



The Old World

The History of Arc

Arc40K has been Australia's premier Warhammer 40,000 hobby event for 26 years. It is a stalwart of the Australian wargaming calendar focusing on the hobby and sportsmanship, creating a welcoming and enjoyable tournament experience for veterans and beginners alike.

Due to its rising popularity over the past few years Arc40K has grown to become ArcFest, which now includes a wider range of miniature gaming systems, and this year for the first time, Warhammer: The Old World!

Tournament Etiquette

It should be noted that ArcFest is designed and intended to be a fun, casual event. We do not take competitive play seriously, but we do take rule breaking and disrespectful behaviour seriously. ArcFest and its events are based on the 4 pillars that have seen it become the most loved event on the calendar;

1. Play for Fun.
2. Paint your Army
3. Be a Good Winner.
4. Don't be that Guy.

ArcFest is dedicated to creating a community focussed on having fun, making new friends, rolling some dice and playing with toy soldiers. The primary focus should always be on creating a fun environment for yourself and other participants, and not focus on winning every game at a tournament. We want to remove the stigma of tournaments being full of "sweaty", "beardy" or "gamey" players. ArcFest is a place to put all those worries aside and just enjoy yourself!

Important Information

We will be playing Warhammer the Old World including all relevant updates and errata's to ruleset on or before the 12 April 2025.

Registration:	Saturday 3rd of May at 9:00am.
Location:	Sandown Racecourse.
Battle Size:	An army of no more than 2000 points.
Board Size:	72" by 48"
Missions:	Pitched Battles from the Warhammer: the Old World Rulebook.
Game Length:	Each game will be 2 hours and 30 minutes.
No. of Games	Six.
Tools of War	<p>Attendees are expected to bring their army, dice, a tape measure, all relevant rules publications, and at least 2 physical copies of their army roster (one for the Event staff and one for each opponent).</p> <p>If you are using any electronic devices to carry your official rules references, please ensure they are charged and available for reference at all times.</p>





Timetable

TBA

Scenarios

Round 1: Open Battle (pg. 288) As per rules but with fixed game length.

Round 2: Meeting Engagement (Pg. 294)

Round 3: Break Point (pg. 290)

Round 4: Flank Attack (pg. 292)

Round 5: Command & Control (pg. 298)

Round 6: Mountain Pass (pg. 296)

The Terrain

You will be playing on different immersive tables with all terrain pre-set by the TO's. If you are unsure what a piece of terrain represents, discuss with your opponent before commencing the game. If you are still unsure, or can't agree please consult a TO.

Deadline on List Submission

All lists must be submitted no later than midnight on the 12th April 2025.

All updates to rules released (in Australia) after this time will NOT be in use for this event.

You may submit your list via email to arcintheoldworld@gmail.com.

Sportsmanship

While this is a tournament, emphasis will be placed on the sportsmanship players show to their opponents. We all like to win, but don't forget the number one aim is to make sure that everyone has a great experience.

Don't be that guy!

Grudges

Grudges for the first round can be submitted before the event. No additional points or prizing will be awarded for winning a grudge, besides bragging rights.

Painting Requirements, Conversions & Third Party Models

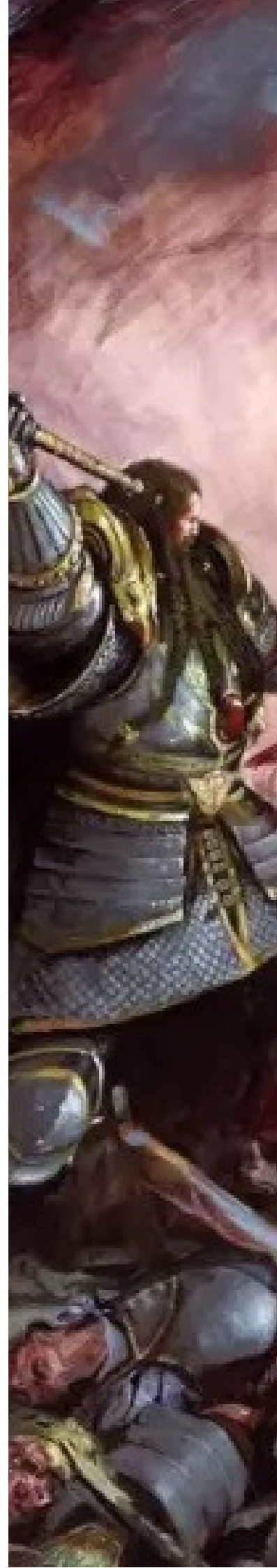
Painting requirements: All models, including the base, must be painted to a battle ready tabletop standard with a minimum of 3 colors.

Base sizes: Do not have to be on new base sizes, but you will have to have a movement tray that has the correct footprint. You may never gain an advantage from having an incorrect base size.

WYSIWYG (Loadout): We should keep in mind that most models are not commercially available yet and many players will be using old models.

You should strive to make your units WYSIWYG and you have a responsibility to remind your opponent what each unit is equipped with if it's not 100% clear by looking at the models. If you are in doubt ask the TO before the event.

Proxy & Third Party (models): Your opponent should easily be able to see what the unit is supposed to be. If in doubt, ask the TO before the event.





What You Need to Bring

You need to bring with you;

- Warhammer: the Old World Rulebook.
- Appropriate Army Books (eg. Ravening Hordes, Forces of Fantasy and Almanac Books.
- Your painted army.
- A tape measure.
- Dice (including a scatter dice).
- Any stand in bases you may require.
- An attitude to have and help others feel safe.
- Your e-ticket confirmation email.

We suggest you also bring;

- An army tray to help with speedy movement of your army between games.
- A chess clock to help with time keeping.
- Any food and drink you think you will require. Food and drinks are available at the venue, but if you wish to bring your own this is ok.

Artillery Dice - You can use a D6 in place of an artillery dice, in this case on a result of 1-5 double the number you rolled, this is your result. If you roll a 6 then you have rolled a misfire.

Basing and Movement Trays

As Warhammer: the Old World can utilize models from various sources (eg. official Old World, Age of Sigmar, Warhammer Fantasy Battles etc.) we do not expect all models to be on correct bases, however all units must have the correct footprint to make the game fair. Here is a useful link that lists the base sizes of the various units, <https://war-of-sigmar.herokuapp.com/blog/warhammer-old-world-base-sizes-guide>

As an example if you have a unit of 20 Bretonnian Squires on the old 20mm bases, this would have a unit footprint of 100mm x 80mm, so you would need to place them on a larger movement tray to increase their footprint to 125mm x 100mm to match the required standard of Warhammer: the Old World.

For any questions regarding base sizes please contact arcintheoldworld@gmail.com.

Food Options

TBA

Warnings and Penalties

If players break any of the rules put in place they may receive a warning at the discretion of the TO's or any ArcFest staff member, if they receive a warning for the same act more than once they may be disqualified from the event. Warnings are as follows;

- 1st Warning - No penalty, just a warning.
- 2nd Warning - The player's next game round will be recorded as a loss.
- 3rd Warning - The player will be disqualified from the event.

There will be a zero tolerance for any abusive behaviour, physical or verbal, any participant that is abusive to staff, TO's or other participants will immediately be removed from the event.

Prize Support

Peer voted and TO favorite painted
Best General 1st, 2nd, 3rd
Best Sports 1st, 2nd, 3rd

