



ARC40K

2017

20TH ANNIVERSARY EVENT

FROM FEZ TO TOP HAT

Welcome, to Arc40k 2k17, as we celebrate our 20th event. Our 20th year on the tournament calendar. This year, will be about history, our history. What has taken place over the journey, the memories we have made, the bonds of friendship forged on the field of battle over the 120 rounds of battle. The event is a celebration of our hobby, so get your mates involved, paint your damn armies & join in! And we will see you in MARCH!!!

For Arc40k 2k17!



ARC40K

Arc40k – 2k17

March 18th & 19th 2017

Malvern Town Hall

1350 points

The Basic Rules

POINTS LIMIT: 1350

- Army lists MUST nominate which model is their Warlord.
- 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.
- Army Rosters must be submitted by via Arc40k.com. Late rosters will be penalised TEN POINTS!
- 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.
- You will need to bring 3 x objective markers, mounted on 40mm bases.
- Players also need to bring a tape measure, dice, rulebook, codex & templates, and a pen or 10.
- You must send us your armylist before the event:
 1. Please use the Excel sheet, (Downloadable from Arc40k.com) and rename the placeholder file name with your details, e.g. ARC16_Dan_Attrill_Space_Marines.xls
 2. Upload your roster and Theme. See Arc40k.com for more details on uploading your roster.

Constructing your Armylist:

- Check out the Composition rules, in the Bring an Awesome Army Section (Page 7), whilst these are not compulsory, they are points easily gained by good army design.
- No Gargantuan Creatures.
- No Superheavies.
- No Fortifications.
- No Forgeworld Rules.
- No armies comprised totally of Imperial Knights.
- No Formations that give **FREE** additional models to your army list, ie Gladius Strike Force, comprised of 2 demi-companies.
- If you have a Pskyer in your army list, you must nominate which Psychic discipline you will be using across the weekend.

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

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.
- Being a Douche Nozzle.

The Schedule

Saturday 18th March 2017

++ 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 19th March 2017

++ 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 18th 2016 – Veteran Pre-Registration via Arc40k.com closes.

NOVEMBER 19th 2016 – TICKETS ON SALE

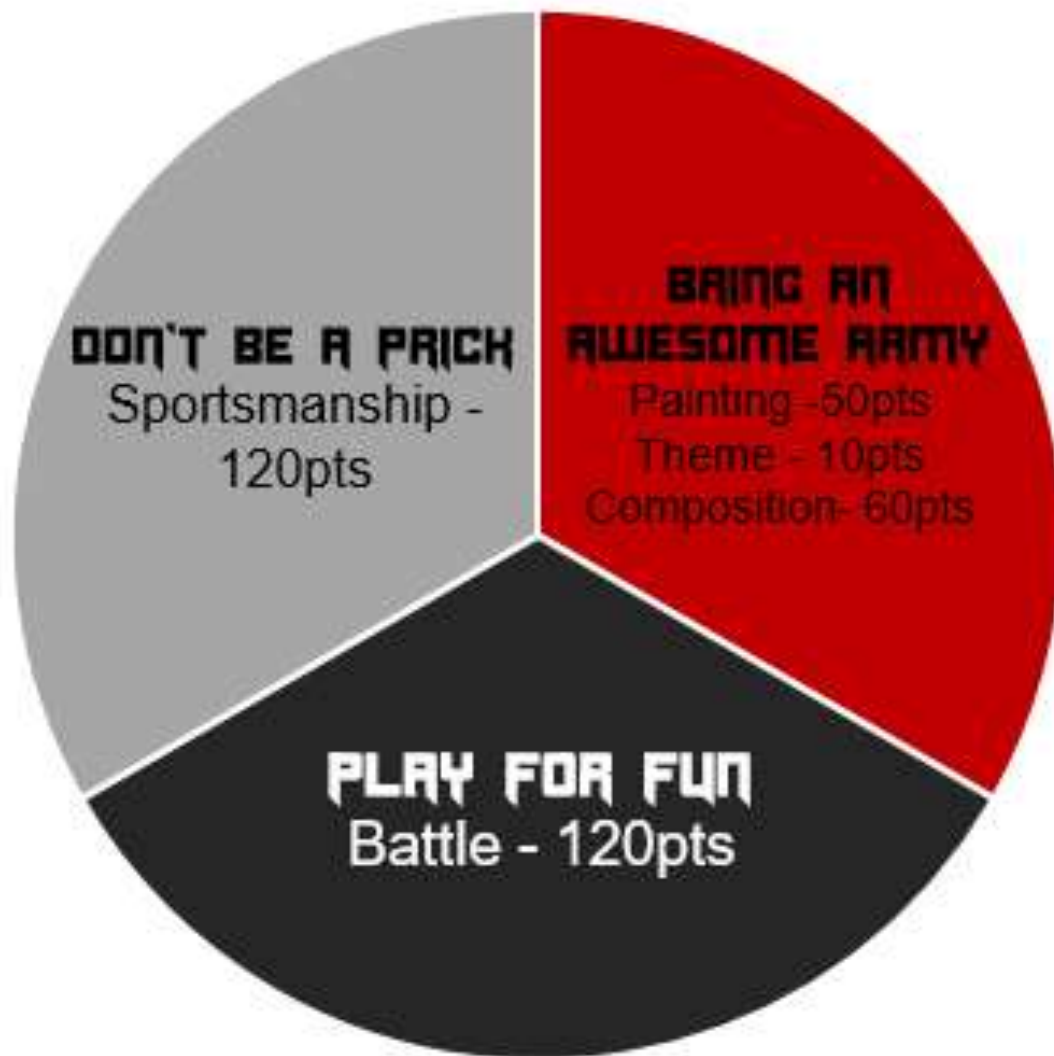
JANUARY 31st 2017 – CUT OFF FOR RULES PUBLICATIONS

