

2022 Age of Sigmar NOVA Doubles Event Primer

Overview

Join us for a one-day Warhammer Age of Sigmar Team Doubles event. Pair up with a friend to battle against others in a three-round relaxed and fun event. We hope to provide a great way to meet new players and enjoy some great games for this event. Beginning this year, there will also be an award for the top-finishing parent-child team.

Schedule

Thursday September 1st	Time
Registration and Check-in	8:00am – 9:00am
Round 1	9:15am – 12:00pm
Lunch	12:00pm – 1:00pm
Round 2	1:00pm – 3:45pm
Break	3:45pm - 4:15pm
Round 3	4:15pm – 7:00pm

Note for Attendees:

Players are expected to show proper respect to attendees of NOVA Open, its staff, and guests. If a dispute happens at the table, we encourage you to resolve it at the table. If a decision cannot be met, call over a T.O. who will make the final decision. Players are expected to abide by that decision. Any player exhibiting inappropriate conduct to any of the listed above may be asked to leave the event by the T.O. with no refund issued. This is a game we play for fun. We expect our players to play with good Sportsmanship and in the spirit of having a great time and giving their opponent an equally great time. Please email customerservice@novaopen.com with any questions you may have regarding the even pack.

Event Details and House Rules:

- Coalitions will consist of two 1000 pts armies using Matched play rules for building your army from the General's Handbook 2022 Pitched Battle Profiles. This army will be used throughout the entire event. Your army's general, artefacts, Realm, Command Traits, prayers, spells (Except Realm Specific Spells), etc. must be clearly stated on your printed army lists.
- Five (5) copies of your printed list need to be brought to the event. If during any round you do not have a physical printed list, you will be counted as having scored 0pts for the round. One for yourself, three for your opponents, and one for the event staff. (All lists must be printed using the Warhammer Age of Sigmar App or Warscroll builder.)
- In all cases where players can 'pick or roll' an additional item / spell / command trait, players must choose rather than rolling. This choice must be clearly marked on your list and cannot change between games.
- Triumph bonuses will be used in the event as per Core Rules.
- Endless Spells, Universal Enhancements, and Realm Spells will be used as per the General's Handbook and the Core Rules. Only one of any type of Endless Spell can be used per army.
- Realms rules will be in effect as per the General's Handbook.
- Forgeworld models will be allowed in the event. (You must provide a copy of the Warscroll for your opponent).

- The objectives used in missions do not have height and units can move over/across/stand on them without penalty. Distance from an objective is measured from the center of the Objective Marker.
- Proxies, conversions, and third-party miniatures will be allowed, but must clearly represent the warscroll. If you are unsure if your model(s) meet these requirements, please email the event staff.
- Appropriately sized round/oval bases are required for the event.
- All models are required to be painted to at least tabletop quality. This implies basic Color Blocking, Washing, and Basic Detail work. Models not meeting this standard (T.O. discretion) will be asked to be removed from use in the event.
- Any new warscrolls, battletomes, or publications released after August 21, 2022 will not be eligible for use.
- All scenery pieces except Army Specific Terrain will use the Mysterious Terrain rules from the Scenery Table from the Core rules. (Roll before you determine sides).
- We will be using standard objective control as defined in the Core Rulebook, unless otherwise directed on the battleplan.

Scoring:

Category	% of Total	Total Possible
Victory Points	40%	30
Battle Tactics Scored	5%	5
Sportsmanship	20%	15
Team Spirit	15%	10
Hobby Score	20%	15

Awards:

The Champions – Combined Score all categories above

Favored Opponents – Player with most Favorite Opponent Votes.

Hobby Heroes – T.O. Judged based on overall appearance and presentation of army. This award is not about having the best paint job, but the coolest looking combined army.

The Conca Cup - Beginning this year, an award will be given for the top finishing parent-child team. This award, named the Conca Cup, will recognize the importance of family in the gaming community and the desire to build a strong foundation for the hobby's future. It is named in honor of Jason Conca, who passionately participated in Age of Sigmar and the NOVA Open with his son, and who passed away all too soon in 2021. To qualify, a child must be 17-years old or younger on the day of the event, and the parent must be the mother or father of the child, or the legal guardian of the child. Parent-child teams will be identified as such prior to the start of the doubles event. Parent-child teams will compete in the event against all other doubles teams as normal, but at the end of the event the highest finishing parent-child team will be awarded the honor of having their names inscribed on the Conca Cup.

Scenarios:

- All battleplans last for 5 battle rounds, or when dice-down is called. If you and your opponents do not believe you can finish a battle round in the time remaining, do not begin one!
- If there are no models left for one of the players before the Fifth Battle Round has ended the game continues as normal until the Fifth Battle Round has been completed.

All battleplans will be chosen out of the General's Handbook 2022.

Round	Mission
1	Prize of Gallet
2	Head-On Collision
5	The Silksteel Nests

Hobby Rubric: (25 total Points, capped at 15)

Points are Cumulative

Overall Appearance:	
Army has a singular paint scheme throughout the entire force	5
Basing Appearance:	
All models are fully based with at least sand, flock, texture paint, etc	3
All Heroes, Monsters and other single model units have additional basing details (such as rocks, skulls, tufts of grass)	2
Modeling:	
Army has all gaps filled and all mold lines removed	3
2 or more single models or small units have some level of conversion (Head swap, weapon swap, adjustments to base model, etc)	2
Painting Technique:	
Basecoats applied evenly, thinly and accurately army wide ("Two thin coats")	3
Entire army has been washed and/or dry brushed	2
Display Board:	
Display board has basing materials, sand, flock, texture paint, etc, or the surface has been textured by other means. Also, the entire army must fit on the board.	3
Display board has its own terrain features, has multiple levels, lighting, or anything extra.	2

