

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

<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	5:15 - 5:30	PRIZES	4:15 -
Round Three	5:30 - 8:30		

ALL LISTS MUST BE SUBMITTED FOR REVIEW BY AUGUST 17th

ALL lists must be submitted to Best Coast Pairings

<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! Cheers 🍷

ARMY LIST RULES & RESTRICTIONS

- Points Level: 2,500 Points
- Legacy Armies & Arcane Journals are allowed – No Special Characters
- 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 OR Mercs
- Mounted Characters have a MAX of 7 wounds. This does not mean you cannot take your characters on heavy chariots and/or monsters. For example, a Chaos Lord on Chaos Dragon normally has 10 wounds, here he will have 7. The same goes for every single mounted character, 7 wounds max.
- Victory Points: If a unit, single model (monster/chariot), or character is reduced to 50% or below of its starting Unit Strength or wounds it awards 50% of its points cost
- Characters on chariot and/or monster mounts take a slot of that chariot and/or monster from the 0-3 restriction
- Enchanting Aura (WoC) & Armour of Ages (TK) CANNOT be used with a character on a Monster mount
- Bretonnian Pegasus Knights are modified to 0-1 Per 1,000 points (max 2 units at 2,500)
- Proxies are welcome but MUST be submitted with pictures for approval. Additionally, they must follow the What You See Is What You Get (WYSIWUG) rule. AKA don't put a My Little Pony out as your Lord on Pegasus.

PLEASE READ THROUGH THIS AS WELL - [LINK](#)

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. If late, you will be docked points!

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

Victory Point Difference	Winning V Points	Losing V 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: 135 points max. 20 per game for Victory Points Killed + objectives. Two missions have 7.5" objective markers.

Paint: 25 points max

Sportsmanship: 20 points max

List Theme: 20 points max

Cosplay: 10 points max

Overall: 210 points max

TERRAIN

- 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. Dangerous for Cavalry and Chariots.
- Plowed fields/crops – Follow the rules for difficult terrain for cavalry and chariots only.
- Fences/Walls – Treat as low linear obstacles and difficult terrain. Dangerous for Cavalry and Chariots.
- Hills – Hills block LOS but otherwise are open ground.

PAINT SCORE RUBRIC – [LINK](#)

SPORTSMENSHIP RUBRIC - [LINK](#)

OBJECTIVES

Objectives will be scored at the end of each game OR player turn. Read the mission to determine. Objective areas will be represented by a 7.5" diameter circle (markers provided or use 40k ones) with their placement being described in each mission. 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) ON the objective determines who holds it.
- Core units count as double (x2) Unit Strength 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, but do add their personal US to the total
- A unit cannot claim an objective on the turn they Scout or Vanguard

