



Mission Packet – Warhammer 40,000 GT

Contained within this packet are the **PRIMER/TEST** rules and score sheets for the 2011 NOVA Open Warhammer 40,000 Tournament. Please send feedback from actual playtesting to mvbrandt@gmail.com; This packet is a modified version of the 2010 NOVA Open GT Packet Format.

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.



Open Scoring Format

At all times, your competitive rating will be:
(Winrate x 10) + (% of Objectives Achieved) + (% of Quarters Achieved) + (% of Victory Pts 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.

This box in the final packet will also include data about how prizes are awarded, pairings are done, and how appearance is scored.

Support Staff!

The final packet contains information in this box that tells you how to identify support staff and seek their help.

Staff in Black!

The final packet contains information in this box that tells you how to identify rules judges and seek their help.



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 is the Win Condition
- The Secondary is the 1st tiebreaker
- The Tertiary is the 2nd tiebreaker
- If required, simple Victory Points represent the fourth and final tiebreaker
- With regard to VEHICLE SQUADRONS, count each vehicle as **separate** for purposes of Victory Points

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

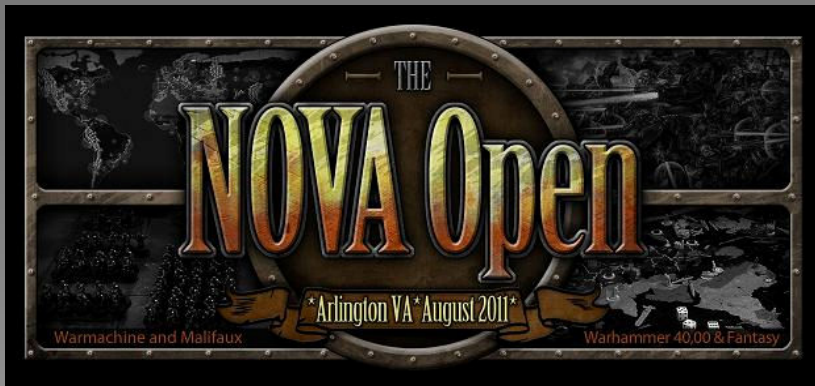
- When the game ends, do the following:
- Check the status of the Primary Goal; if one person is winning it, that person wins the game; if it is a tie at the end of the game, then ...
- Check the status of the Secondary Goal; if one person is winning it, that person wins the game; if it is a tie at the 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 Goals 2, 3, and Victory Points, and fill the results in on the score sheet in this packet corresponding to the appropriate round!
- If you do not record your score for Goals 2/3/Victory Points, you will be credited as scoring a “0” for that entry, harming your player rating and leading to unnecessarily more difficult subsequent match-ups!

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

Kill Points (Goal #1)

- In order to win this goal, one opponent must outscore the other by 3 or more KP; if the difference in KP scored is 2 or fewer, this goal is tied
- KP are scored exactly as in the standard rules for Warhammer 40,000

Objectives (Goal #2)

- Before any dice are rolled, place 4 objectives (40mm each) in every board quarter, 18” from the closest short edge, and 12” from the closest long edge (4 objectives, each centered in 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

Table Quarters (Goal #3)

- A quarter is captured when you hold a VP preponderance in it at the end of the game
- Units count for VP exactly as they are scored in the Warhammer 40,000 Rulebook (Pg 300, BRB)
- SCORING units count as worth their full VP value regardless of damage sustained
- 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
- If a single model unit straddles quarters, randomize which quarter that model 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.

For those participating in the Primer missions, please endeavor to place your terrain as follows:

You should have roughly 7 pieces of terrain, covering roughly 25% of the table, with most or all of it having some "area" component

At least three of the pieces of terrain should have significant line of sight blocking components – with some even capable of blocking full line of sight to a vehicle or monstrous creature analogous to a carnifex, rhino, or even land raider and leman russ.

One of your larger pieces of line of sight blocking area terrain should be roughly placed at the center of the table. One each of your other larger pieces of area terrain should be placed in each table quarter. A couple of smaller pieces can be used in the larger gaps of open space in the table, provided you ensure that placement would be roughly equal regardless of deployment type or side chosen.

Practicing with terrain roughly set in this fashion will help you prepare for the Open – while we will have a very wide variety of types of terrain piece from table to table, the placement of the terrain will be roughly similar at all tables.



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 “Kill Points” (#1) (See page 4)
- The “Secondary” Goal and first tiebreaker is “Table Quarters” (#3) (See page 4)
- The “Tertiary” Goal and second tiebreaker is “Objectives” (#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

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

VP Opponent Scored

- How many Objectives did your opponent hold at the end of the game (Goal #2)?

Objectives Opponent Held

- How many Table Quarters did your opponent hold at the end of the game (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 “Objectives” (#2) (See page 4)
- The “Secondary” Goal and first tiebreaker is “Kill Points” (#1) (See page 4)
- The “Tertiary” Goal and second tiebreaker is “Table Quarters” (#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)?

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

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

VP Opponent Scored

- How many Objectives did your opponent hold at the end of the game (Goal #2)?

Objectives Opponent Held

- How many Table Quarters did your opponent hold at the end of the game (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 “Table Quarters” (#3) (See page 3)
- The “Secondary” Goal and first tiebreaker is “Objectives” (#2) (See page 3)
- The “Tertiary” Goal and second tiebreaker is “Kill Points” (#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)?

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

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

VP Opponent Scored

- How many Objectives did your opponent hold at the end of the game (Goal #2)?

Objectives Opponent Held

- How many Table Quarters did your opponent hold at the end of the game (Goal #3)?

Quarters Opponent Captured