

THE OLD WORLD LIVES

Warhammer Fantasy (WAP) Returns to The NOVA Open 2023

EVENT INFORMATION

The Old World returns to THE NOVA OPEN (Sat/Sun Sept 1st & 2nd) for another square based Grand Tournament for the first time in an age! Thank you to the NOVA crew for letting us bring fantasy back to the con!

We will be using the **WARHAMMER ARMIES PROJECT** ruleset for this event; all free online.
<<https://warhammerarmiesproject.blogspot.com/>>

EVENT SCHEDULE

<u>Day One (Saturday)</u>		<u>Day Two (Sunday)</u>	
Doors Open	9:00 am	Doors Open	9:00 am
Round One	10:00 - 1:00	Round Four	10:00 - 1:00
One Hour Lunch	1:00 - 2:00	15 min Break	1:00 - 1:15
Round Two	2:00 - 5:00	Round Five	1:15 - 4:15
15 min Break	5:00 - 5:15	PRIZES	4:15 - 5:00
Round 3	5:15 - 8:15		

ARMY LIST RULES & RESTRICTIONS

Add text here

ALL LISTS MUST BE SUBMITTED FOR REVIEW BY AUGUST 1st

ALL lists must be submitted to SquareHammers Facebook DMs
<https://www.facebook.com/square.hammer.88>

- Event will be 2,500 points
- No Special Characters (Dogs of War units allowed)
- Max one Level 3 or 4 Wizard Lord (Level 4 Necromancer + level 1 or 2 Vampire lord is approved)
- Max 5 Heroes (lords do not count against this)
- Max 2 of the same special choice
- Max 4 'choices' of artillery (Dwarf example; cannon, grudge thrower, organ gun + 2 bolt throwers is approved since 1-2 bolt throwers can be taken as the same 'choice')
- Max 4 monsters (mounted characters Do count towards this)

OBJECTIVE RULES

Objectives will be scored at the end of each **GAME** turn. Objective areas will be represented by a 7.5" circle (markers provided or use the same as 40k ones) with their placement being described in each mission. If games don't go to their 6th turn, score the turn you just completed as if it was the End of Battle scoring.

For determining control, count the Unit Strength from models whose bases are majority inside the objective marker

- Any unit type can hold an objective.
- Unit Strength (US) determines who holds the objective.
- If the same choice, unit strength that remains breaks any ties.
- Core units count as double (x2) Unit Strength remaining vs Special & Rare choices.
- All and/or each Standard gives +5 US. For example, if your unit has a Standard Bearer and your BSB is in that unit then they get +10 to their total Unit Strength
- Characters inside Core units are NOT counted towards the US of the core unit.
- A unit can't claim an objective on the turn they scout or vanguard.

SECURE THE CENTER: Hold the Line

The scouts have returned, bringing forth reports from the battlefield to come including invaluable knowledge of the enemy's location. If the reports are correct, there is one thing that you must do to win the day, and that is, secure the center.

THE BATTLEFIELD

Three objectives along the center

DEPLOYMENT

Roll off to see which player chooses the half of the table they will deploy in. The opponent will deploy in the other half. Players then take turns, placing units on the table, using the alternating units method of deployment.

