

WARHAMMER THE OLD WORLD GRAND TOURNAMENT

@ The NOVA Open 2025
by Square Hammer

SQUARE HAMMER returns to THE NOVA OPEN (Sat Aug 30th – Sun Aug 1st) for another Grand Tournament for the second time! Thank you to the NOVA crew for letting us bring fantasy back to the con! We will be using the **WARHAMMER THE OLD WORLD MATCHED PLAY** ruleset for this event

Event Schedule			
Day One (Saturday)		Day Two (Sunday)	
Doors Open	9:00 AM	Doors Open	9:00 AM
Round One	10:00 AM - 1:00 PM	Round Four	10:00 AM - 1:00 PM
One Hour Lunch	1:00 PM - 2:00 PM	15-min Break	1:00 PM - 1:15 PM
Round Two	2:00 PM - 5:00 PM	Round Five	1:15 PM - 4:15 PM
Round Three	5:15 PM - 8:30 PM	Prizes and Awards	4:30 PM

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>

Hope to see you there! Cheers

Army List Rules & Restrictions

Grand Melee & Combined Arms (as below)

- 2,000 Points
- You may not spend more than 25% of your army's total points value on a single character or unit (500)
- Your army may include any number of Level 1 or 2 Wizards, but may only include:
 - 0-1 Level 3 Wizard per 1,000 points.
 - 0-1 Level 4 Wizard per 2,000 points.
- 0-3 applies to same Characters
- 0-4 applies to same Core units
- 0-3 applies to same Special Units
- 0-2 applies to same Rare and Mercenary units
- No Allies, but Mercenaries are allowed
- Green Knight allowed BUT cannot charge the turn he arrives
- Proxies are welcome but MUST be submitted with pictures for approval.

Mid-Atlantic FAQ - [LINK](#)

Game

The tournament will consist of 5 games of Warhammer The Old World at 2,000 points picked from the 17 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.** 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!

Prizes

Best Overall

Best General

2nd Best Overall

2nd Best General

Best Painted

2nd Best Painted

Best Sportsmanship

Protector of Life - Best Forces of Fantasy

Bringer of Death - Best Ravening Hordes

Sigil Hoarder - Most Banners Captured

Honor Upon Thee - Best Army Theme

Skulltaker - Most Victory Points Slain

Peasant Engineering - Most Misfires

Elven Craftsman - Best Conversion

Kingslayer - Most Generals Slain

Magic is Fickle - Most Miscasts

Never Forgotten - Best Legacy

Paint Score Rubric [LINK](#)

Terrain All terrain will be fixed.

Sportsmanship

All players are subject to the Mid Atlantic Code of Conduct - [LINK](#)

At the end of each game, players will rate their opponents 0 - 2.

Ties on Sportsmanship will go to the lowest battle performing player (this person lost each time and still gave the other player a great time, cool).

Scoring Victory Point Differential

This represents the difference in the Victory Point total.

Victory Point Difference	Player Results	Winner's Battle Points	Loser's Battle Points
0 - 300	Draw (D)	3	3
301 - 750	Marginal Victory (MV)	4	2

