



**ARC40K 2013
PLAYERS PACK**

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++ ARC40K 2013 - THE NEW FRONTIER ++

++ INTRODUCTION ++

A new frontier awaits us... a place not gone to before by hobby tournaments. It's like the new album by your favourite band, a new season of a television series, or a new edition of your favorite code. Love it or hate it, it's the most exciting feeling to press 'play', or flip open that book for the first time. Arc40k has always held that kind of feeling for me in the past.

As a player, I always wanted to push the boundaries of army list, painting, winning without being a prick, and trying to have some kind of theme for my army to make it more enjoyable to play.

As a TO, I want to do the same... Push the boundaries, the 'Frontier' if you will, of the quality of gaming, painting, armies, themes, & sportsmanship.

It's time to 'bring your A game'.

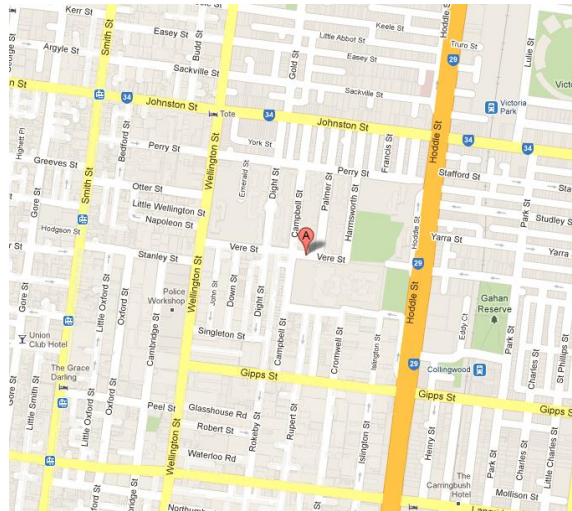
Dan Attrill

Tournament Organizer – Arc40k

arc40k.com

++ THE VENUE ++

Arc40k is held at **Collingwood College**, corner of Cromwell Street & McCutcheon Way, Collingwood, Melbourne (Melways 2C, G9), Australia.



Collingwood College is opposite the Collingwood Town Hall on Hoddle St. It is a short walk from the Collingwood Train Station. You can also reach the school via the No. 86 tram along Smith Street (catch from Bourke Street), although it's a longer walk.

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

++ FOOD ++

There is a canteen at the venue with food and drinks at reasonable prices.

++ BEER ++

Beer, cider and light beer is on sale at the venue each day. Please have photo ID available.

++ ATM ++

There are ATMs on Smith Street, or at the service station on Hoddle St. It is best to get money on your way in.

++ 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.

++ RULES ++

- 6th edition Warhammer 40,000 rules, plus all Codices and Chapter Approved rules variations published by Monday 31st December 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 4th January 2013 via email. Late rosters will be penalised. See the Army Selection section for more information. (Include Armylist Upload and download procedures)**
- 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.**

++ LEGAL ARMIES ++

- All current Codex armies as of army list cut-off date.
- Sisters of Battle WD Armylist **WILL** be allowed.
- Night Spinners, Storm Talons, & Ork Bombers may be used.
- The following **may not** be taken:
 - Vehicles or lists from Forgeworld or *Imperial Armour* including the 40k stamped vehicles 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!**

++ SCHEDULE ++

Saturday 26th January 2013

++ 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 ++ Parade of Armies & Players Choice: Army

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

++ 12.00AM ++ Round 1 Conclusion

++ LUNCH ++

++ 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 27th January 2013

++ 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

Pack Up & Load Trucks

++ 6:00PM ++ Prize Ceremony

++ DETERMINING THE WINNER ++

- Players will fight SIX battles each of 2 hours 15 mins duration, three per day on SATURDAY 26th JANUARY and SUNDAY 27th JANUARY. Registration will open at 8.00am and close at 9.00am. Arriving late will incur a 10 Battle Point penalty.
- 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. Ties will be broken by Sportsmanship, Painting, Generalship, then Army Selection. If players are still tied, a simple coin toss will break the deadlock (Well lets hope it doesn't get THAT far!)
- Other **prizes** will also be awarded. See the awards section.

