

2015 NOVA Open 40K GT/Invitational Draft Primer



The 2015 NOVA Open

The following document contains information to help you prepare for your experience at the 2015 NOVA Open's Warhammer 40,000 GT and Invitational events. Feedback is most welcome at novaopen@gmail.com

The NOVA Open, LLC
Held at the Hyatt Regency
Crystal City, VA

The Sixth Annual NOVA Open Warhammer 40,000 Event

Contained within this packet is the draft primer for the 2015 NOVA Open Warhammer 40,000 Grand Tournament and Invitational.

- **The Golden Rule** – You’re attending one of the largest 40K GTs in the world; these events are run for you, fueled by the passion of their organizers. Remember to focus on enjoying yourself while you’re here, and let organizers know if you need anything. Most importantly, show respect and consideration for your peers, tournament organizers, and the game.
- **Quit Policy** – Please note that quitting the tournament may impact your ability to attend future NOVA Open events. The GT is carefully designed to give players with less drive to play 8 games an optional self-removal at the end of Round 6 (the last round of Saturday). Best Overall is calculated based only on 6 rounds to facilitate this option. If you have to leave for emergent reasons, please let the Event Organizers know (look for someone in a bright yellow Judge shirt!). Rage quitting over a difficult opponent is not acceptable or sportsmanlike behavior – again, contact a Judge! We’re veterans at dealing with that sort of thing, and intervening in your experience to help you have a fantastic time.
- **Withdrawing from Rounds 7-8 of the GT** – Rounds 7-8 are played on Sunday late morning and afternoon. Your Round 6 scoresheet will include an option to withdraw from participation. Doing so will carry no penalty, so long as you list your intent in the appropriate location of the Round 6 scoresheet. This frees you to participate in other NOVA Open seminars or single-day events on Sunday if you so choose. You might also consider checking out the vendor hall, the Capital Palette artists’ showcase, or visiting Washington, DC.

Sportsmanship at the NOVA Open

The NOVA Open prides itself on a tradition of sportsmanship, and on the high marks attendees year after year give to the atmosphere and sportsmanship experienced at the NOVA.

To that end:

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 understand not every player will become best friends. However, we ask you to treat your fellow competitors with the respect accorded a peer while you are here.

NOVA event organizers would prefer that you restrict your battles to the tabletop and that every game end with a hearty handshake!

1.0 Tournament Format and Schedule

The NOVA Open's 40K GT is an eight round tournament. After Round 4, your record will be effectively reset, and you will be seeded in a bracket of 15 other players closest to you in win-loss record. Bracket seeds are determined by the total points you score in Rounds 1-4.

Once the event is bracketed, you will play exclusively within your bracket until the completion of the eighth round. All players are expected to complete all eight rounds, unless they indicate withdrawal on their Round 6 scorecard to participate in alternate Sunday activities.

- **Every Evening Events** – include: daily Capital Palette Miniature Art Exhibition, 40K Narrative & Trios Tournaments, over 45 different hobby and interest seminars, newly extended vendor hours, and more – 7:30PM – 11:30PM (see schedule at <http://novaopen.com> for details). The GT schedule is specifically designed to allow participation in other events and seminars during your convention experience.

2015 40K GT Schedule	2015 40K Invitational Schedule
<ul style="list-style-type: none">■ Friday, September 4, 2015<ul style="list-style-type: none">■ Round 1 – 9:30AM – 12:30PM■ Lunch – 12:30PM – 1:15PM■ Round 2 – 1:15PM – 4:15PM■ Short Break – 4:15PM – 4:45PM■ Round 3 – 4:45PM – 7:45PM■ Saturday, September 5, 2015<ul style="list-style-type: none">■ Round 4 – 9:30AM – 12:30PM■ Lunch – 12:30PM – 1:15PM■ Round 5 – 1:15PM – 4:15PM■ Short Break – 4:15PM – 4:45PM■ Round 6 – 4:45PM – 7:45PM■ Sunday, September 6, 2015<ul style="list-style-type: none">■ Round 7 – 11:30AM – 2:30PM■ Short Break – 2:30PM – 3:00PM■ Round 8 – 3:00PM – 6:00PM■ Awards Ceremony – 7:00PM – 8:00PM	<ul style="list-style-type: none">■ Thursday, September 3, 2015<ul style="list-style-type: none">■ Round 1 – 10:30AM – 1:30PM■ Break – 1:30PM – 2:00PM■ Round 2 – 2:00PM – 5:00PM■ Break – 5:00PM – 5:30PM■ Round 3 – 5:30PM – 8:30PM■ Break – 8:30PM – 9:00PM■ Round 4 – 9:00PM – 12:00AM■ Sunday, September 6, 2015<ul style="list-style-type: none">■ Round 5 – 7:30AM – 10:30AM■ Awards Ceremony – 7:00PM – 8:00PM

1.1 A Word on Prize Support and Sponsorship

All prizes and awards packages are provided through the generosity of the NOVA Open's partners, sponsors and vendors. Please share in our appreciation for their support of the community by patronizing their vendor spaces, online stores, and store fronts.

2.0 Tournament Scoring and Awards

The NOVA Open considers Warhammer 40,000 a multi-faceted hobby, with social, gaming, and artistic components. As a result, the overall winner of the NOVA Open, its Renaissance Man or Best Overall, is determined by equal parts Artistic and Competitive Score. Both scores are normalized to a percentage of possible, and then added together. The highest score wins Best Overall – Renaissance Man.

In addition to Best Overall, the NOVA Open awards several prizes based upon participation in various subcomponents of the hobby. The player who wins the highest bracket will be nominated the Tournament Champion (known as Best General in many other events). Players will receive Bracket Champion awards for winning each of the other brackets determined at the end of Round 4. Awards and prizes will also be given to our best tournament artist (army appearance as a whole), with equal value and prestige to the

Tournament Champion award. Additional top scoring armies in the artistic category will receive prizes and awards. Awards and recognition may be given at random for superior sportsmanship. Players may be disqualified or removed from the tournament for consistently poor sportsmanship. Sportsmanship will be scored and recorded for both purposes.

