

# NOVA Open 2015 40K Trios Team Tournament Draft Primer



## The NOVA Open's 40k Trios

The following document is the Draft Primer to help you prepare for the 2015 NOVA Open Warhammer 40,000 Trios Team Tournament. Your input is welcome via e-mail at [novaopen@gmail.com](mailto:novaopen@gmail.com), and in appropriate articles on the Whiskey & 40k Blog (<http://whiskey40k.com>).



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## Overarching Rules

### Primer Introduction

The Trios Team Tournament at the NOVA Open is designed to be a fun, different approach to the Team Tournament concept. Similar to battlefields of old, players will have a chance to prove their generalship in two distinct theatres of operation. One game as a head to head, no holds barred singles match, and two games joined with an auxiliary commander against a likewise paired doubles team. Final Missions & Rules contains the schedule, rules, missions, prizes and army construction rules needed to participate in the event.

### Tournament Format and Schedule

The Trios Team Tournament uses Combined Team Victory Points to determine the overall winning team at the end of three (3) Rounds (during which your team will play in six (6) total games).

If multiple teams are tied in Combined Team Victory Points at the end of the tournament, the total number of tie-breakers earned will determine the winner.

The Trios event is intentionally scheduled to permit players participation during any number of daytime events and tournaments as well, including the NOVA Open's signature 256-slot Warhammer 40,000 GT.

#### 1.0 2013 40k Trios Team Tournament Schedule

- Round 1 : Thursday, September 3, 10:30AM – 1:00PM
- Round 2 : Thursday, September 3, 2:00PM – 4:30PM
- Round 3 : Thursday, September 3, 5:00PM - 7:30PM
- Awards Ceremony –Sunday 7:00PM – 8:00PM [May be much shorter]

Broad details about the schedule for the NOVA Open 2015 can be found by going to the NOVA Open website, and clicking on the “Schedule” link at the top of the page.

You are strongly encouraged to check out the wide variety of tournaments, seminars, and events available to players who are also participating in the Infinity Tournament. The Tournament is scheduled in such a way to permit attendees to also spend time at the NOVA Open attending a wide range of miniature art and hobby seminars presented by acclaimed artists such as Justin McCoy of Secret Weapon Miniatures.

For those attendees with excellent hobby skills already developed, there is also the Capital Palette Miniature Art Competition. With accomplished and recognized artists as the chief judges, this event

### Sportsmanship at the NOVA Open

The NOVA Open prides itself on a tradition of sportsmanship, and on the high marks attendees year after year give to the atmosphere and sportsmanship experienced at the NOVA Open. To that end:

Speaking on Sportsmanship and what constitutes a true winner, Jesse Owens once said,

- *"[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?"*

At the Open, we understand that not every player will become best friends. However, we do ask that you treat your fellow competitors with the respect you would accord a peer while you are here.

NOVA event organizers would prefer that you restrict your battles to the tabletop and that every game end with a hearty handshake!

enables Infinity players to showcase their best work, and compete for category-based prize packages worth hundreds of dollars in value, including such perks as Grex airbrushes and more.

### 1.1 A Word on Prize Support and Sponsorship

All prizes and awards packages are provided through the generosity of the NOVA Open's partners, sponsors and vendors. Please share in our appreciation for their support of the community by patronizing their vendor spaces, online stores and/or store fronts.

## 2.0 Doubles and Singles

In each round, one member of each Trios team will be assigned to play a single player game against the opposing team at 2,000 points. The remaining two team members will play a team game against the opposing team's remaining members at 1,000 points per player, using a restricted force organization chart (see below).

In short, each player on a Team will play one Singles game, and two Doubles games, over the course of the Trios Team Tournament.

In all Rounds, both the Singles and Doubles games use the same Round rules and objectives.

