

2015 NOVA Narrative Primer



The following document is a primer to help familiarize yourself with the NOVA Narrative events for 2015. Your input is welcome via e-mail at novaopen@gmail.com, and in appropriate articles on the Whiskey & 40K Blog (<http://whiskey40k.com>).

UPDATED July 29, 2015

The NOVA Open, LLC
Held at the Hyatt Regency
Crystal City, VA



Table of Contents

The NOVA Open Narrative Event..... 1

 Dispatch from Supreme Command..... 1

 Introduction..... 2

 Events..... 2

 Schedule..... 3

 List Construction..... 4

 Rules 5

 Story Background 9

 Sample Misisons 13

 Covert Missions 18

Appendix: NOVA Codex Supplements 19

Warhammer 40,000 – NOVA Open FAQ 2015..... 32

Tournament Appearance Judging Rules 32

Key Updates Summary

Key updates since the previous primer

- Grey Knights Aegis does NOT stack with Sanctuary
- Necron phalanx does NOT stack with Orikan



The NOVA Open Narrative Event

Dispatch from Supreme Command

Commanders,

If you are a returning veteran, get ready to rejoin the fray. For you first-timers, get ready for the fight of your lives!

The NOVA Narrative is a unique event that provides a high-quality wargaming experience set in our original narrative universe where players act out the ongoing struggle between the forces of Humanity and their interstellar nemesis, The Virtue, using our custom variant of the Warhammer 40k rules. Unlike other GT-style competitive events, the NOVA Narrative is an engaging team-centric experience where games tie together to create a story and players compete in pursuit of fame or infamy and a place in the ongoing storyline.

The NOVA Narrative began in 2012 with Human and Virtue commanders clashing in an epic fight for control of Washington, DC. The terrain representing familiar DC landmarks and monuments set the standard for large-scale narrative convention wargaming. Players competed in four evening games so that narrative players could also participate in the NOVA Open GT and other events. In 2013 Humanity and The Virtue again clashed for control of Washington DC as well as other key locations on Earth.

In 2014 we added the NOVA Narrative Warlords for players who wanted more. Warlords played in the night games as well as day games and, most important, they collaborated in strategic planning sessions to determine pairings, special rules, and other key decisions that affected the course of the campaign. For those wargamers seeking a more relaxed experience, the NOVA Narrative Nightfighters were able to sign-up for the traditional four-game night campaign experience. In addition to the more immersive gaming experience of the Warlords, the 2014 NOVA Narrative Campaign unveiled unique faction-specific codex supplements that encouraged unconventional army builds and exciting new play styles.

This year, the Nightfighters and Warlords return better than ever! We incorporated feedback from the 2014 participants (7:00 AM games are gone for good!) and are hard at work crafting new twists on the successful campaign structure. Look for a return of the standard Nightfighter level of play along with the more intense experience of the Warlords with the possibility of asymmetrical missions and team games (by popular demand!).

Join us at the Nova Open as we write the next chapter in the epic Nova Narrative saga:

Ascension

Two Paths to Ascend	
NOVA Narrative: Nightfighter Ticket	
■	Thursday/Friday/Saturday evening post-GT Narrative Games, Sunday AM pre-GT Narrative Game
NOVA Narrative: Warlord Ticket	
■	Everything included with the Nightfighter Ticket
■	Friday/Saturday mid-day games, Sunday afternoon game
■	Participation in the War Council: daily planning sessions directly impacting missions, objectives and match-ups

Introduction

Narrative Overview

The Narrative event at the NOVA Open is truly unlike anything out there. While the 40K universe presents innumerable environments within which to conveniently find every 40K race at war with each other (insert Chaos Artifact or ancient relic), we at the NOVA thought we'd take a more original route. For the NOVA Narrative, we use the game of 40K to create our own universe. Perhaps more accurately, we use it to create *your* own universe.

The events of the NOVA Narrative original background material are driven by YOU, the attendees of the annual Narrative event. As we enter the preparatory phase for the 4th year of the NOVA Narrative, the story material you will see in the coming months is inclusive of last year's best (and worst) performers. Moreover, the results of last year's climatic second defense of Earth directly drove the development of the story.

The NOVA Narrative includes opportunities during each game round for players to earn points for combat, fame and infamy. Through combat, players earn both glory and – more importantly – advance their Faction's cause.

What's in This Packet?

The following Packet contains rules for the event, information on the background of the NOVA Narrative universe, faction organization and sample missions. This package is intended to prepare you for the 2014 Narrative, not provide you with the final structure of your NOVA Narrative 2014 experience. We don't want to entirely ruin the surprise!

Events

NOVA Narrative Warlords (All-Games)

Each NOVA Narrative Warlord will join the fight for six exciting games of narrative 40K. As the elite commanders of each faction, the Warlords will have a hand in shaping the whole campaign! In addition to playing in the three Nightfighter games (see below), Warlords will also do battle in three additional games that feature unique scenarios. The results of these day-time battles will determine the mission objectives that everyone plays during the night-fight games. Additionally, each War Council player will be responsible for assigning players to warzones and dealing out strategic bonuses to other players. There are a limited number of Warlord slots available for registrants, so register early to ensure you will be a part of this exclusive team!

NOVA Narrative Nightfighters (Nightfighter Games)

Returning for its fourth year, the Nightfighter games are everything you've come to know and love: exciting and innovative missions that revolve around an interactive storyline. Nightfighters will fight in three battles featuring secret objectives, creative missions and the coveted Fame and Infamy awards for both heroic and dastardly behavior of their army's warlord character. This event is specifically designed so players can also play in the Warhammer 40,000 GT! Though, please note that the final game is Sunday morning before the last GT rounds begins! The full NOVA Open Schedule can be found at <http://novaopen.com>.

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.

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 not every player will become best friends. However, we ask you to treat your fellow competitors with the respect accorded 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!



Each Nightfighter game includes briefs by Faction Overall Commanders, delivery of possible Covert Missions and table assignments based on Warlord planning sessions.

While each game is given 3 hours to complete, players may depart each evening's game hall at any time upon completion of their round. Additionally, the 11:30 PM stop time is flexible. NOVA Open gaming halls remain open 24/7 and players wishing to complete an especially exciting game may do so with Organizer permission. The Narrative is not intended as a hardcore competitive event; we always prioritize fun and the feel of the event over rules debates or organizer inflexibility.

Nightfighters will only participate in the Nightfighter games. Warlords will participate in all Nightfighter and Warlord games.