751 - 1400	Resounding Victory (RV)	5	1
1401+	Crushing Victory	6	0

Score Cap

Battle: 30 Points Max

Paint: 10 Points Max

Sportsmanship: 10 Points Max

Cosplay: 5 Points Max

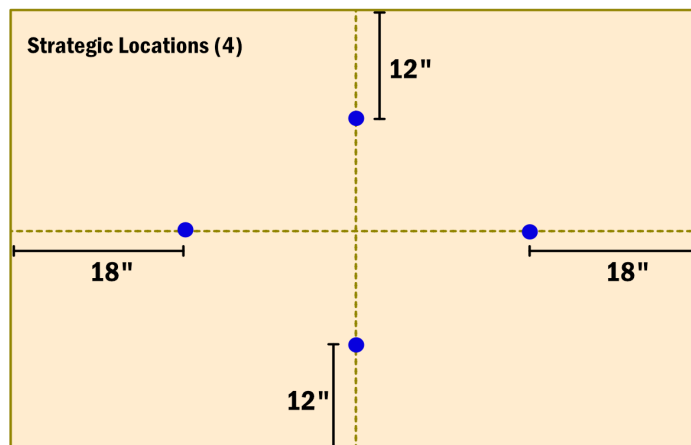
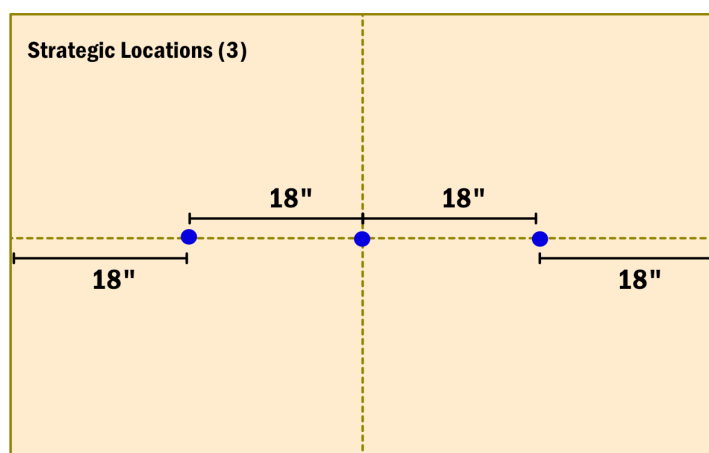
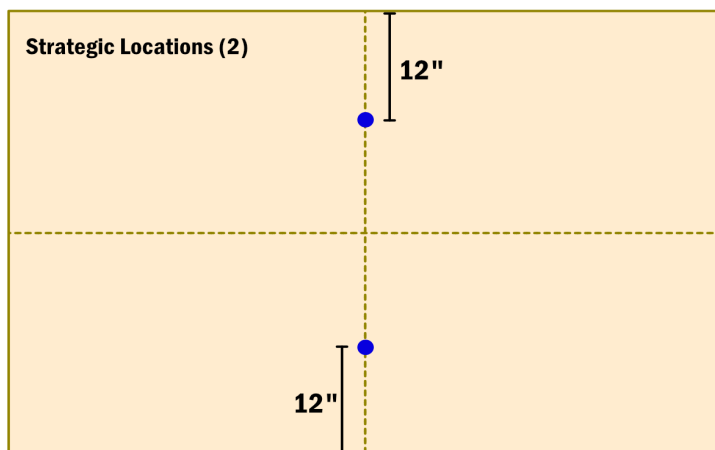
Overall: 55 Points Max

Scenario Rules

Objectives

- Each round will follow one of the Match Play Guide along with Secondary Objectives listed per mission.
- Each unit can only hold one Objective.
 - If a unit is straddling two objectives OR two table quarters, pick which objective/quarter you're controlling.
 - To control an objective marker, measure from the center of the Square Hammer neoprene markers.

Objective Placement



Special Features

Unusual Properties Table	
D6	Unusual Property
1-2	A Tingle in the Air: The air around the special feature tingles strangely, and those that stand too close report of a funny taste in their mouths. Whilst a unit controls this special feature, it gains Magic Resistance (-3).
3-4	Honour Thy Forebears: Filled with a sense of righteous pride by the sight of this special feature, those that control it will defend it vigorously. Whilst a unit controls this special feature, it gains the Hatred (all enemies) special rule.
5-6	An Inspirational Sight: The special feature fills all who look upon it with courage and inspires them to ever greater acts of bravery. Whilst a unit controls this special feature, it gains the Unbreakable special rule.

Scoring

Common Objectives

Dead or Fled

- Each enemy unit that has been destroyed or that has fled off the battlefield is worth a number of Victory Points **equal to 100% of its points cost**.
- Each enemy unit that is **fleeing at the end of the battle** is worth a number of victory points equal to **50% of its points cost** (rounding fractions up). For example, a unit that cost your opponent 351 points to field would be worth 176 Victory Points to you if it is fleeing when the battle ends.
- Each enemy unit that has been **reduced to 25% of its starting Unit Strength or less** at the end of the battle, or if its Unit Strength is equal to its wounds, to **25% of its starting wounds or less** at the end of the battle, is worth a number of **Victory Points equal to 50% of its cost** (rounding fractions up).

