

Please e-mail [customerservice@novaopen.com](mailto:customerservice@novaopen.com) with any questions!

# 2026 NOVA Open Warmachine

## 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, NOVA Steamrollers, 2v2 Blind Date and Narrative events. We are excited to reintroduce a 5-man team event back to NOVA Open. 2026's schedule promotes a balance between competitive tournaments and casual events for all players. Our team has been working hard throughout the past few years 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, The Hampton Road Atlantians and the Tried & True team. Steaming is pending for 2026. Terrain information can be found after event details.

Demos and How to Plays will be hosted by Steamforged Games all weekend long!

**There is a fully painted army requirement for all players participating in IG. Players who do not meet this requirement will be moved to the single day steamroller pending space.**

### 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 restart.

Players are responsible for providing their own Steamroller objectives. These can be player made or the official Steamforged Games objectives. If they are player made, they must meet the correct measurements per the Steamroller 2026 document. We will have sets of objective markers for players to borrow in the Warmachine area.

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 of NOVA. List lock is at registration of the day's event.

Stickers will be placed on the table for certain terrain pieces. Due to terrain being moved from scenario to scenario, the stickers will symbolize roughly the location of that piece of terrain when setting up the table. We ask that players return the pieces of terrain to that location or close to when setting up a scenario.

No player at these events should feel like their match was decided at roll-off due to terrain placement. If terrain is significantly, one sided for one player on a scenario; players are free to make terrain adjustments. Players that do not agree on the final placement of terrain will call a judge to make the final decision.

## Schedule

EVENT	DAY	TIME	POINT SIZE
Open Play Meet & Greet	Wednesday	Wednesday 5pm – 9pm	Various
2v2 Blind Date	Thursday	9am-5pm	50
Last Chance Everyone Qualified Qualifier Steamroller	Thursday	6pm-12am (3 round max)	100
IKRPG One Shot (Narrative)	Thursday	7pm-11pm	N/A
NOVA IG Day 1	Friday	8am-7pm (4 rounds)	100
NOVA Steamroller	Friday	8am-7pm (4 rounds max)	100
Narrative Day	Friday	10am-1pm/2pm-5pm	50
Narrative at Night	Friday	7pm-10pm	50
IKRPG One Shot (Narrative)	Friday	7pm-11pm	N/A
Narrative Day	Saturday	10am-1pm/2pm-5pm	50
Narrative at Night	Saturday	7pm-10pm	50
5v5 Team Tournament at NOVA	Saturday	8am-8pm (4 rounds)	100
NOVA IG Day 2	Sunday	8am-12pm (2 rounds)	100
NOVA Steamroller	Sunday	8am-2pm (3 rounds)	100
Narrative Day	Sunday	9am-12pm	50

## 2v2 Blind Date

<b>Date</b>	Thursday, September 3
<b>Time</b>	<p>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.</p> <p>Steamroller 2026 sheets will be used as a back-up in the event LongShanks is offline or unavailable</p>
<b>Number of Players</b>	16 Teams (32 players)
<b>Tournament Format</b>	<p><b>2v2 Person Team Tournament, Prime</b> – Restrictions for the team tournament will be limited to no duplicate leaders, characters or armies. Teams will be randomly assigned after check-in. No double feats on the same team on the same turn.</p> <p>If a player's army leader is assassinated, they are not eliminated from the game. Players can use any solos or units remaining on the table. Cohort/Battlegroup models gain autonomous. Warbeasts can't be forced.</p>
<b>Army Size</b>	50
<b>Army List</b>	One list required
<b>Painting Requirements</b>	None
<b>Number of Rounds</b>	3 max
<b>Game Timing</b>	Deathclock – 60 minutes per team
<b>Scenario</b>	<b>Steamroller 2026</b>
<b>Tie Breakers</b>	Combined Team Wins, then Strength of Schedule, number of remaining legal scoring models owned by each player within scenario zones or objective terrain
<b>Special Rules</b>	<p><b>There will be a 30-minute break scheduled between rounds 2 and 3 for lunch.</b></p> <p><b>This is a Team Tournament</b> Teams will be randomly assigned after registration! Teams will need to register on LongShanks.</p>
<b>Awards</b>	Plaques for 1 <sup>st</sup> Place Team

