

++ ARC4OK - KUI ++

++ PLAYER PACK ++



++ 2014 ++

++ ARC4OK 2014 - INDEPENDANCE ++

++ INTRODUCTION ++

XVI – Roman numerals for 16... 2014 sees the 16th running of a 40k tournament as part of the Arcanacon Roleplaying Convention, except this year things are a little different. Like all 16 yr olds we seek change, new things, and independence! We have a new venue, with an air con, we have raised the points limit to cater for all the new challenges that 6th Ed offers us, and we have moved the weekend to the first weekend in February. These changes are all to benefit future Arc40k events.

There are some pretty obvious changes, however, there are things that will remain the same. We still want to see your funkiest hobby, we are still playing 6 fun missions, a keen observer will also notice that the rules for the tournament are almost identical to last year, why? The overwhelming majority of surveyed players indicated they liked the system how it was, with a few recommended tweaks, which have been made.

We also want to welcome back old Arc40k friends as much as seeing all our new friends from last year come back, this sense of community and fun is what keeps all our traditions alive. So get list writing, play testing, and painting Arc40k is coming in February bigger and better!

If you haven't see the trailer for the event done by Vaimoa Asa Leausa then head to the Arc40k Facebook page and check out the link...

Dan Attrill
Tournament Organizer – Arc40k
arc40k.com

'Here... We... GO!'
The Joker

++ 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 NEW 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.

++ ATM ++

There are no ATM's on-site. 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 1st February 2014****++ 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

++ 11.45AM ++ Round 1: Conclusion

++ LUNCH ++

++ 12:30PM ++ Round 2: Mission Briefing & Commencement

++ 2:30PM ++ Round 2: Conclusion

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

++ 5:00PM ++ Round 3: Conclusion

Sunday 2nd February 2014

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

++ 11:00AM ++ Round 4: Conclusion

++ LUNCH ++

++ 12:00PM ++ Round 5: Mission Briefing & Commencement

++ 2:00PM ++ Round 5: Conclusion

Favourite Player Voting

++ 2:30PM ++ Round 6: Mission Briefing & Commencement

++ 4:30PM ++ Round 6: Concluded or players score **ZERO** points for the round

Pack Up & Load Trucks

++ 5:15PM ++ Prize Ceremony

++ IMPORTANT DATE TIMELINE ++

NOVEMBER 16th 2013 – TICKETS ON SALE

DECEMBER 31st 2013 – CUT OFF FOR RULES PUBLICATIONS

JANUARY 10th 2014 – ARMY LIST SUBMISSIONS DUE

FEBRUARY 1st 2014 – ARC40k 2014 BEGINS!

++ RULES ++

- 6th edition Warhammer 40,000 rules, plus all Codices and Codex Supplements including ePublications by Games Workshop, published by Tuesday 31st December 2013 (except where exempted below).
- Please bring a painted 1,350 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 10th January 2014** via Arc40k.com. 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.
- Players also need to bring a tape measure, dice, rulebook, codex & templates, and a PEN or 10.

++ LEGAL ARMIES ++

- All Codices and Codex Supplements including ePublications by Games Workshop, published by Tuesday 31st December 2013 (except where exempted below).
- Ork Flyers in Death From the Skies.
- Only 1 Force Organization chart is permitted per army.

The following *may not* be taken:

- Vehicles or lists from *Forgeworld*, *Imperial Armour*, or *Horus Heresy* including the 40k stamped vehicles may **NOT** be used.
- Chapter Approved from WD are not permitted.
- No Apocalypse formations 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.
- 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 the following:
 - Battle Points (120pts)
 - Sportsmanship (120pts)
 - Army Painting & Modelling (33pts)
 - Army Selection (70pts).

Please see those sections for details. This will give a score out of 343.

- 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 let's hope it doesn't get THAT far!).
- Other prizes will also be awarded. See the awards section.

Army Roster

- All rosters submitted AFTER midnight on **Friday 10th January 2014** 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. ARC14_Dan_Attrill_Space_Marines.xls
2. Upload 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 a 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.*

++ 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.

++ 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.

++ ARMY 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 - 9 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 0-33 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 thing 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. Modelling - 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 - 2014 - 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 Facebook page with loads of WIP pics!

++ ARMY SELECTION ++

Not all units are created equal. Some units stomp the crap out of everything that stands in their way, other seem to fold to a stiff breeze. Composition scoring is one way Arc40k tries to even the playing field. Many competitive events use systems for this sort of purpose: salary caps in Australian Rules Football, the drafts of various sporting codes, and even the regulations for cars in F1 racing. At Arc40k your army will be judged for its strength, both by players and a panel of expert judges, and the points you earn will work like a "handicap" to ensure the player with the most skill stands atop the Arc40k podium (not just the player who used the most broken stuff). The less powerful your army is, the more composition points you'll earn.

This category counts for 0-70 points.

Selection will be broken into 2 key areas:

Peer Enjoyment (0-24pts) (6 Opponents judge between 0-4, rating how **enjoyable** was this army to play?)

Panel (0-46pts) (5 Judges assess 0-4, rating how tough the army is. Each list will be judged individually with no comparison to other lists at the event. The judges' total score will then be scaled up,

Peer Enjoyment - 0-24pts

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.

Players will mark this at the end of each round.

4	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.
3	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
2	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!
1	Eeewww.. I didn't really enjoy playing against this army. There were quite a few occasions I just felt like there was nothing I could do.
0	POINT & CLICK... This army fell under my expectation to play at Arcanacon. Had too many nasty combos

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.

Panel Judging – 0-46pts

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 judges will be looking for reasons to reward fun lists – so we suggest that you give them plenty of reasons!

++ 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 used last year was so popular amongst surveyed players that we are using the exact same system again this year!

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 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 areplaying 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:

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

++ AWARDS & 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)



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

Second (Trophy & prize)

Third (Trophy & prize)

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 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

And Some new ones..

SECRET FUNKY - (Certificate & Prize) - Awarded for... its a surprise ☺
Funkiest Fortification (Themed) – (Certificate & Prize) - Awarded for a fortification
Funkiest Water Effects – (Certificate & Prize) – The Moist Improved
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 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 - 2014 ++

Best New Army - 2014 - This is an award for the best new army built and painted specifically for the Arc2014 Tournament. To be eligible, the army must be documented on the Arc40k facebook page with loads of WIP pics!

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

Random Draw. This prize is for just that... the highest placed bloke that won no other prizes.