



2K18

ARC4OK TURNS 21!

ARC40K TURNS 21

Welcome, to Arc40k 2k18.

Last year we went back to basics, we celebrated 20 years of an AWESOME event that means so much to so many. This year we hope to continue that. We have booked the same magnificent venue. 40k 8th Edition has come along and is only going to make our event bigger, better, and more fun. This year, like every year, we plan more, to give more to the players, to make Arc40k the ultimate hobby experience.

We officially welcome back our Veterans, our Hall of Fame members. AND most importantly, we welcome our N00bs, those that have no yet participated in Arc40k. To our future Veterans you are JUST as welcome.

Tell your mates...

Its time...

For Arc40k 2k18!

The Basic Rules

POINTS LIMIT: 1350

- Players need to bring multiple copies of your armylist, a tape measure, dice, rulebook, codex & templates, and a pen or 10.
- All miniatures **MUST BE PAINTED** to minimum tournament standard. Unpainted or undercoated miniatures **CANNOT** be fielded and will be **REMOVED**.
- We prefer models to be Citadel Miniatures. However should you wish to use other miniatures to represent the models in your army please contact us to be sure they will be ok.
- All models must also comply with WYSIWYG. This means all models must be easily identifiable by your opponents, and all weapons must accurately show what the model is armed with (i.e. flamers are flamers, lascannons are lascannons)
- 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.
- Players will **ROLL** off for first turn in each game. The player who finished deploying first adds +1 to the roll.
- You will need to bring 3 x objective markers, mounted on 40mm bases.

Constructing your Armylist:

- You may take 1 Arcforged detachment or Upto 2 detachments from the 40k Rulebook.
- Players should spend no more than 1350pts on their Armylist.
- Check out the Composition rules, in the Bring an Awesome Army Section, whilst these are not compulsory, they are points easily gained by good army design.
- No Forgeworld / Forgeworld Rules.
- No Lords of War
- No Understrength Units.
- All Psykers **MUST** Roll (YES ROLL) for their powers before deployment.
- Army lists **MUST** nominate which model is their Warlord.

Submitting your Armylist

- Armylists must be submitted by Midnight 27th January 2018.
- Lists **MUST** be submitted using Arc40k.com. (Unless you have spoken directly to a TO about an alternative)
 1. The Upload feature only recognises files with the extensions .xlsx .xls .pdf and upto 600kb, files which don't meet this criteria will fail to upload.
 2. Please use the Excel sheet, (Downloadable from Arc40k.com) and rename the placeholder file name with your details, e.g. CODEX_NAME_Arc40k2018.xls (Accurately naming your armylist helps us to score them correctly as your army will be judged with other armies of the same Codex, if your using an INDEX, just put which INDEX instead of Codex). Incorrectly named files will incur a 2pt penalty.
 3. Upload your Roster and Theme. See Arc40k.com for more details on uploading your roster.
- Please bring an additional copy of your Army List on the day to show your opponent, plus your Army Background to hand in with your name included.

If your unsure of any of these points please contact us on our Facebook page.

PENALTIES

There are several 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.
- Late submission (10pts) or Incorrect naming of Army List (2pts), via Arc40k.com.
- Being a Douche Nozzle.

The Schedule

Saturday 17th February 2018

++ 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

++ 11.55AM ++ Round 1: Conclusion

++ LUNCH ++

++ 12:40PM ++ Round 2: Mission Briefing & Commencement

++ 2:50PM ++ Round 2: Conclusion

++ 3:20PM ++ Round 3: Mission Briefing & Commencement

++ 5:30PM ++ Round 3: Conclusion

Sunday 18th February 2018

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

++ 11:10AM ++ Round 4: Conclusion

++ LUNCH ++

++ 12:10PM ++ Round 5: Mission Briefing & Commencement

++ 2:20PM ++ Round 5: Conclusion

Favourite Player Voting

++ 2:50PM ++ Round 6: Mission Briefing & Commencement

++ 5.00PM ++ Round 6: Concluded or players score ZERO points for the round

Pack Up & Load Trucks **++ 5:30PM ++** Prize Ceremony

++ IMPORTANT DATE TIMELINE ++

NOVEMBER 17th 2017 – Veteran Pre-Registration via Arc40k.com closes.

