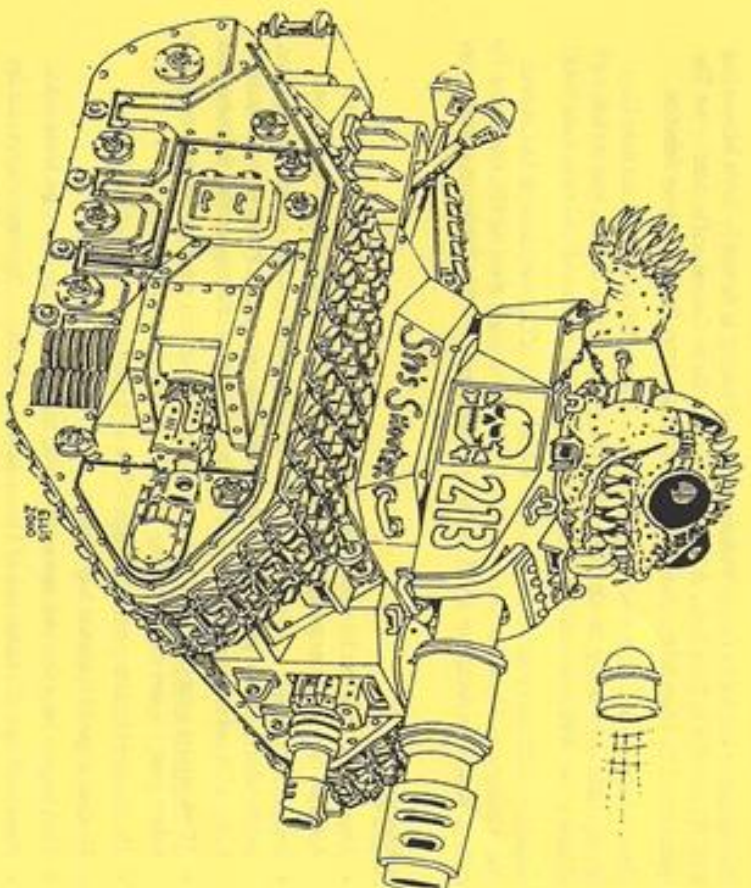


ARCANAGON XVIII 40K



ENTRY DETAILS

Every attendee of Arcanagon XVIII must complete an entry form. This is an abbreviated version of the Arcanagon entry form, for players who only intend to play 40K. If you plan to play other events at Arcanagon, then use the entry form in the main Arcanagon booklet. Please fill in your name, address, age and phone number. Please print clearly, unless you want to be registered as DOSHBNT ILLIGIBLE. It is important that you sign the form.

Name: _____
Age (optional): _____
Address: _____
Postcode: _____
Phone (home): (____) _____
Phone (work): (____) _____

E-mail: _____
TOTAL COST (40K ENTRY ONLY): \$25.00

I hereby pay the applicable fee and agree to abide by all the rules and conditions set by the organisers, and by the decisions as to the interpretations of those rules and conditions by the organisers or their representatives or delegates.

Signed: _____
If you are under 16, your parent or guardian must also sign here:

Signed: _____
Your entry form must be sent to: ARCANAGON XVIII, P.O. BOX 125, PARKVILLE VIC 3052. Book early to guarantee a place.
Entries will not be accepted without correct payment. Cheques and money orders should be made out to ARCANAGON. Do not send cash.

THE FRIENDLY WARHAMMER 40K TOURNAMENT

Once again, there will be a *Warhammer 40,000* tournament at Arcanacon XVIII!

This year we have a Special Guest: Justin "Booster" Keyes, from the *White Dwarf* production team at Games Workshop's Australian Studio. He'll bring along an army and join the scrum!

The tournament will use the Games Workshop method of scoring, as devised by Jervis Johnson (see WD229), modified by Dave Taylor & Justin Keyes of GW Oz for Cancon, and mutated by me. The system covers the whole hobby: Game Play, Sportsmanship, Army Painting & Army Selection.

This is a funky, friendly event which is not a hard-ass win-at-all-costs tournament, but more like a few enjoyable battles among friends. Some people will get some prizes, sure, but what the hell, we'll all have a blast. We'll have some laffs, listen to some fine death metal sounds and make some WAR!

