



Mission Packet – Warhammer 40,000

Contained within this packet are the rules and score sheets for the 2010 NOVA Open Warhammer 40,000 Tournament. Welcome to the Open. This packet will be your guide to finishing today's event.

Sportsmanship & Conduct

Speaking on Sportsmanship and what constitutes a true winner, Jesse Owens once said:
"[Winning] starts with complete command of the fundamentals. Then it takes desire, determination, discipline, and self-sacrifice. And finally, it takes a great deal of love, fairness and respect for your fellow man. Put all these together, and even if you don't win, how can you lose?"

At the Open, we do not expect the diversity of players to all become best friends, but we demand you treat your fellow competitors with the respect you would accord a peer while you are here. Also, frankly, don't make us spend our time managing your bad attitude!

If a major personal issue arises, and you need to leave the event early, let us know! Otherwise, stick it through to the end please! Quitting is not only unsportsmanlike, it can create a real headache for event organizers in terms of managing brackets, match-ups and other things!

Not to mention, free prizes will be randomly given out all day long at the NOVA Open, so you wouldn't want to miss your shot at free things!

Quit Policy and FAQ

Quitting the NOVA Open early without first notifying the event organizers will force us to not invite you back to future Opens.

The NOVA Open's NOVAFAQ will be in use. When in doubt on a rules issue, contact a judge if relying on the Rules As Written and NOVAFAQ does not suffice.

Golden Rules

Please remember to have fun.

Respect your peers, the tournament organizers, and the game.



Appearance Scoring

NOVA Open staff will attempt to score all armies for appearance scoring during downtime between rounds. Our best time to do this is during lunch, and during registration and sign in. Where and when possible, please have your army out in whatever condition you most want them judged.

If you still have your appearance score sheets in your packet after the 4th round, **ALERT A JUDGE!**
DO NOT FILL OUT YOUR OWN APPEARANCE SCORE SHEETS!

Open Scoring Format

At all times, your competitive rating will be:

$(\text{Winrate} \times 10) + (\% \text{ of Goal 1 Achieved}) + (\% \text{ of Goal 2 Achieved}) + (\% \text{ of Goal 3 Achieved})$

Your score is not CUMULATIVE over rounds; new results simply plug into the above formula. This formula's ONLY real value is determining your SEED within your win/loss bracket. The higher the rating, the higher your seed within bracket.

Prizes, Trophies & How to Win Them

Renaissance Man (Vegas Ticket, Trophy, Prize) = 33% competitive, 33% sports, 33% appearance

Tournament Champion (Vegas Ticket, Trophy, Prize) = Win 2nd day invitational

Top Commander (Trophy, Prize) = Finish August 14th, 2010 Undeclared

Heart of Gold (Trophy, Prize) = Max sports score, ties broken by competitive + appearance scores

Miniature Frankenstein (Trophy, Prize) = Best single converted miniature

Well Beyond Crayons (Trophy, Prize) = Best single painted miniature

Greater Than the Sum (Trophy, Prize) = Best overall army appearance

Every LOSS enters a copy of your name into a raffle for 60+ random prize giveaways all day long

Staff in Grey!

While staff wearing grey shirts aren't able to help you with rules questions or the like, they certainly are here to help. Ask them whatever you like, and they'll help if they can!

Note: Not all grey shirts are helpless, and not all black shirts specialize in your game system!

Please be understanding – they're volunteers!

Staff in Black!

Staff wearing black shirts are able to help you with rules questions, tabletop disputes, etc. They're your go to guys for fixing a problem in the game.



Every Mission Rules

The rules on this page are “in play” for every single mission.

