

ARC40K 2019 - FORGING A NEW ERA



ARC40K

6 GAMES - 1350PTS

March 2nd & 3rd 2019
Malvern Town Hall, Malvern



arc40k.com



/Arc40k



arc40k



@ARC_40k

OVERALL AWARDS

CHAMPION

Highest Combined Score

THE PODIUM

Top 10 Players

Highest Placed Guy That Didn't Win Anything

Exactly as it says

Best NOOB

Highest Placed First Year Player

Last Overall

Lowest Combined Score that played 6 Rounds.

GOLD! – Every 10th Player

Every tenth place, from upto 20th

Arc40k Veterans

Veterans of 5, 10, 15, & 20 Arc40k Events will be recognised.

Hall of Fame

2 Participants will be inducted into the Arc40k Hall of Fame

Welcome to Arc40k 2019, we are back bigger and better than ever!

As always the aim of Arc40k is come along, have fun, roll some dice and enjoy a great fun weekend. Friends of old will come together, and new friendships will be forged. With that in mind, we have given the scoring system a little bit of a facelift to move with the times, and to hopefully allow for you the Player to enjoy the event a little more!

So tell your mates, its time for Arc40k 2019!

ARC40K VETERANS

Each year we recognise players who have attended 5, 10, 15, & 20 Arc40k events. These players throughout the history of the event, form the cornerstone of the Arc40k community.

Veterans are honoured with a certificate signifying their contribution to the history of the event.

&

Will be eligible for a reserve ticket prior to general ticket sales at all future Arc40k Events.

If you are reaching a Veteran Milestone this year please let us know via our Facebook Page or arc40k.com

ARC40K HALL OF FAME

In 2012 the Arc40k Hall of Fame was set up to forever immortalise those who have made contributions to not only Arc40k but to the wider community. At the beginning of the Arc40k event we induct 2 new members into the Hall of Fame.

Hall of Fame Members hold a standing ticket to the Arc40k event, with no need to register, just simply advise the TO of their desire to attend. Whilst not a free ticket, this ticket is available regardless of the event status.

We are currently taking nominations for this years inductees. Please contact us with a nomination either via our Facebook Page or arc40k.com.



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6 GAMES - 1350PTS

SCORING

Battle	150pts
Sportsmanship	150pts
Army Presentation	60pts
Army Composition	60pts
Total	420pts

OVERALL TIEBREAKERS

When 2 or more players have a tied score at the conclusion of Round 6 Tiebreakers will be applied as follows:

Overall
Sportsmanship
Army Composition
Battle
Army Presentation

Individual scoring sections will have Tiebreakers to decide Awards.

THE BASIC RULES

- The winner will be the Player with the highest combined overall score in Battle, Sportsmanship, Army Presentation, and Army Composition.
- Overall Score Tie Breakers – Sportsmanship, Army Composition, Battle, Army Presentation.
- Bring an Army of no more than 1350pts.
 - All armies must be Battle forged
 - Armies can use up to 2 Detachments only.
 - The Army Composition rules, whilst not compulsory, tell you how to maximise the points you score.
 - No Lords of War or models with the Titanic
 - No Forgeworld
 - No Fortifications
 - No Imperial Knights
- All miniatures **MUST BE PAINTED** to minimum tournament standard
 - See Army Presentation Rules, for more information.
 - Unpainted or undercoated miniatures **CANNOT** be fielded.
- All models must also comply with WYSIWYG.
 - **What You See Is What You Get**
 - This means all models must be easily & reasonably identifiable by your opponent.
 - No "Counts As" Armies (Including Space Marines as Chaos Space Marines, and vice versa etc).
 - All weapons must be WYSIWYG and accurately show what the model is armed with in your army list (i.e. flamers are flamers, lascannons are lascannons). Grenades are an exception to this rule.
- Award Tiebreakers
 - We want to share the prizes around as much as possible.
 - We rank the Top 5 Overall awards above all others, players in the Top 5 are ineligible for the BEST Awards in Sportsmanship, Battle, & Army Presentation.
 - Top 5 Overall players are still eligible for Top 5 Battle and Top 5 Sportsman.
 - Top 5 Overall players are still eligible for Players Choice Awards.
- Players need to bring the following:-
 - Copies of your Army list.
 - A Tape measure & Dice.
 - A legal Rulebook & Codex. (Hardcopy or Digital).
 - A fully charged Smart Device to submit your scores & a Pen.

WHAT COULD LOSE YOU POINTS?

