



# ARCANA CON XXX - 2012

## ++ ARCANACON 2012 - INTRODUCTION ++

Welcome to Arcanacon 2012. I would first like to offer up a big congratulations, and well done to previous Arc40k Organisers, WATT, for putting together and running an event that has not only become the benchmark of modern tournaments, has created an immense amount of tradition, and most importantly has been a good fun weekend for us players to get together and enjoy our hobby. The event has become more than just a gaming weekend, it's a time to catch up with mates, both old and new.

When I first sat down to think about 'how' does someone run Arcanacon? I automatically realized that it is not to mimic WATT but to take all the traditions, veteran status, noobs, a good fun atmosphere, a decapitated teddy, sportsmanship, the use of the word 'Muthafucker', and do it in our own way. So we take those traditions, add some of our own to build on the EVENT that is ARCANACON 40k.

It is with all these old traditions, some new ones thrown in, & a surprise or two along the way that the new Organisers bring you Arcanacon 40k 2012. I hope to see all my friends there, both the old ones... and the new.

Dan Attrill

Tournament Organizer – Arcanacon 40k





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## ++ RULES ++

- 5th edition Warhammer 40,000 rules, plus all Codices and Chapter Approved rules variations published by Monday 2<sup>nd</sup> January 2012 (except where exempted below).
- Please bring a 1,200 point army .
- 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. 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 **FRIDAY 6th January 2012** 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.
- Please also bring the following mission specific models: Three objective counters on 40mm bases (one can be on 60mm).

## ++ LEGAL ARMIES ++

- All current Codex armies as of army list cut-off date.
- Sisters of Battle WD Armylist **WILL** be allowed.
- The following **may not** be taken:
  - Vehicles or lists from Forgeworld or *Imperial Armour* may **not** be taken;
  - Chapter Approved from WD are not permitted, but feel free to ask;
  - No Apocalypse datafaxes or Apocalypse rules;
  - No lists or codices superseded by later publications: e.g. no Feral Orks, no Lost and the Damned, no *Codex Catachans*, etc.;
  - If in doubt about whether your army is legal, please **ask first!**

## ++ DETERMINING THE WINNER ++

- Players will fight SIX battles each of 2 hours 15 mins duration, three per day on SATURDAY 28th JANUARY and SUNDAY 29<sup>th</sup> JANUARY. Please arrive by 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 (120pts) and Sportsmanship (120pts), and will receive an overall mark for Army Painting (30pts) and Army Selection (30pts). Please see those sections for details. This will give a score out of 300.
- The overall winner will be the player with the most points at the end of the six games.
- Other prizes will also be awarded.



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## ++ SCHEDULE ++

### Saturday 28<sup>th</sup> January 2012

++ 8:00AM ++ Registration Opens

(If your bringing a tables worth of terrain please set up before 8.45am, please register prior to setting up your table)

++ 9:15AM ++ Tournament Briefing

++ 9:30AM ++ Round 1: Mission Briefing & Commencement

++ 11:45AM ++ Round 1 Conclusion, Set Up for Players Choice Voting

++ LUNCH & Players Choice Voting++

++ 12:45PM ++ Round 2: Mission Briefing & Commencement

++ 3:00PM ++ Round 2 Conclusion

++ 3:30PM ++ Round 3: Mission Briefing & Commencement

++ 5:45PM ++ Round 3 Conclusion

### Sunday 29<sup>th</sup> January 2012

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

++ 11:15AM ++ Round 4 Conclusion

++ LUNCH ++

++ 12:15PM ++ Round 5: Mission Briefing & Commencement

++ 2:30PM ++ Round 5 Conclusion, Favourite Player Voting

++ 3:00PM ++ Round 6: Mission Briefing & Commencement

++ 5:15PM ++ Round 6 to be finished

++ 5:15PM ++ Pack Up & Load Trucks

++ 6:00PM ++ Prize Ceremony



# ARCANA CON XXX – 2012

## ++ GENERALSHIP ++

### ++ BATTLE POINTS ++

This category counts for 0-120 points.