The NOVA Open's 40K GT awards are:

1. Renaissance Man (Best Overall, 50/50 Appearance/Competitive)
2. Virtuoso (Best Army Artist)
3. Tournament Champion (Winner of the first tournament bracket)
4. Battlemaster (Player who scores the highest Battle Points, regardless of Record or Bracket)
5. Hobby Ace (The 2 Runners Up for Virtuoso [#2])
6. Second to One (Second place in the first tournament bracket)
7. Bracket Champions (Winners of all other tournament brackets)

3.0 Overall Mission Guidance

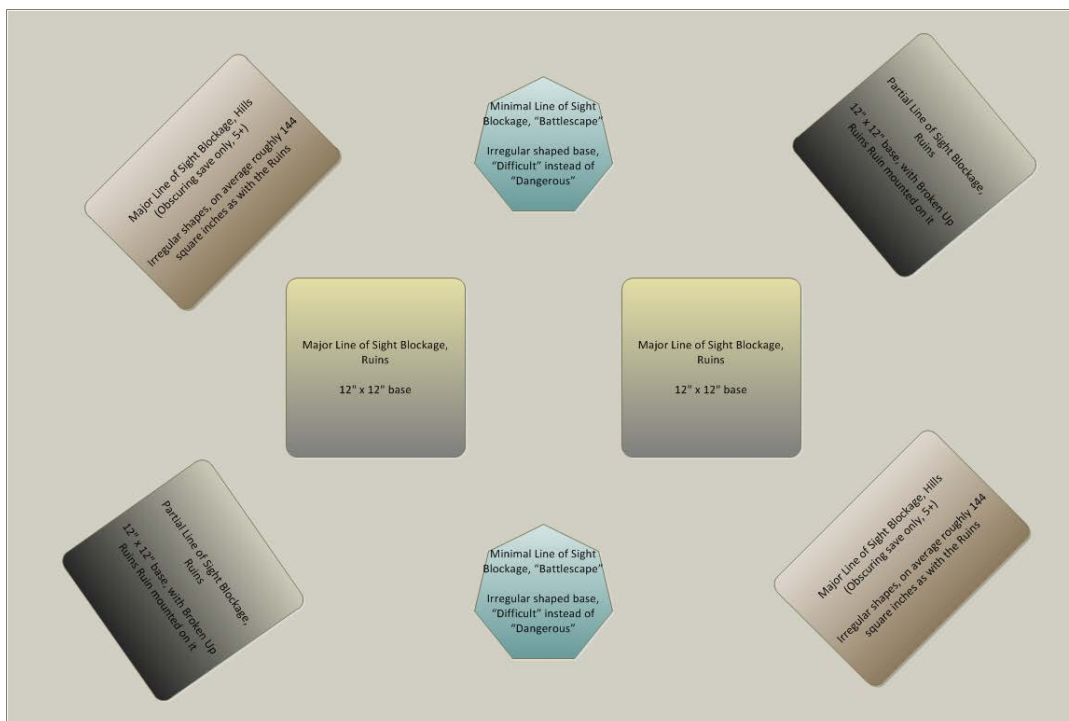
3.1 *Terrain at the NOVA*

The following rules apply to the terrain layout seen in **Figure 3.1** below.