Schedule

The Narrative Nightly Intro includes briefs by each Faction's Overall Commander, assignment of Covert Missions when applicable, and table assignments as seen fit by the Commanders.

While each game is given 3 hours to complete, players may depart each evening's game hall at any desired time upon completion of their round. Additionally, the 11:30pm stop time is not a hard stop. NOVA Open gaming halls remain open 24/7, and players wishing to complete an especially exciting game may do so with Organizer permission. The Narrative is not a hardcore competitive event, so always prioritizes fun and the cinematic nature of the event over rules debates or organizer inflexibility.

Event	Activity	Day	Times
Warlords	Welcome and Planning session	Thursday	4:00pm – 6:00pm
Nightfighters +Warlords	Narrative Game 1	Thursday	8:30pm – 12:30am
Warlords	Briefing and Warlord Game 1 (includes lunch break)	Friday	9:30am – 2:00pm
Warlords	Strategic Planning Session and Night Match Assignments	Friday	4:00pm – 6:00pm
Nightfighters +Warlords	Narrative Game 2	Friday	8:30pm – 12:30am
Warlords	Briefing and Warlord Game 2	Saturday	9:30am – 2:00pm
Warlords	Strategic Planning Session and Night Match Assignments	Saturday	4:00pm – 6:00pm
Nightfighters +Warlords	Narrative Game 3	Saturday	8:30pm – 12:30am
Warlords	Final Planning Session	Sunday	10:00am – 12:00pm
Warlords	Warlord Game 4 – Finale	Sunday	1:00pm – 5:00pm

Note to previous year attendees: Sunday is now Warlord-only, so that (a) never again will there be a 7AM game and (b) we have more time for the campaign finale.

Overall Rules and Mechanics

The Narrative is meant first and foremost as a fun event. Players get the opportunity to battle for the future and fate of their faction, and to earn their place in an evolving, player-driven background universe. Especially successful or notorious players even earn a permanent role in the fluff. As such, keep Sportsmanship and a laid back attitude first and foremost in your mind while you prepare and participate.



This is a three-round event (six rounds for Warlords). You will be using the game of Warhammer 40,000 and your selected army to determine the outcome of a story set in a future where humanity and extraterrestrial invaders are locked in a desperate struggle for survival.

You will take on one of two roles: a ground commander for Humanity, or a commander in charge of a Virtue combat element. Within this packet, the two factions are referenced as Human or Virtue.

In every Round, you collect points based on completion of primary and discretionary mission objectives. These points contribute to personal scores and accolades.

The net score for each Faction at the end of each game will directly influence future missions, the direction of the Narrative story, and the future of the NOVA Narrative events for years to come.

List Construction

You will be playing a mix of one vs. one and TEAM games. Therefore you must bring a 2,000 point army list and a 1,000 point army list with the same primary detachment.

Don't forget to also bring this 1,000 point list as it will be vital to some of the unique scenarios we have in play this year!

NOVA Narrative Codex Supplements

First and most importantly – Supplements are NOT REQUIRED. The NOVA Narrative

supplements, however, provide fun and exciting unique supplements to many of the standard Codex armies. If you use it when building your army list for the Narrative event, it supplants your current Codex in all listed ways. This may result in some more traditionally powerful builds for armies such as Tau or Daemons to no longer be playable, and is done explicitly to prevent people from taking the “best of both worlds.” We did not buff certain units simply to allow you to further stack the deck with the print-copy “best of” units.

Once you've chosen to use a Supplement for your Codex, you automatically use the “Both Factions” rules for that Supplement. Then, you also activate the Faction rules as appropriate for the Human or Virtue faction you selected during registration.

Your army lists should be submitted to the NOVA Open staff via novaopen@gmail.com in advance of the Narrative (ideally at least 2 weeks in advance). Please indicate how much you lean toward competitive or casual play in the e-mail containing your army list submission. Failure to do so will result in less well-matched opponents for the initial game. The pairings for the first game will be designed to both reinforce the feel of the Narrative, and pair players in a way that encourages fun times and close, cinematic games. Pairings for all subsequent games will be based on a variety of selection criteria driven by the Warlords daily planning session.

GW Supplements, Escalation, and Stronghold Assault

Printed Army Lists

Make your printed Army List legible and simple. Bring at least five (5) printed copies of each of your Army Lists with you (or 8 of each list for Warlords): one for your three (3) opponents (6 for Warlords), and two for your faction commanders.

Key Updates Summary
Key updates since the previous primer <ul style="list-style-type: none"> • Supplements are OPTIONAL • No gargantuan or super heavy lords of war • Reminder: ALL PLAYERS must bring a 2,000 point list and 1,000 point list with the same primary detachment. • Supplements updated with 2015 rules • Army construction rules clarified

Power Weapons

In any case where a model is equipped with one or more Power Weapons, you must both MODEL the weapon to the appropriate type (Sword, Ax, Maul, Lance), and list which weapon is equipped on that particular model within your Army List.

Warlord Traits

In the Narrative, your characters should have ... well ... character! As a result, you may select your warlord trait during construction of your army list. If you so choose, you do not HAVE to select a Warlord Trait in advance, and may roll before each battle as normal. But if you do, it must go on your Army List.

Rules

Faction Assignments

The two Factions competing in the Narrative Campaign are the Virtue Faction and the Human Faction. Each Faction includes 50% of the Narrative Campaign players (Warlords and Nightfighters). Any 40K codex can be used by either faction.

Each faction unlocks access to special NOVA Narrative Codex Supplements that give players rules for fielding the stalwart defenders of Earth or the remnants of the Virtue collective. To use a NOVA Narrative Codex Supplement, designate it on your Army list so that your opponent can reference the appropriate section of this guidebook. For more information, see the Appendix for all the Codex Supplements. If you did not list a preference in registration, you will be assigned to maintain the numerical balance of the two factions.

War Zones (Terrain Types)

War Zones represent large areas in which Faction Task Forces compete. The outcome of the War Zones determines the outcome of the NOVA Narrative campaign. Unlike in 2014 each warzone will be functionally the same to allow us to keep our missions special rules unique without overwhelming players with too many special rules.

Scoring

The Narrative event is first and foremost a team event. Your individual performance on the battlefield is crucial for the success of your chosen faction. But even a defeat can advance your strategic agenda. Narrative Players pursue several possible paths during the event, whether to support their Faction at all costs, pursue personal fame and glory or play the role of a colossal villain (though keeping villainous behavior to the tabletop!).

