

**ARC40K XUI
PLAYER'S PACK**



2015 - CHANGE

Welcome to Arc40k 2015... This is shaping up to be the most exciting Arc yet. The winds of Tzeentch have been swirling around and forced some change. A slight change to the venue, some minor rules changes to keep Arc40k at the forefront of Tournaments. We will also be welcoming back an old friend to Arc2015... Theme. With all the changes to 40k in 7th we think it's important to go back to why we all play, evocative, inspirational, badass stories of super soldiers killing alien invaders, or the alien menace conquering new worlds, whatever it is, we love it! So a tip, bring an army that forges a narrative, immerse your opponents in the 41st millennium. Our other big change comes at the expense of Army Composition, for the first time, Arc will not be using a peer based composition system, instead, a round table, a panel if you will, of experts, who will give filthy scores to filthy armies.

Right now though... It's time to paint your damn army, enjoy your hobby over the coming months until it is game time... Arc40k 2015 is the destination of your next hobby journey.

ARC40K: HALL OF FAME

'In recognition of outstanding contributions in organization, participation, & selfless dedication to the 40k community. Through continued & prolonged excellence in the organization of Arcanacon 40k that has raised Tournament standards across Australia.'

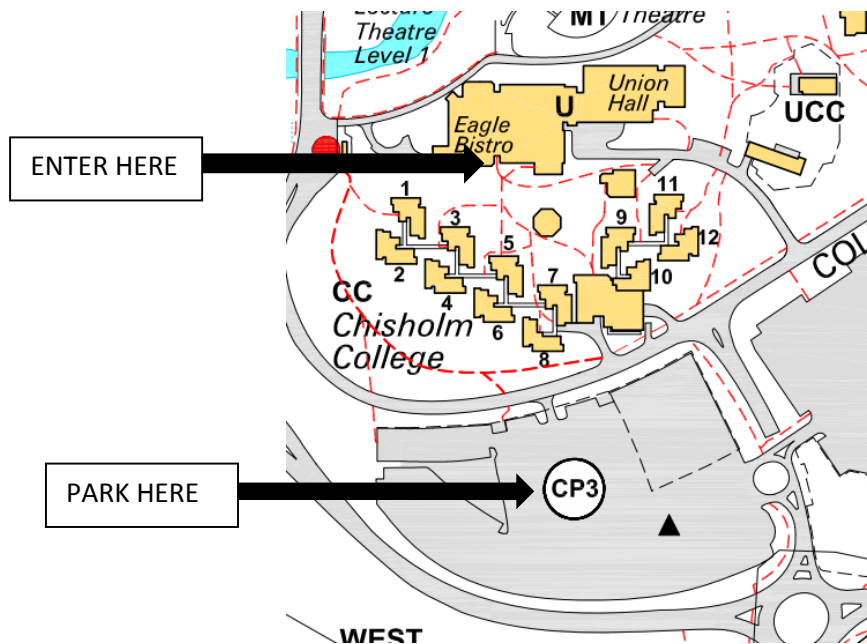
Each year we induct 2 people in the the Hall of Fame. Inductees are chosen for their organisation within, participation, and selfless dedication to the 40k community from a list of nominations made by you the players in Arc40k!

If you would like to nominate someone for the Arc40k Hall of Fame, simply send through their name and why you think they should be inducted, to hall_of_fame@arc40k.com

THE VENUE

Arc40k is held at **Union Hall**, La Trobe University Bundoora Campus, parking is located off

Kingsbury drive (Melway ref 19 F6, or Google Map it). Below is a small map with some more information.



Parking is available at the venue; we recommend that you do not leave valuables in your car.

++ FOOD ++

There will be food outlets open across the weekend, in the university. Also, don't forget our Arc40k BBQ, and range of snacks we'll have for sale right inside the venue!

++ ATM ++

There is an ATM in the bar at the venue, but PLEASE ensure you bring enough cash with you!

++ STRICKLY NO SMOKING ++

Please note that by Victorian law, smoking is not permitted on school premises. Any players found smoking on school grounds will be disqualified with no refund given.

EVENT SCHEDULE

Saturday 31st January 2015

++ 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 1st February 2015

++ 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 15th 2014 – TICKETS ON SALE

DECEMBER 31st 2014 – CUT OFF FOR RULES PUBLICATIONS

JANUARY 10th 2015 – ARMY LIST SUBMISSIONS DUE

JANUARY 31st 2015 – ARC40k 2015 BEGINS!