FEBRUARY 17th 2017 – ARMY LIST SUBMISSIONS DUE



ARC40K

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 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.

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 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.

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 – 50pts

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 – 16pts
- ARC-FORGED! – 10 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: Summonable/spawnable models will be included as "part of your army" when judging these criteria. Paint these models at the same standard as the rest of your army, lest you lose points Note that this is a guideline only, and EXPECT a nicely painted, well presented army to arrive at between 15 – 35 points. 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:

- 1pt - This list is overpowered, wouldn't want to face it even with a Baneblade.
- 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.

Tick Composition – 16pts

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

- + 3pts - Choice from each selection type (excluding Lords of War Choices, and Armies that don't use a CAD (ie Skitarii, Harelquins etc) a choice from each available selection will count for this tick) (3pts)
- + 5pts - More Choices and points spent on Troops than any other category
- + 1pts - No Allies / No Unrealistic allies
- + 2pts – 0-2 AV12 or AV13 Vehicles
- + 1pts – 0-1 AV14 Vehicles
- + 2pts – 0-1 Flyer or Flying MC
- + 2pts – 0-1 1st Turn Drop Pod or 1st Turn Deep Strike unit

ARC FORGED! – 10 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 (Theme points described later). So we will reward all players who bring an armylist consisting of just 1 CAD.

List Submission – 10pts

Was your list correct, submitted on time, using the correct format, 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 - 15BP

Draw - 10BP

Loss – 5BP

Primary Bonus points

+1BP - Mission Specific Turn 3 condition

+1BP - Mission Specific Total Victory Condition

Secondary Bonus points (See 40k Rulebook)

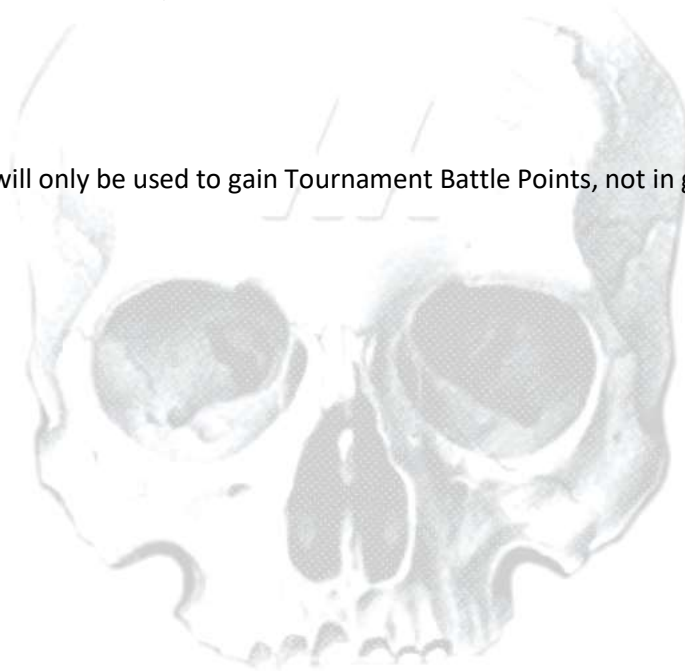
+1BP - Slay the Warlord

+1BP - First Blood

+1BP - Linebreaker

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

Battle Score: 30-120pts



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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)

++ 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 ++ 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.

