



Presented by War All the Time  
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Club assistance provided by GROTS & Ringwood

Arcanacon 40K is Australia's largest Warhammer 40,000 competition. Come along for a rocking weekend of 40K, death metal and beer! This event is part of Games Workshop's National Tournament System.

## TOURNAMENT RULES

Detailed tournament rules are available at <http://40k.arcanacon.org/>

- The core details:
  - 4th edition Warhammer 40,000 rules, plus all Codices and Chapter Approved rules variations published by Monday 15 January 2007 (except where exempted below)
  - Please bring a 1,200 point army, plus one primary objective (max base size 60mm) and two secondary objectives (max base size 40mm)
  - All miniatures MUST BE PAINTED. Unpainted miniatures CANNOT be fielded.
  - Check the website to see which rules and armies are legal
- Players will fight SIX battles each of 3 hours duration, at 10:00am, 1:00pm and 4:00pm each day on SATURDAY 27 JANUARY and SUNDAY 28 JANUARY.
- Army Rosters MUST be submitted by midnight on Monday 15 January 2006 via email. See the website for details about the correct format.
- Players will receive points for each battle for Generalship and Sportsmanship, and will receive an overall mark for Army Painting and Army Selection. Full judging criteria and a list of prizes and awards are available on the website.
- Players are encouraged to bring terrain if you can provide a 6x4 table of quality terrain, please contact the organiser. There will be a Best Table prize (player vote) and a Random Table prize (raffle draw).

## MORE INFORMATION

Check the Arcanacon 40K site for further details and updates: <http://40k.arcanacon.org/>

Follow the WargamerAU Forum for lively discussions and questions & answers:

<http://www.wargamer.au.com/forum>

Queries: email "bassst" at "optushome.com.au" or call 0411 238-427.

Adult Content	MA - Game briefings contain @#%!
Characterisation	1 - Commissar uniforms optional
Game Knowledge	3 - Can you tell a Dark Eldar from a Dark Angel?
Rules Knowledge	4 - Study them wisely
Seriousness	1 - 40K, death metal and beer... it ain't Shakespeare



presented by Django Upton

Flames of War is a popular and fun historical miniatures game. Players control a company of World War Two troops in battle using 15mm scale miniatures.

- The rules used will be Flames of War Second Edition including any updates and errata listed on [www.flamesofwar.com](http://www.flamesofwar.com)
- Play will consist of five rounds of up to 2 1/2 hours. The first round commences on Thursday Jan 25 at 2.30pm sharp. The third round starts on Friday Jan 26 at 9.30am.
- Players will use fully painted 15mm scale Mid War armies of up to 1500 points from any official FOW 2nd edition intelligence briefing. Contact the organiser if you wish to use one not covered in Osfront or Afrika.
- Terrain will be pre-set and defined. Players that provide significant amounts of usable terrain may be awarded a bonus to their Army score, contact the organiser for more information.
- The draw will be by swiss chess by accumulated generalship score with the best attempt made to match historical opponents. The organiser will play byes to make the numbers even.
- Missions played will be chosen from the Combat Missions in the 2nd Ed rulebook but not include Roadblock. Death From Above may be used as per the rules in Afrika.
- Generalship will be scored as normal, contact the organiser for details of Army and Sportsmanship scoring.
- Trophies and prizes of Mind Games vouchers to a total value of \$80 will be awarded to top placeholders and Best General, Best Army and Most Sporting Player. In addition a \$20 Mind Games voucher will be randomly awarded to a pre-registered player.

Army lists and a background not exceeding one page are to be emailed to [django@alphalink.com.au](mailto:django@alphalink.com.au) by 19 January 2007.

The organiser can be contacted by email at [django@alphalink.com.au](mailto:django@alphalink.com.au) by phone on (03) 9383 4951 or by snail mail at 26 Henry Street, Brunswick, VIC 3056.

Sponsored by:

- the Northern Suburbs Games Association - [www.nsga.org.au](http://www.nsga.org.au)
- the League of Ancients - [www.leagueofancients.org.au](http://www.leagueofancients.org.au)
- Mind Games (Melbourne) - [www.mindgames.com.au](http://www.mindgames.com.au)

Adult Content	PG	Characterisation	1
Rules Knowledge	5	Seriousness	4

# Imperial Front IV

## THE CANNON BALL LAMENT

GUNNER! - SABOT! - TANK!

once more into the breach dear friends, once more

IDENTIFIED! - UPI!

or fill it up with your traitorous dead

FIRE! - ON THE WAAAY!

thought Colonel Heinrich Howitzer amongst his crews ritual like battle communications.

TARGET! - CEASE FIRE!

The smell of burning promethium and spent cordite wafted into the cramped turret as the final heretic tank exploded.

"Nothing smells more like victory, hey Sergeant?"

"Aint that the truth, Sir!"

Scanning the area, Colonel Howitzer surveyed the burning tank wreckage that was the remains of the heretics last attempt to push forward through his commands outer perimeter.

"Well Sergeant, that looks like all of them, I think its time we went hunting."

DRIVER! - ADVANCE!

"Keep a sharp eye out for that Arch heretic Cannonball the Craven. Intel thinks that this time he may actually have taken the field against us."

"I wouldnt be holding your breath though, Sir!"

"Aint that the truth, Sergeant."

### Game Information

Imperial Front returns to Arc for the fourth time. This year we see a change of command with the WARS crew stepping forward to pick up the baton from Pedro and the Panzer Committee. The rules will be pretty much the same as last year.