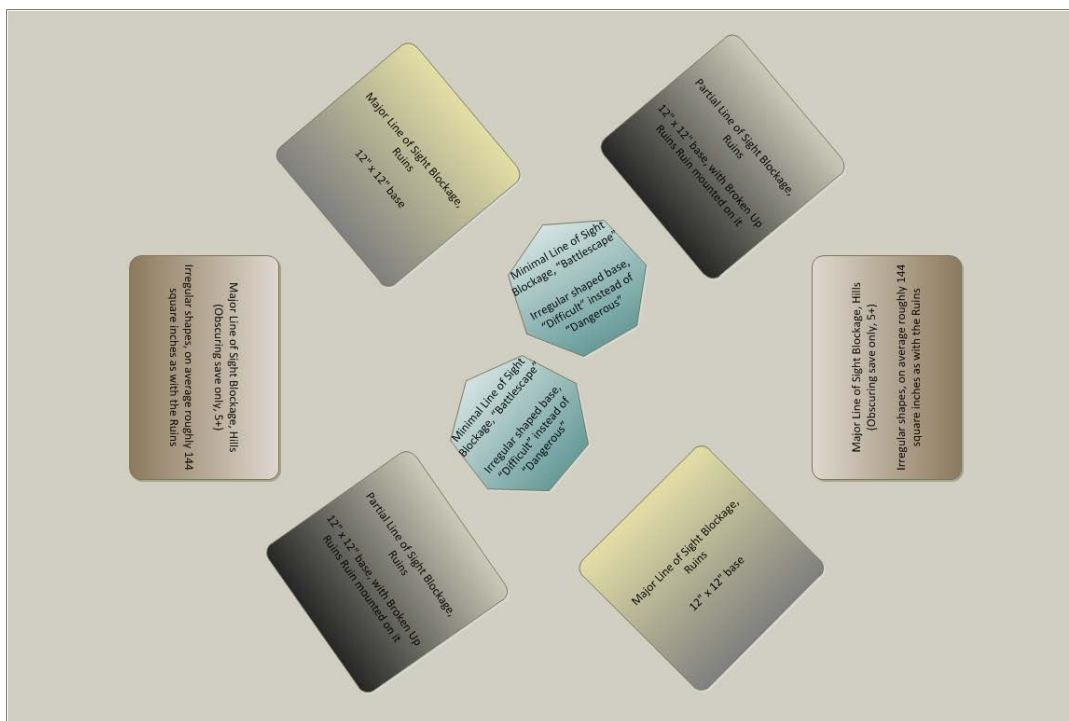
Fairness / Terrain Abstractions

The NOVA Open's application of Terrain Rules may in some cases seem abstract. This is done purely to ensure fairness across all tables, and no punishment or advantage to any player as a result of aesthetically pleasing terrain design. Please pay careful attention to the terrain layouts– we are not big on surprises at the NOVA! The NOVA Open created more than 200 new pieces of Warhammer 40K terrain for this year's event, with the explicit desire of adding additional Line of Sight blocking terrain pieces to every table. This will amend the standard layout used for the past 3 years, improving it to address the increased level of Ignores Cover and torrent of fire in the current game. This will also allow us to better and more fairly implement the Alternate Terrain Layout first seen in 2013. Figures showing the improved layouts will be forthcoming in later versions of this draft document.

- There is no Impassable Terrain at the NOVA Open. This may occasionally result in oddities such as Land Raiders on rooftops, and Infantry walking through walls!
- We are not instituting any house rules for Ruins. Be aware this means new in-game occurrences compared to 6th Edition, such as barrage/blast weapons hitting models on multiple "floors," etc.
- Scatter terrain is considered "Battlescape" Terrain, but considered "Difficult" instead of "Dangerous"
- Hills are not difficult, and provide a 5+ cover save if obscuring a target.
- For terrain with bases, the base is considered part of the terrain.



Standard Layout



Alternate Layout

3.2 Legal Army Lists / Army Specifics / Points Sizes (1850)

The NOVA Open operates at **1850** Points. Please bring at least 9 printed copies of your list: 1 for the organizers, and 8 for your opponents. **You must also bring published or copied printouts of any and all relevant rules for your army, including the core rules.**

3.2.1 Legal Army Construction

Legal army construction for tournaments is a consistently hot topic in Warhammer 40,000 for 7th Edition. The edition is, by rule, a “Do It Yourself” one, where you discuss how to craft armies with your opponent before games begin. In an organized play setting, the outcome of this discussion is left up to the organizer (in this case, US!). To that end, there are a small handful of final decisions pending with regard to the NOVA Open’s GT and Invitational army construction rules for 2015. Your input is most welcome still at novaopen@gmail.com, though we will finalize our decision on these remaining questions prior to the opening of registration.

Weigh in ...

1. You may not select more than 2 total Detachments, and must contain a Primary detachment.
 - a. Question – Should we allow a third Detachment if used for oddball Detachments, such as Assassins?
 - b. Addendum to a – Should we cause that to substitute for a player’s Lord of War slot?
2. There is no limit on selecting the same type of Detachment more than once (so long as you remain within the bound of only 2 total Detachments)
 - a. This is an amendment from 2014, meant to address the fact most codices now have access to a “de facto” 2nd Combined Arms Detachment via their Codex-Specific detachments.
3. All Formations, Codices, and Dataslates published by 8/1/2015 are considered legal
 - a. Should we ban the Adamantine Lance?
4. Forgeworld 40K-Approved Units will be allowed in 2015, but all units gain the “Unique” characteristic
 - a. Should we apply the Unique characteristic at all?
 - b. Should we prevent certain build types by rendering the various Knight frames all similar to each other within the Unique characteristic (ipso facto, you could only select one)
5. Conjured units are not considered part of an explicit Detachment. As a result, benefits from your Warlord such as Conqueror of Cities and benefits granted by being a part of a given detachment do not apply to Conjured Units. Furthermore, as a RAW clarification, Conjured Models interact with other models as per the Allies Matrix, regardless of the Faction that summoned them.
6. Lords of War will be permitted in a limited capacity
 - a. We will either soften the “ignores cover/invul” component of D attacks that roll a “6” and of Apocalyptic weapons with larger than 5” or Hellstorm size and the “Ignores Cover” trait, so that all models with a 5+ invul or greater will always receive a 5+, and all models with a 5+ Cover save or greater will always receive a 5+, against these types of weapons.
 - b. Or we will institute an “Allowed Lords of War” list
 - c. Note that a) is more elegant, applying a single rule to any Lord of War / D Weapon / Superheavy-Gargantuan, while b) does not constitute a specific rule change, so much as a very limited legalization list

- d. Both A and B would effectively target Lords of War equipped with large % or occurrence of weapons / effects that remove large swathes of the board without opportunity for cover (and invulnerable) saves

3.3 *General Mission Rules and Terminology*

3.3.1 **Concepts – Asymmetrical Missions**

NOTE – THE ASYMMETRICAL MISSIONS EXPERIENCED SUBSTANTIAL REFINEMENT AND SIMPLIFICATION FOLLOWING NOVA 2015. THE FOLLOWING MISSIONS ARE MERELY REPRESENTATIVE, GIVING A ROUGH FEEL FOR HOW MISSIONS PLAYED AND WILL PLAY IN THE FUTURE. CURRENT DEVELOPMENT FOCUSES ON ADDING SOME ELEMENTS OF MAELSTROM AND REFLECTING REFINEMENTS AND SIMPLIFICATIONS IMPLEMENTED BY CO-DESIGNERS AT THE 11TH COMPANY GT AND OTHER EVENTS. STAY TUNED FOR REGULAR DRAFT PRIMER UPDATES! NEVERTHELESS, READ THE FOLLOWING TO GET A HIGH LEVEL IDEA OF WHERE THE MISSIONS ARE LIKELY TO CONTINUE TO HEAD.

The nature of an asymmetrical mission is to essentially accomplish your goal **BETTER** than your opponent accomplishes **HIS** goal. At its most basic form on the battlefield, this translates to --- I want to kill my opponent better than he kills me! However, often the goals of any given battle are different for each side -- i.e., I want to destroy my opponent's castle while he wants to prevent my best general from being quickly reallocated to a more critical theater. Further, if I really want to win on the battlefield I most often must accomplish my goal while denying my opponent from accomplishing his goal -- i.e., I want to keep my opponent's best general where he is while also preventing him from destroying my castle. Or, another simpler approach, I want to kill my opponent while I also stop him from killing me!

