Please e-mail customerservice@novaopen.com with any questions!

2024 NOVA Open Warmachine MKIV

Events Overview

Warmachine at the NOVA Open promises to provide a diverse range of activities for Warmachine Gamers of all types. Our team's goal is to give you the best four-day Warmachine weekend you can find on the east coast. You can expect favorites such as the IG Qualifier, regional King of Coin/Prince of Pence Invitational, NOVA Steamrollers, 2v2 with a Twist, the brand new Unlimited After Dark Steamrollers and Team Narrative Campaign. 2024's schedule promotes a balance between hyper competitive tournaments for seasoned players and more casual events for our returning and new players. In addition to how-to-play and demos, Delaware Warmachine will provide a mix of Legacy Prime and MKIV armies for players to borrow over the weekend while in the Warmachine area. Our team has been working hard throughout 2023 and 2024 to bring brand new thematic tables to NOVA Open all set in the world of the Iron Kingdoms. Events will be hosted by Delaware Warmachine and the Tried & True podcast team. Games will be streamed live both on Tried & True and The Ice King's YouTube channels. Terrain information can be found after event details.

General Tournament Information:

Game clocks will be paused to calculate scoring. Each player will be given a curtesy 10 seconds off clock to move scenario elements if it is called for in a scenario. After 10 seconds, your clock will be restarted.

Players are responsible for providing their own Steamroller objectives. These can be player made or the official Privateer Press objectives. If they are player made, they must meet the correct measurements per the Steamroller 2024 document.

Once pairings have been assigned, players will have 15 minutes to get to their tables, set up the scenario and determine the first player turn. Round Timer will begin after 15 minutes post pairing.

Players must be registered on LongShanks for all competitive events. There will be a QR code legend for easy reference at the Warmachine registration table. Links for the events will be sent out via email through Tabletop Events 14 days (about 2 weeks) out from NOVA. List lock is at registration of the day's event.

Schedule

EVENT	DAY	TIME	POINT SIZE
Open Play Meet & Greet	Wednesday	Wednesday 4pm – 9pm	Various
How to Play MKIV	Thursday & Friday	9am-2pm	30-50
2v2 with a Twist	Thursday	9am-4pm	50
Unlimited After Dark	Thursday	7pm-???	100
How to Play MKIV	Friday	9am-2pm	30-50
IG Qualifier	Friday	9am-4pm	100
NOVA Steamroller	Friday	9am-4pm	100
Unlimited After Dark	Friday	7pm-???	100
NOVA Steamroller	Saturday	9am-6pm	100
Narrative 1 5v5	Saturday	10am-2pm	50
Narrative 2 5v5	Saturday	3pm-7pm	50
King of Coin/Prince of Pence	Saturday	9am-6pm	100
NOVA Masters	Sunday	8am-2pm	100
NOVA Steamroller	Sunday	8am-2pm	75

2v2 with a Twist

Date	Thursday, August 29
Time	Check in at 9:00am, First round at 9:30am - All events and registration will be on LongShanks. A QR code will be available at the Warmachine check-in counter. Please have your lists ready in the Warmachine app at registration. Steamroller 2024 sheets will be used as a back-up in the event LongShanks is offline or unavailable
Number of Players	16 Teams (32 players)
Tournament Format	**2v2 Person Team Tournament, Prime** – Restrictions for the team tournament will be limited to no duplicate leaders, characters or armies. Teams will be randomly assigned after check-in. If a player's army leader is assassinated, they are not eliminated from the game. Players can use any solos or units still remaining on the table. Cohort/Battlegroup models gain autonomous. Warbeasts can't be forced.
Army Size	50
Army List	One list required
Painting Requirements	None
Number of Rounds	4 max
Game Timing	Deathclock – 60 minutes per team
Scenario	**Steamroller 2024**
Tie Breakers	Combined Team Wins, then Strength of Schedule, number of remaining legal scoring models owned by each player within scenario zones or objective terrain
Special Rules	**There will be a 1 hour break scheduled between rounds 2 and 3 for lunch. At that time, pairing will be posted and the round will start promptly.** **This is a Team Tournament** Teams will be randomly assigned after registration! Teams will need to register themselves on LongShanks.
Awards	Plaques for 1st Place Team