Primary / Secondary Tertiary Goals

- The entire tournament contains three Goals
- These Goals are in play in every round
- For each round, one Goal will be Primary, one Goal will be Secondary, and one Goal will be Tertiary
- The Primary Goal for a mission is the Win Condition
- The Secondary Goal for a mission is the 1st tiebreaker
- The Tertiary Goal for a mission is the 2nd tiebreaker
- If required, simple Victory Points represent the fourth and final tiebreaker

Game Length

- All games go at least 6 turns, or until time runs out
- At the end of game turn 6, roll a d6: on a 1-3, the game ends; on a 4-6, play a full 7th turn
- Do not begin a new game turn of any kind if there are less than 20 minutes remaining in the round; if you begin a new game turn in spite of this, keep in mind that time may be called without both participants getting the chance to complete their player turn
- We will announce time periodically
- When the game does end, use the Winner Determination description below

Winner Determination

- When the game ends, perform the following
- Check the status of the Primary Goal; if one person is winning it, that person wins the game; if it is a tie at the end of the game, then ...
- Check the status of the Secondary Goal; if one person is winning it, that person wins the game; if it is a tie at the end of the game, then ...
- Check the status of the Tertiary Goal; if one person is winning it, that person wins the game; if it is a tie at the end of the game, then ...
- The winner is determined by a simple VP advantage (meaning you could win by 0.5VP)
- READ SCORING REQUIREMENTS CAREFULLY

Scoring

- At the end of the game, record your score for EACH Goal and fill the results in on the score sheet in this packet for the appropriate round!
- If you do not record your score for any of the goals, you will be credited as scoring a “0” for it, and this will negatively influence your player rating, and could lead to your next round in the tournament being a tougher match-up than it should be!

Tabling Your Opponent

- If you eliminate all of your opponent’s units prior to the end of the game, continue to play! When the actual game ends, tallying up the score at the end as if your opponent were still on the board



Goal Descriptions

The Goals described on this page are in play for every mission—read them carefully!

Do NOT “Game” Ignorance!

- If for any reason you are unsure of the way in which any of these Goals or the missions on the following pages are played, **ASK A TOURNAMENT STAFF MEMBER NOW!**
- If you do not ask, and an argument arises post-game based upon ignorance of the rules, judges will rule based upon the end result visible on the table
- Judges will not rule based upon a possible result that “might” have happened if you read the rules more closely
- Check with your opponent to make sure he understands at the beginning of the game

Seek and Destroy (Goal #1)

- In order to win this goal, one opponent must outscore the other by 250 or more VP; if the difference in VP scored is 249 or fewer, this goal is tied
- VP are scored both for bringing units below 50% strength, damaging vehicles, and destroying vehicles and units (when in doubt, if a unit would count as separate for purposes of Kill Points, it counts as separate for purposes of VP) (*see p. 300 of GW rulebook for guidelines*)
- **With regard to vehicle squadrons, treat each vehicle as separate for purposes of VP**

Vital Locations (Goal #2)

- Before any dice are rolled, place 4 objectives (40mm each) in every board corner, 18” from the closest short edge, and 12” from the closest long edge (4 objectives, each “centered” one of the board’s quarters)
- Place a 5th objective (40mm) in the exact center of the board
- In order to hold an objective, a SCORING unit must be within 3” of its edge
- If an enemy unit is also within 3” of its edge, an objective is CONTESTED, and neither side controls it
- When determining if an objective is held or contested, ignore all terrain/model heights
- The opponent holding the most objectives at the end of the game wins this goal; if an equal # are held, this goal is tied

Dominate Territory (Goal #3)

- The purpose of this mission is to capture Table Quarters
- A quarter is captured when more of your victory points are in it than your opponent’s at the end of the game
- Units count for VP in the same way as Goal #1—damaged vehicles or units below half strength are only worth 50% of their VP
- If a unit is partially in multiple quarters, it is considered in whatever quarter contains a majority of the unit; if no quarter contains a majority, randomly determine which quarter it is in
- The opponent controlling the largest number of table quarters at the end of the game wins this goal; if each opponent controls the same number of table quarters, this goal is tied



Fixed Terrain

Terrain for the NOVA Open is fixed in place, and the format of the terrain should be roughly similar from table to table.

If you believe the terrain has been materially altered, contact a judge!

For purposes of reference, each table should have roughly one terrain piece in the center of the board, one in each table quarter, and possibly some additional small pieces scattered about.

