

WARHAMMER THE OLD WORLD

Warhammer Fantasy Returns to The NOVA Open 2024

EVENT INFORMATION

The Old World returns to THE NOVA OPEN (Sat/Sun Aug 31st - Sept 1st) for another square based Grand Tournament for the second 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 THE OLD WORLD** ruleset for this event

EVENT SCHEDULE

Day One (Saturday)

Doors Open	9:00 am
Round One	10:00 - 1:00
One Hour Lunch	1:00 - 2:00
Round Two	2:00 - 5:00
15 min Break	5:15 - 5:30
Round Three	5:30 - 8:30

Day Two (Sunday)

Doors Open	9:00 am
Round Four	10:00 - 1:00
15 min Break	1:00 - 1:15
Round Five	1:15 - 4:15
PRIZES	4:15 -

ALL LISTS MUST BE SUBMITTED FOR REVIEW BY AUGUST 17th

ALL lists must be submitted to Square Hammers Facebook DMs

<https://www.facebook.com/square.hammer.88>

There has been a lot of talk about list comp and restrictions so thank you all for comments, feedback, and suggestions! Maybe there will be a tweak or two going forward, but we're starting here. I feel my job as a TO is to provide an enjoyable event experience to as many gamers as possible. My goal is to ensure they return next year and spread the word; this includes event lead up, mission objectives, quizzes/puzzles during games, personality, and yes even list building. This is at the discretion of the TO and the list of comps below are what I see as the way forward....for now :D

Hope to see you there playing rank and flank! Cheers 🍷

ARMY LIST RULES & RESTRICTIONS

- Points Level: 2,500 Points
- Legacy Armies & Arcane Journals are allowed
- Rule of Three (Characters/Core/Special)
- Max 2 of the same Rare choice
- Max 2 Characters in a unit
- Max 1 Level 3 or 4
- Max 40% Points on Characters (1,000 pts)
- Max 10 models wide for Closed and Open formations
- No Allies
- Characters on chariot and/or monster mounts take a slot of that chariot and/or monster from the 0-3 restriction
- Detachments use one of the 0-3 slots
- Proxies are welcome but should follow the What You See Is What You Get (WYSIWUG) rule. AKA don't put a plastic toy my little pony out as your Lord on Pegasus for Bretonnia

GAME

The tournament will consist of 5 games of Warhammer The Old World at 2,500 points picked from the 15 available armies in Ravening Hordes, Forces of Fantasy, and the Legacy PDFs. Three games will be played on Saturday and two on Sunday. Each game will have a time limit of 3 hours in length with 15 minutes for set up. Players are expected to finish up their game turn if time is running out and not start another turn.

SCORING: VICTORY POINT DIFFERENTIAL (*difference in the victory point total*)

*****Up to +3 bonus points can be achieved in each game via scenario objectives*****

Victory Point Difference	Winning Points	Losing Points
0-100	10	10
101-300	11	9
301-500	12	8
501-700	13	7
701-900	14	6
901-1100	15	5
1101-1300	16	4
1301-1500	17	3
1501-1700	18	2
1701-1999	19	1
2000+	20	0

SCORE CAP

Battle: 115 points max. 20 per game + 3 scenario objectives per game.

Paint: 25 points max

Sportsmanship: 10 points max

Cosplay: 10 points max

Overall: 160 points max

TERRAIN

- Table size – 72” x 48” table
- Impassable – Like the name says it is impassable. No, you can't land a flying model on it!
- Ruins – Difficult terrain. Infantry, monsters, and swarms can march and charge through as per difficult terrain. Cavalry, chariots, and models with fly that march or charge through woods also take a dangerous terrain tests
- Woods – Follow the rules for Ruins
- Water – Difficult
- Plowed fields/crops – Follow the rules for difficult terrain for cavalry and chariots only.
- Fences/Walls – Treat as low linear obstacles and difficult terrain.
- Hills – Hills block LOS but otherwise are open ground.