- 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.
- Late submission of Army List.
- Being a Johnny Cocksplash.
- Bringing the following is unacceptable, if found using these, you will be asked to cease, and may face penalties.
 - Recast Models
 - Illegally downloaded Rulebooks, or Codexes
 - Alcohol
 - Sharing your Sportsmanship scoring



ARC40K

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THE SCHEDULE

DAY 1 – SATURDAY 2ND MARCH 2019

++ 8:00AM ++ Registration Opens

++ 9:00AM ++ Opening Ceremony

Parade of Armies & Players Choice: Army Voting

ROUND 1	LUNCH	ROUND 2	ROUND 3
9.45am		12.40pm	3.20pm
-		-	-
11.55am		2.50pm	5.30pm

DAY 2 – SUNDAY 3RD MARCH 2019

++ 8:00AM ++ Venue Opens

ROUND 4	LUNCH	ROUND 5	ROUND 6
9.00am		12.10pm	2.50pm
-		-	-
11.10am		2.20pm	5.00pm

++ 5.00pm ++ Pack Up & Load Trucks

++ 5.30pm ++ Prize Ceremony

++ IMPORTANT DATE TIMELINE! ++

OCTOBER 26th 2018 Veteran Pre-Registration via Arc40k.com closes

OCTOBER 27th 2018 Arc40k Tickets go ON SALE!

JANUARY 28th 2019 No refunds will be issued after this date, due to Venue cost requirements

FEBRUARY 10th 2019 CUT OFF FOR RULES PUBLICATIONS

FEBRUARY 10th 2019 ARMY LIST & THEME SUBMISSIONS DUE

MARCH 2nd & 3rd 2019 ARC40k MAIN EVENT



BATTLE

150PTS

BATTLE AWARDS

Best General

Overall Highest player combining
Battle and Army Composition

Top 5 Generals

The highest scoring players.

CODEX FEZ RULE # 1: PLAY FOR FUN!

Players will play 6 games, with a total of 150 Battle Points available.

This year battle scoring will be a little different. Games will not have points allocated for a 'Win, Loss or Draw', only for achieving mission objectives. All games will allocate a number of Battle points per mission objective achieved. So, your overall Battle Score is directly attributed to how well you play the mission, and focus on truly being the better general.

If you do not achieve a mission objective before the game ends you don't score the battle points. (EG, if you table your opponent in 2 turns you will not receive the BPs for completing 4 player turns)

Each Mission will have different **Primary Objectives worth a total of 15BPs.**

There will also be a set of **Secondary Objectives totalling 10BPs** that will be the same across all 6 missions.

The Secondary Objectives are:

- +1BP - First Strike (Destroy a Unit in the first turn)
- +1BP - Precision Strike (Destroy Highest point cost non HQ Enemy unit)
- +2BP - Slay the Warlord
- +1BP - Line Breaker
- +1BP - Line Secure (No enemy units in your deployment zone)
- +4BP – Completing 4 player turns



SPORTSMANSHIP

150PTS

SPORTSMANSHIP

AWARDS

Best Sportsman

Overall Highest Sportsmanship Score

Top 5 Sportsmans

The Most Sporting players at the event.

CODIX FEZ RULE #2: BE A GOOD WINNER!

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. After Round 6, we will ask you to nominate your Star player for the event. You may only vote once. These votes will be used to resolve tied results for Best Sportsman.

Note: All sports votes are CONFIDENTIAL.

Important points on Sportsman like 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.
- It's ok to ask for a rules clarification, either from your opponent or from a Rules Judge. Doing this doesn't constitute poor sportsmanship.

Poor Sporting Behaviours

- Rubber ruler.
- Unclear dice rolling.
- Lack of focus on the game, disinterest if losing.
- Unwillingness to compromise on rules disputes.

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 enjoyment 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.

At the conclusion of each game players will fill in the following table:

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 player better all tournament! (This score must be T.O. Approved).
9	Beyond Expectations
8	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!
7	Expected ARC40k Experience
6	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.
5	
4	Below Standard
3	My opponent consistently displayed poor sporting behaviours, and/or fiercely contested every rules discrepancy
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)

CODIX FEZ RULE #3:

PAINT YOUR DAMN ARMY!



ARMY PRESENTATION

60PTS

Army Painting	50pts
Army Theme	10pts
Total	60pts

ARMY PRESENTATION AWARDS

TO's Choice

The Judges Favorite Army

Top 10 Armies

The very best competitive armies in Australia.

Player's Choice

The most prestigious award in Australian wargaming. An Award voted on by your fellow hobbyists.

Best Theme

One of my earliest memories of Arc40k was beautifully Painted and Themed armies, the creativity of players enhances the experience ALL players have at the event, so we think its well worth this by rewarding players for their effort. This year we are focusing on what you have done, not what is missing.

Painting 50pts

This year players will be judged and scored in some areas based on the number of models in your army. We have done this because we feel that players who take elite small forces shouldn't be at an advantage simply by choosing an army with low model count. Conversely it means a well painted horde army can score just as well. Which we think is fair. Your choice of army shouldn't be dictated by painting scores.

On the next page you will see our **Painting Scoring Table**. Over the course of the first day 3 judges will judge every army. We will compile the results and release them to the players. Players will then be given time to have their army checked by a Judge on the second day. To do this, minimal interaction between Judges and Players is required.

We anticipate the Avg Painting score to be **30-40pts**.