FIRST TURN

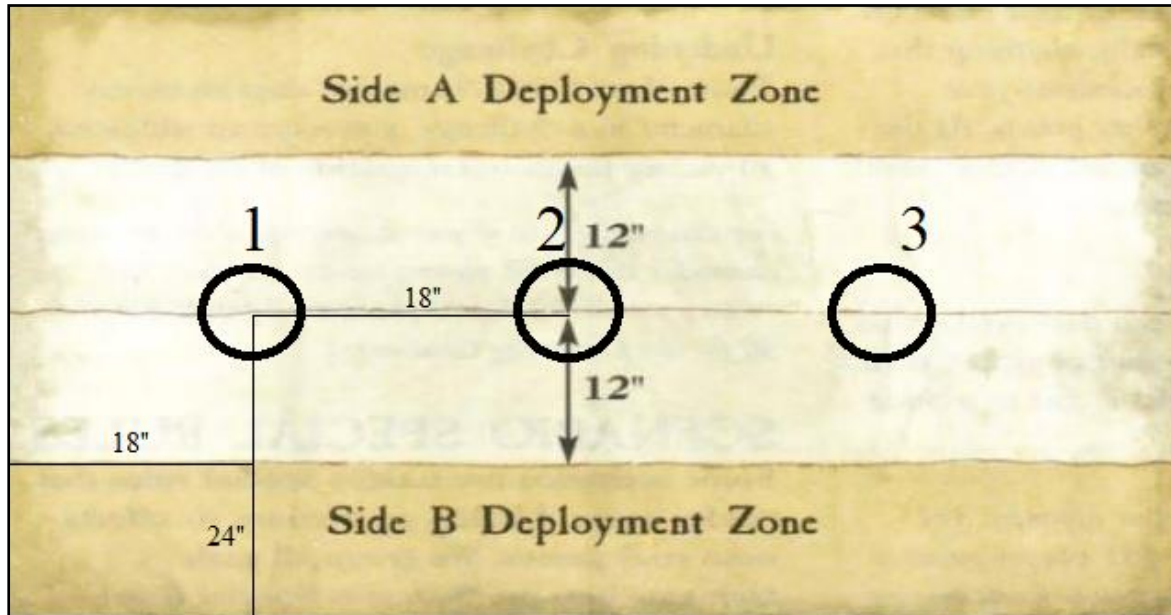
Roll off after deployment to see which player receives the first turn. The player that finishes deploying their army first, adds +1 to their roll

GAME LENGTH

The battle will last for six game turns or time expires.

VICTORY CONDITIONS

- + 1 Point per turn an objective is held
- + 3 Points at battles end per objective held



SCORE SHEET: Batteline

Player Name: _____

Player Name: _____

Primary Objectives

Round 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Round 2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Round 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Round 4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Round 5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
End of Battle	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Total Primary VP	_____

Primary Objectives

Round 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Round 2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Round 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Round 4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Round 5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
End of Battle	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Total Primary VP	_____

Each round a controlled objective is worth 1 VP
At the end of the battle, each objective is worth 3 VP

Secondary Objectives

Banners Destroyed	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
BSB Destroyed	<input type="checkbox"/>
Characters Slain	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
General Slain	<input type="checkbox"/>
Total Points Slain	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Total Secondary VP	_____

Secondary Objectives

Banners Destroyed	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
BSB Destroyed	<input type="checkbox"/>
Characters Slain	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
General Slain	<input type="checkbox"/>
Total Points Slain	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Total Secondary VP	_____

Each secondary objective achieved is worth 1 VP
For total units slain, write the total number below and mark of a box per 500 points slain rounding up

MEETING ENGAGEMENT: A Quick Death

As your army continues the march forward to meet the enemy, you suddenly realize a critical mistake in the scouts' report. Areas you once thought were of vital importance, quickly become insignificant, as comets from the Gods descend upon the battlefield. No matter. Every general knows that no good plan survives first contact with the enemy.

OBJECTIVES

Two objectives are placed 24" x 24" each side

DEPLOYMENT

Roll off to see which player chooses the half of the table they will deploy in. The opponent will deploy in the other half. Players then take turns, placing units on the table, using the alternating units method of deployment.

FIRST TURN

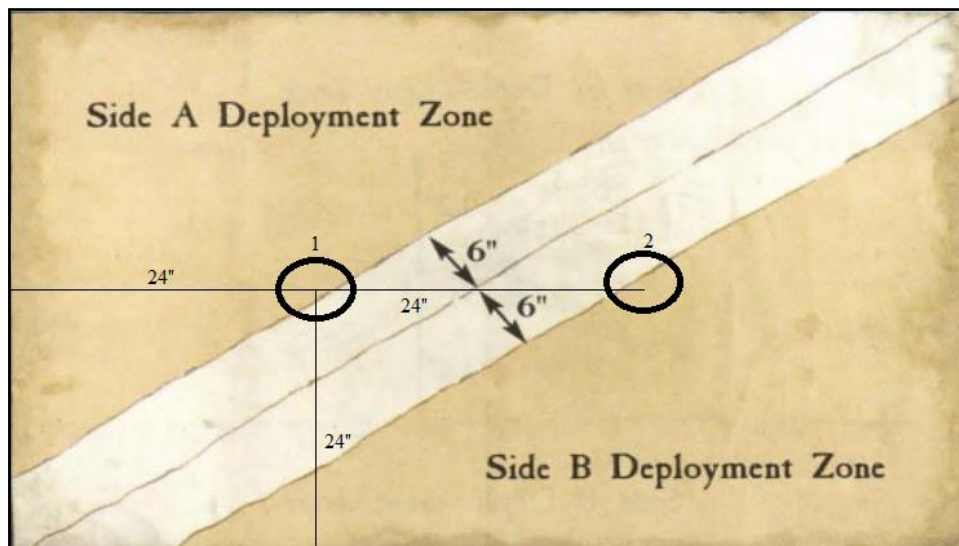
Roll off after deployment to see which player receives the first turn. The player that finishes deploying their army first, adds +1 to their roll.