PRIZES *(this plus others throughout the event)*

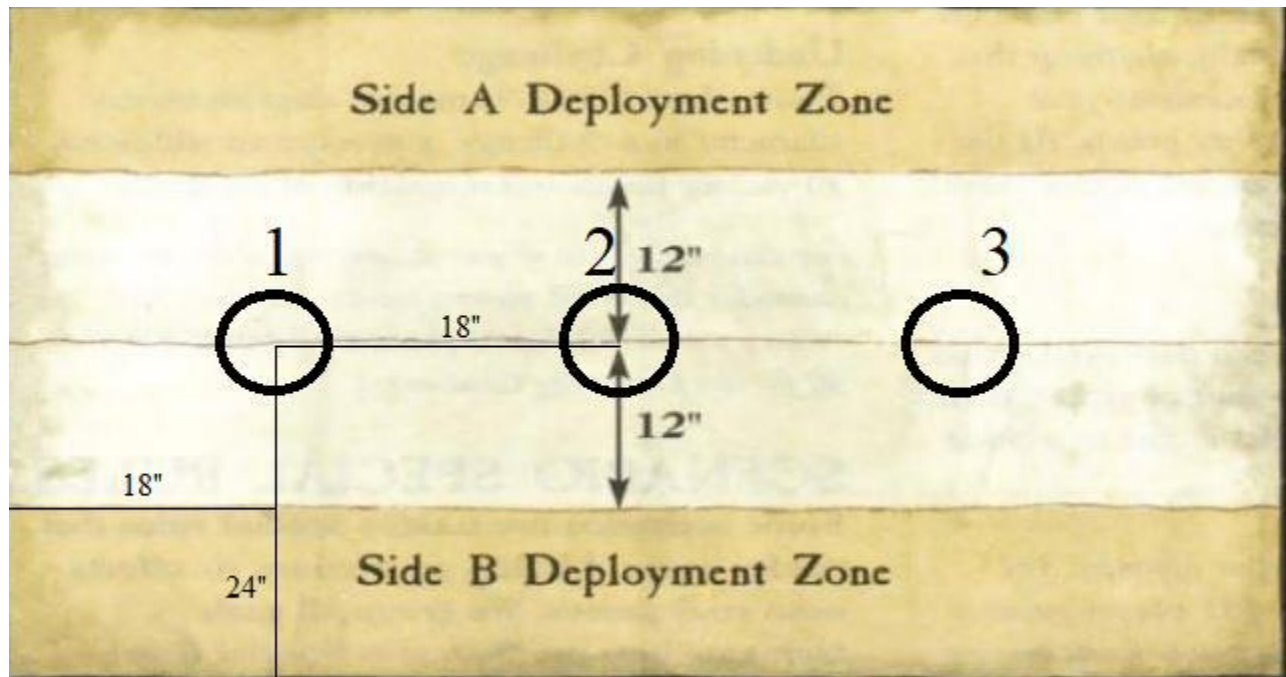
- Overall Champion: Renaissance Man – highest overall score
- 2nd Overall Champion – second overall score
- 3rd Overall Champion – second overall score
- Best General – highest battle score
- Second Best General – second highest battle score
- Third Best General – third highest battle score
- Best Sport – best sportsmanship score
- Best Painted – highest paint score
- Best Theme – highest list theme, story, and lore score
- Best Cosplay – best cosplay
- Last Place – lowest battlefield score

Game One – SACRED GROUND

Use the Open Battle deployment (page 288).

+0.5 point per PLAYER turn an objective is held (NOT turn one) Max points you can score for objectives is 10

**This is scored each player turn starting with TURN 2. The Max Total Points a player can score for objectives is 10 points. Round the final objective score DOWN (if you scored 5.5 then you have 5)



Player Name	Victory Points Killed	Differential Scored	Objectives Score	TOTAL

Turn 2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Turn 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Turn 4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Turn 5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Turn 6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
TOTAL	

Turn 2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Turn 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Turn 4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Turn 5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Turn 6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
TOTAL	

Game Two – BREAK THEIR SPIRITS

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

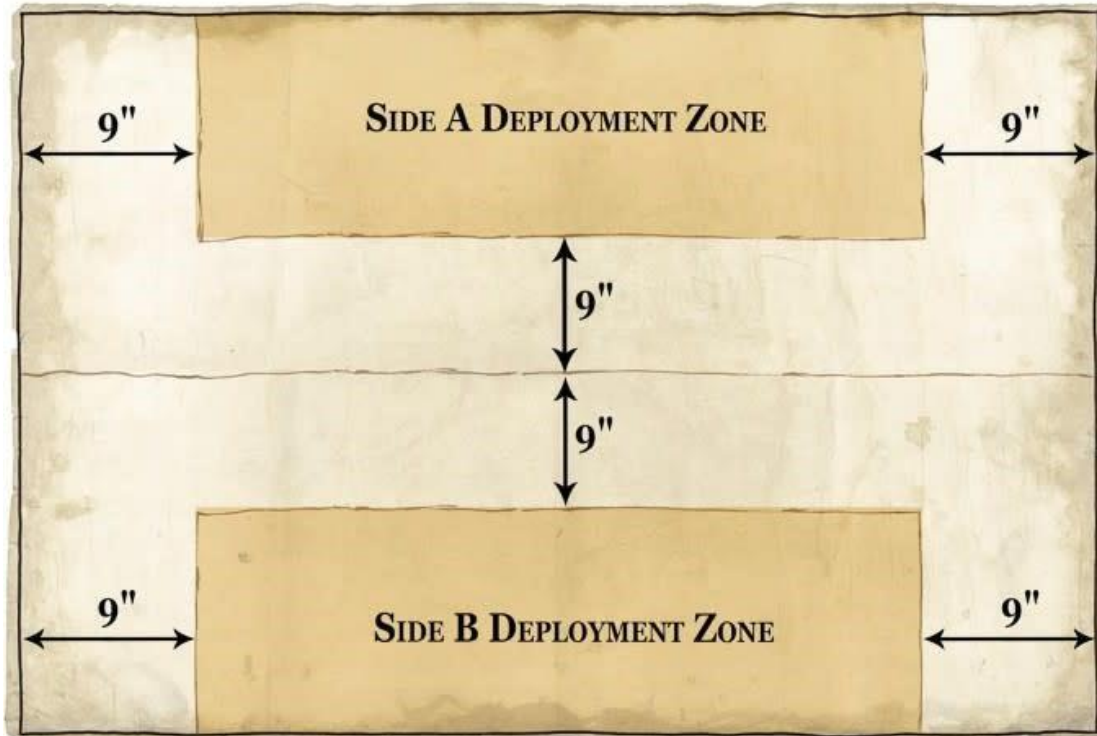
Count your armies Total Unit Strength. Once your army has lost 75% of its unit strength, the army is broken at the end of that game turn. The game will continue for all 6 turns. The player to "break" his/her opponent's army first gets 2 scenario objective points. The player to break their opponent's 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 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.

