++ BASIC RULES ++

Note: These are the details for 2008. The rules have not yet been updated for the 2009 event, or to take in the new 5th edition. However, it should be much the same.

- 5th edition Warhammer 40,000 rules, plus all Codices and Chapter Approved rules variations published by Monday 12 January 2009 (except where exempted below)
- Please bring a 1,200 point army, plus one Primary Objective (max base size 60mm) and two Secondary Objectives (max base size 40mm), plus three basic troop models to be used as additional objectives.
- All miniatures **MUST BE PAINTED**. Unpainted miniatures **CANNOT** be fielded.
- Army Rosters must be submitted by midnight on **14 January 2008** via email. Late rosters will be penalised. See the Army Selection section for more information.
- Please bring an additional copy of your Army Roster on the day to show your opponent, plus your Army Background to hand in with your name included.
- Don't forget to bring a tape measure, dice, rulebook, codex, templates & any special rules you intend to use.

++ LEGAL ARMIES ++

- All current Codex armies and current Chapter Approved variants may be taken.
- If the Codex supercedes the Chapter Approved list, use the Codex instead.
- In addition, the following **may** be taken:
  - Allies as specified in *Codex Daemonhunters* & *Witch Hunters;*
  - Chapter Approved Recommended rules;
  - Vehicles from *Imperial Armour* (no superheavies, no fliers), with correct model.
  - Special characters, excepting those requiring army size above 1,200pts
- The following **may not** be taken:
  - Allies except as specified above;
  - Monstrous allies from Chapter Approved: Creature Feature (WD292);
  - Vehicle Design Rules;
  - Chapter Approved Optional or Trial rules;
  - No Apocalypse datafaxes or Apocalypse rules;
  - No lists or codices superseded by later publications: e.g. no Feral Ork list (use *Codex Orks*), etc.
  - Lost and the Damned armies must only use *Codex Chaos Space Marines 2007*, not the previous codex, see here for more details
  - Catachan armies may used the updated PDF on the GW website
  - Black Templars, Space Wolves, Dark Angels must use the rules and wargear from their own Codex; they cannot mix wargear from *Codex Space Marines 2009*
- If in doubt about whether your army is legal, please ask first!
- Chapter Approved Rules FAQs will be used where appropriate. Please see the GW website. Players wishing to quote from a FAQ *must* provide a copy on the day.

++ DETERMINING THE WINNER ++

- Players will fight SIX battles each of 3 hours duration, at 10:00am, 1:00pm and 4:00pm each day on SATURDAY 24 JANUARY and SUNDAY 25 JANUARY. Please arrive at 9:00am on the Saturday for registration and briefing.
- Six different missions will be fought over the weekend. If you miss a round, it counts as a loss.
- Players will receive points for each battle for Generalship and Sportsmanship, and will receive an overall mark for Army Painting and Army Selection. Please see those sections for details.
- The overall winner will be the player with the most points at the end of the six games.
- Other prizes will also be awarded.

++ THE BLOOD RULE ++

We believe that the best thing about tournaments is meeting new players. To this end, we have introduced the "Blood Rule", which allows players to be guaranteed that they do not have to fight players they face regularly. You may nominate someone under the following conditions:

- Someone you are related to (e.g. a brother)
- Someone you have traveled from country Victoria with
- Someone you have traveled from interstate with
- Someone you work with
- Someone you live with
- Someone else for whom you have just cause to blood rule

If you believe you are eligible, then contact us before the tournament, and tell us why.

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++ ARMY SELECTION ++

Note: These details are correct for 2009.

This category counts for 0-30 points.

DEFINITIONS

Roster: A spreadsheet with all of the units and characters in your army with their full points values
Background: A written document of one or more pages which describes the history of your army, or a fictional account of one of their engagements, or similar introduction. Can also be multimedia presentation, we have laptops on which to view it.
Theme: The idea of your army, and how that concept is supported by the models you have chosen. Theme can be explained verbally to the selection judge.

ARMY ROSTER

15 points maximum
Your army roster must be emailed to us before the convention

1. Was the army list emailed by the due date and in the correct format?
10 pts.
Please use this Excel sheet, and email your roster to **arclists40K** at **hotmail** dot **com** by midnight Monday 12 January 2009.

- *NOTE: If your army list is not received by the deadline, and if you do not contact us to let us know it will be late, you will be dropped from the Registered Player List and be placed at the bottom of the Reserve List.*
- *If you are on the Reserve List, you must still send in your army list. Reserves may be promoted to Registered if they have sent in their lists.*
- *Late entrants and Emergency List players will have 24 hours to email their Army roster after their entry is accepted.*

2. Is the army list correct?
0 pts = List not correct

5 pts = List correct per the Codex. All additions are correct, all points values are supplied, and the list adds up to no more than 1200pts.