Player's personal standings are used to determine match pairings and to determine the overall progress of the war. Players receive points towards their own personal standing by achieving mission goals, killing their opponents' units, and either being truly heroic or villainous. They also receive points for their army's appearance and overall theme as described below.

Fame and Infamy – Protagonists and Antagonists

Tactical acumen does not always equate to flamboyance or bombast. It is often the hard-nosed, straightforward commander who plays the most important role. History, however, loves heroes and villains, and the same is true of the NOVA Narrative.

Within the Narrative scoring framework, six players will be able to earn either the distinction of Famous Protagonist, or Infamous Antagonist. These players will feature in the continuation of the Narrative Story for 2014.

Famous and Infamous Actions – In each Nightfighter battle, you'll be able to earn Fame or Infamy through certain actions. These actions are typically more difficult, often contradictory and rarely fall perfectly in line with the correct approach to victory. Nevertheless, they hold substantial appeal for the glory-hungry.

You may earn Famous and Infamous points each round regardless of whether you win/lose and even if the game does not count towards your final standing (see Section 0). If you are careless, you may quite by accident earn both. Truly heroic Protagonists avoid the accidental death of innocents, and truly villainous Antagonists would never rescue a damsel in distress. As a result, Fame and Infamy directly cancel each other out.

You can score a maximum of 4 points for Fame, or -4 points for Infamy in each Round. The three LOWEST fame scores will earn Antagonist awards; the three HIGHEST fame scores will earn Protagonist awards (both of which earn a place in our story and prizes at our awards ceremony). Ties will be broken by Personal scores (Combat, Theme, and Appearance).

Faction Scoring

Every Combat Point a player earns will go towards their Faction's total. If their Faction is losing, players can also earn points for their Faction by completing the Covert mission (see below) which is worth 10 points for their Faction. These Faction points will determine whether Humans or the Virtue win this year's campaign. At the end of each round, the NOVA staff will total the points earned by each side within each War Zone (terrain type). The Faction with the most points in a War Zone is considered to be winning that War Zone. The Faction that controls the most War Zones is considered to be winning the larger war. The final winner will be determined at the conclusion of final Warlord game on Sunday.

Covert Missions

The NOVA Narrative will use Covert missions and other game injects to ensure that the campaign does not come to a decisive conclusion before the weekend is over. Based on the performance of the previous rounds, factions may receive one or more Covert Missions that give additional chances to advance their team's strategic goals. Each Covert Mission has a series of unique components to it, and will be introduced during the Round's combat briefings. Each must be revealed to your opponents at a select time, described by the rules for each specific Covert Mission.

Note that it is perfectly acceptable to alert your teammates to the Covert Mission if you discover your opponents' plans first. You are on the same side, after all! For this reason, it can be beneficial to play your games with reasonable speed—you don't want your Covert Mission to be revealed before you are in good position to execute it!

Covert Missions are as valuable to your Faction as the primary mission for a given Round, and can only be scored by the Faction assigned them. They do not contribute to your personal score or fame or infamy in any way. You're not acknowledged as a hero if no one knows what you did! Stopping one is beneficial to your Faction in that it helps maintain your Faction's lead, but it will never increase it.

Points

On occasion, you will need to record Points, for destroying units, capturing quarters, or otherwise. Record points based on the following guidelines:

- A unit is worth its full Points if destroyed
- A vehicle is worth half Points if it is brought to or below half Hull Points
- A vehicle Squadron is worth half Points if the unit's total Hull Points are brought to or below half; Squadrons are scored in this fashion even if they are divided by Immobilization results
- A multi-wound single model unit (such as an Independent Character or Monstrous Creature) is worth half Points if it is brought to or below half its starting Wounds characteristic.

Winning Games, Pairing, and Table Assignments

The player who accumulates the most points by completing primary and/or discretionary points in a game will be designated the winner of that game. Ties will be broken using points destroyed. For Nightfighter games pairings will be developed by the Warlords in their daily strategy session to maximize the faction's chances of victory.

No Taking Rounds Off

In previous years Nightfighters had one optional bye. With three games this year, every single one counts! If you fail to show up for one of your games, your team will take hit!

Warlord War Council Games

War Council players will have the following roles as they not only fight to defeat their opponents, but also shape the missions and games of those around them:

Task Force Commanders (2): Each Faction will elect two Task Force Commanders to represent them in the daily coordination meetings with the Faction Commander. Task Force Commanders must be present for all Task Force planning sessions. Task Force Commanders are responsible for recording any decisions made during planning sessions and, assisted by their Battle Group Commanders, executing those decisions during pairings for all games. In addition to their gameplay and planning responsibilities, Task Force Commanders will assist the Faction Commanders (staff) in re-setting the terrain after each Narrative Game.

Battle Group Commanders (remainder of War Council players): All War Council players will act as Battle Group Commanders who will be responsible for helping influence the Task Force and Faction Commanders along with providing support and resources to the Nightfighter players.

Round Pairings

Warlord Games (games 2, 4, 6): Warlord players will make table assignments prior to each game using a modified European Team Championship (ETC) method. Before each game, each Faction will be split into battle groups of five to six players based on their individual standings, and each group will select a Commander to represent them during the pairing process. A battle group from each Faction will be paired with a battle group from the other Faction based on relative standing (e.g. battle group of top Virtue players will be ranked against battle group of top Human players). The Battle Group Commanders will then create their pairings for the Warlord game using the method described in Figure 1-Modified ETC Pairing Method.

1. Both Commanders roll a d6
2. Commander who rolled highest opts to put forward first or second
3. Commander 1 puts forward player A
4. Commander 2 puts a player to fight player A
5. Commander 1 chooses a table for that game
6. Commander 2 puts forward player B
7. Commander 1 puts a player to fight player B
8. Commander 2 chooses a table for that game.
9. Commander 1

Figure 1- Modified ETC Pairing Method

The Campaign Coordinator will facilitate pairings and both Faction Commanders will monitor their Task Force Commanders to ensure that their decisions represent the intent of their Task Force as developed during planning sessions.

Influencing the Night Missions

The Warlord players will have the opportunity to directly influence the Discretionary Objectives being used in the night games as described in Missions section.

Warlord players will also take turns assigning each of the night game pairings to specific warzones. This will impact how well each faction does in the overall campaign. The warlords will also be responsible for planning teams for the team

games (expect several!) If you are a Nightfighter and have particular teammate preferences, talk to your faction commanders.