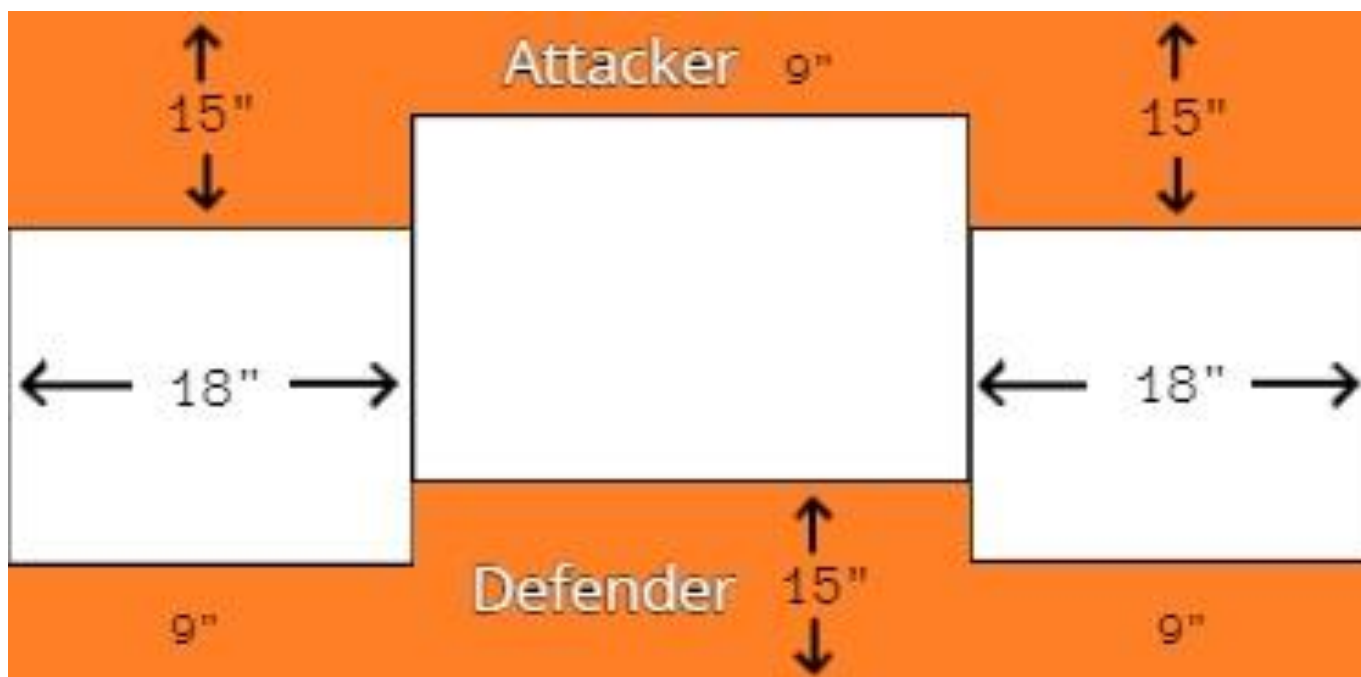


Player Name	Victory Points Killed	Differential Scored	Mission Bonus Points	TOTAL

Game Three – CRUSH YOUR ENEMIES

Use the below “Attacker and Defender Deployment.” Roll for sides as normal. Roll again, highest die gets to choose to setup as the attacker or defender. **The player who doesn’t choose Attacker or Defender gets to choose who deploys the first unit.**

- +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.