GAME LENGTH

The battle will last for six game turns or time expires.

VICTORY CONDITIONS

- + 1 Point per turn an objective is held
- + 5 Points at battles end per objective held



SCORE SHEET: Meeting Engagement

Player Name: _____

Player Name: _____

Primary Objectives

Primary Objectives

Round 1	<input type="checkbox"/> <input type="checkbox"/>
Round 2	<input type="checkbox"/> <input type="checkbox"/>
Round 3	<input type="checkbox"/> <input type="checkbox"/>
Round 4	<input type="checkbox"/> <input type="checkbox"/>
Round 5	<input type="checkbox"/> <input type="checkbox"/>
End of Battle	<input type="checkbox"/> <input type="checkbox"/>
Total Primary VP	_____

Round 1	<input type="checkbox"/> <input type="checkbox"/>
Round 2	<input type="checkbox"/> <input type="checkbox"/>
Round 3	<input type="checkbox"/> <input type="checkbox"/>
Round 4	<input type="checkbox"/> <input type="checkbox"/>
Round 5	<input type="checkbox"/> <input type="checkbox"/>
End of Battle	<input type="checkbox"/> <input type="checkbox"/>
Total Primary VP	_____

Each round a controlled objective is worth 1 VP

Secondary Objectives

Secondary Objectives

Banners Destroyed	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
BSB Destroyed	<input type="checkbox"/>
Characters Slain	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
General Slain	<input type="checkbox"/>
Total Points Slain	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Total Secondary VP	_____

Banners Destroyed	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
BSB Destroyed	<input type="checkbox"/>
Characters Slain	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
General Slain	<input type="checkbox"/>
Total Points Slain	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Total Secondary VP	_____

Each secondary objective achieved is worth 1 VP
For total units slain, write the total number below and mark of a box per 500 points slain rounding up

BATTLE FOR THE PASS: Last Stand

This narrow path is of vital strategic importance, and you must secure your hold on it!

OBJECTIVES

Three objectives diagonally

Locations: 18"x 36" 36"x 24" 54"x 18"

DEPLOYMENT

Roll off to see which player chooses the half of the table they will deploy in. The opponent will deploy in the other half. Players then take turns, placing units on the table, using the alternating units method of deployment.

FIRST TURN

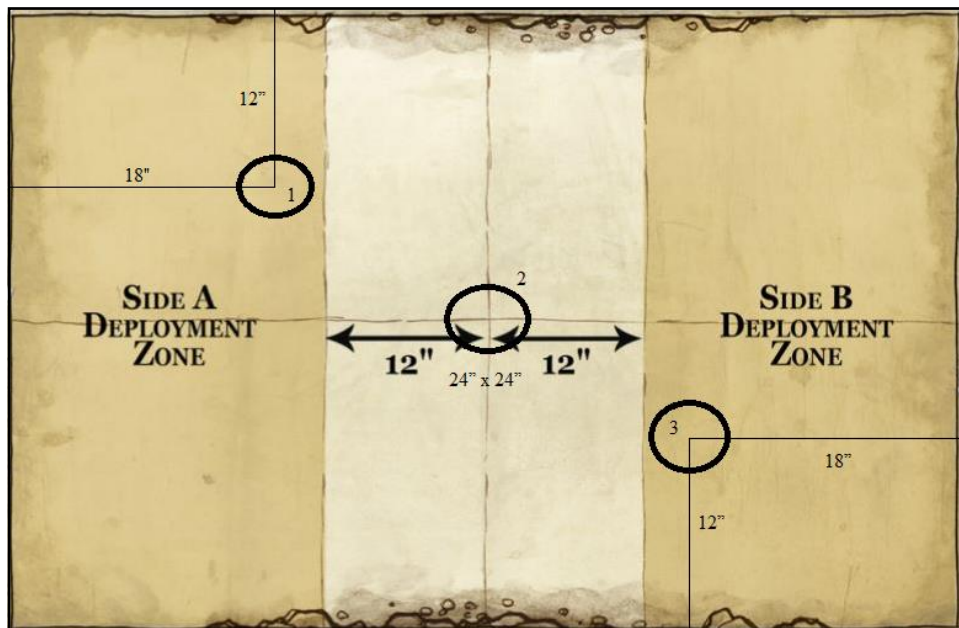
Roll off after deployment to see which player receives the first turn. The player that finishes deploying their army first, adds +1 to their roll.