Resource Allocation

During each Night Fight mission, the members of the War Council on each faction will have a limited number of bonuses to hand out to players on their Faction to help execute the battle plan. These will generally be covert one-time bonuses. For example, you might be dealt a card that says:

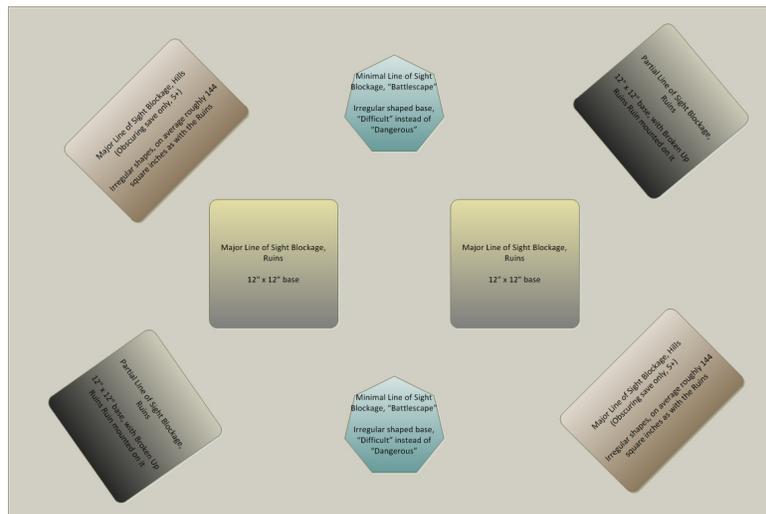
“Reveal this card. Declare a single target friendly model gains twin-linked and preferred enemy (opposing faction) until the start of your next turn.”

Terrain at the NOVA

The following rules apply to the terrain layouts seen in Error! Reference source not **found**. below.

The NOVA Open’s application of Terrain Rules may in some cases seem abstract. This is done purely to ensure fairness across all tables, and no punishment or advantage to any player as a result of aesthetically pleasing terrain design. The following guidelines explain the terrain layout.

- The Terrain Layout will be similar at all tables each round, but may vary across different rounds.
- Different terrain types (wastelands vs space vs cities) have unique terrain rules to provide the Commanders with strategic choices.
- There is no Impassable Terrain at the NOVA Open. This may occasionally result in oddities such as Land Raiders on rooftops, and Infantry walking through walls!
- We are not instituting any house rules for Ruins. Be aware this means new in-game occurrences compared to 6th Edition, such as barrage/blast weapons hitting models on multiple “floors,” etc.
- Scatter terrain is considered “Battlescape” Terrain, but considered “Difficult” instead of “Dangerous”
- Hills are not difficult, and provide a 5+ cover save if obscuring a target.
- For terrain with bases, the base is considered part of the terrain.
- Warlord players, be prepared to face alternate layouts tied to specific scenarios!



Error! Reference source not found.

Story Background

The following constitutes a brief overview of the Narrative to date.

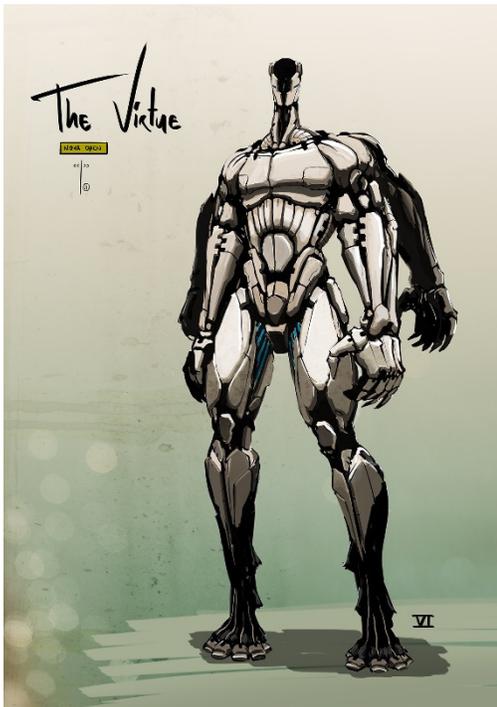
First Contact (NOVA 2012)

After a century of escalating strife culminating in the Nuclear War of 2194, the human race stepped back from the brink. For the first time in history, the millennia-old dreams of scholars, tyrants, and preachers became a reality when the nations and empires of Earth agreed to set aside their differences and at last form a united world government.

Delegates from the major belligerent powers (The North American Union, Greater Brazillia, India, China, Russia, and the African Union chief among them) met aboard the INS Brahmaputra moored near the smoldering ruins of Calcutta to sign a treaty formally relinquishing their national sovereignty to a new world-spanning organization. The delegates decided to resurrect the charter of the United Nations (disbanded in 2067) and vowed this time, at last, to set aside war and truly unify the human race in the name of peace. With unity came a resumption of research into advanced technologies, a renewed interest in exploration, and a profound sense of hope for the future. All of this came to a screeching halt 18 years later in August 2212.

The invasion from the stars came without warning, just as humanity once again began looking out at them. Thousands of alien craft struck as if from thin air, landing amidst population centers around the world. Casualties were immense, and the slaughter was indiscriminate. Men, women, and children died in their millions before even the first hint of military reaction could be enacted.

Only through the heroic efforts of a group of military commanders defending the old city of Washington, DC was the attack stalled. Then, without warning, the invaders suddenly and inexplicably ended leaving a handful of extraterrestrial captives, some abandoned technology, and a planet reeling from the knowledge that we were not alone.



A Virtue Warrior. *Standing over 8" tall, this four-armed combat master bristles with high-tech equipment and armament.*

The Virtue

Humanity learned that the captive aliens called themselves the Virtue. The human interrogators were astounded to find that each Virtue spoke every major language and dialect of the human race. They explained as if explaining as if a natural fact like gravity – they'd studied these languages for a hundred Earth years. It was standard procedure, they said, for all Virtue to spend time in transit learning the languages of the species they would encounter.

An Earth century before the invasion, the Virtue fleet detected radio transmissions from Earth while traversing the cosmos. Their reason for redirecting to Earth, and the reason for their attack came as a shock: in their eyes, humans were a malignant cancer in need of destruction. The signals intercepted in deep space showed a complex society on its way to technological advancement. The Virtue saw a species dedicated to war and violence and willing to expend nuclear armaments on its own ecosphere. Peace and communication were never options – across the length and breadth of the known galaxy, these beings aggressively pursued a single-minded set of protocols.

The Virtue operated under a near fanatical code: seek out nascent sentient species and assess their potential benefit and threat to interstellar order.

Peaceful species were to be welcomed into the Virtuous Peace while violent species were to be annihilated mercilessly lest they rise to threaten the balance of power. As far as the Virtue were concerned, there was no middle ground.