From a gameplay perspective, a common Warhammer 40,000 player complaint is the nature of a “bad match,” or of imbalanced armies. While these cannot be perfectly corrected, they are often exacerbated within a tournament when you face the wrong opposing army at the wrong time, and end up feeling as if you won or lost not because of player skill or choice, but because you simply could not win the match-up (i.e., high kill point army vs. a low kill point army happening to face off during the kill point mission). The missions you’ll play at the NOVA are designed to allow you to choose exactly what type of primary and secondary missions you’ll personally pursue, and does not mandate they be exactly the same as your opponent. You’ll be able to decide exactly how you score the specific mission **AFTER** seeing your opponent’s army list (and he’ll do the same).

You should ponder this when trying to strategize the best way to play the missions! By their design principle, it is dramatically more difficult to win or advantage yourself through list building alone - since your opponent will choose the actual details of each mission only once you’ve sat down at the table, you cannot simply build a list that is better at “the missions” than your opponent. After all, you and your opponent may not even have the same mission!

3.3.2 **How to Play – Mission Selection**

1. Before any dice are rolled, each player secretly selects a **Primary Mission Goal** from those available in the mission. Mark it on your Round Scoresheet without letting your opponent see.
2. Immediately after choosing Primary Mission Goal, select 3 **Secondary Mission Goals** from the pool of available goals. Mark them on your Round Scoresheet without letting your opponent see.
3. Reveal your chosen goals to your opponent before rolling any dice for any reason.

3.3.3 **Scoring Points / Winning the Game**

To determine a winner, each player will calculate his/her Round Score which is the sum of Primary Mission Score and Secondary Mission Score. The player with the highest Round Score wins the game. You cannot score less than 0 for Primary or Secondary Mission Scores.

Ties are broken through Points Destroyed (the points value destroyed of an opponent's army; units brought to or below their original starting # of models, wounds or hull points - depending on unit type - are worth half their point cost; units completely destroyed are worth all their point cost).

Example: You score 6 Primary points and 2 Secondary points, your Round Score is an 8.

The maximum score for Primary Mission is always a **NINE (9)**. The maximum score for all Secondary Missions is always a **SIX (6)**. Thus, the max Round Score is a **FIFTEEN (15)**.

3.3.4 Pre-Game Order of Operations

1. Introduce yourself to your opponent, shake their hand, and exchange army lists.
2. Briefly study your opponent's army list and ask any questions you have about it.
3. Read the mission and identify missions per 3.3.2 above.
4. Immediately prior to rolling any dice for any reason, mutually reveal your selections.
5. Proceed with the formal pre-game order of operations (roll to determine table sides → objective placement → warlord/psychic/pre-game abilities → night fighting → dice roll to determine deployment/first turn → deployment → infiltrators/scouts → seize the initiative → first turn)

3.3.5 Comparative and Accumulation Missions

If a mission is "**Accumulation**," you simply accrue points per the rules in your selected Primary.

If a mission is "**Comparative**," each player's primary is calculated by comparing how they performed at that goal to how their opponent performed.

Example, Accumulation: Both players select a Primary where Objectives captured at the end of the game are worth 3 points. Player A captures 3 objectives (9 points) and Player B captures 2 objectives (6 points). These are their respective Primary scores – Player A: 9, Player B: 6.

Example, Comparative: Both players select a Primary where Objectives captured at the end of the game are worth 3 points. Player A captures 3 objectives (9 points) and Player B captures 2 objectives (6 points). Since it is Comparative, A scores 3 (9 minus 6), and B scores 0 points.

3.3.6 Secondary Mission Pool

All Secondary Missions are selected from the following Pool. Secondaries are always worth 2 points if completed, 0 if not completed.

The current pool of Secondaries are:

1. **First Blood** – If you are the first player to destroy an opposing unit, you achieve this Secondary.
2. **The Last Laugh** – If you are the last player to destroy an opposing unit, you achieve this Secondary.
3. **Moment of Bloodshed** – If during a single player turn you destroy three or more opposing units, you achieve this Secondary.
4. **Linebreaker** – If at least one of your models from a Scoring or Denial unit is in the enemy deployment zone at the end of the game, you achieve this Secondary.
5. **Heart of the Matter** – If your Warlord ends the game in base contact with the centerpoint of the table, you achieve this Secondary.
6. **Leave None Behind** – If none of your surviving units are within your deployment zone at the end of the game, you achieve this Secondary.
7. **Slay the Warlord** – If you destroy the enemy Warlord, you achieve this Secondary.
8. **Strike the Rank and File** – If you destroy every enemy Troop unit (not counting Dedicated Transports), you achieve this Secondary.

9. **Marked for Death** - Immediately following revelation of Primary and Secondary Goal selections, clearly mark one Scoring or Denial unit on your opponent's Army List for death. If you destroy this unit during the course of the game, you achieve this Secondary.

3.3.7 Warlord Traits

Determine Warlord Traits exactly as described in the Warhammer 40,000 7th Edition Rulebook.

Certain warlord traits award additional points for accomplishing certain criteria (i.e., Legendary Fighter from the Personal Trait table of the Rulebook). If you select one of these traits, any additional points earned are **ONLY** worth 50 Points toward your Tiebreaker Score.

3.3.9 Determining Deployment and First Turn

Whichever player deploys first also will have the first Player Turn, as opposed to being able to deploy first, watch their opponent's deployment, and then decide whether to go first or second. All other rules for going first, deploying, seizing the initiative, etc., are followed as normal.