Army Theme 10pts

For the first time in a decade at Arc40k we have a dedicated Theme Judge. This will allow us to better Judge and reward Best Theme across the whole field. We realise that bringing a lavishly Themed army isn't for everyone, but the added Theatre of a Warboss name ZagGrob, a well presented Armylist or Prop for the Player's Choice really enhances the event for EVERYONE. Below are 3 ways you can score points for Army theme.

Theme Score Chart	
Score (Cumulative)	Criteria
3pts	An A4 Themed Army list to present with your army during the Player's Choice Presentation.
3pts	An uploaded background story or PDF document submitted with Army list.
4pts	The models in your army have been chosen, or others left out & modelled to represent the Theme.



**ARMY PRESENTATION
CONTINUED...**

Paint Scoring Table

Work out the number of models in your list, then apply the score that best suits the way you have painted your army.

Standard	Model Count (Total Number of models in your Army)		
	< 30	31 – 60	61+
Basecoat			
3 Colours (Minimum) This will be bare minimum, no highlights or shades. This includes simple 2 colour blends from an Airbrush.	3	4	5
5 Colours This shows a little more than the base, with both Highlights AND Shading in additional colours, pin washes, or clearly visible layers for Airbrush painting.	6	7	8
Basing			
Painted (Minimum) Paint your bases with 1 colour.	3	4	5
Textured Bases Bases that have some texture applied and that texture has been painted a 2 nd colour.	4	5	6
Scenic Bases Bases that have been textured, with additional details, and/or effects (Water, Snow)	5	6	7
Details (Have the details been picked out in different colours? ie Lenses, eyes, pouches, grenades, weapon casings, gems, etc)			
< 50% of Models	3	4	5
50% to 75%	5	6	7
75% to 100%	8	9	10
Added Details (Weathering, Freehand, Transfers, conversions?)			
Weathering to 50% or more?	5	6	7
Freehand and/or transfers to 50% or more?	5	6	7
Conversions in the army?	5	6	7
Squad Markings (Are the squads stated in your army list easily, and reasonably identifiable to your opponent. Squad Markings, Xenos Tongues, Stripes, Patterns)			
Yes	3		
Display Board			
Basic - Just a painted, or basic textured board.	1		
Mid-Range - A Basic board with the addition of some hills, a building or two, or extra details.	3		
ARCTASTIC - A Display board worthy of the ages that enhances the look of your army.	5		
Army Cohesion (Rough % of your army that has achieved the Basecoat, Basing, Details, Squad Markings Points)			
75% - 90%	4	5	6
90% - 99%	7	8	9
100% (ALL MODELS)	10	11	12
Is this one of the Top 15 Armies at Arc40k?			
YES	5		
TOTAL (100% score, cap at 50)	57	66	72



ARMY COMPOSITION

60PTS

ARCFORGED!	10pts
Tick Box	12pts
Panel Of Judges	28pts
List Submission	10pts
Total	60pts

CODIX FEZ RULE #4: DON'T BE A PRICK!

EVERY player who attends Arc40k has a different view on what combinations are overpowered or that are weak, and every player wants to play 6 fun games against 6 awesome opponents. This is why we run the system the way it is, it helps the players as a collective come together to enjoy the hobby they all love and not get stomped in 2 turns.

ARC FORGED! – 10 points

A tradition that dates back to the very 2nd ever Arc40k event, was to bring an army made up of a single detachment with an awesomely creative theme. So we will reward all players who bring an army list consisting of 1 Detachment, using our ARC FORGED! Detachment.

1-2	HQ
2-8	Troops
0-4	Elites
0-3	Fast Attack
0-2	Heavy Support
0-1	Flyer

Command Benefit: If you take an Arc Forged detachment your army will receive 7 additional Command Points.

Tick Box – 12pts

These are tick and flick points, you earn these simply by your list meeting the criteria:

- + **3pts** – Most points total spent in Troops than any other category.
- + **3pts** – Taking 1 Total Detachment
- + **2pts** – 0-2 units with Monster Keyword
- + **2pts** – 0-3 units with Vehicle Keyword
- + **2pts** – 0-2 units with Fly Keyword

Panel Of Judges – 28pts

A Panel of 4 judges will each score your army using the following, we add the 4 scores together to give a total out of 28:

- 0pt** - Exactly That... ZERO Point bringing this list... Resubmit.
- 1pt** – This list is overpowered, you wouldn't want to face it with a Baneblade or Primarch!
- 3pts** – Has list is slightly on the tough side, but not totally unbeatable.
- 5pts** – This list has some grunt, but some clear flaws, it might just be competitive.
- 7pts** - The Ideal Arc list. A List that you would play with or against many times.

List Submission – 10pts

Simply Submitting your list on time as per the instructions will earn you 10pts towards your OVERALL tournament score!

Army lists are due by the 8th February 2019.

These will need to be uploaded into ArcScore. More information will be available closer to the submission deadline.