Arcanacon XVIII will be held at Collingwood College, corner of Cromwell Street & McCutcheon Way, Collingwood, Melbourne (Melways 2C, G9). This flier is solely about the 40K tournament. For more information on Arcanacon XVIII, see the convention booklet or <http://www.vurt.net/arcanacon/>

BASIC RULES

- Arcanacon 40K will use 3rd edition *Warhammer 40,000* rules, plus all Codices and Chapter Approved rules variations published up until 30 June, 2000. If in doubt, contact the organiser.
 - Bring along a **Painted 1,200 point** army, and two copies of your army list - one for the organiser, and the other to show to your opponent *before* each battle commences. Please write the number of total models and the break point (25% of models). Lists cannot be changed during the tournament.
 - **All miniatures must be painted** and identifiable as the troop they represent. We want every battle to look great; it makes it more exciting. So, leave your unpainted stuff at home.
 - The Standard Missions organisation chart will be used. Only one detachment is allowed.
 - No allies or special characters may be taken.
 - Don't forget to bring your own tape measure, dice, rules and templates. You'll get bonus points!
 - Players will fight **SIX** battles each of 3 hours duration, at 9:00am, 1:00pm and 4:00pm each day on **SATURDAY 1 JULY** and **SUNDAY 2 JULY**. Please arrive at 8:45am on the Saturday.
 - Six different missions will be fought over the weekend. If you miss a round, it counts as a loss.
 - Tables will be randomised each round. There's even a Jungle Table using *Codex Catacham* rules!
 - Army Break Point rule (WD229) may be used in some rounds as an additional victory condition.
 - The Voluntarily Fall Back rule will not be used, nor will any other House Rule.
 - Players will receive points for each battle in the categories of Game Play and Sportsmanship, and will receive an overall mark for Army Painting and Army Selection. There will also be Bonus points for helpful players. The overall winner will be the player with the most points at the end of the six games. Other prizes will also be awarded, as well as the inevitable badge raffle.
- | Maximum 5 points, minimum 0 points if you really suck |
- Players will receive bonus tournament points for being prepared. It helps things run smoothly. So:
- +1 point *per item* for bringing a tape measure (or stick, or ruler, etc.); dice (D6s plus scatter dice); 40K rulebook; templates (complete set); and the appropriate Codex for your army.

GAME PLAY POINTS

Each player will receive points for each battle. These are as follows:

- WIN GAME = 14 points. DRAW GAME = 10 points. LOSE GAME = 6 points.
- +1 if you win and your opponent has won and/or drawn as many or more games than you so far in the tournament (not including this one).
- +1 if you reduced the opposing army to its break point (25% models or less remaining).
- +1 if the enemy character with the highest points value was dead, falling back or had left the table by the end of the game.
- +1 if the enemy unit (not character) with the highest points value was dead, falling back or had left the table by the end of the game.
- +1 if you have units in the opponent's deployment zone at the end of the game (units that are falling back or immobilised do not count, nor do independent characters).
- +1 if there are no enemy units in your deployment zone at the end of the game (see above).
- -1 if no enemy unit has been reduced to half strength or less, or is falling back or has left the table at the end of the game.
- -1 if your army includes less Troop models in total than Elite, Fast Attack and Heavy Support models in total (i.e. when added together). Models with more than one wound, vehicles and models riding bikes or other mounts all count as a single model. (HQ models do not count.)
- -1 if you have no units outside of your own deployment zone at the end of the game (units falling back, immobilised vehicles, and independent characters don't count).
- -1 if your army includes more than 3 skimmers (jet bikes do not count).
- -1 if your army includes more than 3 'armoured' vehicles (i.e. at least one armour value of 12 or more).
- -1 at the organiser's discretion.

SPORTSMANSHIP POINTS

Each player will give their opponent Sportsmanship points for each battle, with a score out of 5 in four categories relating to your approach to the game. These votes will be confidential. At the end of the final round, each player will be asked to nominate their Most Sporting Opponent. Each such vote equals one point.

ARMY PAINTING & ARMY SELECTION POINTS | Maximum 60 points, minimum 10 points |

Each army will receive an overall points award based on how well it is painted:

- 5pts **Poorly Painted.** The army is poorly painted and includes half-painted models or unpainted bases, or is fully painted but in a very basic/ugly manner.
 - 15pts **Average.** All models & bases are painted, some units have iconography, shading & highlighting have been used to enhance the appearance of the models. Most armies will be in this category.
 - 25pts **Well Painted.** A fully painted army that is well presented and fully based. Units that require them will have the correct markings; shading and highlighting will have been used to enhance the appearance of the models; and the bases will have been finished beyond merely painting them.
 - +5pts **Best Army.** The army chosen as the best painted army at the tournament.
- Each army will also receive an overall points award based on how characterful and interesting it is:
- 5pts **Characterless.** A more or less random collection of models thrown together to form an army, but which doesn't really capture the feel and the spirit of the race it represents, but without a really strongly developed theme or character. Most armies, and most Codex armies will fall into this category.
 - 15pts **Average.** A good army, appropriate for the race it represents, but without a really strongly developed theme or character. Most armies, and most Codex armies will fall into this category.
 - 25pts **Characterful.** A memorable and characterful army that really captures the spirit of the race it represents, and which is strongly themed. The army list will also be well presented.
 - +5pts **Best Army Roster.** The best army list in terms of both presentation and content.

BONUS POINTS