



Version 2022.4, 7/26/2022 - Draft Primer

### Sportsmanship at the NOVA Open

The NOVA Open prides itself on a tradition of sportsmanship, and on the high marks attendees give to the atmosphere and sportsmanlike experience at NOVA each year. Speaking on Sportsmanship, Olympian Jesse Owens once said it:

**[Winning] starts with complete command of the fundamentals. Then it takes desire, determination, discipline and self-sacrifice. And finally, it takes a great deal of love, fairness and respect for your fellow man. Put all these together, and even if you don't win, how can you lose?**

Not all opponents will become best friends. However, we ask you to treat your fellow competitors with the respect accorded a peer while you are here. The NOVA Open would prefer you restrict your battles to the tabletop and end each game with a handshake!

**The Golden Rule:** You're attending one of the largest 40K GTs on Earth, run for your enjoyment and to support charity. Let staff know if you need anything. Respect your peers, tournament organizers, and the game. Most importantly, **HAVE FUN!**

## 1.0 Tournament Schedules

### 1.1 5-Player Team Tournament (Thursday, September 1, 2022)

Thursday, 9/1/2022

Team Check-In: 0730 – 0810

Round 1 Pairing Phase: 0815 – 0830

Round 2 Pairing Phase: 1230 – 1245

Round 3 Pairing Phase: 1615 – 1630

Round 1: 0830 – 1130

Round 2: 1245 – 1545

Round 3: 1630 – 1930

Lunch Break: 1130 – 1230

Break: 1545 - 1615

Results Tabulation: 1930 – 1945

Awards: 1945 – 2000

### 1.2 Grand Tournament (Friday, September 2 – Sunday, September 4, 2022)

Friday, 9/2/2022	Saturday, 9/3/2022	Sunday, 9/4/2022
Rd 1: 0830 – 1130	Rd 4: 0830 – 1130	Rd 7: 0800 - 1100
Lunch: 1130 – 1230	Lunch: 1130 – 1230	Rd 8: 1130 – 1430
Rd 2: 1230 – 1530	Rd 5: 1230 – 1530	Lunch: 1430 – 1500
Break: 1530 – 1600	Break: 1530 – 1600	Rd 9: 1500 – 1800
Rd 3: 1600 - 1900	Rd 6: 1600 - 1900	Awards: 1900 – 2000

## 2.0 Policies

### 2.1 Painted Models

Fully Painted Armies are Required. You must show at least a good faith effort to achieve the traditional 3-color-and-based minimum. Meeting the minimum only via obvious technicality will result in a 0 on your army and possible competitive penalties. Incomplete models will be removed from your army without the option to amend your list. Armies over 50% incomplete will forfeit all games until you complete painting. The NOVA Open provides a fully stocked Hobby Haven to assist players who did not complete their armies. For any questions, email [customerservice@novaopen.com](mailto:customerservice@novaopen.com) in advance of the event with your specific concerns.

### 2.2 Converted, Counts-As, and Forge World Models/Units

You may not gain a benefit from converted/counts-as models, but may incur penalties. For example, a modeled-taller model may be more easily seen while gaining no LOS benefits for its extra height. If you wish to use alternate models to “count as” something else, you must be clear with your army list, modeling, unit differentiation, and your opponents. You must seek permission from



[customerservice@novaopen.com](mailto:customerservice@novaopen.com) prior to the convention. **If you do not obtain permission for alternate/counts-as models and units prior to the convention, they will be removed from your list during play.**

Different <Faction> type keywords must be clearly represented within your army; it is unacceptable, for instance, to include both <Ultramarine> and <Dark Angels> Space Marines in an army together with all of them painted as Ultramarines.

Forge World units **must** be represented by the actual Forge World models. If no model exists, you may **NOT** use that unit in the GT.

If you want an exception for a creative or unique project, seek advance permission via [customerservice@novaopen.com](mailto:customerservice@novaopen.com). You may NOT use children's toys or equivalents in place of proper tabletop miniatures.

**Legends Units are not permitted in the Grand Tournament.**

### 2.3 Army Lists

If any portion of your list is found invalid, the NOVA Open reserves the right to amend your list independent of your input, and/or to force losses upon you if errors are caught once play begins. You will be required to provide one army list during on-site registration, and one army list to each opponent. Pre-submission is not typically required at the NOVA Open but may be required this year with the advent of automated list formatting and submission via Best Coast Pairings, which we use for scoring the Grand Tournament.

### 2.4 Basing Your Models

Models must be played on the bases provided with them. If two different sizes were provided, either may be used. If you are fielding older models now provided on different bases, email [customerservice@novaopen.com](mailto:customerservice@novaopen.com) to determine whether re-basing is required. Be aware, in most cases we WILL require you to re-base models that were previously on 25mm and are now on 32mm, as this change (Especially in larger model-count armies/units) is considered during the army balancing and playtesting processes. If you field a Flyer, it must be oriented on its base according to the assembly instructions.