Each player will receive points for each battle. These are as follows:

- Win game = 15 points
- Draw game = 10 points
- Lose game = 5 points

In addition, both players can receive bonus points for the following:

- +1 if the enemy commander is dead, falling back or off the table
- +1 if the enemy unit or vehicle (not independent character) with the highest points value is dead, falling back or off the table
- +1 if you have a scoring unit in the opponent's deployment zone at the end of the game
- +1 if there are no enemy scoring units in your deployment zone at the end of the game
- +1 If you achieve the mission specific "Total Victory" Condition.

### ++ PENALTIES ++

There are two ways to lose Battle Points from your overall score:

**Incorrect form:** 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.

# ARC 40K



# ARCANA CON XXX - 2012

## **++ PAINTING & MODELLING ++**

*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.*

*This year we have put more points into the Advanced Criteria category, so that if you a master painter but not a converter you can still get maximum, and vice versa.*

*Some of the armies that score full marks (27) will be awarded bonus points for being the top armies on the day.*

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.*

### **Minimum Standard -**

#### **Q1 - Is everything painted/based?**

- No metal/plastic visible (and the painting judge will tell you **not** to field this model again)
  - No undercoat visible (and the painting judge will tell you **not** to field this model again)
  - Painted, sand or flocked bases
- + 8 points

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

+ 2 points

#### **Q3 - Can your opponent tell squads apart?**

+ 2 points

#### **Q4 - Is the army's paint scheme and basing cohesive?**

+ 2 points

*Running total: 14 points - This is a tournament standard army*



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## Advanced criteria -

### Q5 - Is the army WYSIWYG?

- + 2 point for the Army
- + 1 point for Independent Characters (wargear especially).

### Q6 - Extra details, both modelled & painted?

1 to 5 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 5 points

An extra line of colour 1 point, beautifully shaded 3 points, is the whole army painted to the same standard.

*Running total: 27 points - This is an exceptional army*

### Q8 - Masterclass - Is this one of the top picks?

- 28pts – 1 Judge mark it as a favourite
- 29pts – 2 Judges mark it as a favourite
- 30pts – 3 Judges mark it as a favourite





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## ++ ARMY SELECTION ++

This category counts for 0-30 points.

You must send us your army before the event:

1. Please use the [Excel sheet](#), (Downloadable from the [Aracanacon.org](http://Aracanacon.org) or from [Ozevents](http://Ozevents)) and **rename** the placeholder file name with your details, e.g. [ARC11\\_Dan\\_Attrill\\_Space\\_Marines.xls](#)
2. Email your roster and summary before midnight **Friday 6<sup>th</sup> January 2012**, with your **name and army type in the subject line**, to the following address. You will receive an automated reply if you have sent it correctly to:

[40k@arcanacon.org](mailto:40k@arcanacon.org)

- **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 penalised or late submission of 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.*

## ++ ARMY ROSTER ++

All rosters submitted AFTER midnight on Friday 6<sup>th</sup> January will be subject to a 10pt deduction for a late list. The reason for this is to allow judges time to accurately score, and enter scores into the system ready for the event.

This same penalty applies to lists that are changed after one has been submitted.





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## ++ ARMY BALANCE ++

Army Balance is a score that indicates how tough your army is. Whether you have taken an easy to wield, no brainer, point and click army (much like taking an AK to a knife fight) - or whether you have chosen to compose your force into an army that your opponents will enjoy playing against (more like a blunt knife to spread butter). It's good to remember to ask yourself if you think your army is going to be fun to play against.

At Arcanacon, we believe variety is the spice of life. Our judges will be instructed to reward variety in army selection (duplicate units make the Emperor throw up a little in his mouth). Units chosen that contain a random element, (Chaos Possessed, Ork Shokk Attack Guns) will also be looked kindly upon. Named characters that don't unlock sections of the Force Org chart may attract the wrong kind of attention.

We believe that games and missions should be fun and memorable, first and second, and the importance of winning should come a distant third. The comp judges will be looking for reasons to reward fun lists – so we suggest that you give them plenty of reasons!