The King is Dead

- If the **enemy General is slain**, has fled off the battlefield or is fleeing when the game ends, **you win a bonus 100 Victory Points**. *Note: that this bonus does not apply to the General of an allied contingent.*

Trophies of War

- You win a **bonus of 50 Victory Points** for every enemy standard claimed as a trophy, as described on page 200 of the Warhammer: the Old World rulebook. Additionally, if the enemy Battle Standard Bearer is slain, has fled off the battlefield or is fleeing when the game ends, **you win another bonus of 50 Victory Points**.

Special Features

- If a scenario specifies that a special feature must be included, the player that controls it at the end of the battle will win a Victory Point bonus, as described in the feature's special rules and/or as described in the scenario.

Secondary Objectives

Baggage Trains

- Baggage Trains are represented by a miniature diorama occupying a 60 x 100 mm base. Baggage Trains are treated as Dangerous Terrain for purposes of movement, but are ignored for the purposes of line-of-sight.

Placing Baggage Trains

- Baggage Trains are placed after the battlefield has been set up but before deployment begins. Each player places their baggage train on the battlefield so that it is wholly within their deployment zone and at least 3" away from any battlefield edge. Baggage trains may not be placed within a terrain feature of any type or straddling a low linear obstacle.
- Once placed on the battlefield, a baggage train cannot be moved for any reason.

Controlling Baggage

- A baggage train can be controlled by a single unit that is within 6" of it, that has a Unit Strength of 10 or more, that is not fleeing and that has not succumbed to Stupidity. If two or more eligible units are within 6" of a baggage train, that closest unit controls it. However, if two or more eligible enemy units are equally close, that baggage train is 'contested' and neither unit controls it.

Destroying Baggage

- A unit with a Unit Strength of 5 or more can attempt to destroy the enemy's baggage train by moving into base contact with it during the Remaining Moves sub-phase. Once a unit is in base contact with the enemy's baggage train, it begins the process of destroying it, shattering wagon wheels, sending camp attendants fleeing to the hills and putting supplies to the torch. Whilst a unit is in base contact with the enemy's baggage train it cannot shoot and can only cast spells with a range of 'Combat' or 'Self'.
- If, at the beginning of their next Start of Turn sub-phase, the unit is still in base contact with the baggage train, has a Unit Strength of 5 or more, is not engaged in combat and is not fleeing, the baggage is destroyed and removed from the battlefield.

Victory Points

- For each baggage train **a player controls at the end of the battle**, that player **wins a bonus of 100 VP**. If a player **destroys their opponent's baggage train**, they **win a bonus of 250 VP**.

Special Features

- A Special Feature is a terrain feature measuring no more than 6" at its widest point. All special features are impassable terrain over which no line of sight can be drawn.

Placing a Special Feature

- Special Features are placed when setting up the battlefield. A special feature must be placed in the center of the battlefield. Once placed, a special feature does not scatter.

Controlling a Special Feature

- During each Start of Turn sub-phase, a special feature can be controlled by a single Core unit that is within 6" of it, that has a Unit Strength of 10 or more, that is not fleeing and that has not succumbed to Stupidity. If two or more eligible units are within 6" of a special feature, that closest unit controls it. If two or more eligible units are equally closest to a special feature that unit with the higher Unit Strength controls it. However, if two or more eligible enemy units are equally close to a special feature and both have the same Unit Strength, the special feature is 'contested' and neither unit controls it.

Victory Points

- Controlling an important landmark is a significant achievement. To represent this, if either player controls a special feature at the **end of the battle**, they **win a bonus of 200 VP**.

Domination

Controlling a Quarter

- Control of each quarter of the battlefield is determined at the end of the game. To do this, the players add together the Unit Strength of each of their models that is completely within each quarter, not counting fleeing models. The player that has the highest Unit Strength within a quarter controls it.