SUNDAY NOVEMBER 26th 2017 MIDDAY– Tickets go on Sale.

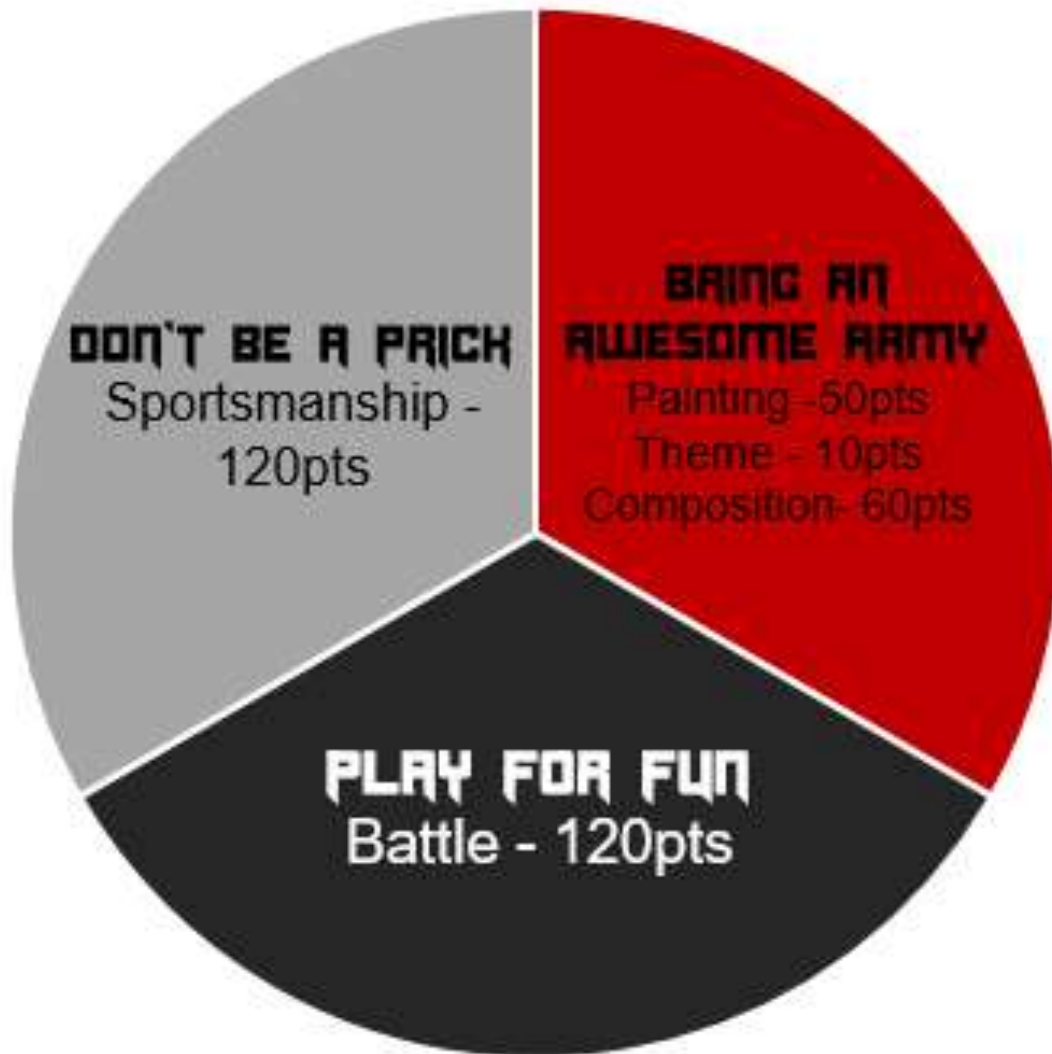
JANUARY 20th 2018 – Cut off for Rules Publications

JANUARY 27th 2018 – Armylist Submissions Due

FEBRUARY 1st 2018 – Cut off for Ticket Refunds

FEBRUARY 17th & 18th 2018 – **ARC40k MAIN EVENT!**

Determining the Winner



Don't be a Prick – Sportsmanship 120pts

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 first five rounds. You may only vote once. These votes will be used to resolve tied results for Best Sports.

