

**ARC40K XIX
PLAYER'S PACK**



2016 – K.I.S.S.

WELCOME TO ARC40K 2016

This year we are keeping things simple, behind the scenes we have had plenty of drama following 2015, as well as the start to 2016 planning. From a venue that is no longer taking bookings, a newborn baby and a big review of scoring. Firstly you will notice that not a lot of the scoring has wholesale changes, why, because we feel the scoring represents what Arc40k should be. We chose to focus on the major areas of feedback we got over the last 9 months from you, the players. The areas for the concern were paint judging, and composition (players being able to know more about their comp score before the event).

You will see a lot of change this year in HOW we are scoring. We have built upon ArcScore, our online scoring platform, cleaning up the draw bugs, and adding a whole new Painting section that will allow players to see their paint score once it has been judged, AND ask for a re-judge if they feel we have missed something. Our judges will also have a time limit at each player to avoid taking up too much of your game time. We have used parts of the community comp system to give players a clearer idea on what kind of score they will be getting when they write their lists.

Lastly... Arc40k is built upon a foundation of enjoying our hobby, of muthafuckers assembling, of mates both old and new catching up once a year to have some beers, roll some dice, and play with toy soldiers. If you find yourself wondering about your paint score, or your battle score, he is my advice... Don't.

Worry about having a good time, doing the hobby you love, with your mates...

Arc40k 2016 is ... GO!

Dan – Head TO Arc40k

When: 6th & 7th February 2016
Where: House of War - Ringwood
Tickets: 7th November 2015
Price: \$65

EVENT SCHEDULE

Saturday 6th February 2016

++ 8:00AM ++ Registration Opens

(If you are bringing a table's worth of terrain please set up before 8.45am and please Register prior to setting up your table)

++ 9:00AM ++ Opening Ceremony

Parade of Armies & Players Choice: Army Voting

Upon arrival and registration you will be directed to set your army up on your table for round 1.