Victory Points

- For each quarter of the battlefield a player **controls**, they **win a bonus of 100 VP**.
- If the Unit Strength of the models controlling a quarter is **more than twice that of the enemy**, the controlling player **wins an additional 50 VP**.
- If a player **controls a quarter uncontested** (i.e. if their opponent has a Unit Strength of zero within that quarter), the controlling player **wins an additional 100 VP**.

Unusual Properties

- Special features are possessed of ever-changing and highly unusual properties. During any Start of Turn sub-phase in which a unit is determined to be in control of a special feature, that unit's controlling player rolls on the table below to determine the special feature's current unusual property. That controlling unit benefits from that unusual property until the end of that turn.

Unusual Properties Table	
D6	Unusual Property
1-2	A Tingle in the Air: The air around the special feature tingles strangely, and those that stand too close report of a funny taste in their mouths. Whilst a unit controls this special feature, it gains Magic Resistance (-3).
3-4	Honour Thy Forebears: Filled with a sense of righteous pride by the sight of this special feature, those that control it will defend it vigorously. Whilst a unit controls this special feature, it gains the Hatred (all enemies) special rule.

5-6	An Inspirational Sight: The special feature fills all who look upon it with courage and inspires them to ever greater acts of bravery. Whilst a unit controls this special feature, it gains the Unbreakable special rule.
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Strategic Locations (X)

- Objective markers should be represented by a miniature diorama occupying a 40mm round base. Objective markers are a type of battlefield decoration, as described on page 271 of the Warhammer: the Old World rulebook, and they can represent many things, from wells offering fresh water to thirsty warriors, to treasure troves promising wealth to victorious commanders, from messengers carrying vital information to spies hoping to escape with precious secrets.

Placing Objective Markers

- Objective markers are placed after the battlefield has been set up but before deployment begins, but may never be placed within 3" of a terrain feature or straddling a low linear obstacle. If necessary, move the terrain by the smallest possible amount to allow the objective marker to be placed.

Controlling Objective Markers

- At the end of each turn, an objective marker can be controlled by a single Core unit that is within 6" of it, that has a Unit Strength of 10 or more, that is not fleeing and that has not succumbed to Stupidity. If two or more eligible units are within 6" of an objective, the closest unit controls it. If two or more eligible units are equally close to an objective marker, the unit with the higher Unit Strength controls it. However, if two or more eligible enemy units are equally close to an objective marker and both have the same Unit Strength, the objective marker is 'contested' and neither unit controls it.

Victory Points

- For each objective marker a player controls at the **end of each player's turn**, they win a bonus of **30 Victory Points**

Round One: UPON THE FIELD OF GLORY

Set Up

All terrain will be fixed.

Deployment

Once the battlefield has been set up, the winner of a roll-off chooses their deployment zone (A or B), as shown on the map below. Once deployment zones have been chosen, the winner of this roll-off deploys the first unit. Players deploy their armies using the alternating units method, as described on page 17.

