

2022 NOVA Open Warhammer Kill Team Mission Packet Version – 2022.DRAFT, 8/21/2022

Note for Attendees - Our final rules packets for all events will be professionally laid out and published in hard copy for you within full color Guidebooks at the 2022 NOVA Open. Leading up to the event, the Primers are presented in the following format to enable event leads to keep registered and prospective attendees up to speed with changes and updates as efficiently as possible. Please e-mail customerservice@novaopen.com with any questions!

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 Warhammer events, 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 Schedule

Casual Pods:

We will be hosting 4 round 16-player pods on Thursday. The first 16 players to check-in will be in pod 1, the next 16 in pod 2, etc, but to 4 pods (64 players).

TEAM TOURNAMENT:

We will be hosting a 4-Round Team Tournament on Friday. Places are available for 8 4-person teams. Rounds will be 2 hours total in length, with 30 minutes allotted to the pairing process.

In addition to the organized tournament play, unoccupied tables will be available for open and campaign play

GRAND TOURNAMENT:

We will be hosting a 64-player, 7-Round Grand Tournament on Saturday and Sunday. On Saturday (Day 1) we will host Rounds 1-4, which will consist of single games with a total of 1 hour and 50 minutes to complete. Terrain will be a mixture of boards. On Sunday morning (Day 2), after check-in is complete, the field will be reseeded into brackets of 8 players each based on the overall standings from Day 1. The final three rounds will determine the winner of each bracket, with the winner of Bracket 1 declared Grand Champion and winner overall. The first two bracket Rounds will be single games with a total of 1 hour and 50 minutes to complete. The final Round of the tournament will consist of two individual games each 1 hour and 45 minutes, with the winner declared by total aggregate score (including tie-breakers as needed).

Thursday	Friday	Saturday	Sunday
Casual Pods	Team Tournament	Grand Tournament	Grand Tournament
Check-In: 0900-0930	Check-In: 0900-1000	Check-In: 0900-0930	Check-In: 0900-0930
Rd 1: 0930-1120	Pairings: 1000-1030	Rd 1: 0930-1120	Rd5: 0930-1120
Rd2: 1120-1310	Rd1: 1030-1220	Rd2: 1120-1310	Rd6: 1120-1310
Lunch: 1310-1400	Lunch: 1220-1320	Lunch: 1310-1400	Lunch: 1310-1400
Rd 3: 1400-1550	Pairings: 1320-1350	Rd 3: 1400-1550	Rd7G1: 1400-1545
Break: 1550-1620	Rd2: 1350-1540	Break: 1550-1620	Rd7G2: 1545-1730
Rd 4: 1620-1810	Break: 1540-1600	Rd 4: 1620-1810	
	Pairings: 1600-1630		
	Rd3: 1630-1820		

2.0 Policies

2.1 Painting and Basing Models

Players with Fully Painted Rosters will receive 2 VPs every round as detailed on page 93 of the Core Book. To be considered fully painted you must show at least a good faith effort to achieve the traditional 3-color-and-based minimum. The NOVA Open provides a fully stocked Hobby Haven to assist players in completing models on-site.

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 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.

2.2 Kill Teams and Command Rosters

If any portion of your Kill Team is found to be invalid during the course of play, the NOVA Open reserves the right to amend your Kill Team 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 Command Roster during on-site registration, and one Command Roster to each opponent. Pre-submission is not required. Your Roster must fully specify your Faction and may not be changed during the event.

2.3 Judges

Kill Team will be administrated by volunteer staff. Additional judges who participated in the KT playtesting process will be available nearby in both the 40K Narrative and GT events. Judges 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.

2.4 Official Model and Game Rule Sources

You **MUST** possess an official print or digital copy of the Kill Team Rulebook, as well as any relevant additional rules or tactics cards for your roster.

Model rules and tactics may be taken from the following sources:

Kill Team: Core Book, Kill Team Compendium, Kill Team: Chalnath, Kill Team: Octarius, Kill Team: Nachmund, Kill Team Moroch and White Dwarf. The following Kill Teams will not be allowed as per the Balance Datasheet: Forge World, Thousand Sons, Troupe. The Intercession Squad Kill Team released on the Warhammer Community site on 10/16/22, will be allowed in Thursday's Casual Pods, but will not be allowed in Friday's Team Tournament or the Grand Tournament.

Where there are differences in wording or costs, the most recent supplement applies.