### 2.5 Referees

Referees hold final say on all tournament issues. They can instruct players to begin a new round despite time, force a loss on someone caught cheating, etc. This is to ensure play with integrity, good sportsmanship, and honesty – players will not be permitted to “abuse” tournament rules to gain unfair advantages. Individual rulings are NEVER binding precedent. Should a referee get a rule wrong, that does not bind the event to continue getting it wrong.

Be aware that whenever possible, we will play the rules as intended, and almost never kowtow to exhaustive or overly complex “Rules as Written” arguments. If it sounds like your argument is heavily laden with technicalities and/or creative readings of the rule, chances are we will not agree.

### 2.6 Official Model and Game Rule Sources

You **MUST** possess an official print or digital (40k App) copy of any rules used by your army, as well as the Chapter Approved War Zone Nephilim book.

### 2.7 Quit Policy

Quitting may impact your ability to attend the next NOVA Open. The GT gives players optional self-removal after Round 6 (end of Saturday). Best Overall is calculated based only on 6 rounds to facilitate this option. If you have an emergency, let the Event Organizers know (bright yellow shirts). Quitting due to a difficult opponent is not acceptable or sportsmanlike – again, contact a Referee! Do **NOT** quit early if you can avoid it – it makes pairings, brackets, and more very difficult on organizers.

### 2.8 Time and Chess Clock Policy

What is the purpose of our time policy? To be clear, it is **NOT** designed to stop cheating or intentional slow play. In many cases, it will achieve this outcome, but the intent is to encourage the vast majority of games to finish completely. There are very few ways to effectively stop time abuse by the tiny percentage of players who are, in a nutshell, cheaters. So while we can put a chess clock into play on a game, including from the beginning, we simply wish to empower players to finish their games without the tremendous negatives that result from forcing every game to be played with a chess clock from start to finish. If you feel the time policy is being in any way abused by your opponent, immediately call over a Referee (bright yellow shirts).

NOVA Open staff will announce time remaining on a regular basis. They will also announce the point of the "regular" game you should be at corresponding to the time remaining. A limited number of tournament-provided Chess Clocks will be available. These



can be used at a referee's discretion, but not simply because a player likes using them. All players are encouraged to play quickly and be mindful of time remaining; referees can force a game to continue regardless of Round Time if it is perceived that an opponent intentionally slowed down play to retain an artificial lead in game score. If a chess clock is put into play by a referee, you will be provided clear rules for its use at that time, and NOT in advance. NOVA will not permit Chess Clocks to be used to bully or finagle an unfair win out of a game. If it is determined that you used a clock or our time policy to intentionally slow play, game the clock, or otherwise abuse the rules for unfair advantage, you will be awarded a loss immediately.

### 2.8.1 Regular Playspeed Milestones and Time Calling

Instead of focusing on time remaining - a figure that most players do not naturally associate certain game milestones with - NOVA staff will call time based upon the place in the game you should on average be at. We will also seek to announce pairings for each round as early as 15 minutes before the official round start time. These milestones break down as follows:

- 3:00 - Start Round (Formally)
- 2:50 - Complete Pre-Game Selections, Begin Deployment
- 2:30 - Deployment Complete, Begin Round 1
- 1:50 - First Battle Round Complete, Begin Round 2
- 1:10 - Second Battle Round Complete, Begin Round 3
- 0:40 - Third Battle Round Complete, Begin Round 4
- 0:20 - Fourth Battle Round Complete, Begin Round 5

Based upon these milestones, you will not be permitted to begin a Battle Round with less than 10 minutes remaining.

For clarity, this provides each player with, on average, the following time breakdown for the typical game:

- Pre-Game Selections: 5 Minutes
- Deploying your actual models: 10 Minutes
- Playing your First Turn: 20 Minutes
- Playing your Second Turn: 20 Minutes
- Playing your Third Turn: 15 Minutes
- Playing your Fourth Turn: 10 Minutes
- Playing your Fifth Turn: 10 Minutes

In all cases, we expect players to finish their games. While we will not apply a Clock to your table without significant cause for doing so, we encourage you to prepare and practice as needed if you feel you are a slower player. This is not to add undue stress to you in participation, but to ensure a fair game between you and your opponent. The above breakdown is therefore a suggestion which provides 90 minutes per player, but it is one we will use as a guideline for patrolling tables and evaluating games that need assistance to complete on time.

