

The background of the entire page is a detailed illustration. It depicts a knight in full plate armor, including a helmet with a visor, riding a large, scaly dragon. The knight is holding a long lance or spear. The dragon is shown in profile, facing right, with its wings partially spread. The scene is set against a backdrop of a cloudy sky and a landscape with some structures. The overall color palette is dominated by blues, greys, and earthy tones.

ARC  
IN

# The Old World

## PLAYERS PACK

MAY 2<sup>nd</sup> - 3<sup>rd</sup>

SANDOWN  
RACECOURSE

THIS IS A LIVING DOCUMENT AND WILL BE  
UPDATED CLOSER TO THE EVENT

# Arc in the Old World returns in 2026, bigger and better!

## The History of Arc

Arc40K has been Australia's premier Warhammer 40,000 hobby event for 27 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, including, 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 focused 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!



# Army Composition

Armies can be no more than **2000 points** following the standard Games Workshop rules and restrictions, including all army books and using the most up to date FAQ's released before the 18th of April.

Renegade legacy pack will be legal!

No allies

Lists can be submitted through Best Coast Pairings and players should bring printed copies of their list on the day.

**Rounds will be 2 hours and 30 minutes, with 3 games being played each day.**

**Missions will be chosen from the Warhammer matched play guide and announced closer to the event.**

## Painting and Hobbying

**All models MUST be painted to a minimum battle ready standard.**

Armies maybe comprised of models from any source as long as they are clearly identifiable. Models must be on correct base sizes, or on spaced movement trays.



# Scoring

Games will be scored using the 20-0 BP system (see below)

VP DIFFERENCE	WINNER BP	OPPONENT BP
0-249	10	10
250-499	11	9
500-749	12	8
750-999	13	7
1000-1249	14	6
1250-1499	15	5
1500-1749	16	4
1750-1999	17	3
2000-2249	18	2
2250-2499	19	1
2500+	20	0

# Prizing

- Best general
- Best painted (peer voted)
- Best sports
- TO's favorite army (TO's decision for a unique themed army)
- More awards will be added based on the number of players

Any questions please contact **Glen** at **[arcintheoldworld@gmail.com](mailto:arcintheoldworld@gmail.com)**