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

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 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 are playing them wrong, i.e. reminding them about 'Feel no pain' rolls if they haven't taken it.

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 asked to tick which most represents their feelings about the game they've just played: Please note: We assume that most games will score a 7 in this system.

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

Bring an Awesome Army – 120pts

Painting – 50 points

Theme – 10 points

Army Composition – 60pts (Players lists will be judged across all 4, to give a total out of 60)

- **Panel Composition – 24pts**
- **Tick Composition – 11pts**
- **ARC-FORGED! – 15 points**
- **List Submission – 10 points**

Painting Scores – 50pts

At Arc2k17 there will be a massive 50pts available for paint. Woot! This is YOUR opportunity to show US just how AWESOME your army can be. The Painting Judges at ARC look for many things when looking over an army, and the following will be used as a guideline to arrive at their final score.

1. Is the army up to a minimum Arc40k standard? You know, three colours, flock on bases, etc, etc. Simply achieving this will get you 5 points. Just for turning up. How good is that? **(0-5 POINTS)**

PLEASE NOTE: Models that are not painted to the minimum standard WILL BE REMOVED FROM THE TABLE. This goes for summoned/spawned models as well. Please don't make me the bad guy, paint your stuff

2. Is the army WYSIWYG? (What you see is what you get). No confusing units or unnecessary 'counts as'. **(0-3 POINTS)**

3. Can your opponent tell your squads apart? **(0-3 POINTS)**

4. Can your opponent tell your characters (sergeants/ independent characters etc.) from each other and the rest of the army? **(0-3 POINTS)**

5. Highlighting and shading. Is there any? How awesome is it? A well applied wash, dry brushing, or wonderful blended shadows? **(0-8 POINTS)**

6. Detail painting. Looking at simple neatness/painting within the lines right through to gorgeous freehand, well applied decals and hand painted squad markings. Eyes and buckles and stuff. **(0-8 POINTS)**

7. Bases. A simple flocked or sand covered base, through to extravagant thematic masterpieces. **(0-8 POINTS)**

8. Modelling. A solid basic construction job using miniatures as supplied, all the way up to amazing handmade marvels of the model making art. **(0-8 POINTS)**

9. Final Points? Does this army look like an army? Consistent colours throughout? Generally cohesive? A Themed baseboard or prop perhaps? **(0-8 POINTS)**

PLEASE NOTE: Whilst the criteria above add to a total of 54pts, your score will max out at 50pts, giving you multiple ways to score a top score.

Theme – 10 pts

1. Does your army have a theme that fits within the 40k universe?

Yes? **(4 Points)**

No? **(0 Points.)** In fact, stop reading because you can't earn any of the remaining theme points.

This means that armies not based in the 41st millennium but not from another universe, computer game, movie book or alternate wargame won't receive any points in the theme category. We want your opponents to be able to imagine that they're fighting a real battle in the 41st millennium. That said, your theme doesn't have to be crazy, zany, or new. You might simply want to faithfully portray a 40k archetype, or army from your favourite piece of fiction. A well-done Codex Astartes adherent Ultramarines army can be just as awesome as something from way outside the box.

Ask yourself this question: If you were familiar with the 40k universe, but no other pop culture references, would the army still make sense?

2. Has your army's theme affected your army selection? **(0-3points)**

Maybe some units that are often overlooked are included in your army because they fit your theme perfectly. Maybe other more common units are omitted for the opposite reason. Perhaps your choice of characters, wargear, upgrades etc. make perfect sense for the kind of force you're trying to portray on the tabletop.

