



KIDSHAMMER: YOUNGBLOODS FRIENDLY TOURNAMENT

Kidshammer is excited to return as part of the 2023 NOVA Open, but with a slightly different format from previous years. Instead of Kidshammer being a single event spanning both Saturday and Sunday, Kidshammer will be divided into four separate events over the weekend, so that participants can choose which events they wish to attend. A breakdown of all the Kidshammer events over Saturday and Sunday is provided in a chart below. This primer is only for the Kidshammer: Youngbloods Friendly Tournament event to be held on the morning and early afternoon of Sunday, September 3, 2023. You will need to register separately for any of the other events listed in the chart below.

Event	Day and Time
Kidshammer: Learn to Play!	Saturday, September 2, 9 am – 3 pm
Kidshammer: Youngbloods Friendly Tournament	Sunday, September 3, 9 am – 5:30 pm
Kidshammer: Sunday Morning Casual Gaming	Sunday, September 3, 9:30 am – 1 pm

** In addition to these Kidshammer events, NOVA Open is offering a Youth D&D session on Friday afternoon, September 1, and an Adult-Kid competition track as part of the Age of Sigmar Doubles event on Thursday, August 31. You can sign up for either or both of these events and still be able to participate in Kidshammer events on the weekend!*

BIG PICTURE

Kidshammer: Youngbloods Friendly Tournament offers kids aged 10-15 the opportunity to participate in a friendly, three-round tournament using the Games Workshop Age of Sigmar (AoS) ruleset. The tournament is designed to be competitive, but not cut throat. Players should bring their best lists, but they should also keep in mind that the goal is for everyone to enjoy the experience – even less competitive players!

When deciding whether a child is old enough to participate in the tournament, please remember that parents must not provide guidance or strategy advice during the tournament (see Parent's Guide below). If a child is unable to play without such guidance or advice, it may be better for the child to

participate in alternative Kidshammer: Learn to Play! And Kidshammer: Sunday Morning Casual Gaming events.

More information about Kidshammer in general can be found at www.kidshammer.org.

SCHEDULE: SUNDAY, SEPTEMBER 3, 2023

Event	Time
Registration and Check-in	9:00-9:30
Round 1	9:30-11:30
Lunch	11:30-12:30
Round 2	12:30-2:30
Break	2:30-3:00
Round 3	3:00-5:00
Event Wrap Up and Awards	5:00-5:30

WHAT YOU NEED TO PARTICIPATE

A 1500-Point Army

- Armies and models must be selected to fit into the Matched Play requirements for 1500 points in the Contest of Generals Battlepack of the Age of Sigmar Core Book (page 338-340). See Appendix at end of this primer for additional guidance on rules and army composition.
- Kidshammer will NOT use any materials from the General’s Handbook, but will use unit point costs contained in the Pitched Battle Profiles released with the General Handbook. The decision not to use the General’s Handbook was made because of the complexity of the changes made and its cost to purchase. The point costs in the Pitched Battle Profiles should already be reflected in the online tools used to create armies: the WH AoS App and Battlescribe, so it should not be necessary to purchase the Pitched Battle Profiles supplement to obtain the updated point costs.
- Kidshammer encourages models to be painted, but painted models are not required to play.
- All models must be made by Games Workshop (no third-party proxies).
- Each model should represent what is presented in the army list (that is, “What You See Is What You Get”).
- Round bases are not required, but are highly recommended.
- Four printed copies of your army list are needed: one for each opponent and one for the event organizer.

Books, Dice, & Accessories

- Players must have a physical copy of their army’s Battletome, because Internet connectivity cannot be guaranteed. Loaner armies will be provided with the Battletome for the army.
- Players should come with at least 12 six-sided dice. Kidshammer will attempt to provide extra dice as well.
- Players should come with a retractable measuring tape of at least 24 inches.

- Players are encouraged to bring accessories, such as wound tokens or tokens to show effects particular to their armies, that help speed up play of the game.

PARENTS' GUIDE

Parents are allowed to accompany their child during the tournament, but must not provide guidance or strategy advice during tournament. Parents are also reminded that this is a friendly kids tournament and they should model their behavior accordingly. Please remember that all Kidshammer staff are volunteers and are trying their best to ensure that the kids have a good time. Please help them achieve that goal!