How could they attack the newly unified and peaceful people of planet Earth? The question was asked of each of these captives. They did not know; their role was not to make such a decision. Their species, however, could not do wrong. They explained to their interrogators – for innumerable thousands of years, their culture was driven by an all-encompassing requirement to uphold fundamental virtues and morals. So long had they practiced these, their very nature evolved to incorporate it into their instinctive genetic blueprint. Virtuous and right behavior was as unavoidable and natural to them as breathing. If they were ordered to attack humanity, then to them by rule humanity must be evil. These captives represented soldiers most deeply embroiled in combat at the time of departure. They had no answer for why their comrades would leave them.

Cataclysm (NOVA 2013)

The United Nations spent the next hundred years turning almost every effort towards preparing for the inevitable return of the aliens. Salvaged Virtue technology enabled heretofore unseen technological advancement. Years of interaction with the Virtue Captives enabled the training of a cadre of diplomats to hopefully reason with the Virtue. Secretly, the UN Military prepared a vast network of defenses and shields in case diplomacy failed.

In 2312, one hundred years to the day, the Virtue fleet returned to the solar system. The Virtue ships approached without firing a shot, buoying hopes that peace was at last at hand. Then, just as before, the Virtue launched a renewed assault, this time bent on total destruction of Earth no matter the costs. But after a hundred years of preparation, Earth was ready.

The ensuing battles lasted only a few days, but the losses were horrific on both sides. The Terran defense fleets smashed over half the Virtue ships. But on the ground, the Virtue continued to press their advantage. The situation was grim, but in the final hours, the Virtue resolve faltered. They encountered their comrades who had spent the last hundred years living on Earth and some commanders began to doubt the conviction of their mission of death. The Virtue commander, seeing victory slipping from his fingers, launched one last desperate maneuver and crashed his flagship into the planet. The ensuing cataclysm would change the fate of Humanity forever.

When the Virtue commander drove his colossal flagship into the earth, the 2 mile-long battlecruiser impacted just north of the Himalayas in the southwestern reaches of the former Chinese Empire. The force of the mass striking the Earth plus the sudden ignition of its antimatter engines exploded with the force of a million atom bombs. The shockwave leveled most of the major population centers in East and South Asia within minutes. The expanding firestorm engulfed most of Eurasia and Africa. The damage rivaled that of the asteroid that ended the Cretaceous period. Billions died within the day.

Then it got worse. The debris, ash, and smoke ravaged Earth's atmosphere. The whole world was plunged into twilight as the clouds encircled the globe threatening the survivors with famine, fallout, and frost.

But all was not lost.

In the hundred years of preparation since the First Virtue War, the UN quietly researched and installed a network of energy shields in many of the world's major cities. The Crash happened so quickly that many cities didn't have time to activate them. But enough did. Many of the World's major population centers outside of the immediate impact zone were spared even though the surrounding countryside was an ecological ruin.

The survivors immediately launched into action aiding refugees, scrambling to set up food reserves and hydroponic cultivation, and engaging the remaining Virtue forces marooned by their commander. It has been a long, bitter struggle to survive.

**Descension (NOVA 2014)**

Earth. *Widespread destruction has wracked the planet.*

By mid-2319, seven years after The Crash and amidst increasing global instability, humanity came to a chilling conclusion: the Earth was dying. The UN embarked on a crash program with one goal – the survival of the human race, even if that survival hinged on the abandonment of our home planet. The UN High Command assembled its finest generals to begin a long-overdue offensive to scour the Earth of entrenched, surviving Virtue forces, and to eradicate the coalescing remnants of the Virtue fleet from the Solar System. At the heart of this new series of offensives was a key goal – leverage Virtue intelligence and technology for anything that might help us survive the slow death of Earth.

Across the Solar System, victory in the void was swift for humanity. Buoyed by brilliant strategic leadership from its finest fleet commanders, the Virtue were forced out of the inner system and deep into the broader expanses beyond. UN intelligence discovered that the Virtue base on Saturn's moon, Titan, might contain the key to understanding how the Virtue fleets traveled to Earth so quickly and where they came from. In a series of brilliant tactical maneuvers, UN marines seized control of Titan and captured key databanks. This intelligence revealed the location of a massive Virtue space station several light years from Earth. Analysis suggested the Virtue positioned such stations near abnormal Bends in space-time, potentially allowing their ships to circumvent relativity and efficiently cross certain spans of the cosmos. These Bends, and the Virtue's means to access them, became the immediate focus of the UN High Command's most gifted minds and scientific resources – they represented the first glimmer of salvation from humanity's rapidly darkening fate on Earth – the promise of a way to traverse the cosmos in search of new homes.

The human offensive on Earth did not go so well. Far more Virtue soldiers survived The Crash than initially anticipated, and they were led by an incredibly capable council of commanders left stranded by the Earth-orbit evacuation of the Virtue fleet. Left without hope of rescue or direct military victory over Earth's forces, this council devised a plan to finish their mission and end the Human menace before events in space presented them an escape. Understanding the mortal nature of the Earth following the catastrophe of the Crash, the Virtue leveraged their vast scientific ingenuity to develop a series of devices aimed at dramatically hastening the planet's habitable end. Though the Virtue were culturally and uniformly against destruction of inhabitable planets, such preservation was rendered moot by the actions of their suicidal fleet commander. Hastening the destruction of an already-doomed planet was an easy innovation.

The Virtue struck hard and fast, operating in guerilla style where necessary to keep humanity off balance and weaken their resolve. They were able to destroy many of the Energy Shields protecting the surviving cities. They were able to begin installing and activating their devices. As these Tectonic Disruptors began to accelerate the demise of Earth, Human



progress and success in space altered the Virtue strategy on Earth: Humanity had discovered the nature of the Bends in space-time used by the Virtue to traverse the known universe. It would not be enough to accelerate the death of Earth; humanity needed to be – as much as possible – stranded on their planet as well. Thus the worldwide battle came down to a desperate final assault by the combined surviving Virtue on Earth against the Lagos Spaceport, Humanity’s last major point of mass civilian ingress and egress from the planet’s surface; should Lagos fall, the vast majority of the Earth’s survivors would never be able to evacuate the planet toward whatever fate awaited them in the stars. With Humanity’s planetside forces exhausted and strung out from chasing Virtue guerilla elements across the wastelands of Earth, and its more powerful spaceborne elements still recovering near Titan, the fate of two species hung on the outcome of the last desperate battle for Lagos ...