## 2.9 Player Conduct and Policies

Players are expected to comport themselves with high levels of sportsmanship and ethical play. Bullying, rules abuse, gaming the clock, moving illegally, picking up hard-to-see dice as hits when they are misses, lying to referees or opponents, or any other form of unethical or inappropriate conduct can result in substantial mid-game point penalties, automatic loss assessment, permanent removal of parts of your army for the duration of the tournament, or removal from the event itself. Arguing with or bullying refs is grounds for immediate penalty. To quote Robin Cruddace, the lead rules writer for Warhammer 40,000, "If you aren't sure if you're acting like a jerk, you're probably acting like a jerk."

There are pros and cons to establishing an objective set of penalties in a tournament format. Unfortunately, many behavior and incorrect play actions often come down to "he said she said" when referees were not fortunate enough to be tableside at the time of their occurrence. For this reason, behavioral issues and instances of illegal play will always be adjudicated on a case-by-case basis. For serious penalties, the overall Convention Organizer will be consulted.

The NOVA Open maintains a zero-tolerance policy, however, for such instances. Even warnings will almost always be accompanied by a penalty of some sort, ranging from model removal to in-game point deductions.

Finally, be ready to lose at the NOVA Open. It seems an odd thing to say, but it is in the nature of a Win/Loss tournament that out of 300+ players, only 1 (at most!) will finish the tournament without a loss. Winning with skill and grace instead of gotchas, bullying, or



cheating is extremely rewarding and should be the goal of all attendees. Losing with skill and grace is even more difficult, and even more laudable.

### 3.0 Tournament Format and Awards

The NOVA Open considers Warhammer 40,000 a multi-faceted hobby, with social, gaming, and artistic components. As a result, the overall winner of the NOVA Open, its Renaissance Man, is determined by equal parts Artistic and Competitive Score. Both scores are normalized then added together. The highest score wins Renaissance Man (Best Overall).

Awards and recognition may be given at random for superior sportsmanship. Players may be disqualified or removed from the tournament for consistently poor sportsmanship.

The NOVA Open's 40K GT awards are:

- Renaissance Man (Best Overall, 50/50 Appearance/Competitive) (Top Honor)
- Virtuoso (Best Army Artist)
- Tournament Champion (Winner of the first tournament bracket) (Best General Win/Loss)
- Battlemaster (Player who scores the highest Battle Points) (Best General Battlepoints)
- Hobby Ace (The 2 Runners Up for Virtuoso [#2])
- Second to One (Second place in the first tournament bracket)
- Bracket Champions (Winners of all other tournament brackets)

#### 3.1 Win-Path Pairing

The NOVA Open Grand Tournament uses "Win-Path" to pair opponents with the same record in each round. This pits players both against someone with the same record \*and\* who won and lost their games during the same rounds. For example, a player who lost Round 1 and won Rounds 2 and 3 will play an opponent who did the same, rather than someone who won their first 2 and only lost in the third Round.

#### 3.2 Brackets

After Round 5, the entire Grand Tournament field will be split into brackets. These brackets will be based primarily on Win/Loss record, with "ties" for placing in a bracket determined by total accumulated Mission Points. Each bracket will be won by the player that goes undefeated across the final 4 Rounds of the Tournament. This ensures players with more casual interests or less powerful lists who start the GT with a weaker record spend their final Rounds in competition with their competitive peers. This also avoids a tradition where players with weaker lists lose a few games, finally win a couple, only to have to face a harder list that just lost a few games to finish out their tournament experience. At the NOVA Open, you are assured the final 4 games will be against armies that present similar challenges to your own.

#### 3.3 Five Player Team Tournament Format and Awards (Rules and Format DRAFT and Work in Progress)

The year 2022 sees the introduction of a new Warhammer 40,000 Tournament to the NOVA Open's suite of events. The introduction of this event is due to several variables, not least of which is the massive increase in popularity of the game among all player types. In 2019, we saw a dramatic uptick in the number of competitive and casual matched play style participants in the decade-old Trios Team Tournament. While this participation was excellent, survey results showed a clear split in demand among the 200+ Trios participants for either a Hobby-forward/Narrative-forward team tournament \*or\* a matched play-forward team tournament, rather than one combining all these elements together. As a result, we devised (leveraging heavily from existing formats from the European Team Championships and American Team Championships, among others) this 5-player event as a way for Matched Play-forward competitors to dive headfirst into a fun, team-centric competitive team format, while shifting the Trios further into the Hobby-forward, "massive display board" and zany army-build feel of its previous years.

**Summary** - Teams of 5 players will square off in each round, paired off into a series of 1v1 games between each team. Teams will be limited to one instance of each major in-game Faction per team. The Pairing Process will be controlled by Captains, with an intentional element of match-up control to optimize each faction's strengths and ideal matchups. 2000 Points. 40K GT Missions.