PAINT SCORE RUBRIC – [LINK](#)

SPORTSMENSHIP RUBRIC - [LINK](#)

PRIZES (*this plus others throughout the event*)

- Renaissance Man – highest overall score
- Best General – highest battlefield score
- Second Place – second highest battlefield score
- Third Place – third highest battlefield score
- Best Painted – highest paint score
- Best Theme – best cosplay and army story/lore
- Best Sport – best sportsmanship score
- Last Place – lowest battlefield score

Game One – BREAK THEIR SPIRITS

Use the Break Point Deployment (page 290). 9" from short edge & Deployment (18" apart).

Count your armies Total Unit Strength. Once your army has lost 75% of its unit strength, the army is broken at the end of that game turn. The game will continue for all 6 turns. The player to "break" his/her opponent's army first gets 2 scenario objective points. The player to break their opponent's army second receives 1 scenario objective point. If a player breaks the opponent's force and remains unbroken all 3 scenario objective points are awarded.

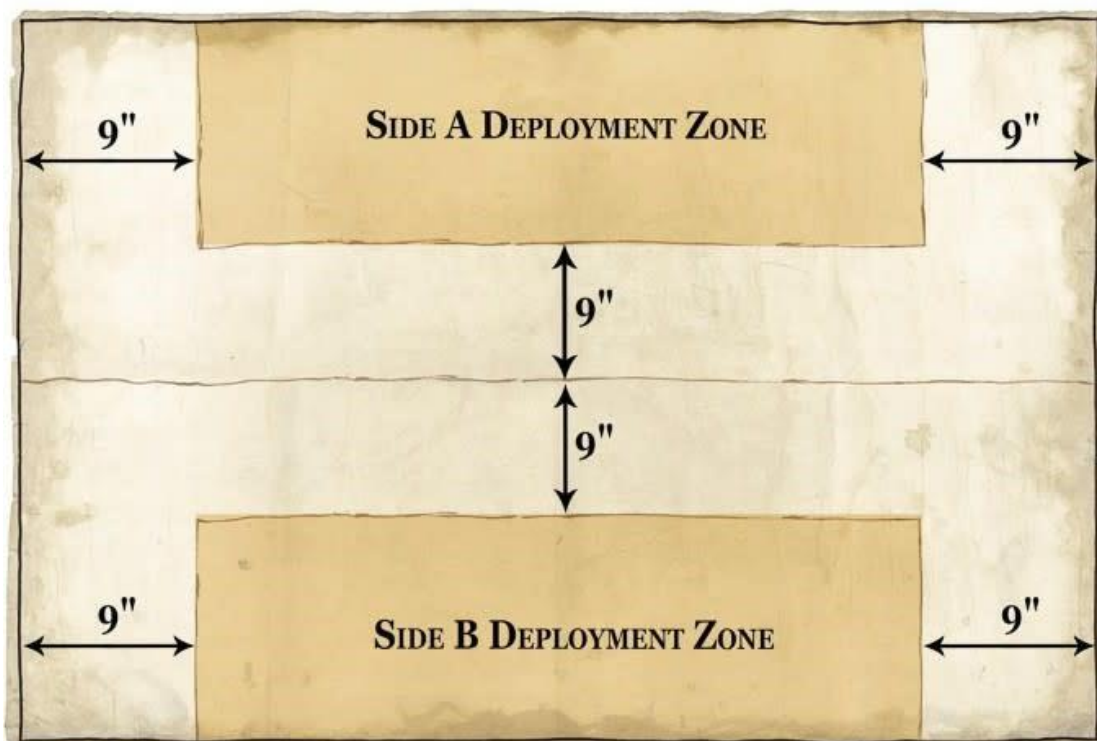
+2 For Breaking your opponent first; +2 for both players if both armies break on the same turn.

+1 For Breaking your opponent second.

+1 For Breaking your opponent not your army NOT being broken.

+1 For having more banners on the table than your opponent at the end of the game.

+1 for causing a unit to flee/FBIGO with shooting, spells, or terror.