Has your army's theme affected the way you've modelled and painted your army? **(0-3points)** Characters that look faithful to their in-universe counterparts, campaign badges, weathering, and unusual conversions or basing could all fall under this banner. Display boards are also a great place to showcase your army's theme.

Panel Composition – 24 points

A Panel of 4 judges will each score your army using the following, we add the 4 scores together to give a total out of 24,

- Opt - No one would enjoy playing against this list.
- 1pt - This list is overpowered, wouldn't want to face it even with a Baneblade, or a Primarch.
- 2pts - This list is slightly on the tough side, but not totally unbeatable.
- 4pts - This list has some grunt but some definite flaws, might just be competitive.
- 6pts - The Ideal Arc list. A List that you would play with or against many times.

Players may be asked to resubmit their list if it is deemed unacceptable by the Tournament Judges:

Tick Composition – 11pts

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

- + 2pts - Having 0 Flyers in your list.
- + 3pts – For including MORE POINTS AND SELECTIONS in Troops than any other category
- + 2pts – 0-3 units with the Vehicle Keyword.
- + 2pts – 0-3 units with the Psyker Keyword.
- + 2pts – 0-2 units with the Fly Keyword

ARC FORGED! – 15 points

A tradition that dates back to the very 2nd ever Arc40k event, was to bring a single CAD army, with an awesomely creative theme. So we will reward all players who bring an armylist consisting of just 1 ARCFORGED detachment.

An ARCFORGED detachment is as follows:

- 1 HQ
- 2-5 TROOPS
- 0-3 ELITES
- 0-3 FAST ATTACK
- 0-2 HEAVY SUPPORT
- 0-1 FLYER

Transports are restricted to one for each troop choice (Standard)

Command Benefit is +1 Command Point

List Submission – 10pts

Was your list correct, submitted on time, using the correct format, named correctly, with theme attached?

Play for Fun – 120pts

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 Battle points (BP).

Game Result

Win - 14BP

Draw - 9BP

Loss – 4BP

Primary Bonus points

+1BP - Mission Specific Turn 3 condition

+1BP - Mission Specific Total Victory Condition

Secondary Bonus points (See 40k Rulebook)

+1BP - Slay the Warlord

+1BP - First Blood

+1BP - Linebreaker

+1BP – Unbroken Chain of Command (You finish the game with at least one Command Point)

* Note: Secondary objectives will only be used to gain Tournament Battle Points, not in game Victory Points.

Battle Score: 30-120pts

AWARDS

Here are the current prizes and trophies planned for the 2016 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)

++ 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 ++ This will be a simple addition of your Battle Score, with your Composition Score. Best General (Trophy & prize) Second (Trophy & prize) Third (Trophy & prize) Worst General (Certificate & prize)

++ NEW PLAYER ++ Best N00b (Certificate & prize) - The highest-player who has never competed at Arc40K 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

SECRET FUNKY - (Certificate & Prize) - Awarded for... it's a surprise

Funkiest Water Effects - (Certificate & Prize) - The Moist Improved

Funkiest Snow/Ice Effects - (Certificate & Prize) - The Best in Snow

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) - Arc40k 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 Arc40k Events. If you are among those inducted in 2065, we salute you!

++ TEN YEAR TOUR ++ Ten Year Tour (Certificate) - Awarded to any player who competes ten Arc40k Events. You are legends of Melbourne 40K gaming!

++ FIFTEEN YEAR TOUR ++ Fifteen Year Tour (Certificate) - Awarded to any player who competes fifteen Arc40k Events. You are true pillars of Melbourne 40K gaming!

++ TWENTY YEAR TOUR ++ Twenty Year Tour (Certificate) - Awarded to any player who competes twenty Arc40k Events. Legend Status achieved.

++ ARC40k WIDOW ++ Arc40k 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.