Game Length

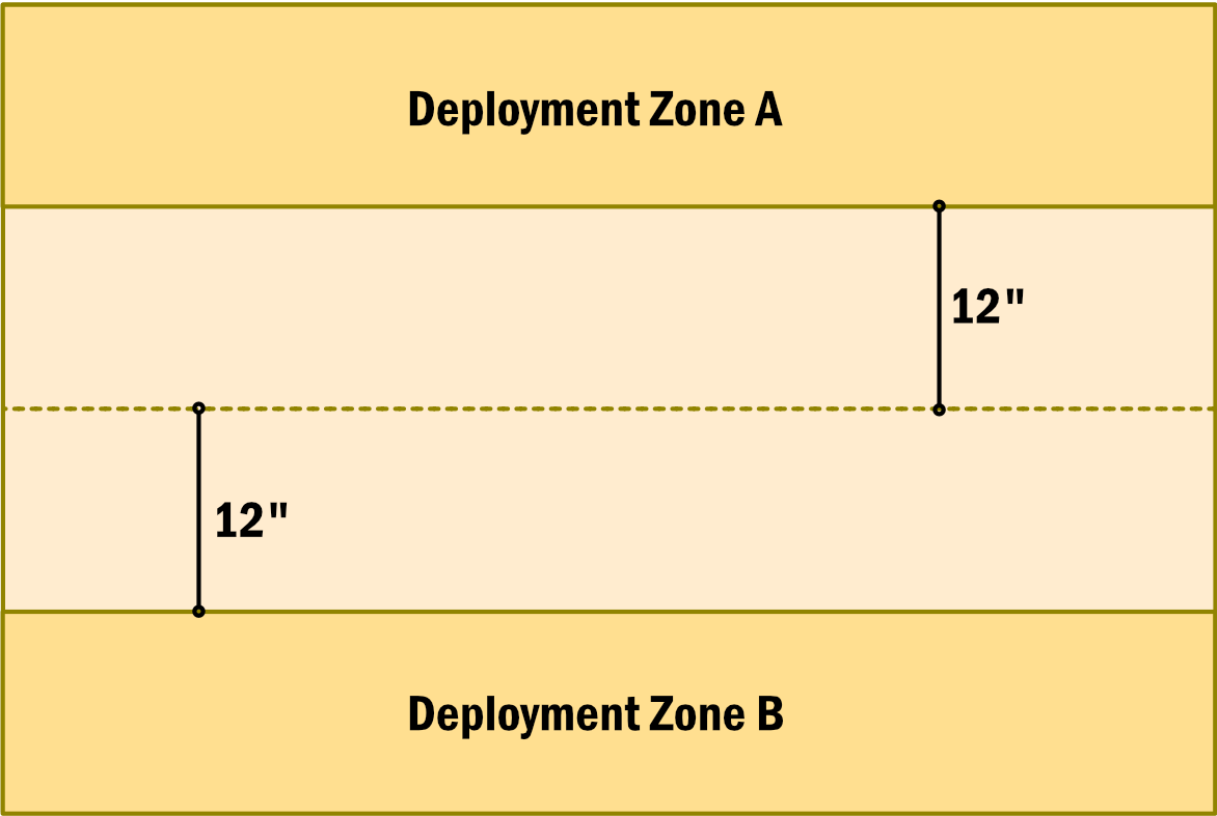
Fixed Turn Limit, it will last for six rounds

Scenario Special Rules

This scenario has no special rules.

Secondary Objectives

NoVA 2025: This scenario will include Domination and Strategic Locations (4).



Player Name	Banners Captured	Slain General	Victory Points (0 - 2K)	Differential Score (0 - 6)	TOTAL	# of Miscasts	# of Misfires	Sports
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Round Two: KING OF THE HILL

Set Up

All terrain will be fixed. Ensure a single large hill (measuring no more than 12" x 18") is placed in the centre of the battlefield.

Deployment

Once the battlefield has been set up, the winner of a roll-off chooses their deployment zone (A or B), as shown on the map below. Once deployment zones have been chosen, the winner of this roll-off deploys the first unit. Players deploy their armies using the alternating units method, as described on page 17.