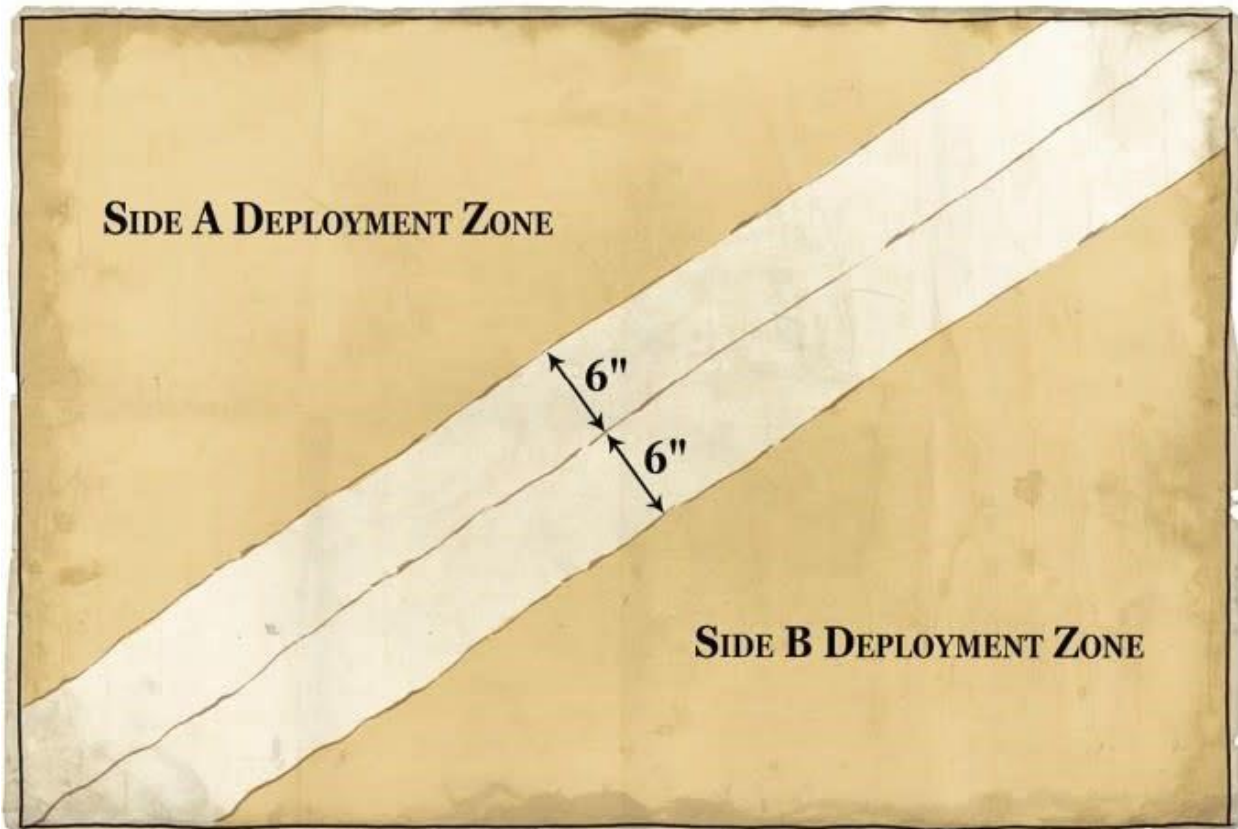
Player Name	Victory Points Killed	Differential Scored	Mission Bonus Points	TOTAL SCORE

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Game Two – PAYMENT IN BLOOD

Use the Meeting Engagement Angle deployment 12" apart (page 294).

- +1 for killing a monster/war machine*.
- +1 for killing a spell caster*.
- +1 if your opponent's general is dead or fleeing at the end of the game.
- +1 for keeping your highest point unit (non-character or monster) alive and not fleeing.
- +1 For having US10+ in a table quarter with no enemy units in the quarter.