3.3.9 The Ultimate Tiebreaker

In thousands of tournament games using NOVA missions around the world since 2010, there's never been a recorded Tie on all values, including Tiebreaker. An adjudicated 3-round match of Rock, Paper, Scissors will determine the outcome of such a statistically unlikely tie should it happen for the first time.

Round 1 - Blitz and Maginot

For details on how to play this mission and the pre-game order of operations, please see the above sections from this tournament packet.

Round 1	Blitz and Maginot
Deployment	Dawn of War
Primary Mission Type	Accumulation
Objective Placement	Place 6 Objectives on the table using the following guidelines. Place 4 objectives such that each objective is 24 inches from a short table edge and 12 inches from a long table edge. Finally, place 2 more objectives such that they are 12 inches from each short table edge and 24 inches from each long table edge.
Goal Identification	Please select one of the following Primary Goals and three of the following Secondary Goals and mark accordingly on your score/selection sheet.
Primary Goal 1	Blitzkrieg (End-Game Objectives)
You accumulate 2 points for each Objective you control at the end of the game. If you control more objectives than your opponent at the end of the game, you also earn one additional point. Max 9 points.	
Examples	
<ul style="list-style-type: none"> You control 3 Objectives at the end of the Game, and your Opponent controls 3. You earn 6 points. You control 3 Objectives at the end of the Game, and your Opponent controls 1. You earn 7 points. You control 4 Objectives at the end of the Game, and your Opponent controls 2. You earn 9 points. You control 5 Objectives at the end of the Game, and your Opponent controls 1. You earn 9 points. 	
Primary Goal 2	Maginot (Turn-by-Turn Objectives)
At the beginning of your Player Turns 2-6, examine the board and Score this Goal in the following fashion:	
<ul style="list-style-type: none"> You control at least 2 objectives: +1 point You control 1 more objective than your opponent: +1 point You control 2 or more objectives than your opponent: +1 point 	
Examples	
<ul style="list-style-type: none"> You control 2 Objectives at the Start of Turn 2, and your Opponent controls 2. You earn 1 point. You control 3 Objectives at the Start of Turn 2, and your Opponent controls 1. You earn 2 points. You control 1 Objective at the Start of Turn 2, and your Opponent controls 0. You earn 1 point. You control 4 Objectives at the Start of Turn 2, and your Opponent controls 2. You earn 3 points. You may NEVER score more than 3 points in a single Turn. 	
Max 9 points.	
Available Secondary Goals	
<ol style="list-style-type: none"> First Blood (Be the first player to destroy an opposing unit) Linebreaker (Model from a scoring/denial unit in opponent's deployment zone at end of game) Slay the Warlord (Kill enemy Warlord) Strike the Rank and File (Kill all enemy Troops) Marked for Death (Kill target enemy unit) 	



Round 2 – Gamblers and Investors

For details on how to play this mission and the pre-game order of operations, please see the above sections from this tournament packet.

Round 2	Gamblers and Investors
Deployment	Hammer and Anvil
Primary Mission Type	Comparative
Objective Placement	After determining table halves, the winner of that roll places the first of three objectives per player, alternating placement. These objectives are used differently for each Primary Goal. Two objectives per player must be placed in that player's deployment zone. The third must be in that player's table half but outside the deployment zone.
Goal Identification	Please select one of the following Primary Goals and three of the following Secondary Goals and mark accordingly on your score/selection sheet.
Primary Goal 1	The Gambler (Modified Scouring Objectives)
<p>Each player will place 3 objectives after determining table sides. 1 objective must go in your table half but outside your deployment zone. <u>You will not know the value of the objectives as you place them.</u> Immediately before deciding to Seize the Initiative, determine the value of each objective randomly. Note: Each player's Objectives must be marked as worth 1, 2, or 3 points. To determine value, point at one of your objectives (does not matter which) and roll a dice. If the result is a 1-2, that is your 1 point objective. If the result is a 3-4, that is your 2 point objective. If the result is a 5-6, that is your 3 point objective. Next, randomly point at one of the 2 remaining and roll another d6. If the result is a 1-3, that is the lower value remaining, and a 4-6 is the higher value remaining. The final objective receives the as-yet-unassigned value.</p> <p>Your score is the difference between the value of Objectives you CONTROL at the end of the game and the value of Objectives your opponent CONTROLS at the end of the game. (E.g. You control 5 points, your opponent controls 3 points, your Primary Mission Score is therefore a 2.) Max 9 points.</p>	
Primary Goal 2	The Investor (Modified Scouring Objectives Over Time)
<p>Each player will place 3 objectives after determining table sides. 2 objectives must go in your deployment zone. 1 objective must go in your table half but outside your deployment zone. All objectives begin with a starting value of 0 for the purposes of this mission. The 3 objectives in your table half are YOUR objectives, and the 3 objectives in your opponent's table half are your opponent's objectives. At the start of each player turn, starting with the 2nd turn, for each of their Objectives that a player Controls, that Objective is worth +1 point (max 3 points). For each opponent Objective that a player is Denying, that Objective is worth -1 point (min 0 points). <u>No one unit may Deny nor Score more than one Objective at a time.</u></p> <p>Your score is the difference between the value of the 3 objectives in your table half and the value of the 3 objectives in your opponent's table half. Note that you are tracking objective value, not whether each objective is controlled in the traditional sense at the end of the game. (E.g. You add up the value of the 3 objectives in your table half, and they are worth 5 points. Your opponent adds up the value of the 3 objectives in his table half, and they are worth 3 points. Your Primary Mission Score is therefore a 2.) Note that the objective points values for this Primary Goal have no effect on the values of the objectives for the purposes of Primary Goal 1. Max 9 points.</p>	
Available Secondary Goals	
<ol style="list-style-type: none"> 1. First Blood (Be the first player to destroy an opposing unit) 2. Linebreaker (Model from a scoring/denial unit in opponent's deployment zone at end of game) 3. Slay the Warlord (Kill enemy Warlord) 4. Leave None Behind (All your surviving units must end the game outside your deployment zone) 5. Marked for Death (After revealing Goals, select one enemy unit to destroy to complete this goal) 	



Round 3 – Death in All its Forms

For details on how to play this mission and the pre-game order of operations, please see the above sections from this tournament packet.