GAME LENGTH

The battle will last for six game turns or time expires.

VICTORY CONDITIONS

- + 1 Point per turn an objective is held
- + 5 Points at battles end per objective held



SCORE SHEET: Battle for the Pass

Player Name: _____

Player Name: _____

Primary Objectives

Round 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Round 2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Round 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Round 4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Round 5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
End of Battle	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Total Primary VP	_____

Primary Objectives

Round 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Round 2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Round 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Round 4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Round 5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
End of Battle	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Total Primary VP	_____

Each round an objective is control are worth 1 VP
At the end of the battle, each objective is worth 3 VP

Secondary Objectives

Banners Destroyed	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
BSB Destroyed	<input type="checkbox"/>
Characters Slain	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
General Slain	<input type="checkbox"/>
Total Points Slain	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Total Secondary VP	_____

Secondary Objectives

Banners Destroyed	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
BSB Destroyed	<input type="checkbox"/>
Characters Slain	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
General Slain	<input type="checkbox"/>
Total Points Slain	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Total Secondary VP	_____

Each secondary objective achieved is worth 1 VP

RAIDING PARTY: Protect the Supplies

Scouts have located crucial enemy supply locations. Orders have come from up high to rally your troops and seize the supplies for yourself. If all else fails, do not forget the power of torch and flame.

DEPLOYMENT

Roll off to see which player chooses the half of the table they will deploy in. Roll off to see which player decides who places the first objective. The first objectives are placed in each friendly deployment, before the second objective is placed in your opponents deployment. The player who places the first objective deploys first. Players take turns to place units using the alternating units method of deployment.

OBJECTIVE DEPLOYMENT

Four objectives total, two per player. Two objectives will be placed on either side and must be more than 12" inches apart and more than 6" inches from a board edge.

FIRST TURN

The player that finished deploying their army first adds +1 to their roll.

GAME LENGTH

The battle will last for six game turns or time expires.

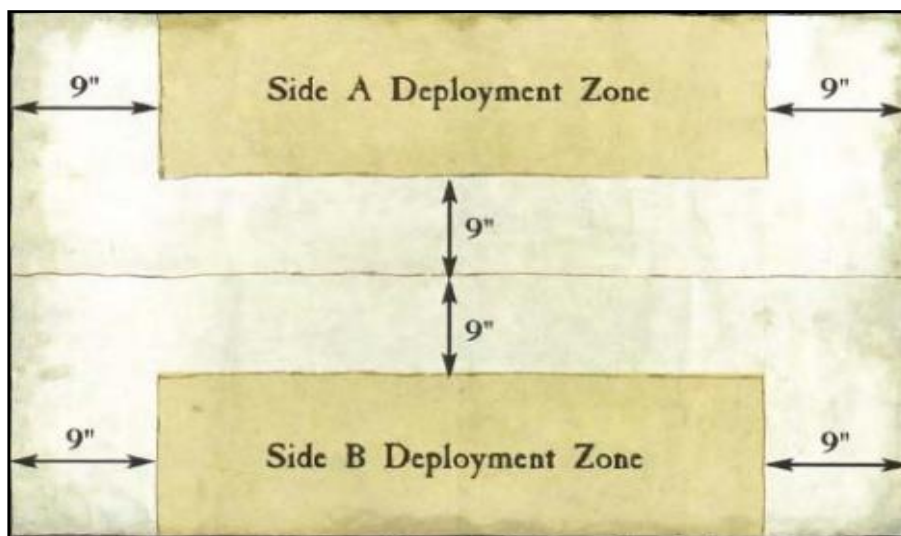
VICTORY CONDITIONS

+1 Point per turn friendly side objective is held +2 Points per turn opponent side objective is held +3 Points when an opponent's objective is 'burned'