Player Name	Victory Points Killed	Differential Scored	Mission Bonus Points	TOTAL SCORED

Game Three – SACRED GROUND

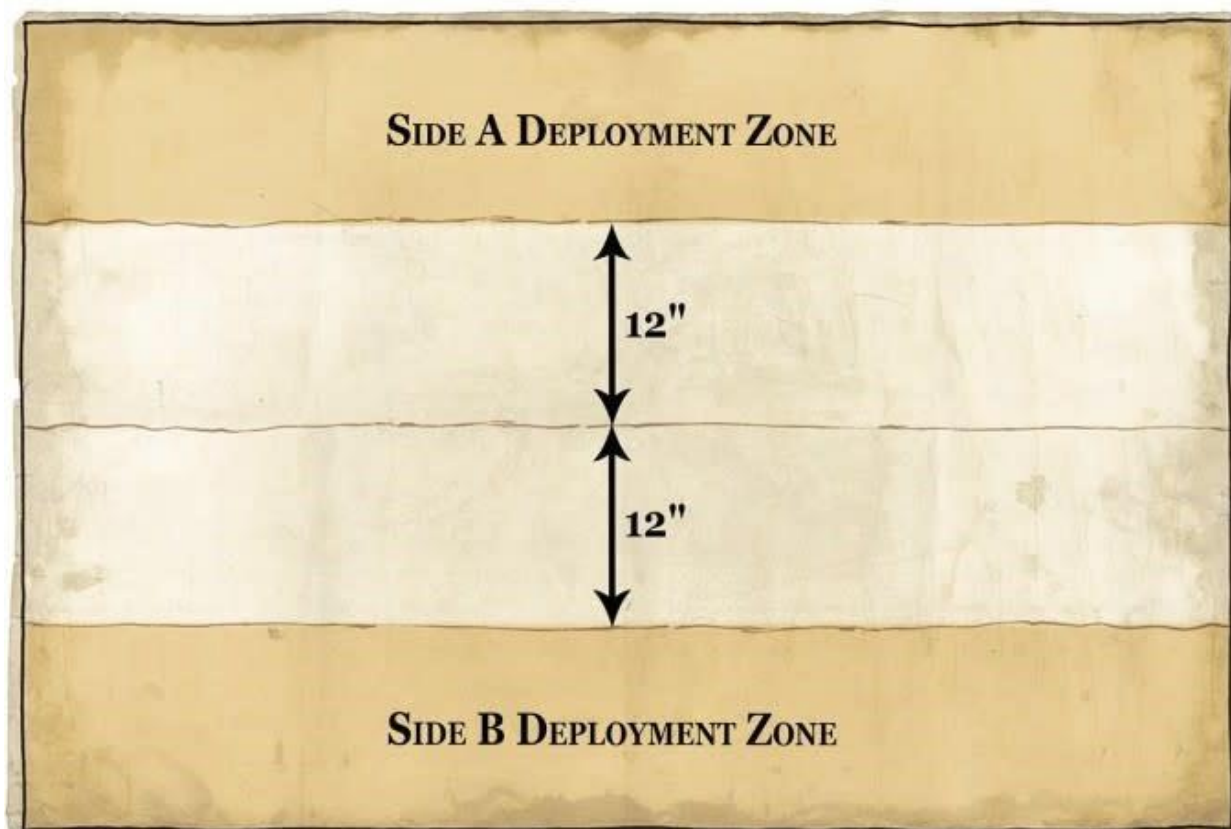
Use the Open Battle deployment (page 288).

Mark the center of the table as the Sacred Ground with a token. No terrain can be within 9" of this point. At the end of each game turn after the first the player who has the most unit strength within 6" of the Sacred Ground point will gain +1 scenario objective point up to a max of +3 for the game. In addition:

+1 if you have a core unit with a banner on the table outside your deployment zone at the end of the game.

+1 if you kill your opponent's BSB (score this automatically if your opponent has no BSB). If the BSB is fleeing he counts as dead for purposes of this point.

+1 for controlling the center with the highest Unit Strength, after turn 1, up to a max of +3.