Game Length

Fixed Turn Limit, it will last for six rounds

Secondary Objectives

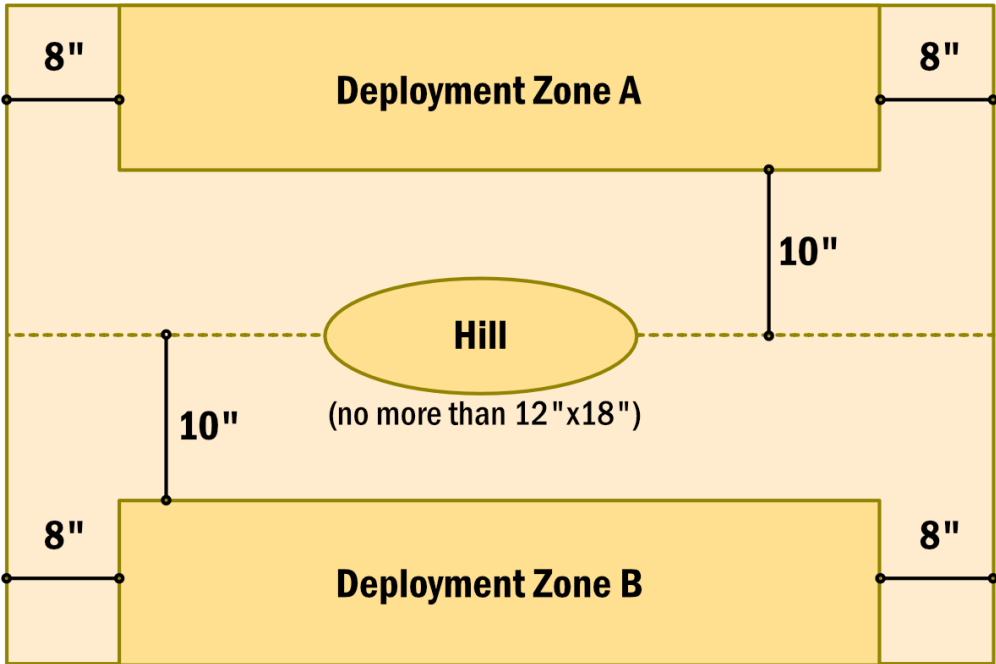
NoVA 2025: This scenario will include Baggage Trains and a Special Feature.

Scenario Special Rules

The Hill: In this scenario, the hill can be controlled at the end of each turn by a single Core unit that is within 9" of its center (the center of the battlefield), that has a Unit Strength of 10 or more, that is not fleeing and that has not succumbed to Stupidity. If two or more eligible units are within 9" of the center of the hill, the closet unit controls it. If two or more eligible units are equally close to the center of the hill, the unit with the higher Unit Strength controls it. However, if two or more eligible enemy units are equally close to the center of the hill and both have the same Unit Strength, the hill is 'contested' and neither unit controls it.

Running up-hill: Vanguard moves cannot be made in this scenario.

Victory Points: The player who controls the hill at the end of each player's turn wins a bonus 100 Victory Points.



Player Name	Banners Captured	Slain General	Victory Points (0 - 2K)	Differential Score (0 - 6)	TOTAL	# of Miscasts	# of Misfires	Sports

Round Three: Drawn Battlegrounds

Set Up

All terrain will be fixed.

Game Length

Fixed Turn Limit, it will last for six rounds

Deployment

Once the battlefield has been set up, the winner of a roll-off chooses their deployment zone (A or B), as shown on the map below. Before deploying their army, each player rolls a D6. If either player rolls a 1, both players must choose a single unit from their army whose troop type is 'infantry' or 'cavalry' to be held in reserve (see Scenario Special Rules).

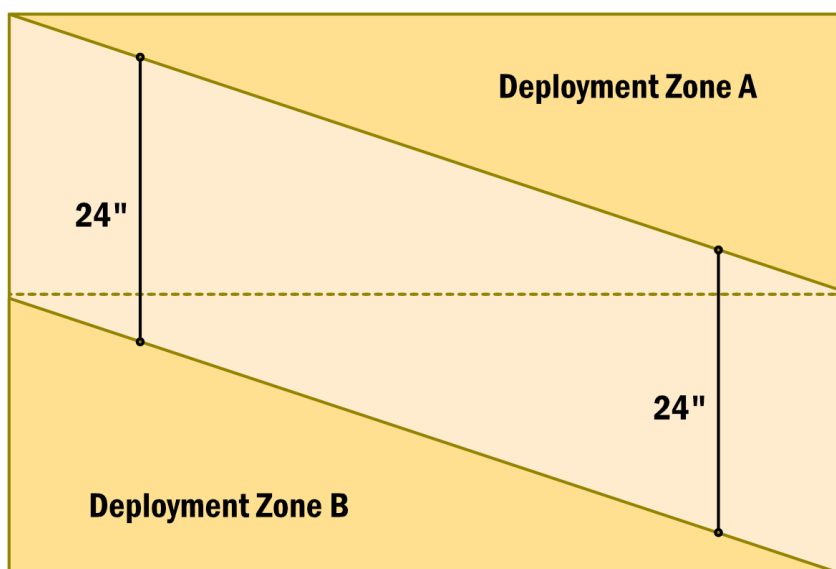
Once this roll has been made, the player that won the roll-off to choose deployment zones deploys the first unit. Units that are not held in reserve can be deployed using the alternating units method, as described on page 17. During deployment, characters may join units that are being held in reserve as a result of the scenario special rule. In other words, any character that can join a unit can be held in reserve, provided they join a unit.