## 3.0 Army List Construction, Forgeworld, Stronghold Assault, Formations, Codex Inquisition and Escalation

All army lists are built following the standard rules for list construction according to the Warhammer 40,000 Rulebook and Codices. Additionally, for the Trios Team Tournament only, players may use "Warhammer 40,000 Approved" units from Forgeworld supplemental rules. However, owing to the rare and unfamiliar nature of these units, the following restrictions are in place:

### Forgeworld

- All Forgeworld units are considered Unique, and only one unit entry per unit type may be selected.
- Forgeworld unit selection is restricted to Primary Detachments within your army designs.
- Forgeworld units which are purchased as a group, such as an IG platoon, are considered one unit, for the purposes of determining what is unique.
- Legalization of Forgeworld is intended to permit players to enjoy using these radical miniatures. These permutations reflect a desire to prevent cherry-picking and/or spamming less well-playtested/balanced units through list-building approaches (such as copy-paste Allied IG Detachments).
- Use of Forgeworld units consist of an exception to the NOVA Open's standing model rules, which do not require the use of Games Workshop models when players wish to use creative and appropriately WYSIWYG counts-as stand-ins. In the case of any unit selection using Forgeworld rules, the actual Forgeworld model must be represented on the tabletop.

### Stronghold Assault

- All of the Stronghold Assault supplement are legal with the following restrictions
- Stronghold Assault models which have D-weapons, or have any single armor facing equal to AV15 may not be used.
- All models, whose size and dimensions are not listed in the Stronghold Assault rulebook, may be no larger than 2 (1/2) inches tall, and 2 inches wide.
- Any model whose dimensions are only partially listed, example, 3 inches wide but not how long or tall, may be no wider or longer than the partially listed dimension, and may only be 2(1/2) inches tall.
- All battlefield debris and associated terrain may be no larger than 1 inch long, wide, and tall.
- Models must be WYSIWYG when available



- All models may move onto, or off of, a skyshield landing pad if within two inches of the model, by taking a dangerous terrain test. There is **no** 3 inch penalty for moving up or down as with a ruin.

### **Escalation**

- Due to player feedback, Escalation will NOT be part of Trios in 2015.

### **Formations**

- All Formations are legal with the following restrictions:
- Formation models and rules may only be used in the 2,000 point singles game.
- Formations may only be taken 0-1, as an extraordinary slot.

### **Codex Inquisition**

- Codex Inquisition is legal with the following restrictions
- May only be used in the 2,000 point singles game as an ally. If used in 1k doubles matches, it must be the primary army (as allies are not allowed in doubles matches)

### **3.1 Singles Lists**

Each player must create and bring a Singles list. This list's point value is 2,000, inclusive of the option to use a second set of Force Organization Charts.

### **3.2 Doubles Lists**

Each player must also create and bring a Doubles list. This list follows the rules for an Allied Detachment according to the Warhammer 40,000 6<sup>th</sup> Edition Rulebook, with three exceptions:

- You may convert either 0-1 Elite, 0-1 Heavy, or 0-1 Fast Attack into 0-1 Fortifications.
- You may not take an allied detachment within your doubles list
- You may select a Third Troops option, instead of being restricted to only 2.
- Any two combined Doubles Lists created from codices not referenced as Battle Brothers on Page 113 of the 40k Rulebook are instead treated as Allies of Convenience in all cases.

### **3.3 Printed Army Lists**

Make your printed Army List as legible as possible. You must bring at least 2 printed copies of your Singles Army List and 3 printed copies of your Doubles Army List with you to the NOVA Open: One for each of your opponents, and one for the tournament staff.

## **4.0 Prizes!**

### *Best Overall Team*

This award is given to the team which scores the highest aggregation of Paint, Victory Points, and Theme.

### *Best General*

This award is given to the individual who scored the highest in his singles game and whose average of both team games was the highest. These scores will be added together.

### *Assassins*

This team has killed the most enemy named characters, unique models, and HQ units

### *Best Theme*

This team has the best overall theme and paint score, and is not based in any way on victory points.

### *Best Painted*

This team has the best overall paint score, and is not based in any way on victory points.

## **5.0 Scoring**



Each mission played has a potential to earn your team up to 20 Victory points. Both teams can accumulate or lose points over the course of a game depending on how well they accomplish missions in game.

**To win a game**, your team must end the game with more victory points earned than the opposing team.

After the game is complete, and a winner is determined, use the following methodology to determine how many points your team scores to add to its overall score.

Take the difference between you and your opponents victory points earned in the game. This difference is added to or subtracted from 10 to determine overall points scored.

Win – If your team won, add 10 + difference

Loss – If your team lost, subtract the difference from 10.

Tie -- If both sides end the game with equal Victory Points, both sides will be awarded 8 victory points, with the winner being determined by the tiebreaker as outlined in the mission.