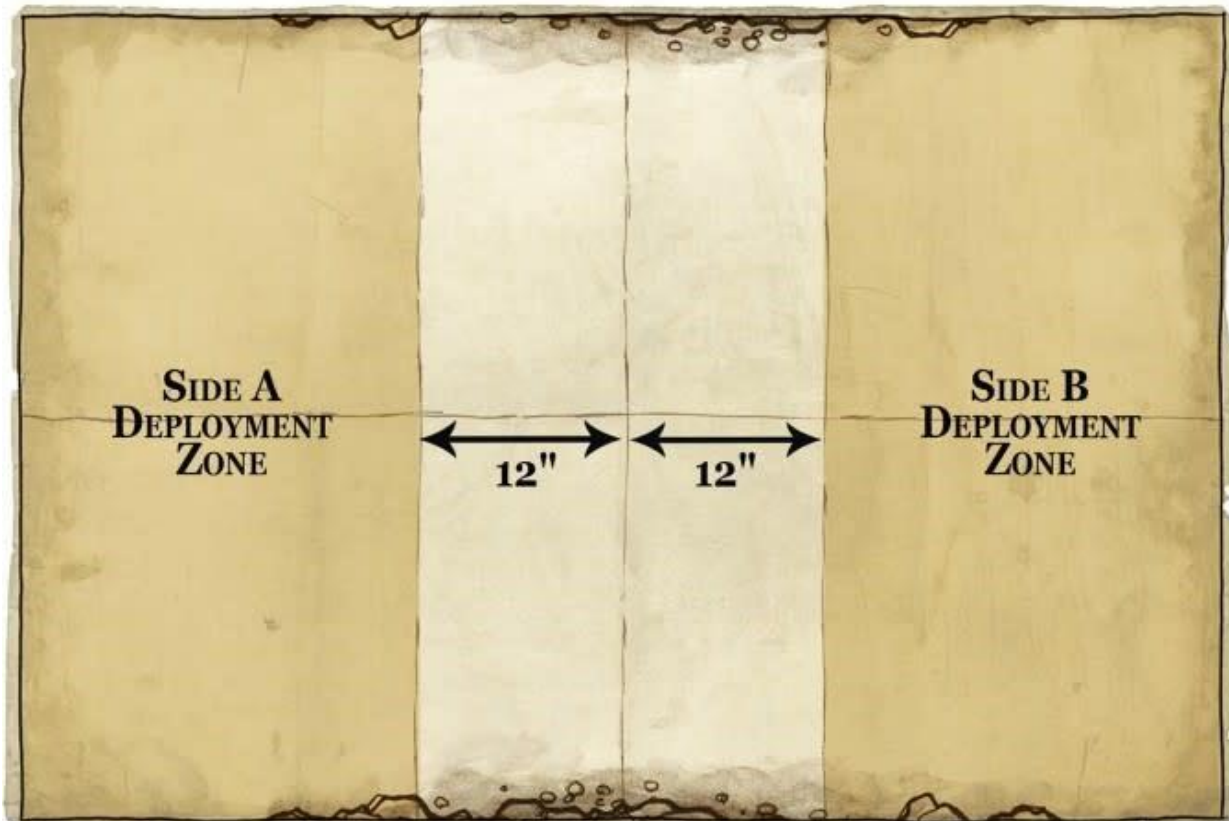
Player Name	Victory Points Killed	Differential Scored	Mission Bonus Points	TOTAL SCORED

Game Four – CRUSH YOUR ENEMIES

Use the Mountain Pass deployment (page 296).

- +1 If your general makes it to the end of the battle alive and not fleeing.
- +1 If you forced an enemy to flee off the table (FBIGO or Pushbacks count for this) *
- +1 If you have a unit with a banner in your opponent's deployment zone.
- +1, up to +2, for controlling table quarters with more of your Unit Strength than your opponent has at the end of the game.

*Models/units can be pushed and/or flee off the sides of the table. There is no impassable board edge.