For details, see the Arcanacon website.

Adult Content	M	Characterisation	1
Genre Knowledge	2	Rules Knowledge	4
Seriousness	1		

# 40K: The Longest Table

## The Good, The Bad and the Orkoid

Brought to you by Anton Troynikov and GROT's club.

Sponsored by Games Workshop

The Longest Table is a 40k mega battle for up to 30 players on a single, very long table. The game will pit the forces of order against the hordes of nasties lurking in the 40k galaxy; 15 players a side, 1200pts per player, 3 feet of table edge each, one titanic conflict!

The Longest Table is the ideal way to get warmed up for Saturday's main 40k event, or just to play in a game of unusually BIG HUGE size.

- The game will be played on one continuous table, one side being made up of the forces of order (All Imperials including Imperial Guard and Space Marines, Eldar and Tau) while the other side will be made up of everyone else. The side you join will be determined by the organisers.
- Please arrive at midday for a 12:15pm briefing.
- Each side will elect a general from amongst themselves before the game; the generals of each side will deploy directly opposite one another in the middle of the table. The generals of each side will decide which deployment zone the players on their side will deploy in.
- Each side of the table will be split up into a number of deployment zones equalling the number of players on both sides. Players will deploy within these zones, one player per zone.
- Turns will be made in sync along each side of the table, and the game will be the standard 6 turns duration.
- 1200pt Armies chosen from a single current 40k codex, with the same restrictions as the main 40k Tournament. Players are strongly encouraged to bring the same army that they will use for the main tournament.
- Players will be asked to bring along two cards for each unit in their army: one card for the first half of the points value of the unit, the other for the second half. Players will hand over these cards to the opponent responsible for reducing their units to half strength, and for wiping a unit out. You can download a set of cards at <http://40k.arcanacon.org/longest-table-units.pdf>
- Once the game starts, you are free to act as you wish, within the scope of the 40k 4th ed rules. This means that you may deep strike, infiltrate etc. anywhere on the table.
- There will be objectives placed along the length of the table; the side that controls these objectives will receive bonuses throughout the game.
- The winning side and player will be decided based on the sum of the victory points they have at the end of the game; as well as destroying the enemy, bonus points will be given out for controlling objectives, killing commanders etc.
- Prizes will be awarded to the players with the highest victory points total on both sides, the general of the winning side, as well as to the best painted army (player's choice) on both sides.

For more information, please contact Anton Troynikov via [existence.null@gmail.com](mailto:existence.null@gmail.com) or the WargamerAU discussion board at [www.wargamer.au/forum](http://www.wargamer.au/forum)

Adult Content	M - (I expect there to be some profanity from the players, when the inevitable I's are rolled)
Characterisation	1 - (You can make tank sounds I guess...)
Genre Knowledge	2
Rules Knowledge	4 - (The game will flow smoothly if players are up to speed on their 40k rules)
Seriousness	1 - (This game is about having fun. Failure to have fun will result in investigation by the inquisition)

# ARCANACON WARMACHINE TOURNAMENT

PRESENTED BY BEN LEONG

*I have heard men speak of the hand of fate dictating the outcome of a battle, and I find such talk to be complete nonsense. In my experience, fate is on the side of the army with the biggest guns.*

- Kommandant Gurvaldt Irusk

Something stirs in Northguard.

It passes unseen by the armies of Cygnar and Khador, who wage bloody war in the trenches. Hiding in the mist, it slips past the Cryxian infiltrators who prey upon the dying and wounded. The mercenary camps do not stir as an old magic seeps into the soil beneath them. Only the Mentees, guided by their priests, recognise its taint.

Blood magic. Fed by sacrifice and slaughter of a magnitude unseen since the Orgoch invasion, something has returned to the northern forests..

**Arcanacon Warmachine** is a 500 point tournament, following similar principles to the Privateer Press Steamroller tournament system. The following rules will be used:

- Each player may bring up to two different army lists. Both lists must be from the same faction. For the purposes of this tournament, all mercenary charters are considered a single faction.
- Armies must include a single warcaster, and may not exceed 500 points in total.
- The tournament will run for six rounds, and will use a swiss pairing system to rank players.
- Rounds will run for 80 minutes, with an additional 10 minutes to set up at the beginning of each round.
- Players must supply two copies of their army lists. Before each round, players may view both of their opponents lists. Each player will then announce which list they are fielding in that round.
- The tournament will not be using standard Steamroller v2.1 scenarios. A scenario pack will be available for download by December 10th, and will contain details on all scenarios for the event.
- Prizes will be available for Grand Champion, Best Cygnar, Best Cryx, Best Khador, Best Menoth, Best Mercenary and Best Painted Army.
- Painted models are not essential. However, all players fielding fully painted armies in both lists will receive a single-use re-roll card, which may be used at any time during the event.

If you have any questions about the event or scenarios, please contact Ben Leong at morsla [at] yahoo.co.uk. If you are unable to download the scenario pack, hard copies can be mailed out to registered players.

Arcanacon Warmachine is proudly supported by Good Games (<http://www.goodgames.com.au/>) Players will also be competing to have their names on the Arcanacon Warmachine perpetual trophy. The trophy will record the names of each Best in Faction winner from the event, as well as the Grand Champion.

There will be 64 places available for this event. If you can bring a table worth of terrain (4' x 4') please contact me on the email address above...

Come and take part in the biggest Australian Warmachine event to date!

Adult Content	G	Characterisation	4
Rules Knowledge	4	Seriousness	