Round 3	Death in All its Forms
Deployment	Vanguard
Primary Mission Type	Comparative
Objective Placement	No objectives are placed in this round.
Goal Identification	Please select one of the following Primary Goals and three of the following Secondary Goals and mark accordingly on your score/selection sheet.
Primary Goal 1	Indiscriminate Slaughter (Kill Points)
Your Score is the difference between the number of Kill Points you earn and the number of Kill Points your opponent earns. (E.g. You score 8 KP, your opponent scores 4, so your Primary is 4). Max 9 points.	
Primary Goal 2	Precise Slaughter (Modified Kill Points)
<p>When one of your Units destroys an Enemy Unit, place a token with your Unit. Likewise, when an Enemy Unit destroys one of your Units, place a token next to the Enemy Unit. These tokens represent a MODIFIED KILL POINT earned. <u>A UNIT WHICH ALREADY HAS A TOKEN CANNOT EARN A SECOND TOKEN.</u> (Thus, the idea of the Goal is that no single Unit can ever earn more than one Modified Kill Point!) If a Unit with a token is destroyed, simply place its token to the side, but do not lose it as it still counts!</p> <p>Primary Mission Score: - Your Score is the difference between the number of Modified Kill Points (tokens) you earn and the number of Modified Kill Points (tokens) your opponent earns. (E.g. You Score 7 Modified Kill Points, your opponent scores 3 Modified Kill Points, therefore your Primary Mission Score is 4) Hint: Just count up the tokens each player earned and subtract to find the answer! Max 9 points.</p> <p>Important Clarifications:</p> <ul style="list-style-type: none"> - In the case of Independent Characters (ICs) joining a Unit, <u>neither the Unit nor the IC can earn a token if either already has a token</u> as they are a single Unit for rules purposes. When a unit containing an IC earns a token, always give the token to the Unit, not the IC. - Tokens are never transferred between Units and the ICs that join them in any way. - <u>In a Unit comprised entirely of Independent Characters</u>, where no IC has yet to earn a token, randomize which IC claims the token should this Unit destroy an enemy Unit. Remember, as per above, if any IC in a Unit has a token, no other ICs in that Unit (nor any Unit they have joined) can earn a token. - In the event of multiple units earning a token at the same time, such as in a multiple combat, randomize which unit has earned the token, even if the token has to be discarded because the Unit randomized already has one. - Kills due to game events not attached to or caused by specific Units, such as warp storm table, are discarded. - If a unit breaks as a result of the actions of multiple enemy units, randomize which unit inflicted the break test. Should the unit fall back as a result of casualty % and end the game destroyed as a result, award the token to the Unit that first crossed the 25% casualty point (i.e., 3 wave serpents fire upon a unit of 4 dire avengers; the first wave serpent kills 1, thus inflicting 25% casualties; the 2nd and 3rd wave serpents each kill an additional one; the unit breaks and falls back off the table; the token is awarded to the wave serpent that inflicted the first casualty and thus forced the break test). 	
Available Secondary Goals	
<ol style="list-style-type: none"> 1. First Blood (Be the first player to destroy an opposing unit) 2. Linebreaker (Model from a scoring/denial unit in opponent's deployment zone at end of game) 3. Slay the Warlord (Kill enemy Warlord) 4. Leave None Behind (All your surviving units must end the game outside your deployment zone) 5. Strike the Rank and File (Destroy every enemy Troop, not counting Dedicated Transports) 	

Round 4 – Hearts and Homes

For details on how to play this mission and the pre-game order of operations, please see the above sections from this tournament packet.

Round 4	Hearts and Homes
Deployment	Vanguard
Primary Mission Type	Accumulation
Objective Placement	<p>Place 5 Objectives on the table. One Objective will go in the center of the table, and one objective will go in the center of each table quarter. <u>The Objective in the center of the table is the Relic</u>. The two objectives closest to YOUR OWN long table edge are your Home Objectives. The two objectives closest to YOUR OPPONENT's long table edge are his Home Objectives.</p> <p>Goal Identification: Please select one (1) of the following Primary Goals and three (3) of the following Secondary Goals and mark accordingly on your Round 2 score/selection sheet.</p> <p>NOTE: The rules for the Relic changed from 6th - 7th edition, and it is now controlled/contested as an Objective Marker. In 6th edition, you controlled it by being the player who currently "seized" it by having it in the possession of a scoring model. In 7th edition, you move it in the same fashion, but score it (and deny it) by proximity in the same fashion as other Objective Markers. Don't be caught off guard!</p>
Goal Identification	Please select one of the following Primary Goals and three of the following Secondary Goals and mark accordingly on your score/selection sheet.
Primary Goal 1	The Heart (Relic)
<p>If you control the Relic at the end of the game, it is worth 5 points. Each of your Home Objectives is worth 1 point if you control it at the end of the game. Each of your opponents Home Objectives is worth 2 points if you control it at the end of the game. Max 9 points.</p>	
Primary Goal 2	The Homes (Turn-by-Turn Objectives)
<p>At the beginning of your Player Turns 2-6, examine the board and Score this Goal in the following fashion:</p> <ul style="list-style-type: none"> You control both of your own Home Objectives: +1 point You control more of your Home Objectives than your opponent controls of his own: +1 point You control the Relic: +1 point Thus you can earn up to 3 points per turn <p>NOTE: If you select Goal 2, you may not seize and move the Relic; for your purposes, it is treated solely as an Objective. Max 9 points.</p>	
Available Secondary Goals	
<ol style="list-style-type: none"> First Blood (Be the first player to destroy an opposing unit) Linebreaker (Model from a scoring/denial unit in opponent's deployment zone at end of game) Slay the Warlord (Kill enemy Warlord) Heart of the Matter (End the game with your Warlord base contacting the centerpoint of the table) Moment of Bloodshed (Destroy at least 3 enemy units in a single player turn) 	

Round 5 – Points and Regions

For details on how to play this mission and the pre-game order of operations, please see the above sections from this tournament packet.