Please keep in mind that Kidshammer is a gaming event, so if you are aware that your child has difficulty focusing or controlling impulses, it would be great to have a parent or caregiver on hand to help direct the child. If a child is highly disruptive, they may be asked to sit out until the disruptive behavior can be controlled.

Regardless, parents or adult caregivers must be present to pick up their child at the end of the event. We cannot let a child leave the gaming area without a parent or adult caregiver accompanying the child.

Parents' assistance is also requested to help kids keep to the schedule of the event and to be ready to play on time for each round.

FREQUENTLY ASKED QUESTIONS

Q: What is the minimum and maximum ages allowed for Kidshammer: Youngbloods Friendly Tournament?

A: Kidshammer: Youngbloods Friendly Tournament is open to kids as young as 10-years old and as old as 15-years old. Kids older than 15 cannot compete in the event, but contact customerservice@novaopen.com if they are interested in volunteering to be a judge at the event. Kids younger than 10 are welcome participate in alternative Kidshammer: Learn to Play! And Kidshammer: Sunday Morning Casual Gaming events.

Q: Do I need to pre-register for Kidshammer events, or can participants just sign up on the day?

A: We much, much prefer people to pre-register for Kidshammer events. Unlike other events, Kidshammer events are small and very much tailored to the participants. Knowing the number of participants as far in advance as possible allows the organizer to create an event that is really special. In addition, space is limited at the NOVA Open, and if it appears that Kidshammer will not sell out its allotted spaces, the decision may be made to reduce the size of the Kidshammer event in order to make room for other events that have waiting lists for additional players. That said, if you see this last minute and want to join the fun, please sign up whenever you can, even on the day of the event (if space is available).

Q: What about lunch? How's that going to work?

A: There will be multiple food options in and around the convention site. If the child is accompanied by a parent or guardian, they can pick up the child during lunch break and take the child to lunch. Children are also welcome to bring their own lunches, and we will find a place for them to sit and eat during the lunch break with adult supervision.

Q: Can newly released Battletomes be used for Kidshammer: Youngbloods Friendly Tournament?

A: Yes, as long as it is released and publicly available (that is, not pre-release only) prior to August 6, 2022.

Q: How about terrain rules?

A: Terrain rules will follow the rules in the Core Book, with the exception that each table will be provided with four terrain dice. Prior to the start of a game, before sides are chosen, players take turns rolling a dice and placing it on a terrain feature of their choice. Kidshammer will provide the terrain dice for this purpose.

Q: What if GW introduces some new game mechanism prior to the NOVA Open? Will it be used for Kidshammer: Youngbloods Friendly Tournament?

A: It isn't possible to answer that without knowing the specifics of the mechanism, but we anticipate sticking to the Matched Play rules in the Core Book and will not use mechanics not present in those rules (as modified in the Appendix). The organizer will monitor GW releases and reach out by email to people who signed up for Kidshammer to address any such issues. If you have a question, please feel free to send it to customerservice@novaopen.com and the organizer will get back to you with an answer.

APPENDIX

RULES & ARMY COMPOSITION

Kidshammer: Youngbloods Friendly Tournament will use the Contest of Generals Battlepack from the Third Edition Core Book. The Battlepack can be found on pages 338-343 of the Core Book.

This event will NOT use any materials from the General's Handbook, but will use unit point costs contained in the most up-to-date Pitched Battle Profiles that comes with the General's Handbook. The decision not to use the General's Handbook was made because of the complexity of the changes made and the cost to purchase the Generals Handbook. The point costs in the Pitched Battle Profiles should already be reflected in the online tools used to create armies - the WH AoS App and Battlescribe - so it should not be necessary to purchase the Pitched Battle Profiles supplement to obtain the updated point costs.

When using the WH AoS App to build an army, select "Contest of Generals" from "Choose Battlepack" option and select "1500 points".