Scenario Special Rules

Reserves: Reserves are not deployed at the start of the battle. Instead they can enter play during the Compulsory Moves sub-phase of any turn of their controlling player's choosing, other than the first. When they arrive, reserves may enter the battlefield as reinforcements (as described on page 134 of the Warhammer: the Old World rulebook), from any point on a battlefield edge within their deployment zone.

Secondary Objectives

NoVA 2025: This scenario will include Baggage Trains, Domination, and Strategic Locations (3).



Player Name	Banners Captured	Slain General	Victory Points (0 - 2K)	Differential Score (0 - 6)	TOTAL	# of Miscasts	# of Misfires	Sports

Round Four: CLOSE QUARTERS

Set Up

All terrain will be fixed.

Deployment

Once the battlefield has been set up, the winner of a roll-off chooses their deployment zone (A or B), as shown on the map below. Once deployment zones have been chosen, the winner of this roll-off deploys the first unit. Players deploy their armies using the alternating units method, as described on page 17.

Game Length

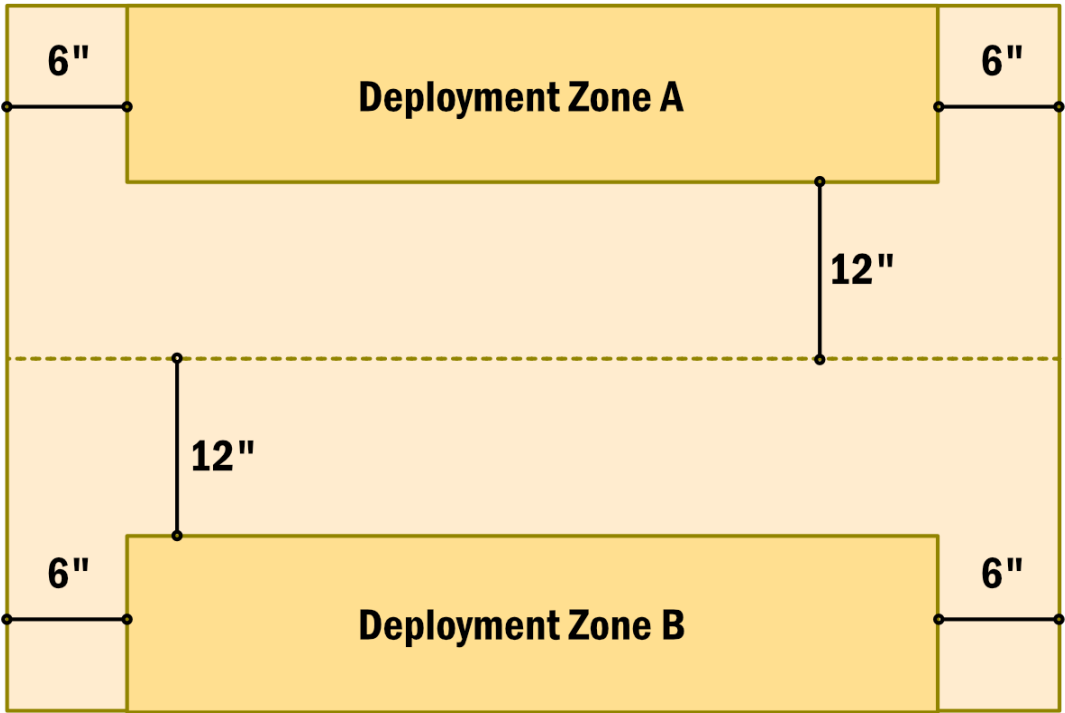
Fixed Turn Limit, it will last for six rounds

Scenario Special Rules

Bottleneck: The battle is fought in a narrow mountain pass enclosed by high cliffs. Because of this, the short battlefield edges count as impassable terrain. As such, no units (including fleeing units or any arriving from reserve) can leave or enter the battlefield via either short edge unless they have the Ethereal or Fly (X) special rule.