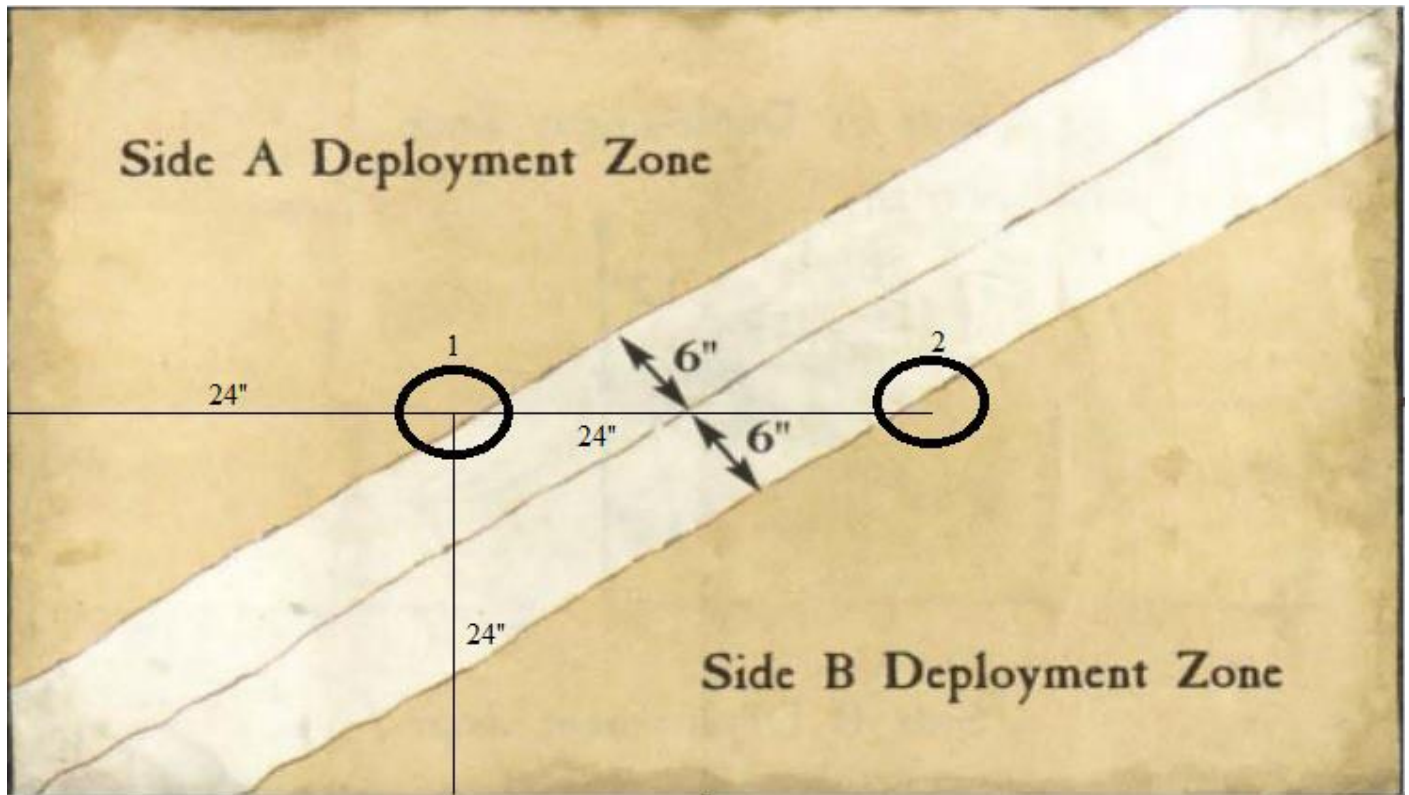
Player Name	Victory Points Killed	Differential Scored	Mission Bonus Points	TOTAL

Game Four – A QUICK DEATH

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

+ 0.5 per turn an objective is held (even turn one) Max total points you can score for objectives is 10

**Each objective is worth +0.5 points per player turn (not game turn) an objective is held. This is scored each player turn starting with TURN 1. The Max Total Points a player can score for objectives is 10 points. Final Objective points are rounded DOWN