ARMY BACKGROUND & THEME

15 points maximum
Your army background and theme will be judged during one of your games

3. Are things named in the army roster?
0 pts (Poor) = No
1 pt (Okay) = Army and army commander named
2 pts (Good) = Plus all squads named
3 pts (Great) = Everything is named including squad leaders and any vehicles

4. Has an army background been provided?
0 pts (Poor) = No background provided
1 pt (Okay) = Yes, but minimum effort, e.g. one paragraph of text
2 pts (Good) = Yes, solid effort, good writing which really conveys the flavour of the army, and some effort in presentation e.g. some images or interesting paper stock
3 pts (Great) = A real standout, you've gone far beyond the minimum needed to provide as background, and showed real flair in the presentation

5. Does the army have a theme?
0 pts (Poor) = No sense of theme, or incorrect theme - your selections actually go against the core background of the army you are using (e.g. shooty Khorne army)
1 pt (Okay) = Fair effort, it's a standard Codex army
2 pts (Good) = Yes, your army selections display solid thought about the army, and it really fits the spirit of the background. You have used the Codex creatively to build a 1200pt strike force with a coherent sense of unity and purpose.
3 pts (Great) = An outstanding theme which goes beyond the Codex, our judges are impressed by your effort and originality. We rarely see such a fresh take on this army.

6. Do the miniatures support the background and the theme?
0 pts (Poor) = No. It might have sounded good on paper, but looking at the models, it's hard to get any sense of a theme at all
1 pts (Okay) = Yes, but at minimum. It could be any army of its type.
2 pts (Good) = The army strongly feels like the one described in your background. The characters stand out, and the army seems ready to set out on one of the exploits that you have described.
3 pts (Great) = A fantastic effort, you have shown real attention to detail. Key characters from your background are modelled and show the same personality on the table as they do on paper. Basing and colour scheme show consideration of their home world, or their current theatre of operations. Your objectives fit the theme, hell, maybe even your dice do. In short, the miniatures really bring the story of the army to life on the table.

7. Masterclass - is this army one of the top ten picks?
3 pts

++ FAQ ++

Are there any restrictions on what I can take?

No, you can use whatever is in your Codex. This is a change from previous years, but as the Codices are becoming more specialised, it is more difficult to construct fair guidelines that work equally for all armies.
But, we still believe that it's good for an army to have a solid core of troops (in previous years we have suggested 40%, and we stand by that). Arcanacon missions favour armies with lots of scoring units. We will be using Escalation in at least two missions this year, so taking plenty of infantry troops choices will both balance your army and give you an advantage in certain missions.

When should I submit my roster?

The deadline for submission of army rosters is midnight Monday 12 January 2009. Rosters submitted after that time will miss out on 10 points, as noted above.

Army rosters must be submitted electronically by the due date to with the file format of Firstname_Surname_ArmyType.xls .e.g. David_Smith_SpaceWolves.xls and using the Excel format supplied. If you cannot use Excel then please have a friend assist you. Handwritten rosters and rosters in other formats such as army builder will not be accepted and will be treated as both incorrect and late. Please email your roster to us.

What is the difference between army roster and army background?

- Army roster is the list of the units in your army filled out on the form provided.
  Note: you may use your own preferred format for play at the event, but we must have the roster submitted in the format cited above.
- Army background/theme is additional text, images or props which together describe the background or story of your army. Some people call this "fluff", we call it an essential part of your army.
  Note: you may reformat your roster and include it as part of your background/theme presentation, as some people like to include full stat blocks, pictures, etc. This is fine, as long as we get a version of your roster to mark via email in the format noted above.

The roster must be handed in by the dates mentioned above. The background/theme must be handed in at the tournament before the first game. Your background/theme can be presented as a printout or electronically via memory stick, CD, laptop etc.

What makes an army list correct?

All selections are correct and legal as per the current Codex, all points values and addition are accurate, all choices are clearly listed with the points values for each model and for all equipment, and the army does not total more than 1,200 points. See the Example1 and Example2 tabs at the bottom of the Excel spreadsheet for what we mean here.

What if my army roster is incorrect?

If your army is incorrect and you point out the error to us no points will be deducted for an incorrect list prior to the competition start. Once the competition has started if the player point out any errors no points will be deducted for an incorrect list, but at least one point, at the discretion of the organisers, will be deducted per round played.

Should the organisers or an opponent find an error before or after the commencement of the first game then the list will be both marked as incorrect and at least one point, at the discretion of the organisers, will be deducted per round played.

Why do I have to use Excel for the Army Roster?