NOVA Masters IG Qualifier

Date	Friday, August 30
Time	Check in at 9:00am, First round at 9:30am - All events and registration will be on LongShanks. A QR code will be available at the Warmachine check-in counter. Please have your lists ready in the Warmachine app at registration. Steamroller 2024 sheets will be used as a back-up in the event LongShanks is offline or unavailable
Number of Players	Up to 24
Tournament Format	**Prime, solo**
Army Size	100
Army List	One list required, second optional
Painting Requirements	None
Number of Rounds	3 max
Game Timing	Deathclock – 60 minutes per player
Scenario	**Steamroller 2024**
Tie Breakers	Strength of Schedule, number of remaining legal scoring models owned by each player within scenario zones or objective terrain
Special Rules	All participating players will be randomly split off into pods. Each pod will run no more than 3 rounds max. There will be a 1-hour break scheduled between rounds 2 and 3 for lunch. The third round will start at 2pm. After 5 minutes, your clock will be started for you if you are not at the table. This is a preliminary tournament for the Masters Final to be held on Sunday. The top 8 players across all pods will qualify for NOVA Masters on Sunday.
Awards	Top 8 across all pods will qualify for NOVA Masters on Sunday Iron Gauntlet Points Swag for all participating players Prizes for Best Painted Army & Best Sportsmanship

NOVA Steamrollers

Date	Friday August 30, Saturday August 31, Sunday September 1
Time	Check in at 9:00am, First round at 9:30am - All events and registration will be on LongShanks. A QR code will be available at the Warmachine check-in counter. Please have your lists ready in the Warmachine app at registration. Steamroller 2024 sheets will be used as a back-up in the event LongShanks is offline or unavailable
Number of Players	Up to 14 Friday, 16 Saturday, 8 Sunday
Tournament Format	**Prime, solo**
Army Size	100 Friday/Saturday, 75 Sunday
Army List	One list required, second optional
Painting Requirements	None
Number of Rounds	4 max /3 rounds Sunday
Game Timing	Deathclock – 50/60 minutes per player
Scenario	**Steamroller 2024**
Tie Breakers	Strength of Schedule, number of remaining legal scoring models owned by each player within scenario zones or objective terrain
Special Rules	This Steamroller is intended for players who are not participating in the IG qualifier/Masters, King of Coin or narrative. The NOVA Steamroller offers an excellent opportunity for new and returning players to try out MKIV! There will be a 1-hour break scheduled between rounds 2 and 3 for lunch. The third round will start at 2pm. After 5 minutes, your clock will be started for you if you are not at the table There will be no break scheduled for lunch Sunday. All rounds will run back to back, please plan accordingly.
Awards	Plaques for 1st, 2nd, 3rd place Prize Bags Swag for all participating players Prizes for Best Painted Army & Best Sportsmanship

King of Coin/Prince of Pence

Date	Saturday, August 31
Time	Check in at 9:00am, First round at 9:30am - All events and registration will be on LongShanks. A QR code will be available at the Warmachine check-in counter. Please have your lists ready in the Warmachine app at registration. Steamroller 2024 sheets will be used as a back-up in the event LongShanks is offline or unavailable
Number of Players	16
Tournament Format	**Prime, solo**
Army Size	100
Army List	One list required, second optional
Painting Requirements	None
Number of Rounds	4 max
Game Timing	Deathclock – 60 minutes per player
Scenario	Steamroller 2024
Tie Breakers	Strength of Schedule, number of remaining legal scoring models owned by each player within scenario zones or objective terrain.
Special Rules	This is an invitational event for the 2024 King of Coin League. An official league faction coin buys your ticket into this exclusive event! Want to join the league? Register at any time before August using the QR code below. Final coin holders will be sent a link in TTE to register for this event. There will be a 1-hour break scheduled between rounds 2 and 3 for lunch. The third round will start at 2pm. After 5 minutes, your clock will be started for you if you are not at the table. Players who are eliminated from King of Coin will be invited to play in the Prince of Pence Steamroller! Scores will carry over from King of Coin.