Each armylist will be judged by a panel of 4 judges, as well as your 6 opponents. All 10 judges will mark your list in the same manner, using the following four options they will each place one tick in a box.

Players will mark this at the end of each round - while the Judges will mark lists prior to the event.

3	Star Army! This army was well themed, I had a great time playing against it, if I had it my way I would play it again in the next round.
2	<b>This is exactly the sort of army I like to play against. It had some combo's but I would be ULTRA happy to play it again.</b>
1	<b>Expected Army! I really enjoyed playing this army, it had some great combo's but nothing over the top! Exactly what I came to Eastcon to play!</b>
0	POINT & CLICK... This army fell under my expectation to play at Arcanacon. Had too many nasty combo's that made it not enjoyable to play, and just smashed my army. My mate's little sister could win games using this army.

Total - 30 points

PLEASE NOTE: IT IS ACCEPTABLE TO GIVE AN ARMY A ZERO IN THIS CATEGORY FOR ARMIES THAT YOU DON'T BELIEVE SHOULD BE AT ARCANAACON.





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## ++ SPORTSMANSHIP ++

This category counts for 0-120 points.

**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.
- Poor Sporting Behaviors
  - Rubber ruler.
  - Unclear dice rolling.
  - Lack of focus on the game, disinterest if losing.
- Good Sporting Behaviors
  - Easy Rules Resolution that takes into account both players interpretations, if in doubt 4+ it.
  - Its not a game of millimeters 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, ie 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.





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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:

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

Total - 120 points

# ARC 40K



# ARCANA CON XXX - 2012

## ++ PRIZES ++

Here are the current prizes and trophies planned for the 2012 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)

### ++ PLAYER'S CHOICE - ARMY ++

The best army, as selected by you, the players. To impress 140 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** (Certificate & prize)

**Third** (Certificate & prize)

### ++ 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".

### ++ PLAYERS 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 - 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.*



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## **++ GENERALSHIP ++**

**Best General** (Trophy & prize) - The player with the most Battle points.

*Note: We will deduct points lost for "Overpowered" player vote when counting this award.*

**Worst General** (Certificate & prize) - The player with the least Battle points!

## **++ NEW PLAYER ++**

**Best N00b** (Certificate & prize) - The highest-player who has never competed at Arc 40K 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 Blast Marker of Doom** (Certificate & Prize) - Awarded for cool blast marker

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

**Funkiest Objectives** (Certificate & Prize) - Awarded for modelled objectives in theme

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

## **++ THE REALM OF LEGENDS "EVERY TENTH PLAYER" PRIZE ++**

**Every Tenth Player** (Prize only) - Every tenth player at Arc 40K wins a prize - so, if you come 120th, 110th, 70th, 40th, 20th or wherever, you'll go home a winner.

## **++ RANDOM TABLE ++**

**Random Table** (Prize) - One table number will be drawn at random, and the player or club who provided the terrain will win a prize - not to mention our thanks!

## **++ 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 2011, we salute you!



# ARCANA CON XXX - 2012

## ++ TEN YEAR TOUR ++

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

## ++ ARCANA CON 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.

## ++ DECAPITATED TEDDY BEAR ++

**Last Place** (Decapitated Teddy Bear) - Awarded to the player with the lowest overall points who has competed in the full six rounds. May the accusing stare of the severed bear's head inspire you to try harder in 2012!

## ++ SURVEY RAFFLE ++

**Survey Raffle** - So, after all that, you didn't win anything? Nothing at all? Good news, everyone who fills out a survey goes into the Consolation Prize draw.

## ++ THE HIGHEST PLACE BLOKE THAT DIDNT WIN ANYTHING ++

This prize is for just that... the highest placed player that won no other prizes.

## ++ THE BOOKPOD BEST THEME ++

**Best Theme** (Certificate & Prize) - This is open to all competitors at the event, you may submit something written, a display (That can include your army), a prop, or anything else that helps you to convey your armies theme. This category is not worth points, and well, we do it because it's a cool part of the hobby.