Prize Table

## The Last Chance Everyone Qualified Qualifier Steamroller

<b>Date</b>	Thursday, September 3
<b>Time</b>	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 2026 sheets will be used as a back-up in the event LongShanks is offline or unavailable
<b>Number of Players</b>	Up to 24
<b>Tournament Format</b>	<b>Prime, solo</b>
<b>Army Size</b>	100
<b>Army List</b>	One list required, two list optional
<b>Painting Requirements</b>	None
<b>Number of Rounds</b>	3 max
<b>Game Timing</b>	Deathclock – 60 minutes per player
<b>Scenario</b>	<b>Steamroller 2026</b>
<b>Tie Breakers</b>	Strength of Schedule, number of remaining legal scoring models owned by each player within scenario zones or objective terrain
<b>Special Rules</b>	There will be no breaks during this tournament, please plan accordingly.
<b>Awards</b>	Plaque for 1 <sup>st</sup> Player Prize Table

# Iron Gauntlet Qualifier at NOVA Open 2026

<b>Date</b>	Friday, September 4
<b>Time</b>	<p>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.</p> <p>Steamroller 2026 sheets will be used as a back-up in the event LongShanks is offline or unavailable</p>
<b>Number of Players</b>	Up to 40
<b>Tournament Format</b>	<b>Prime, solo</b>
<b>Army Size</b>	100
<b>Army List</b>	One list required, second optional
<b>Painting Requirements</b>	<b>YES</b>
<b>Number of Rounds</b>	4 round max Friday, 2 rounds Sunday
<b>Game Timing</b>	Deathclock – 60 minutes per player
<b>Scenario</b>	<b>Steamroller 2026</b>
<b>Tie Breakers</b>	Strength of Schedule, number of remaining legal scoring models owned by each player within scenario zones or objective terrain
<b>Special Rules</b>	<p>There will be a 30-minute break scheduled between rounds 2 and 3 for lunch on Friday.</p> <p>There are no scheduled breaks for Sunday. Please plan accordingly.</p> <p>This is a two-day tournament.</p>
<b>Awards</b>	<p>Plaques for 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup></p> <p>Iron Gauntlet Points</p> <p>Prize bags</p>


# IKRPG Sessions – Warmachine NOVA Narrative

<b>Date</b>	Thursday 3 September, Friday 4 September
<b>Time</b>	Check in at 7:00pm – DM will have pre-made characters and all materials for players. However, players may bring their own IKRPG characters instead.  Results of each session will alter aspects of the Warmachine NOVA narrative.
<b>Number of Players</b>	5 per session
<b>Tournament Format</b>	<b>solo</b>
<b>Army Size</b>	N/A
<b>Army List</b>	N/A
<b>Painting Requirements</b>	N/A
<b>Number of Rounds</b>	N/A
<b>Game Timing</b>	3-4 hours
<b>Scenario</b>	<b>Custom</b>
<b>Tie Breakers</b>	N/A
<b>Special Rules</b>	N/A
<b>Awards</b>	Friendship, good memories and the journey that takes us there, maybe a few goodies 😊

# NOVA Steamrollers

<b>Date</b>	Friday September 4, Sunday September 6
<b>Time</b>	<p>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.</p> <p>Steamroller 2026 sheets will be used as a back-up in the event LongShanks is offline or unavailable</p>
<b>Number of Players</b>	Up to 20 Friday, 20 Sunday
<b>Tournament Format</b>	<b>Prime, solo</b>
<b>Army Size</b>	100
<b>Army List</b>	One list required, second optional
<b>Painting Requirements</b>	None
<b>Number of Rounds</b>	4 round max Friday, 3 round max Sunday
<b>Game Timing</b>	Deathclock – 60 minutes per player
<b>Scenario</b>	<b>Steamroller 2026</b>
<b>Tie Breakers</b>	Strength of Schedule, number of remaining legal scoring models owned by each player within scenario zones or objective terrain
<b>Special Rules</b>	<p>This Steamroller is intended for players who are not participating in IG.</p> <p>There will be a 30-minute break scheduled between rounds 2 and 3 for lunch on Friday.</p> <p>There are no breaks scheduled for lunch on Sunday. All rounds will run back-to-back, please plan accordingly.</p>
<b>Awards</b>	<p>Plaques for 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> place</p> <p>Prize Bags</p> <p>Prizes for Best Painted Army &amp; Best Sportsmanship</p>

# 5v5 Team Tournament

5v5 Team Tournament	
<b>Date</b>	Saturday, September 5
<b>Time</b>	<p>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.</p> <p>Steamroller 2026 sheets will be used as a back-up in the event LongShanks is offline or unavailable</p>
<b>Number of Teams</b>	14
<b>Tournament Format</b>	<b>Prime, team</b>
<b>Army Size</b>	100
<b>Army List</b>	One list required, second optional
<b>Painting Requirements</b>	None
<b>Number of Rounds</b>	4 max
<b>Game Timing</b>	Deathclock – 60 minutes per player
<b>Scenario</b>	Steamroller 2026
<b>Tie Breakers</b>	Individual wins, strength of Schedule, number of remaining legal scoring models owned by each player within scenario zones or objective terrain.
<b>Special Rules</b>	<p>This event will be capped at 14 teams of 5 players. No duplicate leaders on a team. QR code below will give you access to the TNT Discord if you want to link up with other players to form a team:</p>  <p>There will be a 30-minute break scheduled between rounds 2 and 3 for lunch.</p>
<b>Awards</b>	Plaques for First Place Team Prize Table