Awards	Winner receives their initials engraved on the faction coin of their choice Special Prizes for 1st place King and Prince Winning META gets priority on starting coins for the 2025 league

Unlimited After Dark

Date	Thursday 29 August, Friday 30 August
Time	Check in at 7:00pm, First round at 7:30pm - All events and registration will be on LongShanks. A QR code will be available at the Warmachine check-in counter. Please have your lists ready in the Warmachine app at registration. Steamroller 2024 sheets will be used as a back-up in the event LongShanks is offline or unavailable
Number of Players	Up to 24
Tournament Format	**Unlimited, solo**
Army Size	100pts
Army List	One list required, second optional
Painting Requirements	None
Number of Rounds	3 rounds max
Game Timing	5-6 hours per night
Scenario	Steamroller 2024
Tie Breakers	Strength of Schedule, number of remaining legal scoring models owned by each player within scenario zones or objective terrain
Special Rules	Time to see who can bring the jankiest of the jank in this Unlimited Steamroller Showdown. No breaks on this train! All rounds will run back-to-back, please plan accordingly.
Awards	Plaques for 1st, 2nd, 3rd place Prize Bags Swag for all participating players Prizes for Best Painted Army & Best Sportsmanship

Battle for Five Fingers Narrative Campaign

Date	Saturday, August 31
Time	Check in at 9:30am, First round at 10:00am, Second iteration check-in at 2:30pm, starts at 3:00pm
Number of Players	Up to 10 per session
Tournament Format	**Unlimited, team**
Army Size	50
Army List	One list required, second optional
Painting Requirements	**None**
Number of Rounds	1 round
Game Timing	Deathclock - 20 minutes per team turn, 7 rounds
Scenario	Custom
Tie Breakers	Strength of Schedule, number of remaining legal scoring models owned by each player within scenario zones or objective terrain
Special Rules	Join us for this year's NOVA Open epic 5v5 narrative campaign event! Deployed to an expansive port town, one team will need to secretly escort a VIP out of the city before the end of the game. The other team will need to do everything in their power to stop them from escaping! Narrative tables will include unique properties and terrain themed after their geographical location in the Iron Kingdoms. Narrative will run two iterations.
Awards	Unique campaign swag Prize bags Prizes for Best Painted Army & Best Sportsmanship

NOVA Masters IG Finals

Date	Sunday, September 3
Time	Check in at 8:00am, First round at 8:30am - All events and registration will be on LongShanks. A QR code will be available at the Warmachine check-in counter. Please have your lists ready in the Warmachine app at registration.
	Steamroller 2024 sheets will be used as a back-up in the event LongShanks is offline or unavailable
Number of Players	8
Tournament Format	**Prime, solo**
Army Size	100
Army List	One list required, second optional
Painting Requirements	**None**
Number of Rounds	3 max
Game Timing	Deathclock – 60 minutes per player
Scenario	Steamroller 2024
Tie Breakers	Strength of Schedule, number of remaining legal scoring models owned by each player within scenario zones or objective terrain
Special Rules	This is the Iron Gauntlet Qualfier. The top 8 players from Friday will battle it out over 3 rounds to see who will win the 2024 Warmachine NOVA Masters tournament!
	There will be a 30 minute break scheduled between rounds 2 and 3 for lunch. The third round will start at 1pm. After 5 minutes, your clock will be started for you if you are not at the table.
Awards	Plaques for 1st, 2nd, 3rd Iron Gauntlet Points Prize bags

Open Play with Tried & True

Date	Wednesday 28 August – Sunday 1 September
Time	Tables will be available starting 4pm Wednesday afternoon
Number of Players	Unlimited based on table space
Tournament Format	**Prime or Unlimited**
Army Size	Any point size
Army List	Any list
Painting Requirements	None
Number of Rounds	No max round
Game Timing	No time requirement
Scenario	Steamroller 2024, custom
Tie Breakers	Strength of Schedule, number of remaining legal scoring models owned by each player within scenario zones or objective terrain
Special Rules	Tables will be available for players looking to get some extra games in or practice for other events this weekend. Table space is dependent on what is available during the official NOVA Warmachine event schedule. Come play games and hang out with the Tried & True crew!
Awards	Friendship, good memories and the journey that takes us there

Learn to Play Warmachine MKIV!