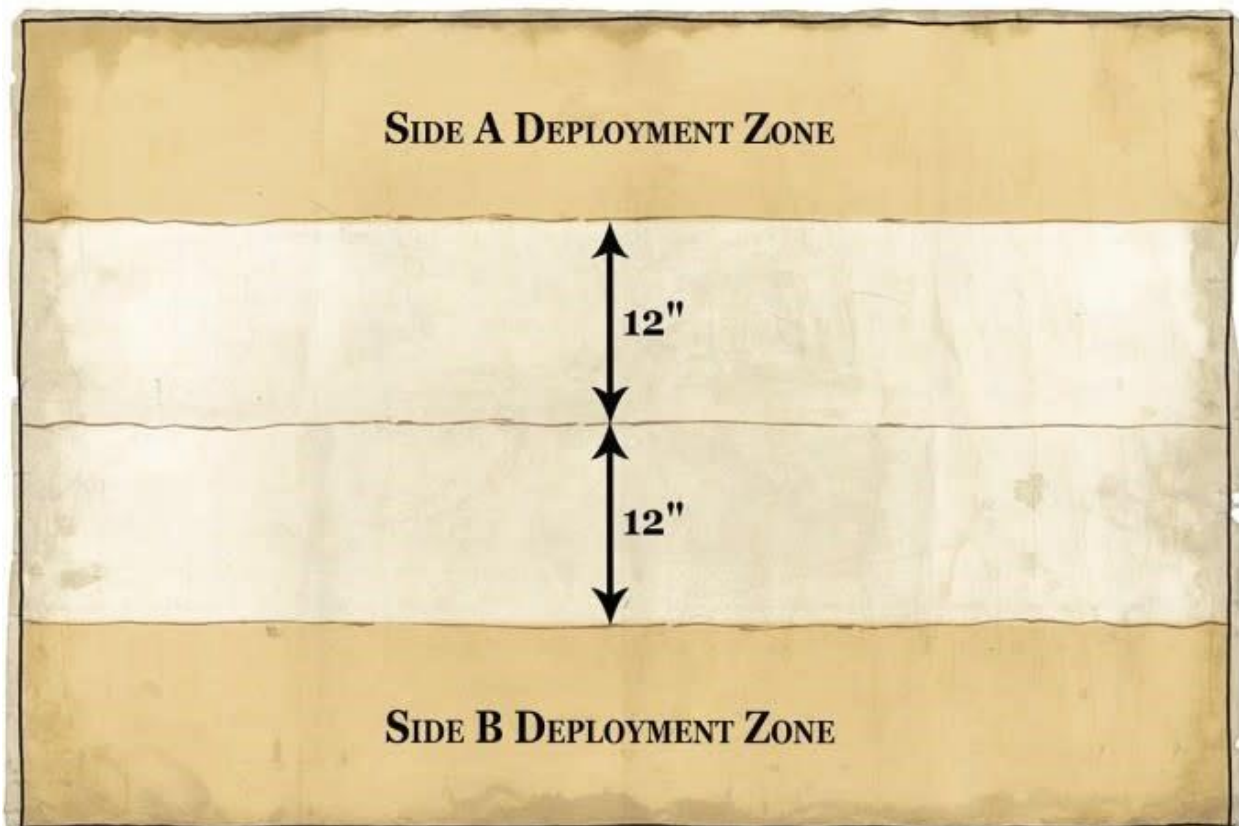


Player Name	Victory Points Killed	Differential Scored	Mission Bonus Points	TOTAL SCORED

Game Five – WAR IS BRUTAL

Use the Open battle deployment (page 288).

- +1 If your opponent's most expensive unit (non-character) is destroyed or fleeing at the end of the game.
- +1 If your opponent's most expensive character is destroyed or fleeing at the end of the game.
- +1 For Keeping your least expensive unit alive and not fleeing at the end of the game.
- +1 For having more banners on the table than your opponent at the end of the game.
- +1 For having a core unit in your opponent's deployment zone at the end of the game.



Player Name	Victory Points Killed	Differential Scored	Mission Bonus Points	TOTAL SCORED