# Day Narrative Event

<b>Date</b>	Friday, 4 September, Saturday 5 September, Sunday 6 September
<b>Time</b>	Check in at 10:00am 2pm, 9am Sunday
<b>Number of Players</b>	Up to 8 per session
<b>Tournament Format</b>	<b>Unlimited, solo</b>
<b>Army Size</b>	50
<b>Army List</b>	One list required
<b>Painting Requirements</b>	<b>None – painted armies will be available to sign out for this event</b>
<b>Number of Rounds</b>	1 round
<b>Game Timing</b>	2.5-hour session
<b>Scenario</b>	Custom
<b>Tie Breakers</b>	Strength of Schedule, number of remaining legal scoring models owned by each player within scenario zones or objective terrain
<b>Special Rules</b>	Join us for this year's NOVA Open epic 4v4 narrative campaign event!
<b>Awards</b>	Unique campaign swag Prize bags Prizes for Best Painted Army & Best Sportsmanship

# Night Narrative Event

<b>Date</b>	Friday 4 September, Saturday 5 September
<b>Time</b>	Check in at 7:00pm
<b>Number of Players</b>	Up to 8 per session
<b>Tournament Format</b>	<b>Unlimited, team</b>
<b>Army Size</b>	50
<b>Army List</b>	One list required
<b>Painting Requirements</b>	<b>None – painted armies will be available to sign out for this event</b>
<b>Number of Rounds</b>	1 round
<b>Game Timing</b>	2.5-hour session
<b>Scenario</b>	Custom
<b>Tie Breakers</b>	Strength of Schedule, number of remaining legal scoring models owned by each player within scenario zones or objective terrain
<b>Special Rules</b>	Join us for this year's NOVA Open epic 4v4 narrative campaign event!
<b>Awards</b>	Unique campaign swag Prize bags Prizes for Best Painted Army & Best Sportsmanship

# Learn to Play Warmachine!

Learn to Play Warmachine!	
<b>Date</b>	Thursday 3 September – Sunday 6 September
<b>Time</b>	Demos and how to plays hosted by Steamforged Games throughout the weekend. Please visit an SFG member at the booth or WM area for details!
<b>Number of Players</b>	No max
<b>Tournament Format</b>	<b>Prime, Unlimited</b>
<b>Army Size</b>	30pts
<b>Army List</b>	Any list
<b>Painting Requirements</b>	None
<b>Number of Rounds</b>	No max round
<b>Game Timing</b>	No time requirement
<b>Scenario</b>	Custom
<b>Tie Breakers</b>	
<b>Special Rules</b>	Are you a new player interested in Warmachine or returning for the new edition? Come join us for a how to play session hosted by Steamforged Games. Don't have your own models? No problem! SFG has models you can borrow while in their booth area. 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!
<b>Awards</b>	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
Dust Devil	When a model within the perimeter of a dust devil makes a ranged attack, the attack suffers -3 RNG. Models gain +2 DEF vs ranged attacks while inside this terrain feature.
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.
Green/Yellow Gas	Cephaylx Lab – green or yellow cloud effect, blocks LOS. Models entering or ending their activation in it suffer the corrosion effect. Models gain concealment when fully inside (+2 DEF bonus against ranged/magic attacks) 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.
Hospital Curtain and Table	Cephalyx Lab – Have the forest rule
House/Large Obstruction	Blocks LOS, is an obstruction, provides cover (+4 DEF against ranged/magic attacks) and +2 DEF against melee attack rolls if partly behind. Range 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.
Mine Field	Carvertown Only – treat as rubble. Models without flight entering this terrain feature suffer a POW 10 damage roll. 80mm/120mm models that enter this terrain feature, destroy the mines. Treat terrain as normal rubble.
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, models that are knocked down while in quicksand suffer one damage point.
Road	Open terrain, is there for aesthetics only
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.
Tents	Skorne Tables Only – have the forest rule
Wall	Provides cover to models within 1" of it. Provides +2 DEF against melee to models being attacked over it. Cover/DEF bonus vs ranged does not apply to 80/120mm models. Must have pathfinder to charge over
Wind Swept	Some terrain may be marked as "wind swept". A model loses flying while within the perimeter of a piece of terrain that is wind swept