Faction rules released less than 30 days before the event will not be used. FAQ and Errata rules released less than 14 days before the event will not be used.

2.5 Terrain Rules

Scramble terrain rules will be used.

All doors and hatches modeled on terrain will be used.

Any terrain piece over 4” tall will have the scalable trait.

Punishing Vantage rules will **not** be used.

2.6 Time Policy

If for some reason you have not completed a game and there is less than 15 minutes remaining, contact a Judge to determine if you may begin a subsequent Battle Round.

3.0 Tournament Format and Awards

3.1 Awards

Casual Pods:

- Winner of each pod

Grand Tournament:

- Grand Champion (Winner, Bracket 1)
- Second to One (Second place, Bracket 1)
- Best Painted (Grand Tournament)
- Bracket Champion (Winners of Brackets 2-7)
- Bracket Runner-Up (Second place in Brackets 2-7)

Judging for Best Painted will take place during the Lunch break on Saturday between Rounds 3 and 4. Players who wish to have their models considered for Best Painted should set their models up for display at their table during the break.

Team Tournament:

- Grand Champions (First Place Team)
- Second to One (Second Place Team)
- Third Place (Third Place Team)
- Best Painted (Best painted team overall)

Judging for Best Painted will take place during the Lunch break on Sunday between Rounds 4 and 5.

3.2 Pairings and Score Reporting

All Kill Team events will make use of Best Coast Pairings for score reporting, as well as generating pairings and table assignments. All players should endeavor to install the BCP Player app prior to event check-in.

3.3 Game Play

Play and set up will follow the Matched Play Mission Sequence (pg 92 pg of the Core rulebook) with the following changes:

Step 1: Mission will be announced at the start of the round with pairings.

Skip step 3.

Replace step 5 with the following:

Each table will be provided with a set pool of available terrain. Each player will have a total of 5 minutes to place terrain (a chess clock is recommended). Players will take turns placing a piece of terrain from the pool. Each piece of terrain must be placed fully on the table, and more than 2" to any other previously placed piece of terrain, and no part of the terrain can cover the center point of an objective marker. Players will place terrain until both players run out of time or until they have used all available pieces of terrain. If one player runs out of time before the other, the player with time left will place the remaining pieces of terrain until they run out of time or pieces of terrain.

3.3.1 Tie Breakers

In the event of a tie, ties will be broken using the following criteria (applied in order):

1. Player who has scored the maximum of 2 points on the highest number of Tac ops wins.
2. Player who holds the highest number of objectives at the end of the game wins.
3. Player who had the lowest percentage of their team become incapacitated.

3.4 Brackets

For the Grand Tournament, after Round 4 the entire field will be reseeded into 8-person groups based on tournament standing. The winner of each bracket will be determined by W/L record followed by tournament score. For Rounds 5-7, players will compete against the other players in their bracket in an 8-person, 3-round tournament. The final round in each pod will consist of two games with the winner being the player who scored the most points combined.

3.5 Team Tournament Pairing Process

Each team will designate a team captain. Only the captains from each team will be involved in the pairing process.

Pairing Process:

1. Team Captains will exchange team lists and have a few minutes to review them.
2. Captains will then flip a coin or roll off to see who the first (Team A) and who is the first defender (Team B).
3. Captain A offers one of their rosters up as the first attacker. Captain B then offers two of their rosters for first defender. Captain A will then choose one of those rosters to play against the roster they offered up, Captain A will then pick which mission those players will play. There will be a pool of 4 missions that will be shared by both teams, once a mission is selected it will be removed from the pool.
4. Captain B offers one of their rosters up as the second attacker. Captain A then offers two of their rosters for second defender. Captain B will then choose one of those rosters to play against the roster they offered up, Captain B will then pick which board those players will play on.
5. Captain A offers one of their rosters up as the third attacker. Captain B then offers two of their rosters for third defender. Captain A will then choose one of those rosters to play against the roster they offered up, Captain A will then pick which board those players will play on.
6. The last remaining rosters will face each other on the last remaining board.

3.5.1 Factions

Each team member must play a different faction.

3.5.2 Scoring

The winner of each round will be the team with the best W/L record. In the event of a tie, the battle points from all 4 games will be added together and the team with the most total points will win the round. If there is still a tie the teams will add together how many objectives are held at the end of all four games and whoever has the most will be the winning team.