***Keep track of tie-breakers even in the case of a clear win, they may be important to break a tie for the overall winner.***

This system is designed to allow players whose teams may lose a few rounds, still have a chance to potentially win, if they lose well and deny their opponents points. It also allows players who may inevitably run into a hard counter to their army, to have a system in which they can still pull off a margin of victory by maintaining points for their team.

### ***5.1 Additional Scoring***

**Paint Score** – This is a technical assessment which will be determined by the NOVA Open painting judges following the rubric all 40k events will be using. Please see the painting score-sheet for more details. 0- 40 points.

**Theme** – An armies theme may earn the team between 0 and 42 Victory Points to add to their total score. Theme is composed of fluff

- Storyline – Well written story or fluff explaining your army: 0-5 points.
- Themed painting\*\* – A cohesive paint theme which follows your army’s story: 0-15 points.
- A cinematic display – Your armies presentation and display, ideally following its theme: 0 -15 points.
- Judges’ discretion – Have something in particular that impresses the judges, maybe team themed shot glasses, special clothing, or other items which demonstrate your team and/or enhance its story. 0 – 8 points.

\*\*While painting is an important part of theme, this category will not base painting quality, but rather on content. Does your paint scheme match the army, concept, and fluff you wish to present?

## **6.0 Rounds**

**THESE MISSIONS ARE FROM 2014 AND ARE SUBJECT TO CHANGE. 2015’S MISSIONS WILL BE MORE DYNAMIC AND MAY TIE IN WITH THE NARRATIVE.**

### ***6.1 Round 1 – Blood in the Mosh Pit***

This mission uses a sliding scale as outlined in section 5, the winner will be the team which scores the most Victory Points.

Place three objectives on the board, after deployment zones are chosen. These objectives should be located 12 inches outside each deployment zone along the diagonal. Place one in the Center at (36”, 24”), and the remaining two in the center of the quarters outside the deployment zone at (18”, 12”) respectively.



## Deployment

Vanguard

## Mission Special Rules

Night Fighting, Reserves, mysterious objectives

## Victory Points

At the end of your opponents turn, before commencing your turn, count how many objectives you currently control, for each objective you control uncontested, you are awarded 1 Victory Point.

Linebreaker earns 1 Victory Point

Slay the Warlord earns 1 Victory Point

## Tiebreaker

When calculating points destroyed, add the following points as outlined. Whomever earns the most points after adding bonus points will be the winner in the event of a tie.

+ 50 Bonus Points First Blood

+ 100 for being the first team to score points for holding an objective.

### ***6.2 Round 2 – There’s a Storm a’ Comin’***

This mission uses a sliding scale as outlined in section 5, the winner will be the team which scores the most Victory Points. Place an objective in the center of each quarter, and in the middle of the board.

## Deployment

Hammer and Anvil

## Mission Special Rules

Night Fighting, Reserves, mysterious objectives

## Victory Points

At the end of the game, count how many objectives you currently control, for each objective you control uncontested, you are awarded 2 Victory Points.

Linebreaker earns 1 Victory Point

Slay the Warlord earns 1 Victory Point

## Tiebreaker

When calculating points destroyed, add the following points as outlined. Whomever earns the most points after adding bonus points will be the winner in the event of a tie.

+ 50 Points First Blood

+ 50 Points if you are contesting two or more objectives

+ 50 Points if you are holding an objective in your opponent’s deployment zone

### ***6.3 Round 3 – Fight for that Shiny Thing!***

This mission uses a sliding scale as outlined in section 5, the winner will be the team which scores the most Victory Points.

Place an objective in the center of each quarter.

## Deployment

Dawn of War



### **Mission Special Rules**

Night Fighting, Reserves, mysterious objectives

### **Victory Points**

At the end of the game, count how many objectives you currently control, for each objective within your deployment zone that you control uncontested, you are awarded 1 Victory Point. For each objective you control within your opponents deployment zone, you receives 2 Victory Points

Controlling the relic at game end is worth 5 Victory Points.

Linebreaker earns 1 Victory Point

Slay the Warlord earns 1 Victory Point

First Blood earns 1 Victory Point

### **Tiebreaker**

When calculating points destroyed, add the following points as outlined. Whomever earns the most points after adding bonus points will be the winner in the event of a tie.

+ 50 Points for controlling two or more objectives.

+ 50 Points if your team has controlled the relic for more than three of your player turns.

+50 Points if you are contesting an opponent's objective.

+50 Points if you take control of and successfully keep the relic in the last game turn.