++ 9.45AM ++ Round 1: Mission Briefing & Commencement

++ 11.55AM ++ Round 1: Conclusion

++ LUNCH ++

++ 12:40PM ++ Round 2: Mission Briefing & Commencement

++ 2:50PM ++ Round 2: Conclusion

++ 3:20PM ++ Round 3: Mission Briefing & Commencement

++ 5:30PM ++ Round 3: Conclusion

Sunday 7th February 2016

++ 9:00AM ++ Round 4: Mission Briefing & Commencement

++ 11:10AM ++ Round 4: Conclusion

++ LUNCH ++

++ 12:10PM ++ Round 5: Mission Briefing & Commencement

++ 2:20PM ++ Round 5: Conclusion

Favourite Player Voting

++ 2:50PM ++ Round 6: Mission Briefing & Commencement

++ 5.00PM ++ Round 6: Concluded or players score **ZERO points for the round**

Pack Up & Load Trucks

++ 5:30PM ++ Prize Ceremony

++ IMPORTANT DATE TIMELINE ++

NOVEMBER 7th 2015 – TICKETS ON SALE

DECEMBER 31st 2015 – CUT OFF FOR RULES PUBLICATIONS

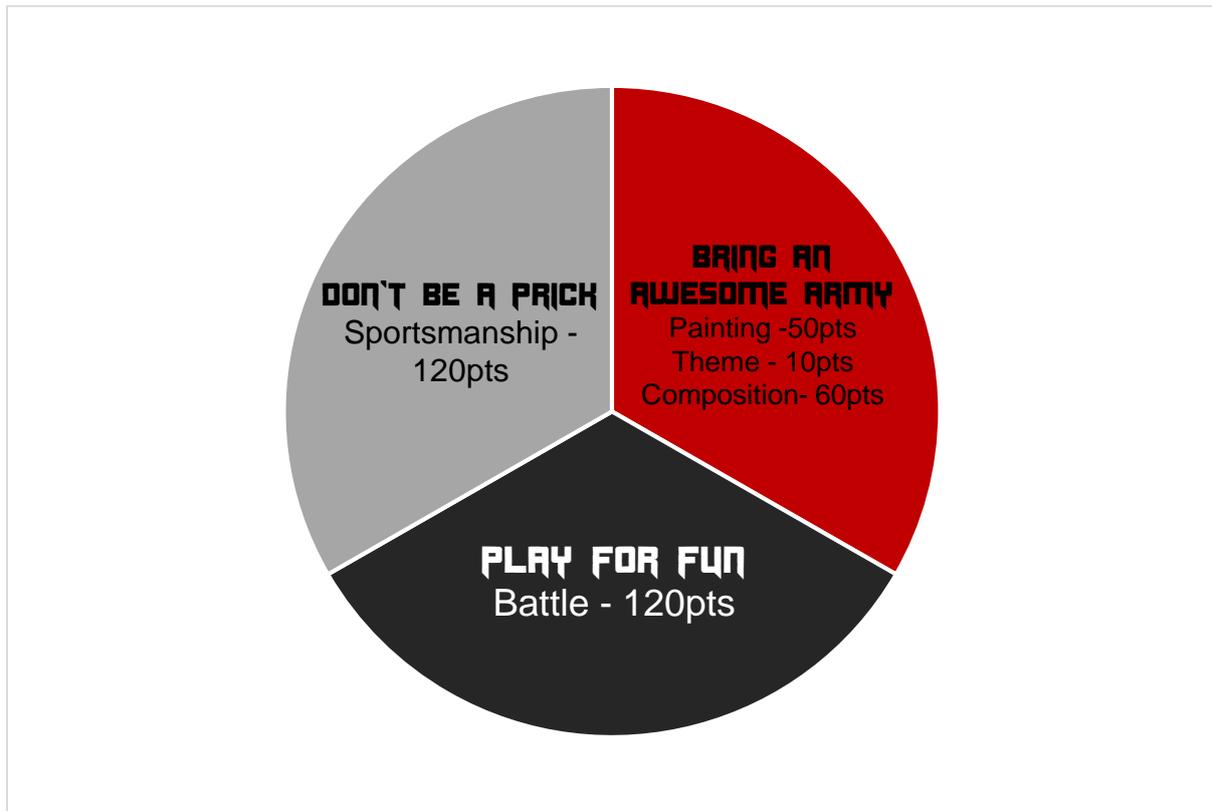
JANUARY 23rd 2016 – ARMY LIST SUBMISSIONS DUE

FEBRUARY 6th 2016– ARC40k 2016 BEGINS!

ARMY SELECTION RULES

- POINTS LIMIT: 1350
- Arc40k 2016 will use the Community Comp system for determining which resources (codexes/supplements/etc.) are legal for building armies. This includes which detachments you can use, and in what number.
- Army lists **MUST** nominate which model is their Warlord.
- All miniatures **MUST BE PAINTED** to minimum tournament standard. Unpainted or undercoated miniatures **CANNOT** be fielded and will be **REMOVED**. All models must be Citadel Miniatures. All models must also comply with WYSIWYG. This means all models must be easily identifiable by your opponents, and all weapons must accurately show what the model is armed with (i.e. flamers are flamers, lascannons are lascannons)
- Conversions are permitted where within the ethos of the 40K universe, and the bulk of the model is Citadel. If in doubt, ask. We may make exceptions.
- Army Rosters must be submitted by **Midnight on SATURDAY 9th January 2016** via Arc40k.com.
- **Late rosters will be penalised TEN POINTS!**
- 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.
- You will need to bring 3 x objective markers, mounted on 40mm bases.
- Players also need to bring a tape measure, dice, rulebook, codex & templates, and a pen or 10.

DETERMINING THE WINNER



You must send us your army before the event:

1. Please use the Excel sheet, (Downloadable from Arc40k.com) and **rename** the placeholder file name with your details, e.g. ARC16_Dan_Attrill_Space_Marines.xls
2. Upload your roster and summary before midnight **SATURDAY 9TH JANUARY 2016**. See Arc40k.com for more details on uploading your roster

PENALTIES

There are three ways to lose Points from your overall score:

Late Arrival & Registration: To ensure that the event runs on time, it is vitally important to have all players present and ready to go on time. Players who arrive late (after 9am) without informing the TO will be penalised 10 Points.

Incorrect form (The 'Ghetti' Rule): To run a 150-player event we absolutely rely on everybody's accuracy in filling out their results forms. To this end, from Round 2 onwards we will apply a fine of -1 Battle Point to everyone who fills out a form incorrectly.

Organiser's discretion: At the organiser's discretion, you may be fined one or more battle points. Examples include being late for a round without informing us beforehand.

ARC40K 2015 BATTLE SCORING

Fun games are the centre of Arc40K: tough battles where you pit your tactical prowess against challenging opponents. Gaming is central to our hobby, and at Arc40k you'll play 6 games, each worth between 5 and 20 Battle points (BP).