Fixed Objectives

Every table should have 5 objectives placed on it. Four should be centered in each table quarter, and one should be located at the center of the board. Ensure that they are in position before beginning the game, and contact a judge if you're concerned that they are not located in the correct spots.

Whoever wins the FOURTH ROUND GAME at the Open should take 3 of these objective markers home with them. Whoever loses the FOURTH ROUND GAME at the Open should take 2 of these objective markers home with them.

If you advance to the 2nd day's games, please make sure you keep your markers!



Round 1

Mission: **Annihilation**

**PLEASE FILL OUT THE
SCORE SHEET THAT IS
BEHIND THIS ONE AT
THE END OF THE GAME!**

Goal Priorities

- The “Primary” Goal and win condition is “Seek and Destroy” (#1) (See page 4)
- The “Secondary” Goal and first tiebreaker is “Dominate Territory” (#3) (See page 4)
- The “Tertiary” Goal and second tiebreaker is “Vital Locations” (#2) (See page 4)

Mission Special Rules

- Infiltrate, Reserves, Deep Strike, Scouts/ Outflank (p. 94 WH40k rulebook)
- You may Seize the Initiative (p. 92 WH40k rulebook)
- Night Fighting (Turn 1 only)

Deployment

- Dawn of War (see Warhammer Rulebook page 92 for details)

Terrain and Objective Placement

- *Please refer to page 5 for reminders*



Round 1

Mission: Annihilation

Please fill out and turn in this score sheet **WITH** your opponent; each of you must fill your own out!

Player Data

- Please write your name CLEARLY below

Name: _____

- What table # did you play on?

Table #: _____

Win or Loss?

- Who won this game (circle one)?

I WON

MY OPPONENT WON

Opponent's Validation

- Your opponent must sign in his score sheet along with yours, and must sign the blank below!

I affirm that the results on this sheet are correct

Your Scoring by Goal

- It is important you fill out each of these
- How many VICTORY POINTS did you score from your opponent's army?

Victory Points Scored
- How many Objectives did you hold at the end of the game (per Goal #2, see page 3)?

of Objectives Held
- How many Table Quarters did you control at the end of the game (per Goal #3)

of Quarters Captured

OPPONENT SCORING BY GOAL

- VICTORY POINTS opponent scored:

VP Opponent Scored

- Objectives opponent held at end (Goal #2):

Objectives Opponent Held

- Quarters opponent captured (Goal #3):

Quarters Opponent Captured



Round 2

Mission:

Seize Ground

**PLEASE FILL OUT THE
SCORE SHEET THAT IS
BEHIND THIS ONE AT
THE END OF THE GAME!**

Goal Priorities

- The “Primary” Goal and win condition for is “Vital Locations” (#2) (See page 4)
- The “Secondary” Goal and first tiebreaker is “Seek and Destroy” (#1) (See page 4)
- The “Tertiary” Goal and second tiebreaker is “Dominate Territory” (#3) (See page 4)

Mission Special Rules

- Infiltrate, Reserves, Deep Strike, Scouts/ Outflank (p. 94 WH40k rulebook)
- You may Seize the Initiative (p. 92 WH40k rulebook)

Deployment

- Pitched Battle (see Warhammer Rulebook page 93 for details)

Terrain and Objective Placement

- *Please refer to page 5 for reminders*



Round 2

Mission:

Seize Ground

Please fill out and turn in this score sheet **WITH** your opponent; each of you must fill your own out!

Player Data

- Please write your name CLEARLY below

Name: _____

- What table # did you play on?

Table #: _____

Win or Loss?

- Who won this game (circle one)?

I WON

MY OPPONENT WON

Opponent's Validation

- Your opponent must sign in his score sheet along with yours, and must sign the blank below!

I affirm that the results on this sheet are correct

Your Scoring by Goal

- It is important you fill out each of these
- How many VICTORY POINTS did you score from your opponent's army?