++ BATTLE POINTS ++

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 points.

This category counts for 0-120 points.

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 (Page 122 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.

++ PENALTIES ++

There are three ways to lose Battle 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 Battle Points.

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

++ 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 opponent's army then the game plays that much better. That's what is required for a tournament standard army at Arc40K.

Painting judging will be broken down into 3 key areas.

The Basics - 6 Points (All armies will get 6pts or not be fielded)

Game Play - Upto 8 Points (A minimum standard army will get 4 of these)

Show me the Funkies! - Upto 16 of a possible 22 (A great place to pick up points depending on your painting style)

This year we have put more points into the Show me the Funkies!, so that if you a master painter but not a converter you can still get maximum, and vice versa.

This category counts for 0-30 points.

The Basics - 6 points.

This covers the minimum standard for ALL armies attending Arc40k 2013.

Did you paint this army yourself? (no points reduction, just ineligible for painting related prizes)

Is the person who painted the army at Arc today?

Q1. Is your Army painted to the Minimum standard? - 6 points

The minimum Arc40k standard is 3 colours painted on the entire model, with the bases flocked. 3 dots on an undercoated shoulder is not acceptable. Transparent flying stands maybe left unpainted.

Note. If your army is not up to minimum standard, it cannot be fielded.

Game Play - Up to 8 points.

This section covers the practical, game play part of your army, the bits that make for a more enjoyable game for your opponent, and make disputes less likely.

Q2. Can your opponent tell squad leaders and independent characters from the rest of your army? - 2 points

Q3. Can your opponent tell squads apart? - 2 points

In a swirling melee' can you tell how many models remain from each squad involved. This can be done using squad markings, dots on bases, marks on shoulder guards, cohesive marks on carapace, line markings on armour.

Q4. Is the army WYSIWYG? - 2 points

All models MUST be WYSIWYG, if your models are, then you get 2 points. Non WYSIWYG models may not be fielded.

Q4a Are your characters WYSIWYG? - 2 points

All models MUST be WYSIWYG, if your models are, then you get 2 points. Non WYSIWYG models may not be fielded.

Show me the Funky! - Maximum 16 points out of an available 22.

This is the bit where the rubber meets the road. We at Arc 40K like to see magnificent painted armies which are themed, well presented and generally looking extremely funky. Most of the points up to here are easily obtainable by anyone with a bit of forward planning and the first point or two in each of the following sections should also be easily obtainable by average painters. There are more total points available here than it's possible to get, so that folks that don't feel they'll do well in one section can perhaps pick some of them up in another.

These points are subjective and will be discussed with you by the judges during marking

Q5. Highlighting and Shading - up to 6 points

0 points for none, 2 points for base and a wash, 3 points for extra lines/levels and 4 for something clearly above average. 6 points for amazing well blended highlights.

Q6. Detail Painting - up to 4 points

This includes things such as Eyeballs, gems, freehand, weathering, etc. Anything beyond minimum standard painting.

Q7. Theme - up to 6 points

Is the army consistently painted throughout? Does it look like an army? Has any extra effort been put into things like themed bases, presentation of written theme, cohesive colour scheme, and converted theme? Stuff designed to make this look and feel like an army rather than a bunch of plastic soldiers. This section will be judged by the level of extra effort put in.

Q8. Modeling - up to 6 points

This covers simple, straight forward things such as Basic assembly, drilling out bolters and weapons swaps, to conversions, kit bashes and scratch builds. Anything beyond out of the box construction.

Best New Army - 2013 - This is an award for the best new army built and painted specifically for the Arc2013 Tournament. To be eligible, the army must be documented on the Arc40k 2013 - Army Forum

++ ARMY SELECTION ++

++ ARMY ROSTER ++

All rosters submitted AFTER midnight on Friday 6th 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.

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. ARC13_Dan_Attrill_Space_Marines.xls
2. Uploadl your roster and summary before midnight **Friday 6th January 2013**. See Arc40k.com for more details on uploading your roster

- **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.*

++ SELECTION SCORING ++

The composition of your army is integral to the enjoyment of the event to both you and your opponent. Our scoring this year is split into 2 parts.