Win - 15BP
Draw - 10BP
Loss - 5BP

Primary Bonus points (each worth 1BP)

+1BP - Mission Specific Turn 3 condition
+1BP - Mission Specific Total Victory Condition

Secondary Bonus points (See 40k Rulebook)

+1BP - Slay the Warlord
+1BP - First Blood
+1 BP - Linebreaker

* Note: Secondary objectives will only be used to gain Battle Points, not to determine individual game victory.

Battle Score: 30-120pts

ARC40K 2016 COMPOSITION SCORING

This year, composition scoring will be based on the Community Comp system available at www.communitycomp.org

Your score will be calculated based on the number of credits you spend. The more credits you spend, the lower your score. As a guide, Arc40k loves lists that spend around 5 credits.

Additionally, Arc40k will be enforcing a hard cap of 14 credits. Spending more than that is NOT ALLOWED. You will be forced to resubmit your list. Being asked to resubmit your army also means your comp score will be 0, regardless of how many credits you now spend.

Please note: The number of points you receive is NOT identical to the sample system in the Community Comp document. You should not expect to receive the same score as detailed in that document.

As an additional means of helping you work out what an Arc40k Army should look like, you will receive an additional 5 points if your army is Arc-forged.

An Arc-forged army is made of ONE detachment. It also spends no more than SIX community comp credits.

Possible Community Comp based points: 55

Possible Arc-forged points: 5

Total possible Composition points: 60

ARC40K 2016 SPORTSMANSHIP SCORING

Sportsmanship is the cornerstone of the Arc40k traditions. The event is about having a good time with good mates, a chance to catch up and enjoy our hobby.

Note: All sports votes are CONFIDENTIAL. If you want to discuss your sports votes with your opponent, you must wait until both results sheets have been filled out and handed in.

If any opponent asks you how you have rated them, or suggest that they are giving you a good score in the hope that you will reciprocate, please report the player **immediately**.

Important points on Sportsmanlike Conduct:

- No Obligation to give the highest scores! Save them for the BEST!
- Give a score that you feel represents how your opponent acted during the game.
- Don't let the outcome of a game influence your sporting scores. If your opponent was just better or had more luck, it's part of the hobby, and I guess at some point during the event EVERYONE will be in this position over their opponent

Poor Sporting Behaviours

- Rubber ruler.
- Unclear dice rolling.
- Lack of focus on the game, disinterest if losing

Good Sporting Behaviours

- Easy Rules Resolution that takes into account both players interpretations, if in doubt 4+ it.
- It's not a game of millimetres it's a game of fun, toy soldiers and benjoyment of our hobby!
- Don't let the outcome of a game influence how sporting your opponent is or was.
- Help your opponent with rules that advantage them, if they are playing them wrong, i.e. reminding them about 'Feel no pain' rolls if they haven't taken it.

After Round 5, we will ask you to nominate your **Star player** for the first five rounds. You may only vote once. These votes will be used to resolve tied results for Best Sports.

At the end of every round, players will be asked to rate their opponents in terms of how sportsmanlike they are. In order to simplify this, players will be provided with a sheet with the following options, and be asked to tick which most represents their feelings about the game they've just played:

Please note: We assume that most games will score a 7 in this system.

10	Star Player! Talk to a T.O. about giving a score this good! It doesn't get better than this, and I doubt I will play better all tournament! (This score must be T.O. Approved).
9	Beyond Expectations My opponent did more than just display good sporting behaviours, was very easy with rules, and even let me go back and move units I forgot to move!
8	
7	Expected ARC40k Experience This game was to the standard that I would expect coming to an event like Arc40k. My opponent was upbeat, wanted to have some fun, and displayed good sporting behaviours. There were discrepancies but they were easily resolved.
6	
5	
4	Below Standard My opponent consistently displayed poor sporting behaviours, and/or fiercely contested every rules discrepancy
3	
2	
1	SKULL! Talk to a Tournament Organizer about your opponent's behaviour if the game was this bad. (This score must be T.O. Approved)

Sportsmanship Score: 0-120pts

PAINTING SCORES FOR ARC 2016

At Arc 2016 there will be a massive 50pts available for paint. Woot! This is YOUR opportunity to show US just how AWESOME your army can be. The Painting Judges at ARC look for many things when looking over an army, and the following will be used as a guideline to arrive at their final score.