Round 5	Points and Regions
Deployment	Hammer and Anvil
Primary Mission Type	Accumulation
Objective Placement	No objectives are placed for this mission.
Determining Which Quarter a Unit is In	<ul style="list-style-type: none"> Determining a unit's location is made by the location of the majority of that unit's models. If a unit is evenly spread across 2 quarters, randomize which quarter they are in. If a unit consists of a single model, it must be fully within a quarter; otherwise, randomize from among the quarters it is in (even if it is only slightly within a second (or third) quarter). Units within 6" of the center of the board NEVER count for purposes of either Primary Goal. Use the same method as above for determining whether a unit is within 6" of the center or within a quarter.
Goal Identification	Please select one of the following Primary Goals and three of the following Secondary Goals and mark accordingly on your score/selection sheet.
Primary Goal 1	Point Control (End-of-Game Quarters)
At the end of the game, you control a Table Quarter if a greater # of your army's surviving Points are in that quarter than your opponent's surviving Points. Units with the Objectives Secured rule count for full Points even if they are at or below half strength. You earn THREE (3) points for each Quarter you control in this way at the end of the game. Max 9 points.	
Primary Goal 2	Regional Control (Turn-by-Turn Quarters)
For this goal, Table Quarters are controlled by unit QUANTITY, not Points. You control a quarter by having more units within the Quarter than your opponent. Only SCORING UNITS count for purposes of this goal (i.e., Swooping FMC or Zooming Flyers do not count). At the beginning of your Player Turns 2-6, examine the board and Score this Goal in the following fashion: <ul style="list-style-type: none"> You control at least 2 quarters: +1 point You control 1 more quarter than your opponent: +1 point You control 2+ more quarters than your opponent: +1 point (Thus you can earn up to 3 points per turn)	
Examples - <ul style="list-style-type: none"> You control 1 Quarter at the Start of Turn 2, and your Opponent controls 0. You earn 1 point. You control 3 Quarters at the Start of Turn 2, and your Opponent controls 1. You earn 3 points. You control 2 Quarters at the Start of Turn 2, and your Opponent controls 2. You earn 1 point. You control 2 Quarters at the Start of Turn 2, and your Opponent controls 1. You earn 2 points. You may NEVER score more than 3 points in a single Turn. 	
Max 9 points.	
Available Secondary Goals	
<ol style="list-style-type: none"> First Blood (Be the first player to destroy an opposing unit) Linebreaker (Model from a scoring/denial unit in opponent's deployment zone at end of game) Slay the Warlord (Kill enemy Warlord) The Last Laugh (Be the last player to destroy an opposing unit) Heart of the Matter (End the game with your Warlord base contacting the centerpoint of the table) 	



Round 6 – Gamblers and Investors

For details on how to play this mission and the pre-game order of operations, please see the above sections from this tournament packet.

Round 6	Gamblers and Investors
Deployment	Vanguard
Primary Mission Type	Comparative
Objective Placement	After determining table halves, the winner of that roll places the first of three objectives per player, alternating placement. These objectives are used differently for each Primary Goal. Two objectives per player must be placed in that player's deployment zone. The third must be in that player's table half but outside the deployment zone.
Goal Identification	Please select one of the following Primary Goals and three of the following Secondary Goals and mark accordingly on your score/selection sheet.
Primary Goal 1	The Gambler (Modified Scouring Objectives)
	Each player will place 3 objectives after determining table sides. 1 objective must go in your table half but outside your deployment zone. <u>You will not know the value of the objectives as you place them.</u> Immediately before deciding to Seize the Initiative, determine the value of each objective randomly. Note: Each player's Objectives must be marked as worth 1, 2, or 3 points. To determine value, point at one of your objectives (does not matter which) and roll a dice. If the result is a 1-2, that is your 1 point objective. If the result is a 3-4, that is your 2 point objective. If the result is a 5-6, that is your 3 point objective. Next, randomly point at one of the 2 remaining and roll another d6. If the result is a 1-3, that is the lower value remaining, and a 4-6 is the higher value remaining. The final objective receives the as-yet-unassigned value. Your score is the difference between the value of Objectives you CONTROL at the end of the game and the value of Objectives your opponent CONTROLS at the end of the game. (E.g. You control 5 points, your opponent controls 3 points, your Primary Mission Score is therefore a 2.) Max 9 points.
Primary Goal 2	The Investor (Modified Scouring Objectives Over Time)
	Each player will place 3 objectives after determining table sides. 2 objectives must go in your deployment zone. 1 objective must go in your table half but outside your deployment zone. All objectives begin with a starting value of 0 for the purposes of this mission. The 3 objectives in your table half are YOUR objectives, and the 3 objectives in your opponent's table half are your opponent's objectives. At the start of each player turn, starting with the 2nd turn, for each of their Objectives that a player Controls, that Objective is worth +1 point (max 3 points). For each opponent Objective that a player is Denying, that Objective is worth -1 point (min 0 points). <u>No one unit may Deny nor Score more than one Objective at a time.</u> Your score is the difference between the value of the 3 objectives in your table half and the value of the 3 objectives in your opponent's table half. Note that you are tracking objective value, not whether each objective is controlled in the traditional sense at the end of the game. (E.g. You add up the value of the 3 objectives in your table half, and they are worth 5 points. Your opponent adds up the value of the 3 objectives in his table half, and they are worth 3 points. Your Primary Mission Score is therefore a 2.) Note that the objective points values for this Primary Goal have no effect on the values of the objectives for the purposes of Primary Goal 1. Max 9 points.
Available Secondary Goals	
<ol style="list-style-type: none"> First Blood (Be the first player to destroy an opposing unit) Linebreaker (Model from a scoring/denial unit in opponent's deployment zone at end of game) Slay the Warlord (Kill enemy Warlord) Leave None Behind (All your surviving units must end the game outside your deployment zone) Marked for Death (After revealing Goals, select one enemy unit to destroy to complete this goal) 	

Round 7 – Points and Regions

For details on how to play this mission and the pre-game order of operations, please see the above sections from this tournament packet.