Secondary Objectives

NoVA 2025: This scenario will include a Special Feature, Domination, and Strategic Locations (2).



Player Name	Banners Captured	Slain General	Victory Points (0 - 2K)	Differential Score (0 - 6)	TOTAL	# of Miscasts	# of Misfires	Sports

Round Five: ENCIRCLEMENT

Set Up

All terrain will be fixed.

Deployment

Once the battlefield has been set up, the winner of a roll-off chooses their deployment zone (A or B), as shown on the map below. Once deployment zones have been chosen, the winner of this roll-off deploys the first unit. Players deploy their armies using the alternating units method, as described on page 17.

Game Length

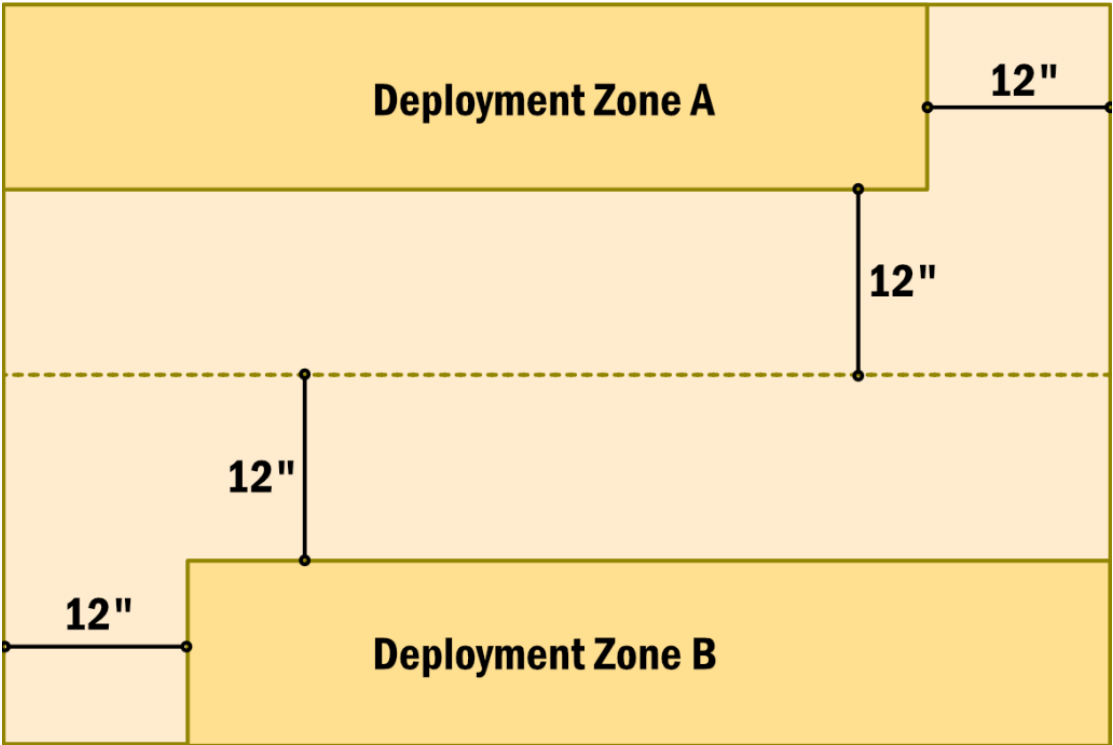
Fixed Turn Limit, it will last for six rounds

Scenario Special Rules

This scenario has no special rules.

Secondary Objectives

NoVA 2025: This scenario will include Domination and Strategic Locations (4).



Player Name	Banners Captured	Slain General	Victory Points (0 - 2K)	Differential Score (0 - 6)	TOTAL	# of Miscasts	# of Misfires	Sports

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