1. Is the army up to a minimum Arc40k standard? You know, three colours, flock on bases, etc, etc. Simply achieving this will get you 5 points. Just for turning up. How good is that? **(UP TO 5 POINTS)**

PLEASE NOTE: Models that are not painted to the minimum standard WILL BE REMOVED FROM THE TABLE. This goes for summoned/spawned models as well. Please don't make me the bad guy, paint your stuff

2. Is the army WYSIWYG? (What you see is what you get). No confusing units or unnecessary 'counts as'. **(UP TO 3 POINTS)**
3. Can your opponent tell your squads apart? **(UP TO 3 POINTS)**
4. Can your opponent tell your characters (sergeants/ independent characters etc.) from each other and the rest of the army? **(UP TO 3 POINTS)**
5. Highlighting and shading. Is there any? How awesome is it? A well applied wash, dry brushing, or wonderful blended shadows? **(UP TO 8 POINTS)**
6. Detail painting. Looking at simple neatness/painting within the lines right through to gorgeous freehand, well applied decals and hand painted squad markings. Eyes and buckles and stuff. **(UP TO 8 POINTS)**
7. Bases. A simple flocked or sand covered base, through to extravagant thematic masterpieces. **(UP TO 8 POINTS)**
8. Modelling. A solid basic construction job using miniatures as supplied, all the way up to amazing handmade marvels of the model making art. **(UP TO 8 POINTS)**
9. Final Points? Does this army look like an army? Consistent colours throughout? Generally cohesive? A Themed baseboard or prop perhaps? **(UP TO 8 POINTS)**

PLEASE NOTE: Summonable/spawnable models will be included as "part of your army" when judging these criteria. Paint these models at the same standard as the rest of your army, lest you lose points

Note that this is a guideline only, and EXPECT a nicely painted, well presented army to arrive at between 15 – 35 points. Whilst the criteria above add to a total of 54pts, your score will max out at 50pts, giving you multiple ways to score a top score.

Painting Scores: 0-50

ARC40K 2016 THEME SCORING

1. Does your army have a theme that fits within the 40k universe?

Yes? 4 Points

No? 0 Points. In fact, **stop reading** because **you can't earn any of the remaining theme points.**

This means that armies not based in the 41st millennium but not from another universe, computer game, movie book or alternate wargame won't receive any points in the theme category. We want your opponents to be able to imagine that they're fighting a real battle in the 41st millennium. That said, your theme doesn't have to be crazy, zany, or new. You might simply want to faithfully portray a 40k archetype, or army from your favourite piece of fiction. A well-done Codex Astartes adherent Ultramarines army can be just as awesome as something from way outside the box.

TL; DR? Ask yourself this question: If you were familiar with the 40k universe, but no other pop culture references, would the army still make sense?

2. Has your army's theme affected your army selection? (0-3pts)

Maybe some units that are often overlooked are included in your army because they fit your theme perfectly. Maybe other more common units are omitted for the opposite reason. Perhaps your choice of characters, wargear, upgrades etc. make perfect sense for the kind of force you're trying to portray on the tabletop.

3. Has your army's theme affected the way you've modelled and painted your army? (0-3pts)

Characters that look faithful to their in-universe counterparts, campaign badges, weathering, and unusual conversions or basing could all fall under this banner. Display boards are also a great place to showcase your army's theme.

Theme Score: 0-10pts

AWARDS & PRIZES

Here are the current prizes and trophies planned for the 2016 event. We have many generous sponsors, so we'll be adding more prizes on the day!

++ CHAMPION ++

Best Overall (Perpetual Trophy, Trophy, prizes) - The player with the most points overall from Battle, Sports, Painting & Selection

Second (Trophy, prizes)

Third (Trophy, prizes)

Fourth (Trophy, prizes)

Fifth (Trophy, prizes)

++ LASER TOUCH PLAYER'S CHOICE - ARMY ++

The best army, as selected by you, the players. To impress 150 of your peers is a mighty achievement, and we consider this award to be the overall "Best Painted". *Note: Any "Player's Choice" army enters the Arc 40K Hall of Fame. The same army cannot win this award twice.*

Player's Choice (Trophy & prizes)

Second (Trophy & prize)

Third (Trophy & prize)

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++ PLAYER'S CHOICE - TERRAIN ++

Best Terrain (Trophy & Prize) - Awarded to the player or club who supplies the best table of terrain, as voted by the players. *Note: Any "Best Terrain" table enters the Arc 40K Hall of Fame. The same table cannot win this award twice.*

++ TO'S CHOICE - ARMY ++

TO's Choice (Trophy & prize) - The army which most embodies the theme and flavour of Arc 40K, as selected by the TO's. We consider this award to be the overall "Best Army".