Round 7	Points and Regions
Deployment	Dawn of War
Primary Mission Type	Accumulation
Objective Placement	No objectives are placed for this mission.
Determining Which Quarter a Unit is In	<ul style="list-style-type: none"> Determining a unit's location is made by the location of the majority of that unit's models. If a unit is evenly spread across 2 quarters, randomize which quarter they are in. If a unit consists of a single model, it must be fully within a quarter; otherwise, randomize from among the quarters it is in (even if it is only slightly within a second (or third) quarter). Units within 6" of the center of the board NEVER count for purposes of either Primary Goal. Use the same method as above for determining whether a unit is within 6" of the center or within a quarter.
Goal Identification	Please select one of the following Primary Goals and three of the following Secondary Goals and mark accordingly on your score/selection sheet.
Primary Goal 1	Point Control (End-of-Game Quarters)
At the end of the game, you control a Table Quarter if a greater # of your army's surviving Points are in that quarter than your opponent's surviving Points. Units with the Objectives Secured rule count for full Points even if they are at or below half strength. You earn THREE (3) points for each Quarter you control in this way at the end of the game. Max 9 points.	
Primary Goal 2	Regional Control (Turn-by-Turn Quarters)
For this goal, Table Quarters are controlled by unit QUANTITY, not Points. You control a quarter by having more units within the Quarter than your opponent. Only SCORING UNITS count for purposes of this goal (i.e., Swooping FMC or Zooming Flyers do not count). At the beginning of your Player Turns 2-6, examine the board and Score this Goal in the following fashion: <ul style="list-style-type: none"> You control at least 2 quarters: +1 point You control 1 more quarter than your opponent: +1 point You control 2+ more quarters than your opponent: +1 point (Thus you can earn up to 3 points per turn) <p>Examples -</p> <ul style="list-style-type: none"> You control 1 Quarter at the Start of Turn 2, and your Opponent controls 0. You earn 1 point. You control 3 Quarters at the Start of Turn 2, and your Opponent controls 1. You earn 3 points. You control 2 Quarters at the Start of Turn 2, and your Opponent controls 2. You earn 1 point. You control 2 Quarters at the Start of Turn 2, and your Opponent controls 1. You earn 2 points. You may NEVER score more than 3 points in a single Turn. Max 9 points.	
Available Secondary Goals	
<ol style="list-style-type: none"> First Blood (Be the first player to destroy an opposing unit) Linebreaker (Model from a scoring/denial unit in opponent's deployment zone at end of game) Slay the Warlord (Kill enemy Warlord) The Last Laugh (Be the last player to destroy an opposing unit) Heart of the Matter (End the game with your Warlord base contacting the centerpoint of the table) 	

Round 8 - Blitz and Maginot

For details on how to play this mission and the pre-game order of operations, please see the above sections from this tournament packet.

Round 8	Blitz and Maginot
Deployment	Vanguard
Primary Mission Type	Accumulation
Objective Placement	Place 6 Objectives on the table using the following guidelines. Place 4 objectives such that each objective is 24 inches from a short table edge and 12 inches from a long table edge. Finally, place 2 more objectives such that they are 12 inches from each short table edge and 24 inches from each long table edge.
Goal Identification	Please select one of the following Primary Goals and three of the following Secondary Goals and mark accordingly on your score/selection sheet.
Primary Goal 1	Blitzkrieg (End-Game Objectives)
<p>You accumulate 2 points for each Objective you control at the end of the game. If you control more objectives than your opponent at the end of the game, you also earn one additional point. Max 9 points.</p> <p>Examples</p> <ul style="list-style-type: none"> You control 3 Objectives at the end of the Game, and your Opponent controls 3. You earn 6 points. You control 3 Objectives at the end of the Game, and your Opponent controls 1. You earn 7 points. You control 4 Objectives at the end of the Game, and your Opponent controls 2. You earn 9 points. You control 5 Objectives at the end of the Game, and your Opponent controls 1. You earn 9 points. 	
Primary Goal 2	Maginot (Turn-by-Turn Objectives)
<p>At the beginning of your Player Turns 2-6, examine the board and Score this Goal in the following fashion:</p> <ul style="list-style-type: none"> You control at least 2 objectives: +1 point You control 1 more objective than your opponent: +1 point You control 2 or more objectives than your opponent: +1 point <p>Examples</p> <ul style="list-style-type: none"> You control 2 Objectives at the Start of Turn 2, and your Opponent controls 2. You earn 1 point. You control 3 Objectives at the Start of Turn 2, and your Opponent controls 1. You earn 2 points. You control 1 Objective at the Start of Turn 2, and your Opponent controls 0. You earn 1 point. You control 4 Objectives at the Start of Turn 2, and your Opponent controls 2. You earn 3 points. You may NEVER score more than 3 points in a single Turn. <p>Max 9 points.</p>	
Available Secondary Goals	
<ol style="list-style-type: none"> First Blood (Be the first player to destroy an opposing unit) Linebreaker (Model from a scoring/denial unit in opponent's deployment zone at end of game) Slay the Warlord (Kill enemy Warlord) Strike the Rank and File (Kill all enemy Troops) Marked for Death (Kill target enemy unit) 	