Getting everyone's lists in the same format makes it a lot easier for us to mark. We have many lists to mark in a short space of time, and format variation really slows us down.
If you have not used Excel before, ask someone to show you. The spreadsheet is already laid out, and all you need do is type in your names, equipment and points values. When you add the totals to the boxes, the spreadsheet does all the calculations for you. Try it, we reckon it's pretty good!
Remember, you can reformat your list as part of your background/theme presentation if you like.

Why do we need to provide names on our roster?

We want to see that you have personalised your army. After all they are more than plastic and metal aren't they? To receive one point your army, army commander and all independent characters should be named. To receive two points you need to also name your squads. To receive three points all squads, squad leaders and any vehicles should also be named. The names should fit the theme and type of your army. Names like Fred 1, Fred 2 will receive no points.

What do you mean by background?

You have personalised the men now its time to create your unit history. Stories, battle honours, and unit back ground will add to your opponent's enjoyment and the hobby. Here we look for an army which is original and striking, and much more than just a Codex list; they are heroes. Furthermore, the unit choices on the roster match the story theme of the army.

What do you mean by extra effort in army background presentation?

This is where you can go O.T.T. with your background. To receive one point you would have a good choice of font and layout that makes the background easy to read. To receive two points you will have needed to add pictures, stories, or the like to demonstrate the theme of your army. For maximum points the background could be presented as an army banner, sacred item, written on the sword of doom, or a really cool document that is Codex quality, or beautifully inscribed by hand on parchment. As part of your presentation, feel free to present your army roster to us again in your preferred format; the Excel version is for convenience for checking each list, but if you prefer to present full stat lines and images, here is the place to do that.

How do you determine if the miniatures match the theme?

When we judge your army roster, we form a picture of how such an army will be modelled and present itself on the table. We will then go around and look at each army. If you have a very characterful background with a collection of models that do not seem to represent the theme, you may lose points here. These points exist to reward people who really model the army to fit the theme.

What stops other players from taking tough or cheesy armies?

A massive part of Arc 40K scoring is Sports. Statistically and empirically, if people don't like your army, they will not give you an Excellent sports rating. We believe that if you put down an army that is so all-powerful that it sucks the fun out of the opponent's game, then you haven't exactly been sporting, have you? Further, this year we have introduced the "Unbalanced" vote for players to bring our attention to armies that are overcooked.
So, on the organiser's side it seems like we've lifted almost all restrictions on army composition, but it's the players who are going to experience your army first hand. We recommend that you be reasonable.

++ PRINTING DEAL ++

Our sponsor BookPOD (run by WAU regular killermike) will be offering a printing deal for 40K players.

Contact BookPOD for more details, or "killermike" on WargamerAU, using the subject line "Arcanacon printing deal".

++ PAINTING & MODELLING ++

Note: These details for correct for 2009.

This category counts for 0-30 points.

Please judge your own army for Q1 to Q7 to give yourself a score between 9 and 27, the judge will discuss this with you.

Q1 - Is everything painted/based?
- No metal/plastic visible

- No undercoat visible
- Painted, sand or flocked bases
9 points

Running total: 9 points - This is the minimum standard for entry

Q2 - Can the your opponent identify characters (squad leaders) and Independent Characters?
3 points

Q3 - Can your opponent tell squads apart?
3 points

Q4 - Is the army's paint scheme and basing cohesive?
3 points

Running total: 18 points - This is a tournament standard army

Advanced criteria -

Q5 - Is the army WYSIWYG?
1 point for the army
1 point for Independent Characters (wargear especially).

Q6 - Extra detail?
1 to 4 points
People's creativity is limitless so we can only give a vague indication of what "extra detail" covers, but it is such things as, but not limited to:
- Bases are not just flocked or painted sand.
- Squad markings, more than just enough to identify different squads and/or hand painted, not decals
- Hand drawn stuff
- Conversions
You don't lose points for not having exactly what is listed, these are just examples.

Q7 - Highlighting and shading?
1 to 3 points
An extra line of colour 1 point, beautifully shaded 3 points

Running total: 27 points - This is an exceptional army

Q8 - Masterclass - Is this one of the top ten picks?
3 points

The goal of Arc40K was, is, and always shall be to have a good time. We have tried to keep this in mind when compiling the guidelines for the painting judging. How does painting affect this? Playing against a painted army is much more enjoyable than playing against an unpainted/unassembled one, and if you can readily identify parts of your opponents army then the game plays that much better. That's what is required for a tournament standard army at Arc40K. If you have this then you get at least 18 points out of 27 for painting.
For those that wish to go further it does get harder, the marking is exponentially harder on purpose. The first 9 points you get for the minimum paint job that can be fielded, the next 9 gets you to a tournament standard army, to get all of the next 9 points you have to have extra detail, shading, the whole lot, an exceptional army by anyone's standards.
Ten of the armies that score full marks (27) will be awarded bonus points for being the top ten armies on the day.