



# ARC40K

**6 GAMES - 1350PTS**

Feb 29<sup>th</sup> & Mar 1<sup>st</sup> 2020  
Batman Royale, Coburg



**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 10<sup>th</sup> Player

Every tenth place, from upto 20<sup>th</sup>

### 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

# ARC40K 2K20

Welcome to Arc40k 2k20, 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 participating in our hobby. Friends of old will  
come together, and new friendships will be forged. And this year will be no  
exception! We have some surprises in store, as well as some old favorites  
RE-vamped.

## CENTRE TABLE

Arc40k 2k20 sees the return of a centre piece table. This year the centre  
table will be run by the Garage Games YouTube Channel, on a lavish table  
3D printed by our other major sponsor Cult of Moravec. Garage Games will  
be filming 6 Battle Reports over the weekend that they will be posting to  
their channel after.



## 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 im  
mortalise 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.**



# ARC40K

**6 GAMES - 1350PTS**

## SCORING

Battle	120pts
Sportsmanship	120pts
Army Presentation	60pts
Army Composition	60pts
<b>Total</b>	<b>360pts</b>

## 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.
  - Armies must be chosen from a single Codex, or Index.
  - Armies can be made up of upto 2 Detachments or a SINGLE ArcForged Detachment.
  - No Allies.
  - The Army Composition rules, whilst not compulsory, tell you how to maximise the points you score.
  - No Gargantuan Creatures
  - No Lords of War
  - No Forgeworld (Sorry Joe)
  - No Fortifications
  - No Armies comprising only of 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 opponents.
  - Space Marines are modelled as Space Marines, this includes Counts As armies.
  - All weapons must be WYSIWYG and accurately show what the model is armed with in your armylist (i.e. flamers are flamers, lascannons are lascannons).
- 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 Armylist.
  - A Tape measure & Dice.
  - A legal Rulebook & Codex. (Hardcopy or Digital)
  - A fully charged Smart Device to submit your scores & Pen
  - 3 x 40mm Objectives.

## 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 Douche Nozzle.
- 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

6 GAMES - 1350PTS

## THE SCHEDULE

### DAY 1 – SATURDAY 29<sup>TH</sup> FEBRUARY 2020

++ 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 1<sup>ST</sup> MARCH 2020

++ 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! ++

November 16<sup>th</sup> 2019 Veteran Pre-Registration via Arc40k.com closes

**NOVEMBER 30<sup>th</sup> 2019 Arc40k Tickets go ON SALE!**

February 8<sup>th</sup> 2019 ARMY LIST SUBMISSIONS DUE

**February 29<sup>th</sup> & March 1<sup>st</sup> 2020 – Arc40k 2k20**



**BATTLE**

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**120PTS**

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### **BATTLE AWARDS**

#### **Best General**

Overall Player with the Highest Battle Score.

#### **Top 5 Generals**

The highest scoring players.

## **CODEX FEZ RULE #1: PLAY FOR FUN!**

Players will play 6 games, with a total of 120 Battle Points available. Every player can get every Battle Point on offer, but not all players will get every Battle Point on offer.

This year battle scoring will be a little different. Games will not have points allocated for a 'Win, Lose or Draw', only for achieving mission objectives. All games will be decided by who achieves the most Battle Points. 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 did not achieve it on the table you do not score the battle points.**

### **Mission Objectives**

Each Mission will have a Primary objective and a set of secondary objectives that can also be achieved.

An **example** of this could be:

IF you achieve your Primary Objective you earn +10BPs

You will also earn BP's for achieving the following Secondary Objectives:

- +2BP - First Strike (Destroying an enemy unit in the first turn)
- +1BP - Precision Strike (Destroying the enemy unit with the Highest point cost)
- +2BP - Slay the Warlord
- +1BP - Line Breaker
- +1BP - Line Secure (No enemy units in your deployment zone)
- +3BP - For completing 3 Turns.



## SPORTSMANSHIP

# 120PTS

## SPORTSMANSHIP

### AWARDS

#### Best Sports

Overall Highest Sportsmanship Score

#### Top 5 Sports

The Most Sporting players at the event.