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. ARC15_Dan_Attrill_Space_Marines.xls
2. Upload your roster and summary before midnight **SATURDAY 10TH JANUARY 2014**. 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.

ARMY SELECTION RULES

ARMIES FOR ARC40K 2015
 MAY BE CHOSEN FROM ANY GW CODEX CURRENTLY IN PRINT
 (INCLUDING DIGITAL PUBLICATIONS AND SUPPLEMENTS)

ARC-FORGED ARMIES

MUST HAVE ONE (AND ONLY ONE) OF THE FOLLOWING:

COMBINED ARMS DETACHMENT



OR

FACTION-SPECIFIC DETACHMENT



**ARC-FORGED ARMIES
 WILL RECEIVE AN
 ADDITIONAL 10 COMP
 POINTS**

+10

NON ARC-FORGED ARMIES

CONTAIN THE ABOVE
 AND A MAXIMUM OF ONE OPTIONAL

ALLIED DETACHMENT



OR

INQUISITORIAL DETACHMENT

OR

IMPERIAL KNIGHTS DETACHMENT

OR

LEGION OF THE DAMNED DETACHMENT

OR

OFFICIO ASSASSINORUM DETACHMENT

**NON ARC-FORGED
 ARMIES WON'T RECEIVE
 THE ABOVE POINTS
 BONUS**

0

THE FOLLOWING ARE DISALLOWED FROM ARC40K 2015:

IMPERIAL ARMOUR

ESCALATION

STRONGHOLD ASSAULT

LORDS OF WAR WITHOUT
 THE INDEPENDENT CHARACTER
 SPECIAL RULE

FORMATIONS

DATASLATES

- POINTS LIMIT: 1350
- Army lists **MUST** nominate which model is their Warlord, and also **MUST** nominate which psychic disciplines their psykers will generate their powers from, and in what number. (E.g. Space Marine Librarian, Mastery Level 2 (1 x Pyromancy, 1 x Telepathy))
- 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 10th January 2015** 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.
- Players also need to bring a tape measure, dice, rulebook, codex & templates, and a PEN or 10.

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 2015 COMPOSITION SCORING

This year at Arc40k, comp has gone through a face lift. We've removed the peer-scored element (because you guys should be focussed on having a good time, not on "What's a 3 and what's a 4?") meaning that only our panel will be providing a score for your army. Additionally, we've bumped up the number of points the judges are responsible for, to make sure lists that just aren't fun are suitably... dealt with. Finally, the way the score is determined is pretty different from previous years.

For those players who've had the delight of playing at Bladestorm (Bairnsdale's premiere 40k event) then you'll be familiar with the concept of this system.

Each judge will take a look at your list, and mark it based on it's raw power on a spectrum from 1 to 5. The scores of the judges are then averaged, and fed into a formula which spits out your comp score. The formula is a little complicated (and mathsy) but in short it weights your score. Armies receive more points the softer the list is, but the best bang-for-your-buck occurs when your list sits right in the middle, at 3/5. Suffice to say, this is where to aim for: a list that doesn't struggle to fight its way out of a paper bag, but doesn't completely crush your enemies, see them driven before you, rejoicing the lamentations of their women. Armies that the judges think are really harsh (think an average less than 2/5) will see their scores go terminal. Judges love to see armies that eschew the powerful usual-suspects, and include some of their cousins who don't see a lot of love in more competitive settings.

Wanna win Arc40k? Then bring a list that sits in the middle of the field, and and earn your wins with canny ploys, clever schemes and lucky dice rolls.

Arc40k Comp Scoring:

Judges Scores: 0-50pts

Arc-Forged Bonus: 0-10pts

Total: 0-60pts

ARC40K 2015 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, its 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.
- Its 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 2015

At Arc 2015 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?

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'.
3. Can your opponent tell your squads apart?
4. Can your opponent tell your characters (sergeants/ independent characters etc.) from each other and the rest of the army?
5. Highlighting and shading. Is there any? How awesome is it? A well applied wash, drybrushing, or wonderful blended shadows?
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.
7. Bases. A simple flocked or sand covered base, through to extravagant thematic masterpieces.
8. Modelling. A solid basic construction job using miniatures as supplied, all the way up to amazing handmade marvels of the model making art.
9. Thematic components? Does this army look like an army? Consistent colours throughout? Generally cohesive? A Themed baseboard or prop perhaps?

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.

Painting Scores: 0-50

ARC40K 2015 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 41 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.

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, 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 2015 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 ++

Best General has been changed in 2015. This year, 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 2015, 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!

++ 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.