rankings. In the unlikely event that a player does concede before the game has reached its natural conclusion, then the conceding player records a loss and zero victory Points. The conceding player's opponent records a Victory and any Victory Points they have already scored that game. Of course, if you have some kind of emergency that means you can't proceed, just let the event staff know right away.

3.3 Dress and Bearing

It is expected that attendees are dressed in accordance with the ANZAC Cup players information pack. We remind players that games are to played in the spirit of the game.



4.0 TOURNAMENT FORMAT

4.1 Battleplans

Once pairings have been determined for each game, players should select which of their available Spearhead forces they would like to play, and then follow the process set out on the Battleplan: Fire and Jade.

4.2 Which Spearhead to use

If you have brought multiple Spearheads to the event you must roll off in front of your opponent to decide which one you will use from those you have not used to that point. If you get to a game where you have used all of your available Spearheads then you can add them all back into the pool of those available.

For example, Ben has brought four Spearheads to the event. For the first game these are all available so he rolls off and has to use his Lumineth Realm Lords. For the second game he now has three available to use, as the Lumineth will not be allowed to be used again.

Sarah has brought two spearheads to the event. Before game 1 she rolls off and has to use her Gloomspite Gitz spearhead. For game 2 she must use her Skaven Spearhead. Because both Spearheads have now been played Sarah will have to roll off again before game 3 to see which one she will use.

4.3 Scoring and Pairings

During the event you will play five games of Spearhead each lasting up to two hours. Your first opponent will be randomised, and after that, you'll be matched against an opponent with a similar ranking to you using the Swiss Tournament pairing system.

After each game you will need to report the result of the game, as either a win (three points), a draw (one point) or a loss (zero points) for each player, along with your total victory points scored. Players will be ranked in order, first by the number of games they won and second by the total amount of Victory Points they have scored. Win your games if you can, but even if you think you may lose, it's still worth trying to score any Victory Points you can!

4.4 Favourite Game

After your final game, you'll be asked to vote for the two players you enjoyed playing against the most. Maybe they displayed an excellent sporting attitude, perhaps they were positive and friendly, or it was generally a fun and engaging game. The player who receives the most votes will win the Most Sporting Player award.

4.5 Event Schedule

Saturday 12 April

0800 - 08:30 ANZAC CUP 2025 Welcome and Safety Brief

08:30 - 09:00 Event Briefing and first pairings.

09:00 - 12:00 Game 1

12:00 - 13:00 Lunch and Architect of the Mortal Realms judging

13:00 - 15:00 Game 2

15:00 - 17:00 Game 3

Sunday 13 April

08:30 - 09:00 Event Briefing and first pairings.

09:00 - 12:00 Game 4

12:00 - 13:00 Lunch and Favourite Spearhead competition.

13:00 - 15:00 Game 5

15:00 - 15:30 Break

15:30 - 16:00 Awards Presentation

16:00 + Clean and Pack Up

4.0 TOURNAMENT FORMAT (CONT.)

4.6 A Note on Lateness

Should you arrive late to Round 1 of the event, you will be paired with any other late arrivals (again, where relevant) with a mandate to complete your game in the remaining round time. A subsequently incomplete game may result in point penalties.

4.7 Event Awards

- **1st, 2nd, 3rd** - For the players who rank highest overall based on game points, tie breakers based on victory points
- **Favourite Spearhead 1st, 2nd, 3rd** - As voted by you, for the most impressive looking Spearhead.
- **Most Sporting Player** - For the player with the most Favourite Opponents votes, with highest overall ranking as the tiebreaker.
- **Architect of the Mortal Realms** - Judge voted for the player with the most creative terrain

5.0 FAVOURITE SPEARHEAD COMPETITION

During the lunch break on the second day we will hold the Favourite Spearhead competition to celebrate hobbyists who have gone the extra mile in their modelling and painting to create something truly remarkable. The competition is open entry, though to enter you must have built and painted any submitted miniatures yourself and the models must be from the Spearhead you are using at the event. Peer judging will take place with the winner earning the Favourite Spearhead award. Note that appropriately sized diorama bases for Spearheads are permitted within this competition.

If you have brought multiple Spearheads you should select one of these to enter into the painting competition. Please note you must also play at least one game with the Spearhead force you enter into the painting competition.

The Events Team may specify additional requirements during the event for any unusual or particularly large entries. If you have any queries regarding the competitions, feel free to contact us before the event.

6.0 HEALTH & SAFETY

This event will be run in accordance with the health and safety guidelines outlined in the ANZAC Cup players information pack and to be briefed to all participants on day one of the event.

The Most Important Rule:

Have fun!