+3 Points at battles end per friendly objective held +5 Points at battles end per opponent's objective held

SCENARIO SPECIAL RULES

'Burning' an objective requires a unit to stay on an objective until their following turn, while it is not contested, or they are not engaged in close combat. This Objective is then removed from the board afterwards



SCORE SHEET: Raiding Party

Player Name: _____

Player Name: _____

Primary Objectives

Primary Objectives

Round 1	
Friendly Objectives Held	<input type="checkbox"/> <input type="checkbox"/>
Round 2	
Friendly Objectives Held	<input type="checkbox"/> <input type="checkbox"/>
Enemy Objectives Held	<input type="checkbox"/> <input type="checkbox"/>
Round 3	
Friendly Objectives Held	<input type="checkbox"/> <input type="checkbox"/>
Enemy Objectives Held	<input type="checkbox"/> <input type="checkbox"/>
Round 4	
Friendly Objectives Held	<input type="checkbox"/> <input type="checkbox"/>
Enemy Objectives Held	<input type="checkbox"/> <input type="checkbox"/>
Round 5	
Friendly Objectives Held	<input type="checkbox"/> <input type="checkbox"/>
Enemy Objectives Held	<input type="checkbox"/> <input type="checkbox"/>
Objectives 'Burned'	
End of Battle	
Friendly Objectives Held	<input type="checkbox"/> <input type="checkbox"/>
Enemy Objectives Held	<input type="checkbox"/> <input type="checkbox"/>
Total Primary VP	

Round 1	
Friendly Objectives Held	<input type="checkbox"/> <input type="checkbox"/>
Round 2	
Friendly Objectives Held	<input type="checkbox"/> <input type="checkbox"/>
Enemy Objectives Held	<input type="checkbox"/> <input type="checkbox"/>
Round 3	
Friendly Objectives Held	<input type="checkbox"/> <input type="checkbox"/>
Enemy Objectives Held	<input type="checkbox"/> <input type="checkbox"/>
Round 4	
Friendly Objectives Held	<input type="checkbox"/> <input type="checkbox"/>
Enemy Objectives Held	<input type="checkbox"/> <input type="checkbox"/>
Round 5	
Friendly Objectives Held	<input type="checkbox"/> <input type="checkbox"/>
Enemy Objectives Held	<input type="checkbox"/> <input type="checkbox"/>
Objectives 'Burned'	
End of Battle	
Friendly Objectives Held	<input type="checkbox"/> <input type="checkbox"/>
Enemy Objectives Held	<input type="checkbox"/> <input type="checkbox"/>
Total Primary VP	

Each round a controlled objective is worth 1 VP

Secondary Objectives

Secondary Objectives

Banners Destroyed	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
BSB Destroyed	<input type="checkbox"/>
Characters Slain	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
General Slain	<input type="checkbox"/>
Total Points Slain	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Total Secondary VP	_____

Banners Destroyed	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
BSB Destroyed	<input type="checkbox"/>
Characters Slain	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
General Slain	<input type="checkbox"/>
Total Points Slain	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Total Secondary VP	_____

Each secondary objective achieved is worth 1 VP
For total units slain, write the total number below and mark of a box per 500 points slain rounding up

BATTLELINE: Line-up. Knuckle-up.

In the Warhammer world, disputes are settled upon the bloody field of battle. An abortive raid by an unruly warlord, a dispute over a piece of territory, or any number of perceived slights can lead to two nations going to war. The conflict will be settled in a battle between the rival armies, with the spoils going to the victor, and death and dishonor to the loser.

THE OBJECTIVE

Use victory points to determine the winner of the battle.