Please note – Since this will be the first tournament of this "format" hosted at the NOVA Open, we will routinely engage with and leverage inputs from long-time organizers of this style event from ETC/WTC, ATC, and the NETT. Look for updates to happen regularly (and be alerted with change notes at the top of this document / our regular newsletter sends).



**Captains** - Whichever person registers the team is considered to be the team's Captain unless [customerservice@novaopen.com](mailto:customerservice@novaopen.com) is e-mailed the correct captain information accordingly.

### 3.3.1 Army Size and Faction Restrictions

2000 Points, Battle Forged. Legends are not permitted. All GT rules apply with regard to army construction, player conduct, round times, clock policy, Forge World model policy, etc.

Each Codex may only be used ONCE per team.

Genestealer Cults players who include a full Astra Militarum detachment via the Brood Brothers rule \*do\* use up their team's Astra Militarum codex slot.

Only ONE player per team may take Assassins or other Agents of the Imperium through any means.

### 3.3.2 Pairing Process

2000 Points, Battle Forged. Legends are not permitted. All GT rules apply with regard to army construction, player conduct, round times, clock policy, Forge World model policy, etc.

Teams will be paired randomly in Round 1, then by scores in Rounds 2 and 3.

In each round, during that round's Pairing Phase (see Schedule above), individuals will be paired as follows (credit to ETC/WTC/ATC for devising the core of this system):

1. Team Captains exchange lists and review, discuss, and game plan their approach to the pairing mechanism. Captains at this time should contact Referees if required to assess any concern, and identify any issues apparent with the terrain on any of their assigned tables. Once players are "deployed" to a table for a game, the terrain cannot be modified or amended by a referee in most circumstances (to prevent player interaction influencing the referees).
2. Once pairings are complete, Team Captains should collaborate to deploy their players to their game's assigned tables. Note – the NOVA Open uses the same terrain layout on every table, so there is no advantage to which table a team is assigned.
3. Each Captain secretly notes one of their lists to be First Defender.
4. Each Captain reveals their First Defender simultaneously.
5. Each Captain secretly notes two of their remaining lists to Attack the First Defender.
6. Each Captain reveals their Attackers simultaneously.
7. Each Captain secretly notes which Attacker their First Defender will face.
8. Each Captain reveals their First Defender Matchup simultaneously.
9. Each Captain now assesses their remaining 3 army lists, then secretly notes one of their lists to be Second Defender.
10. Repeat Steps 5-9, replacing First Defender with Second Defender.
11. The remaining two unassigned lists face each other as the final match, also known as the Scrum.

### 3.3.3 Scoring

The NOVA Open is busy testing a variety of scenarios for points allocation given there are only 3 rounds in play for this event (this year). Therefore, this scoring system is subject to change and open to feedback from the attending player base. For this event, when scoring individual Games, do **not** proceed to final and subsequent tiebreakers beyond Battle Points. If both players earn the same number of Battle Points, the game itself is awarded a "Tie" result for purposes of scoring the overall match. Winning 4 out of 5 games during a round will constitute an automatic match win, otherwise victory will be determined by total battle points.



## 4.0 Overall Mission Guidance and Rules

The GT & Team Tournament will be using the official missions from Chapter Approved War Zone Nephilim. Players will be expected to have a copy of War Zone Nephilim on hand.

### 4.1 Terrain

The GT & Team Tournament will have terrain layouts that are patterned after the GW US Open event layouts.

### 4.2 Legal Army Lists / Army Specifics / Points Sizes (2000)

The GT & Team Tournament are played at 2000 Points. Bring sufficient printed copies of your list to give one to the event organizers and one to each of your opponents.

Armies should be constructed following all the rules for Grand Tournament play from Chapter Approved War Zone Nephilim, the online points update, and the balance dataslate. Barring special notice, rules released within 30 days of the event will not be legal. We reserve the right to reconsider edge cases should they arise.

### 4.3 Team Tournament Missions

Thursday, 9/1/2022
Rd 1: 31 Tide of Conviction
Rd 2: 11 Recover the Relics
Rd 3: 21 Abandoned Sanctuaries

### 4.4 Grand Tournament Missions

Friday, 9/2/2022	Saturday, 9/3/2022	Sunday, 9/4/2022
Rd 1: 31 Tide of Conviction	Rd 4: 13 Data-Scry Salvage	Rd 7: 23 The Scouring
Rd 2: 11 Recover the Relics	Rd 5: 12 Tear Down Their Icons	Rd 8: 32 Death and Zeal
Rd 3: 21 Abandoned Sanctuaries	Rd 6: 22 Conversion	Rd 9: 33 Secure Missing Artefacts