++ TO'S CHOICE - TERRAIN ++

TO's Choice (Trophy & prize) - The table which most embodies the theme and flavour of Arc 40K, as selected by the TO's. We consider this award to be the overall "Best Table".

++ SPORTSMANSHIP ++

Best Sport (Trophy,) - The player with the most Sports points. Any ties will be decided by the number of Star votes each player receives. *Note: All "Best Sports" enter the Arc 40K Sports Hall of Fame. You cannot win this twice.*

Second (Trophy & prize)

Third (Trophy & prize)

++ GENERALSHIP ++

We'll be using your army's composition score to generate your "projected battle score" (For example, someone with a comp score of 0 would get a projected battle score of 120). Then we'll compare your actual battle score with your projected score. The player who beats their projected battle score (i.e. bats above their average) by the highest margin receives the best general prize.

Best General (Trophy & prize)

Second (Trophy & prize)

Third (Trophy & prize)

Worst General (Certificate & prize)

++ NEW PLAYER ++

Best N00b (Certificate & prize) - The highest-player who has never competed at Arc40K before.

++ THE FUNKIES ++

The Funkies are individual awards which recognise outstanding effort in painting and theme. Our judges award these for aspects of your presentation which catch their eye.

Note: We will not select Funkies from any army which has won Player's Choice, WATT's, and Best Armies. In each case, those entire armies are clearly beyond par.

The Funkies are for individual details which catch our eye. You cannot win more than one Funky.

Funkiest Commander (Certificate & Prize) - Awarded for a leader model

Funkiest Troops (Certificate & Prize) - Awarded for an infantry squad

Funkiest Vehicle (Certificate & Prize) - Awarded for a vehicle

Funkiest Cavalry (Certificate & Prize) - Awarded for a cavalry or bikers squad

Funkiest Walker/Monstrous (Certificate & Prize) - Awarded for a walker or monstrous creature

Funkiest Army List (Certificate & Prize) - Awarded for a cool list presentation

Funkiest Theme (Certificate & Prize) - Awarded for outstanding background fiction

Funkiest Bases (Certificate & Prize) - Awarded for superb basing

Funkiest Display Base (Certificate & Prize) - Awarded for the best display base

SECRET FUNKY - (Certificate & Prize) - Awarded for... it's a surprise

Funkiest Fortification (Themed) – (Certificate & Prize) - Awarded for a fortification

Funkiest Water Effects – (Certificate & Prize) – The Moist Improved

Funkiest Snow/Ice Effects – (Certificate & Prize) – The Best in Snow

Funkiest Freehand – (Certificate & Prize) – Awarded for best freehand on a model

Funkiest WTF??? – (Certificate & Prize) – Awarded for the best WTF conversion of awesomeness!

Funkiest Army – (Certificate & Prize) – Awarded to the overall most FUNKY army

Funky Morrison – (Certificate & Prize) – Awarded to the best drybrushed army.

++ HELPFUL MOFO ++

Helpful Mofo (Prize) - Arcanacon is a volunteer effort, and we particularly appreciate players who help us out with the event. If we ever see you pitching in to help carry a table or otherwise make yourself useful, we'll give you a Helpful Mofo raffle ticket.

++ FIVE YEAR TOUR ++

Five Year Tour (Certificate) - Awarded to any player who competes in five Arcanacons. If you are among those inducted in 2065, we salute you!

++ TEN YEAR TOUR ++

Ten Year Tour (Certificate) - Awarded to any player who competes ten Arcanacons. You are legends of Melbourne 40K gaming!

++ FIFTEEN YEAR TOUR ++

Fifteen Year Tour (Certificate) - Awarded to any player who competes fifteen Arcanacons. You are true pillars of Melbourne 40K gaming!

++ ARCANACON WIDOW ++

Arcanacon Widow (Prize) - We all appreciate our partners for allowing us to pursue this strange hobby of ours; in particular, with giving us grace to disappear for a whole weekend of gaming. Enter your spouse or live-in partner's name in this raffle.