Below is a summary of army construction for Kidshammer events at the 2023 NOVA Open:

CONTEST OF GENERALS	
Point Limit	1500
Leader Units	1-4
Battleline Units	2+
Behemoth Units	0-3
Artillery Units	0-3
Endless Spells and Invocations	0-2
Reinforced Units	0-3
Understrength Units	0-1 of each type
Allied Units	0-300
Battlefield Size	44"x60"
Minimum Number of Terrain Features	8

The three Battleplans that will be used during Kidshammer events are in the Contest of Generals Battlepack in the Core Book (pages 341-343):

- 1) Frontal Assault;
- 2) Burn and Pillage; and
- 3) Rising Power.

All rules from the Third Edition Core Book will be used (pages 246-285), with the limited changes spelled out below. Kidshammer will have "cheat sheets" and other gaming aids to help players

understand and remember the Core Rules, and will provide the Scoring Sheet below to each player before each game.

Kidshammer will use the following changes to Special Rules in order to make play easier and quicker:

- A player selects a Grand Strategy before each game, rather than once when army is picked, but only the three generic Grand Strategies from page 339 of the Core Book may be selected.
- Battle Tactics are limited to the six in the Core Book (page 340) so as not to confuse the player or opponents about what options are available to complete.
- It is not necessary to pick a Battle Tactic at the start of your hero phase in order to score it. Instead, all six battle tactics are eligible to be completed each turn (2 victory points each) and can be scored whenever completed (or can be tabulated from memory at the end of the game). It is not necessary to pick a unit or objective in advance in order to score a Battle Tactic.
- It will be possible to score more than one Battle Tactic a turn, but no Battle Tactic can be scored more than once. As a result, it will be easier to score Battle Tactics, but the total number of victory points that can be scored is still 12 (2 victory points each x 6 Battle Tactics)
- For example, at the end of the player's turn the player realizes that he or she destroyed an enemy unit wholly within the opponent's territory. This is a condition for completing the "Break their Spirit" Battle Tactic, so the player checks off "Break their Spirit" on their score card and will score 2 victory points.
 - The destroyed enemy unit was part of the opponent's starting army, so this qualifies for completing the "Broken Ranks" Battle Tactic. The player also checks off the "Broken Ranks" Battle Tactic for another 2 victory points, for a total of 4 victory points.
 - If the destroyed enemy unit was the general of the opponent's army, then the "Slay the Warlord" Battle Tactic could be checked off for another 2 victory points, for a total of 6 victory points.
 - Once completed, the player cannot complete any of these Battle Tactics again during the game, even if the condition of any of these Battle Tactics was met again.
- A Scoring Sheet (next page) will be provided for each game in order to facilitate scoring.

SCORING SHEET

Player's Name: _____

Opponent's Name: _____

Player's Grand Strategy (check one and only one before the game begins)

	Sever the Head: When the battle ends, you complete this grand strategy if there are no HEROES from your opponent's starting army on the battlefield.
	Vendetta: When the battle ends, you complete this grand strategy if the model chosen to be your opponent's general has been slain and the model chosen to be your general has not been slain.
	Hold the Line: When the battle ends, you complete this grand strategy if there are any Battleline units from your starting army on the battlefield.

Battle Tactics Completed (check off if completed; cannot be completed more than once per game)

	Break their Spirit: Pick 1 enemy unit wholly within your opponent's territory. You complete this tactic if that unit is destroyed during the turn.
	Broken Ranks: Pick 1 unit from your opponent's starting army that is on the battlefield. You complete this tactic if that unit is destroyed during the turn.
	Conquer: Pick 1 objective marker on the battlefield that your opponent controls. You complete this tactic if you control that objective marker at the end of the turn.
	Repel: Pick 1 enemy unit wholly or partially within your territory. You complete this tactic if that unit is destroyed during the turn.
	Seize the Center: You complete this tactic if there are more friendly than enemy models within 6 inches of the center of the battlefield at the end of the turn.
	Slay the Warlord: You complete this tactic if the model chosen to be your opponent's general is slain.

Scoring

Battle Round	Number of Objective Marker Controlled	Control More Objective Markers Than Opponent? (Yes or No)	Victory Points
1			
2			
3			
4			
5			

End of Game Scoring

Grand Strategy Scored? If yes, score 3 Victory Points	
Battle Tactics Scored? For each Battle Tactic completed above, score 2 victory points	
TOTAL VICTORY POINTS THIS GAME (Add up all Victory Points in the last column to get total Victory Points this game)	