Ascension (NOVA 2015)

The rest of the story has yet to be written... stay tuned over the coming months as we reveal the outcome of the Battle of Lagos and the secret UN research program. And sign up to join the fight as you directly influence the story at the 2015 NOVA Narrative!

To be continued...

Sample Missions

Primary Objectives

As the momentum of battle swings back and forth between Humanity and the Virtue, aggressors pressing the attack may suddenly find themselves cut off and on the defensive. Each mission has both an attacker and defender primary objective to reflect these tides of battle. The faction currently winning the war going into each Nightfighter game will be the attacker and will be attempting to accomplish the attacker objective. The losing faction will be the defenders and attempting to complete their corresponding objective. However, Commanders sometimes have to make hard decisions and have a degree of latitude on whether to press the attack when others might fall back or to stand fast rather than charge into a trap or ambush. Each player may choose one game to “Disobey Orders” and attempt either the attacker or defender objective regardless of the status of the war or what objective their opponent is attempting to complete.

Discretionary Objectives (DOs) – 2014 EXAMPLE ONLY! (Final to be released closer to NOVA)

Warlord players are able to directly impact not only the overall campaign plan, but also the tactical objectives of each mission. Before each Nightfighter game, the winning Faction will get to choose 3 discretionary objectives while the losing Faction will choose two. These five objectives will be in play for all players regardless of Faction or terrain type. Each player will independently choose three secondary objectives that they will personally be pursuing in that game. Players simultaneously reveal their chosen objectives before rolling any dice.

1. *Counter-Reconnaissance* – If, at the end of the game, you’ve never completed one of YOUR player turns with 2 or more enemy units in your deployment zone, earn 2 VPs.
2. *“We need to take them alive!”* -At the start of the game, nominate 3 enemy units. At the end of the game you score 2 VP if at least two of these units are still alive.
3. *Gunning for a promotion* – Before deploying, nominate one of your non-independent character units. This unit scores 1 VP every time it destroys an enemy unit. (Max 2 VPs)
4. *The center must hold* - Place an objective marker at the center of the table if one does not already exist. Starting with the second turn, you earn 1 VP at the end of each game turn you control this objective. (Max 2 VPs)
5. *Salvage operations* - Whenever an enemy vehicle is destroyed, you place a 25mm base-sized (standard infantry base) salvage marker within base contact of the wreck (or the center of the crater if it exploded). At the end of the movement phase, if one of your non-vehicle units is in base with the salvage marker, remove it from play and score 1 VP (Max 2 VPs).
6. *Covert Strike Team* - Secretly nominate three of your non-flyer units at the start of the game (write on a piece of paper). You score 1 VP for each of these units that end the game alive and wholly within the enemy deployment zone (Max 2 VPs).
7. *Terminate with extreme prejudice* - At the start of the game, count all the character models in the enemy army. You earn 1 VP if you kill at least half of these characters. You earn 2 VP if you kill more than 3/4ths (rounding up).
8. *“...like sh*t through a goose!”* - End the game with a non-flyer heavy support unit in the enemy deployment zone and gain 2 VPs.
9. *Evacuate COBs* -During deployment, place three 25mm base-sized (standard infantry base) civilian markers on the battlefield at least 12” from your deployment zone. At the start of the movement phase, units can pick up the civilian. Treat the civilian as a relic except that unit can move up to 12” per phase. Gain 1 VP for each token that you successfully escort off your long table edge. (Units that escort a civilian off the table are removed from the game but do not count as casualties). Max 2 VPs.
10. *Pursuit*-Cause an enemy unit to flee off the long board edge and gain 2 VPs.

Example Nightfighter Mission 1 - Planet of the Hairy Bipedal Creatures

Both sides blame the other for the terrible destruction that has ravaged what was once a verdant, habitable planet. The seething hatred only intensifies whenever one side finds the other in possession of priceless artifacts from Earth or captured components of Virtue technology. Each side will stop at nothing to either capture or protect these precious artifacts.

Deployment: Dawn of War- Place 6 Objectives on the table using the following guidelines. Place 4 objectives such that each objective is 24 inches from a short table edge and 8 inches from a long table edge. Finally, place 2 more objectives such that they are 12 inches from each short table edge and 24 inches from each long table edge.

Attacker Objective - “Damn you all to hell!” The attacker receives 1 points for each objective they control at the end of the game. They also receive one additional point for each objective they control in “no man’s land” and their opponent’s deployment zone.

Defender Objective - “Get your stinking paws off of me you damn, dirty Virtue” The defender receives 1 points for each objective they control at the end of the game. They also receive one additional point for each objective they control in “no man’s land” and their own deployment zone.

Discretionary Objectives – Discretionary Objectives and the associated terrain rules are in effect for this game. Each player secretly selects 3 Discretionary Objectives to pursue (from those available) and indicates them in the appropriate location on their scorecard. These should be revealed before any dice are rolled.

Famous - Onward for Glory: *“Goddam it, you’ll never get the Purple Heart hiding in a foxhole! Follow me!”* - Captain Henry P. Jim Crowe (Guadalcanal, January 13, 1943)

A player completes the Famous objective if their Warlord (or unit he is attached to) kills a unit and the Warlord finishes the game within 3” of an objective outside his deployment zone.

Infamous - Risk Averse: *“If General McClellan isn’t going to use his army, I’d like to borrow it for a time.”* - Abraham Lincoln

A player completes the Infamous objective if their Warlord survives the game unwounded and never leaves his deployment zone.

Example Nightfighter Mission 2 - Descending Stratospheres

Once the static defenses have fallen, the only thing standing between total annihilation of tens of thousands of survivors at the hands of attackers is fierce house-to-house and block-by-block fighting. While the attackers are unrelenting in their hatred and quest for revenge, the defenders are fighting for their homes and their lives.

Deployment: Dawn of War with Night Fighting

Attacker Objective - Break the Resistance: At the start of his movement phase, the attacker may plant a flag (marker) in the center of each terrain feature he has an unengaged, non-vehicle, non-Gargantuan Creature unit wholly within (max 1 flag per terrain piece). Keep note if the flag was placed by an Objective Secured unit or not. Imperial Knights may plant flags. Subtract the number of UNMARKED terrain pieces at the end of the game from 10. The resulting number is the Attacker’s score.

Defender Objective - Protect the City: At the start of his movement phase the defender may remove any flags (markers) he has an unengaged, non-vehicle, non-Gargantuan Creature model within 3" of. If the flag was placed by an Objective Secured unit, only an Objective Secured unit may remove it. Imperial Knights may remove flags. Subtract the number of MARKED terrain pieces at the end of the game from 10. The resulting number is the Defender's score.