DEPLOYMENT

Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half. Players then take it in turn to place units on the table, using the alternating units method of deployment. Units may be placed anywhere in their deployment zone that is more than 12" from the center line

FIRST TURN

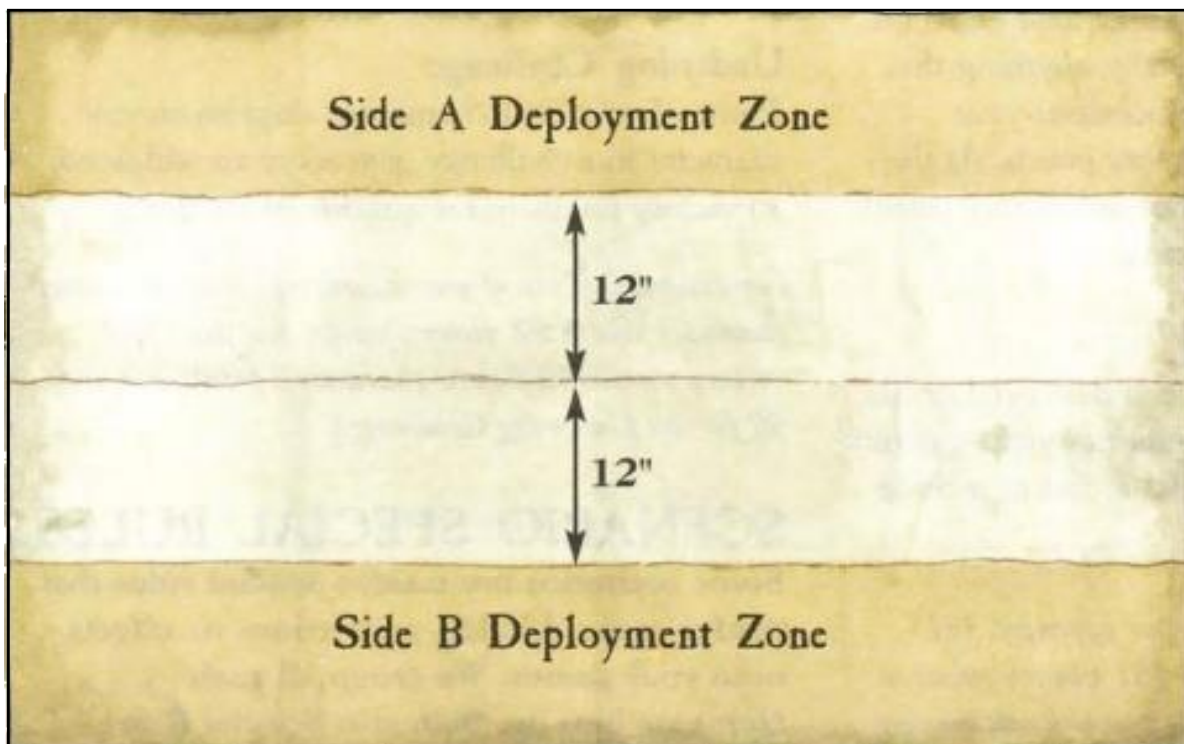
Roll off after deployment to see which player receives the first turn. The player that finished deploying their army first adds +1 to their roll.

GAME LENGTH

The battle will last for six game turns

VICTORY CONDITIONS

+1 VP per 100 points slain



SCORE SHEET: Battleline

Player Name: _____

Player Name: _____

Primary Objectives

500 Points	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
1000 Points	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
1500 Points	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2000 Points	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Total Points Slain	_____

Primary Objectives

500 Points	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
1000 Points	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
1500 Points	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2000 Points	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Total Points Slain	_____

+1 VP per 100 points slain
Use victory conditions in determining how many points are rewarded

Secondary Objectives

Banners Destroyed	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
BSB Destroyed	<input type="checkbox"/>
Characters Slain	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
General Slain	<input type="checkbox"/>
Total Points Slain	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Total Secondary VP	_____

Secondary Objectives

Banners Destroyed	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
BSB Destroyed	<input type="checkbox"/>
Characters Slain	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
General Slain	<input type="checkbox"/>
Total Points Slain	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Total Secondary VP	_____

Each secondary objective achieved is worth 1 VP