The Composition Machine (Which will measure both how tough your army is, as well as how enjoyable it is to play against).

The Theme Machine (Which allows you to justify what you have included in your list. Whether it has a story, or just that you like the models, we want you to tell us your thoughts about why you have taken what you have taken) **ALL** 3 points available here are **OPTIONAL**, points will not be deducted, just not earned.

This category counts for 0-30 points.

The Composition Machine

+0-18pts - Peer Enjoyment (6 Opponents judge between 0-3, rating how **enjoyable** is this army to play?)

+0-9pts - Panel (3 Panels judge 0-3, rating how tough the army is, this is purely subjective, each list will be judged individually with no comparison to other lists at the event. The following modifiers to your overall Panel score, this can result in a negative panel score)

-1pt - Multiple identical units of size & upgrades

-1pt - More than 1 named Character (any combination of IC or SU)

-2pt - If the army includes an ALLIED named character

-1pt - Battle Brother Allies

The Theme Machine

+1 - Are all the entries in the Armylist named?

+1 - Have you submitted a theme template? & Does the theme fit the 40k ethos? (Submitting the template is 100% optional)

+1 - Have you made your theme cool? (Artifact, display board, costume).
(Making your theme cool is 100% optional)

++ PEER ENJOYMENT ++

Peer Enjoyment is a score that indicates how enjoyable to play 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.

++ PANEL COMP ++

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 your 6 opponents. All 6 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.

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	This is exactly the sort of army I like to play against. It had some combos but I would be ULTRA happy to play it again
1	Expected Army! I really enjoyed playing this army, it had some great combos but nothing over the top! Exactly what I came to Arcanacon to play!
0	POINT & CLICK... This army fell under my expectation to play at Arcanacon. Had too many nasty combos

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 ARC40K.

++ THE THEME MACHINE ++

Theme makes its return to the Arc40k score summary for a variety of different reasons. First and foremost we are all here to enjoy the hobby; it captures our imagination when we read the background in a codex or the latest black library novel. We want to bring that exact same feelings to the table. After all, we play Space Marines because they are hulking super space soldiers, not 11 components of plastic, or Orks because they are savage clumsy brutes, not a horde of plastic figures.

The Theme template is a second tab attached to your Army list you have downloaded. The space on this is your to write, draw, explain or whatever you want to convey your armies theme to us, whether that is a story, a picture or a simple this is why! Simple!

++ SPORTSMANSHIP ++

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. The system we are using this year will give players more options when scoring their opponents sporting behaviours, I have also included some guidelines to help players with their scoring.

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. 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 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.

- If both players are of age and a beer is purchased (RESPONSIBLY, as we all have to drive at some point, so a LIGHT may be in order), then well I would say this is VERY sporting, however many would say not.

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:

	Star Player!
10	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 <u>must</u> be T.O. Approved).
9	Beyond Expectations
8	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!
7	Expected ARC40k Experience
6	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.
5	
4	Below Standard
3	My opponent consistently displayed poor sporting behaviors, and/or fiercely contested every rules discrepancy.
2	SKULL!
1	Talk to the Tournament Organizer about your opponent's behavior if the game was this bad. (This score must be T.O. Approved)

Total - 120 points

++ PRIZES ++

Here are the current prizes and trophies planned for the 2013 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 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)

++ 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 (Trophy & prize) - The player with the most Battle points.

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

Second (Trophy & prize)

Third (Trophy & prize)

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

++ NEW PLAYER ++

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

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

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

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

++ 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!

++ 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.

++ 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!

++ BEST NEW ARMY - 2013 ++

Best New Army - 2013 - This is an award for the best new army built and painted specifically for the Arc2013 Tournament. To be eligible, the army must be documented on the Arc40k 2013 - Army Forum ([Insert web link for Army Forums](#))

++ THE HIGHEST PLACE BLOKE THAT DIDN'T WIN ANYTHING ++

Random Draw. 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.