Discretionary Objectives – Discretionary Objectives and the associated terrain rules are in effect for this game. Each player secretly selects 3 Discretionary Objectives to pursue (from those available) and indicates them in the appropriate location on their scorecard. These should be revealed before any dice are rolled.

Famous – Strike down the Leadership

"My plans are perfect, and when I start to carry them out, may God have mercy on Bobby Lee, for I shall have none." - 'Fighting' Joe Hooker

Keep track of each time the Warlord or the unit to which he is attached kills a unit. A player completes the Famous objective if their Warlord (or unit to which the Warlord is attached) kills at least 3 units and kills more units than the opposing Warlord.

Infamous- Better Part of Valor

"We are not retreating -- we are advancing in another direction." - General Douglas MacArthur

A player completes the Infamous objective if their Warlord moves off the opponent's long table edges during the movement phase (counts as a casualty for all purposes).

2014 Warlords Missions

Example Warlords Mission 1- Cowboys in Space

Warlords Mission 1	Cowboys in Space
Deployment	Dawn of War
Objective Placement	Place 6 Objectives on the table using the following guidelines. Place 4 objectives such that each objective is 24 inches from a short table edge and 12 inches from a long table edge. Finally, place 2 more objectives such that they are 12 inches from each short table edge and 24 inches from each long table edge.
Attacker Goal	<i>“Can’t stop the electromagnetic waves, Pal” (End-Game Objectives)</i>
<p>You accumulate 2 points for each Objective you control at the end of the game. If you control more objectives than your opponent at the end of the game, you also earn one additional point. Max 10 points.</p> <p>Examples</p> <ul style="list-style-type: none"> You control 3 Objectives at the end of the Game, and your Opponent controls 3. You earn 6 points. You control 3 Objectives at the end of the Game, and your Opponent controls 1. You earn 7 points. You control 4 Objectives at the end of the Game, and your Opponent controls 2. You earn 9 points. You control 5 Objectives at the end of the Game, and your Opponent controls 1. You earn 9 points. 	
Defender Goal	<i>“I aim to not act appropriately” (Turn-by-Turn Objectives)</i>
<p>At the beginning of your Player Turns 2-6, examine the board and Score this Goal in the following fashion:</p> <ul style="list-style-type: none"> You control at least 2 objectives: +1 point You control 1 more objective than your opponent: +1 point You control 2 or more objectives than your opponent: +1 point <p>Examples</p> <ul style="list-style-type: none"> You control 2 Objectives at the Start of Turn 2, and your Opponent controls 2. You earn 1 point. You control 3 Objectives at the Start of Turn 2, and your Opponent controls 1. You earn 2 points. You control 1 Objective at the Start of Turn 2, and your Opponent controls 0. You earn 1 point. You control 4 Objectives at the Start of Turn 2, and your Opponent controls 2. You earn 3 points. You may NEVER score more than 3 points in a single Turn. <p>Max 10 points.</p>	
Discretionary Operations	
<p>Review the Discretionary Operations selected and associated with this particular Round. Secretly mark your Scorecard with the 3 Discretionary Operations you will personally pursue for this game, and simultaneously reveal your and your opponent’s choices before any dice are rolled.</p>	

Example Warlords Mission 2- Possibly Illegal Immigrants

Warlords Mission 2	Possibly Illegal Immigrants
Deployment	Hammer and Anvil
Objective Placement	No objectives are placed in this round.
Attacker Goal 1	<i>“Viral bomb the entire site from orbit. It's the only way to be sure.” (Kill Points)</i>
<p>You earn one point for each enemy unit destroyed.</p> <p>If your opponent destroys more units than you, your maximum score for this mission is 5 points.</p> <p>If you destroy more units than your opponent, your maximum score for this mission is 10 points.</p>	
Primary Goal 2	<i>“Get away from her, you \$%\$#%&!” (Modified Kill Points)</i>
<p>When one of your Units destroys an Enemy Unit, place a token with your Unit. These tokens represent a MODIFIED KILL POINT earned. <u>A UNIT WHICH ALREADY HAS A TOKEN CANNOT EARN A SECOND TOKEN.</u> (Thus, the idea of the Goal is that no single Unit can ever earn more than one Modified Kill Point!) If a Unit with a token is destroyed, simply place its token to the side, but do not lose it as it still counts!</p> <p><u>Primary Mission Score:</u> - Your Score is equal to the number of Tokens you earn over the course of the game. Each token is equal to one point, to a maximum of 10 points.</p> <p>Important Clarifications:</p> <ul style="list-style-type: none"> - In the case of Independent Characters (ICs) joining a Unit, <u>neither the Unit nor the IC can earn a token if either already has a token</u> as they are a single Unit for rules purposes. When a unit containing an IC earns a token, always give the token to the Unit, not the IC. - Tokens are never transferred between Units and the ICs that join them in any way. - <u>In a Unit comprised entirely of Independent Characters</u>, where no IC has yet to earn a token, randomize which IC claims the token should this Unit destroy an enemy Unit. Remember, as per above, if any IC in a Unit has a token, no other ICs in that Unit (nor any Unit they have joined) can earn a token. - In the event of multiple units earning a token at the same time, such as in a multiple combat, randomize which unit has earned the token, even if the token has to be discarded because the Unit randomized already has one. - Kills due to game events not attached to or caused by specific Units, such as warp storm table, are discarded. - If a unit breaks as a result of the actions of multiple enemy units, randomize which unit inflicted the break test. Should the unit fall back as a result of casualty % and end the game destroyed as a result, award the token to the Unit that first crossed the 25% casualty point (i.e., 3 wave serpents fire upon a unit of 4 dire avengers; the first wave serpent kills 1, thus inflicting 25% casualties; the 2nd and 3rd wave serpents each kill an additional one; the unit breaks and falls back off the table; the token is awarded to the wave serpent that inflicted the first casualty and thus forced the break test). 	
Discretionary Operations	
<p>Review the Discretionary Operations selected and associated with this particular Round. Secretly mark your Scorecard with the 3 Discretionary Operations you will personally pursue for this game, and simultaneously reveal your and your opponent's choices before any dice are rolled.</p>	

Covert Missions

Sample Covert Missions from the NOVA Open 2014 Narrative:

TOP SECRET

Infiltrate Enemy Ranks

Whenever an enemy unit is removed from play outside of their deployment zone, you place an objective marker in base with the last model. Do not explain why.