Victory Points Scored

- How many Objectives did you hold at the end of the game (per Goal #2, see page 3)?
- How many Table Quarters did you control at the end of the game (per Goal #3)

of Objectives Held

of Quarters Captured

OPPONENT SCORING BY GOAL

- VICTORY POINTS opponent scored:

VP Opponent Scored

- Objectives opponent held at end (Goal #2):

Objectives Opponent Held

- Quarters opponent captured (Goal #3):

Quarters Opponent Captured



Round 3

Mission:

Battlefield Control

**PLEASE FILL OUT THE
SCORE SHEET THAT IS
BEHIND THIS ONE AT
THE END OF THE GAME!**

Goal Priorities

- The “Primary” Goal and win condition for is “Dominate Territory” (#3) (See page 3)
- The “Secondary” Goal and first tiebreaker is “Vital Locations” (#2) (See page 3)
- The “Tertiary” Goal and second tiebreaker is “Seek and Destroy” (#1) (See page 3)

Mission Special Rules

- Infiltrate, Reserves, Deep Strike, Scouts/ Outflank (p. 94 WH40k rulebook)
- You may Seize the Initiative (p. 92 WH40k rulebook)

Deployment

- Spearhead (see Warhammer Rulebook page 93 for details)

Terrain and Objective Placement

- *Please refer to page 5 for reminders*



Round 3

Mission:

Battlefield Control

Please fill out and turn in this score sheet **WITH** your opponent; each of you must fill your own out!

Player Data

- Please write your name CLEARLY below

Name: _____

- What table # did you play on?

Table #: _____

Win or Loss?

- Who won this game (circle one)?

I WON

MY OPPONENT WON

Opponent's Validation

- Your opponent must sign in his score sheet along with yours, and must sign the blank below!

I affirm that the results on this sheet are correct

Your Scoring by Goal

- It is important you fill out each of these
- How many VICTORY POINTS did you score from your opponent's army?

Victory Points Scored

- How many Objectives did you hold at the end of the game (per Goal #2, see page 3)?
- How many Table Quarters did you control at the end of the game (per Goal #3)

of Objectives Held

of Quarters Captured

OPPONENT SCORING BY GOAL

- VICTORY POINTS opponent scored:

VP Opponent Scored

- Objectives opponent held at end (Goal #2):

Objectives Opponent Held

- Quarters opponent captured (Goal #3):

Quarters Opponent Captured



Round 4

Mission:

????

**PLEASE FILL OUT THE
SCORE SHEET THAT IS
BEHIND THIS ONE AT
THE END OF THE GAME!**

Mission Unknowable

- Prior to kicking this round off, Mike Brandt, tournament organizer, will roll a d6 in front of the tournament attendees.
- On a 1-2, Round 4 will mirror Round 1
- On a 3-4, Round 4 will mirror Round 2
- On a 5-6, Round 4 will mirror Round 3
- Please refer to the appropriate Round in your tournament packet for rules on how to progress after your mission is determined
- Please note that your score sheet for Round 4 is still located behind this sheet of your packet

Mission Special Rules

- Same as Round repeated

Deployment

- Same as Round repeated

Terrain and Objective Placement

- *Please refer to page 5 for reminders*



Round 4

Mission:

????

Please fill out and turn in this score sheet **WITH** your opponent; each of you must fill your own out!

Player Data

- Please write your name CLEARLY below

Name: _____

- What table # did you play on?

Table #: _____

Win or Loss?

- Who won this game (circle one)?

I WON

MY OPPONENT WON

Opponent's Validation

- Your opponent must sign in his score sheet along with yours, and must sign the blank below!

I affirm that the results on this sheet are correct

Your Scoring by Goal

- It is important you fill out each of these
 - How many VICTORY POINTS did you score from your opponent's army?
- _____
- Victory Points Scored*
- How many Objectives did you hold at the end of the game (per Goal #2, see page 3)?
- _____
- # of Objectives Held*
- How many Table Quarters did you control at the end of the game (per Goal #3)

of Quarters Captured

OPPONENT SCORING BY GOAL

- VICTORY POINTS opponent scored:

VP Opponent Scored

- Objectives opponent held at end (Goal #2):

Objectives Opponent Held

- Quarters opponent captured (Goal #3):

Quarters Opponent Captured