Player Name	Victory Points Killed	Differential Scored	Objectives Score	TOTAL

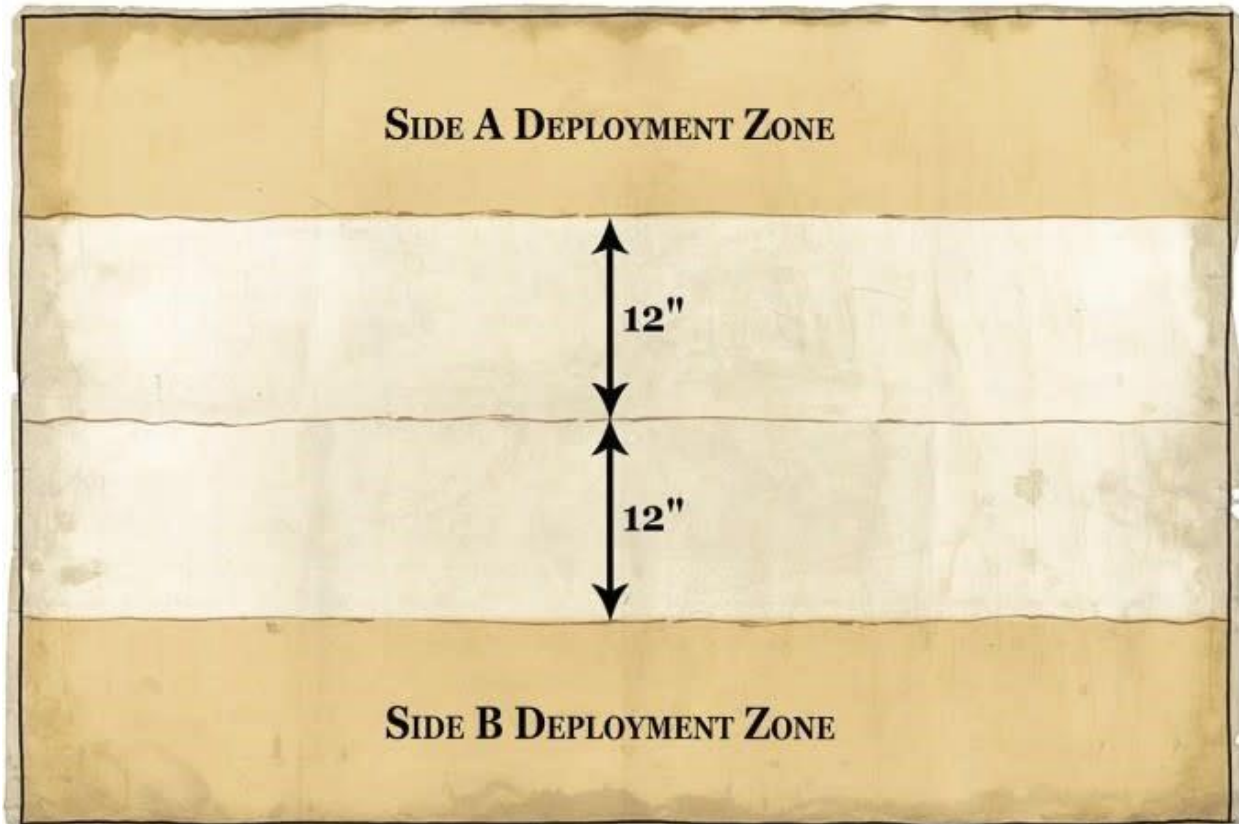
Turn 1	<input type="checkbox"/> <input type="checkbox"/>
Turn 2	<input type="checkbox"/> <input type="checkbox"/>
Turn 3	<input type="checkbox"/> <input type="checkbox"/>
Turn 4	<input type="checkbox"/> <input type="checkbox"/>
Turn 5	<input type="checkbox"/> <input type="checkbox"/>
Turn 6	<input type="checkbox"/> <input type="checkbox"/>
TOTAL	

Turn 1	<input type="checkbox"/> <input type="checkbox"/>
Turn 2	<input type="checkbox"/> <input type="checkbox"/>
Turn 3	<input type="checkbox"/> <input type="checkbox"/>
Turn 4	<input type="checkbox"/> <input type="checkbox"/>
Turn 5	<input type="checkbox"/> <input type="checkbox"/>
Turn 6	<input type="checkbox"/> <input type="checkbox"/>
TOTAL	

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