



KIDSHAMMER –WARHAMMER 40,000 YOUTH FRIENDLY TOURNAMENT

BIG PICTURE

Kidshammer: Warhammer 40,000 Youth Friendly Tournament offers kids aged 8-16 the opportunity to participate in a friendly, three-round tournament using a slightly modified version of the Match Play system in the 10th edition [Core Rules](#) found on the [Warhammer Community](#) (see Appendix below). For 2025, Kidshammer Warhammer 40,000 Open Play will use 1,000-point army lists.

The tournament is designed to be competitive, but not cutthroat. 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 the Kidshammer Learn to Play: Warhammer 40,000 on Saturday instead.

We will send a player packet with more details on scoring, missions, and modified rules as we get closer to the event.

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

SCHEDULE: SUNDAY, AUGUST 31, 2025

Rounds	Start Time
Check-in	9:00 – 9:30 am
Round 1	9:30 – 11:30 am
Lunch	11:30 am – 12:30 pm
Round 2	12:30 – 2:30 pm
Break	2:30 – 3:00 pm
Round 3	3:00 – 5:00 pm
Event Wrap Up and Awards	5:00 – 5:30 pm

WHAT YOU NEED TO PARTICIPATE

A 1,000-Point Army

- Armies and models must be selected to fit into the requirements for 1,000 points using the rules found in the Match Play: Warhammer 40,000 10th edition [Core Rules](#) (pages 55-56). Games Workshop's Warhammer 40,000 App allows users to create 1,000-point tournament legal armies.
- Kidshammer will NOT use any materials from the current season's Mission Deck (i.e., Pariah Nexus Mission Deck).
- Kidshammer encourages models to be painted, but painted models are not required to play.
- All models should be made by Games Workshop in order to avoid confusion of what unit a model represents and to respect the IP of Games Workshop, which will be at the NOVA Open. We never want to say no to kids playing games, however, so we will not disallow proxy models, but we ask that participants keep the concerns about confusion and GW IP rights in mind.
- Each model should represent what is presented in the army list (that is, "What You See Is What You Get").
- All models must be based appropriately using the base sizes that come with each unit's box.
- 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 datasheets and army rules, because Internet connectivity cannot be guaranteed.
- We cannot provide loaner armies for this event.
- 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 48 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 encouraged to accompany their child during the event but must not provide guidance or strategy advice without the consent of both players.

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 check in and play on time.

Please be aware that Saturday morning is a very busy time for the convention registration desk, so please pick up your convention badge at the registration desk before Saturday or give yourself extra time on Saturday morning to do so before coming to check in to the Kidshammer event.

FREQUENTLY ASKED QUESTIONS

Q: What is the minimum and maximum ages allowed for Kidshammer – Warhammer 40,000 Youth Friendly Tournament?

A: Kidshammer – Learn to Play: Warhammer 40,000 is open to kids as young as 8-years old and as old as 16-years old. Kids older than 16 cannot participate in the event but contact customerservice@novaopen.com if they are interested in volunteering to help run the event. Kids younger than 8 are welcome to participate but we ask for an adult guardian to stay with them during the event. [Note that the maximum age for Kidshammer events was raised from 15 to 16 in 2025.]

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 in 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 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 with adult supervision.

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 rules found in the Match Play: Warhammer 40,000 10th edition [Core Rules](#) and will not use mechanics outside of those rules (as modified in the forthcoming Player Packet). 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

Armies and models must be selected to fit into the requirements for 1,000 points using the rules found in the Match Play: Warhammer 40,000 10th edition [Core Rules](#) (pages 55-56). Games Workshop's Warhammer 40,000 App allows users to create 1,000-point tournament legal armies.

Kidshammer will NOT use any materials from the current season's Mission Deck (i.e., Pariah Nexus Mission Deck).

Kidshammer will use custom Secondary Missions:

- 1) **Death to the False Emperor:** You complete this Secondary Mission when you destroy your enemies Warlord.
- 2) **WAAAGH:** You complete this Secondary Mission at the end of your turn if 2 or more friendly units fought this turn and no friendly units were destroyed this turn.
- 3) **Courage and Honor:** You complete this Secondary Mission at the end of your turn if you control 2 or more objective markers that you did not control at the start of your turn and at least 1 of those objectives was controlled by your opponent at the start of your turn.
- 4) **Big Guns Never Tire:** You complete this Secondary Mission when you destroy your opponent's highest cost unit or model.
- 5) **Do You Want to Live Forever?:** You complete this Secondary Mission at the end of your turn if 2 or more friendly units are within 3" of the center of the battlefield and are not in combat.
- 6) **The Emperor's Finest:** You complete this secondary if you control one or more objective markers in your deployment zone. You can only score this Secondary Mission on turns 3, 4, or 5.

If the players are tied on Victory Points at the end of the battle, and only one player's Warlord has survived the battle, that player receives +1 point and wins the game. If the players are tied on victory points and both Warlords survived or were destroyed, the battle is a draw.

Kidshammer will have "cheat sheets" and other gaming aids to help players understand and remember the rules and will provide a Scoring Sheet to each player before each game (see next page).

Kidshammer will use the following changes to Secondary Missions in order to make play easier and quicker:

- It is not necessary to pick a Secondary Mission at the start of your turn order to score it.
- All six Secondary Missions are eligible to be completed each turn (4 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 to score a Secondary Mission.
- Only one Secondary Mission can be scored each turn, and no Secondary Mission can be scored more than once.

SCORING SHEET

TOURNAMENT ROUND: _____

Player's Name: _____

Opponent's Name: _____

Secondary Objectives (check off if completed; cannot complete more than once per game)

	1) Death to the False Emperor: You complete this Secondary Mission when you destroy your enemies Warlord.
	2) WAAAGH: You complete this Secondary Mission at the end of your turn if 2 or more friendly units fought this turn and no friendly units were destroyed this turn.
	3) Courage and Honor: You complete this Secondary Mission at the end of your turn if you control 2 or more objective markers that you did not control at the start of your turn and at least 1 of those objectives was controlled by your opponent at the start of your turn.
	4) Big Guns Never Tire: You complete this Secondary Mission when you destroy your opponent's highest cost unit or model.
	5) Do You Want to Live Forever?: You complete this Secondary Mission at the end of your turn if 2 or more friendly units are within 3" of the center of the battlefield and are not in combat.
	6) The Emperor's Finest: You complete this secondary if you control one or more objective markers in your deployment zone. You can only score this Secondary Mission on turns 3, 4, or 5.

Scoring

Battle Round	Control 1 Objective? Score 2 VP	Control 2 or More Objectives? Score 2 VP	Control More Objectives than Your Opponent? Score 2 VP	Secondary Mission Completed? Score 4 VP	Total Victory Points
End of Game Scoring – Add up all Victory Points in the "Total Victory Points" column above to get your total Victory Points for this game					
TOTAL VICTORY POINTS FOR THIS GAME					

The Emperor Protects: If the players are tied on Victory Points at the end of the battle, and only one player's Warlord has survived the battle, that player receives +1 points and wins the game. If the players are tied on victory points and both Warlords survived or were destroyed, the battle is a draw.