## CODEX 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.

### 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	<b>Star Player!</b> 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 <b>must</b> be T.O. Approved).
9	<b>Beyond Expectations</b>
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	<b>Expected ARC40k Experience</b>
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	<b>Below Standard</b>
3	My opponent consistently displayed poor sporting behaviours, and/or
2	fiercely contested every rules discrepancy
1	<b>SKULL!</b> Talk to a Tournament Organizer about your opponent's behaviour if the game was this bad. (This score must be T.O. Approved)



## ARMY PRESENTATION

# 60PTS

Army Painting	50pts
Army Theme	10pts
<b>Total</b>	<b>60pts</b>

## ARMY PRESENTATION AWARDS

### TO's Choice – Top 3

The Judges Favorite Army

### Top 5 Best Painted

The very best competitive armies in Australia.

### Top 5 Best Theme

The very best competitive armies in Australia.

### Player's Choice – Top 3

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

## CODEX FEZ RULE #3:

# PAINT YOUR DAMN ARMY!

Arc40k is known for its awesome Hobby. We believe playing against fully painted armies enhances the experience of a battle in the 41<sup>st</sup> Millennium. Player's also lavish time and effort on their models specifically for the event, and this should be rewarded.

It is the hobby expectation at Arc40k that your army will be fully painted and based prior to the event.

Your army presentation will be awarded points using the following criteria.

### 5 Colours Minimum - 15pts

Every model in your army must have at least five colours of paint, shades or washes applied to it. This does not include the base or the undercoat primer colour.

This category is a tickbox, meaning the full points will be awarded if this is completed.

### Bases Completed - 5pts

Every model in your army that is on a base must have its base painted with at least one colour and texture.

This category is a tickbox, meaning the full points will be awarded if this is completed.

### Army Cohesion - 10pts

This category is to ensure that your army looks like one unified, cohesive force on the tabletop.

This category is a tickbox, meaning the full points will be awarded if this is completed.

The following points are subjective and will be awarded for attempted effort and quality of execution.

### Extra Effort - 0-15pts

This category is to award extra detail added to the miniatures across your army, which may include one or more of the following; Precision highlighting and shading, Freehand, Decals, Weathering, Battle Damage, Conversions and more.

These points are subjective and will be awarded for attempted effort and quality of execution.

### Bases Extra Effort - 0-5pts

This category is to award points for extra effort added to basing across your army. This can include environmental features to add detail and atmosphere, which may include one or more of the following; Textured Paint, Rubble, Ruins, Flock, Pigment Powders and more.

These points are subjective and will be awarded for attempted effort and quality of execution.

### TOP 3 ARMIES

In addition to these scores, the TOP 3 armies judged by our judges will be awarded 5pts.

These points are subjective and will be awarded at the discretion of the Paint Judges.

### Army Theme 10pts

A well 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.

**0-3pts** An A4 Themed Army list to present with your army during the Player's Choice Presentation.

**0-3pts** An uploaded background story or PDF document submitted with Army list.

**0-4pts** The models in your army have been chosen, or others left out & modelled to represent the Theme.



## ARMY COMPOSITION

# 60PTS

ARCFORGED!	10pts
Tick Box	10pts
Jury of Gamers	30pts
List Submission	10pts
<b>Total</b>	<b>60pts</b>

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

### ARC FORGED! – 10 points

A tradition that dates back to the very 2<sup>nd</sup> 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 armylist consisting of 1 Detachment, using the following ARC FORGED! Detachment.

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

Command Benefit: If you take an ArcForged detachment your army will receive 7 additional command points.

### Tick Box – 10pts

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

- + 3pts – Most points total spent in Troops that any other category.
- + 1pts – 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

### Jury Of Gamers – 30pts

At the conclusion of each game, your opponent will be asked to rate your army on the table below, this is not meant to give us a categorical answer for whether or not your army is HARD as nails, but more a representation of if your army was fun to play against, and in the spirit of Arc40k. To avoid potential discrepancies in knowledge and personality, we will remove the HIGHEST and LOWEST scores from your 6 opponents and replace those scores with an AVERAGE of the remaining 4 scores. IF by chance you score low in this category, 4 of your opponents thought your army was excessively powerful.

A Jury of Gamers -	
1	This list did not need to play the mission to earn the battle points on offer, it just wiped my army out.
2	This list was a challenge to compete against.
3	This is the kind of list I'd enjoy playing against everyday of the week.
4	This list left some options in the codex that would have made it more competitive.
5	Too many soft units taken. Not enough strength in selection. This was an easy win.

### List Submission – 10pts

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

ALL LISTS must be submitted through arcscore.com prior to 8<sup>th</sup> February.