Date	Thursday 29 August – Friday 30 August
Time	First demo will be set up by 9am. Demos typically take no more than one hour. Armies will be supplied by Delaware Warmachine for players to use. We will also have guard towers and defenses available for players to try.
Number of Players	16
Tournament Format	**Prime, Unlimited**
Army Size	30pts
Army List	Any list
Painting Requirements	None
Number of Rounds	No max round
Game Timing	No time requirement
Scenario	Custom
Tie Breakers	
Special Rules	Are you a new player interested in Warmachine or returning for MKIV? Come join us for a how to play session hosted by Delaware Warmachine. Don't have your own models? No problem! We will supply a mix of Legacy and MKIV armies for you to try. Demos typically take no more than one hour. The core rulebook and all model rules are available for free on the Warmachine app. Hope to see you at the tables!
Awards	Friendship, good memories and the journey that takes us there, maybe a few goodies 😉

Terrain Primer

Circus Poster	Aesthetics only, will be placed on clouds
Cloud	Blocks LOS, provides concealment when completely within (+2 DEF bonus against ranged/magic attacks) DEF bonus does not apply to 80/120mm models.
Crates Stack/Single (scatter)	Does not block LOS, provides cover within 1" (+4 DEF against ranged/magic attacks) Provides +2 DEF against melee to models being attacked over it. Cover/DEF bonus does not apply to 80/120mm models. 80/120mm destroy this piece of terrain if it comes in contact. Must have pathfinder to charge over
Farm Animals (scatter)	Does not block LOS, provides cover within 1" (+4 DEF against ranged/magic attacks) Provides +2 DEF against melee to models being attacked over it. Cover/DEF bonus does not apply to 80/120mm models. 80/120mm destroy this piece of terrain if it comes in contact. Must have pathfinder to charge over.
Forest	Rough Terrain. Provides concealment to models completely within, blocks LOS, can't see 3" in or out. DEF bonus does not apply to 80/120mm models.
Graveyard	Grants the rubble effect when completely within. Cover bonus does not apply to 80/120mm
Hill	No hill will be considered high. Provides elevation (+2 DEF bonus against ranged/magic attacks) to models completely within the perimeter.

House/Large Obstruction 5" or higher – block LOS to 120mm 4" or higher – block LOS to 80mm	Blocks LOS, is an obstruction, provides cover (+4 DEF against ranged/magic attacks) and +2 DEF against melee attack rolls if partly behind. DEF bonus does not apply to 80/120mm models.
Lava	Hazard, rough terrain, models entering or ending their activation in lava gain continuous fire. Do not affect flying models.
Open Grave (scatter)	Provides cover while completely within (+4 DEF against ranged/magic attacks) and blast resistance. 80/120mm destroy this piece of terrain if it comes in contact
Quicksand	Rough Terrain. Models without flight lose pathfinder when crossing over
Rubble	Rough Terrain. Provides cover (+4 DEF against ranged/magic attacks and blast resistance) when completely within. Cover bonus does not apply to 80/120mm
Statue (scatter)	Obstruction, blocks LOS, provides cover within 1" (+4 DEF against ranged/magic attacks) Provides +2 DEF against melee to models being attacked over it. Cover/DEF bonus does not apply to 80/120mm models. 80/120mm destroy this piece of terrain if it comes in contact
Train Tracks	Open terrain, is there for aesthetics only
Trench	Provides cover (+4 DEF against ranged/magic attacks) and blast resistance. Cover/DEF bonus does not apply to 80/120mm models.
Wall	Provides cover to models within 1" of it. Provides +2 DEF against melee to models being attacked over it. Cover/DEF bonus does not apply to 80/120mm models. Must have pathfinder to charge over