Any time a friendly model is in base with the objective, you secure the objective.

You may move the obj with the model. You win this covert if your model takes the objective into the enemy deployment zone. When you reveal this objective, **remove the carrying unit as a casualty**

COVERT MISSION

NOVA Narrative 2014

TOP SECRET

TOP SECRET

Martyrs for the cause

Nominate a unit in your army. If that unit destroys an enemy unit and is also destroyed before the end of the game (being in reserve does NOT count), you successfully complete this objective.

You must tell your opponent before deployment your nominated unit, but do not have to reveal any other aspect of the mission until the unit is destroyed.

COVERT MISSION

NOVA Narrative 2014

TOP SECRET

Design Note: Covert Missions do not appear in Mission Packets, and are kept classified until the last possible moment.

Appendix: NOVA Codex Supplements

Introduction

Warhammer 40,000 is a constantly changing game. As a result of the diversity between codices, there are often many builds and army styles we'd like to run but cannot due to the current state of the oft-mentioned "meta."

In the indie-background-universe spirit of the NOVA Open Narrative event, the Narrative team invested time in building a series of simple Codex Supplements meant to give attendees the option to play Narrative-themed versions of their 40K army of choice while also gaining the opportunity to explore and play around with builds they might otherwise be unable to.

These rules have been playtested and thought-processed through a fairly wide community of critics following their origination within the Narrative team. The Narrative isn't all about building the most broken or powerful lists, but we believe the more even the playing field for a wide variety of army types, the easier it is to focus on having fun rolling dice against your peers.

How to Use the Supplements

First and most importantly – Supplements are NOT REQUIRED. If you use it when building your army list for the Narrative event, it supplants your current Codex in all listed ways. This may result in some more traditionally powerful builds for armies such as Tau or Daemons to no longer be playable, and is done explicitly to prevent people from taking the "best of both worlds." We did not buff certain units simply to allow you to further stack the deck with the print-copy "best of" units.

Once you've chosen to use a Supplement for your Codex, you automatically use the "Both Factions" rules for that Supplement. Then, you also activate the Faction rules as appropriate for the Human or Virtue faction you selected during registration.

Allies

All NOVA Narrative Supplements are allies of convenience with every other codex or source (except themselves). You may ONLY use one Nova supplement in your army (but you may take as many detachments from that supplement as otherwise allowed).

Human and Virtue "Aspects"

These supplements provide a fluff and gameplay connection between extant 40K Codices and the Narrative Story of Humanity's fight against the Virtue. They also provide interesting rebalance to the range of Codices in the game. In light of the events of the NOVA Open Narrative 2014, each of the aspects have evolved.

Aspects of the Virtue

The **Aspect of Implacability** represents Virtue who are unwilling to acknowledge the Cataclysm as a defeat. They are steadfast in their commitment to the mission and believe that the only way to uphold the Virtuous Peace is to neutralize the Human threat to galactic order. Though the human martial tenacity has earned a grudging respect and even sympathy among some Virtue, they remain fully committed to the idea that sometimes sentients must be destroyed for the greater good.

The **Aspect of Piracy** represents Virtue who adopted realistic and sometimes nihilistic acceptance of what befell the Conquest Fleet. This aspect is mostly found among the many other alien species that make up the Virtue Auxiliaries. It might be said they've taken on an "every superhuman alien immortal for himself" outlook. They're more than happy to sell their services to the highest bidder or trade on the black market even with human beings. These Virtue forces are disillusioned with their race's moral code – they cannot ignore the import of the events of the past century like their Implacable kin. Nevertheless, like most Virtue, they're generally afraid to leave the Solar System and take word of the Conquest Fleet's failure to the Virtue homeworld for fear of the chaos that could ensue. For now, their primary focus is staying alive whatever the cost.

The **Aspect of Insanity** represents Virtue so horrifically scarred by the events of the Cataclysm that they've taken an utter break with reality. Their psyches did not survive, whether because exposure to extinction-level environmental effects on Earth, or because they could not cope with the meaning of their failure and the possibility the Virtue race committed a wrong. Formed into roving bands in space and especially scattered across the wastelands of Earth, these Virtue represent the utter antithesis of the proud and morally upright people they once were. Murderous and utterly insane, they are some of the most terrifying creatures in the Solar System.

Aspects of Humanity

The **Aspect of Survival** represents the people forced to cobble together a living in the wastelands and remote outposts throughout the solar system. After enduring countless hardships in the years since the Cataclysm, they are the most pragmatic human aspect. They are willing to try any tactic in the quest to hold on to one more day. In some cases they even try to reconcile with both the Virtue Defectors (the "Olympians") and the occupying Virtue alike. These humans form the bulk of the rank and file of the UN military and various paramilitary organizations.

The **Aspect of Tradition** represents the steadfast veterans of the Virtue War. They tactics rely heavily on high-tech equipment and drones in an effort to preserve the lives of experienced soldiers. While they look to the alien races with distrust, these warriors do not exhibit the single-minded hatred found in some quarters. Most of the most skilled members of this aspect left Earth to join in the UN Expeditionary Forces.

The **Aspect of Retribution** represents those armed members of the UN whose motives for fighting long ago lost the luster of humanity's salvation or performing one's duty. To survive the near-extinction of your race and destruction of your homeworld is an emotionally devastating experience – no human carries the memory of the Cataclysm without experiencing a deep mixture of loss, horror and rage. Yet as UN forces rebuilt and prepared for the future, many soldiers slowly began succumbing to the latter emotion far more than any other. Scarred by the loss of billions, this Aspect of Humanity represents those soldiers and forces who have completely succumbed to a burning desire for bloody revenge at any cost.

Chaos

Chaos Daemons

All Factions – Chaos Daemons

Fateweaver's re-roll may only be used for rolls to hit, to wound, and saving throws

The Grimoire of True Names may not be taken in your army

Malefic Daemonology may not be taken by any Chaos Daemons models

Humanity – Aspect of Tradition – Chaos Daemons

Khorne: Daemons of Khorne gain Assault Grenades, Rage, and Feel No Pain against shooting attacks.

Nurgle: Daemons of Nurgle improve their FNP roll by +1 always (to a maximum of 2). If they do not have FNP, they gain FNP (6+).

Models that end a turn in close combat with a unit of **plaguebearers** or **Beasts of Nurgle** must take a toughness test, if they fail they suffer a wound with no army or cover saves.

The Virtue – Aspect of Implacability – Chaos Daemons

Tzeentch: Daemons of Tzeentch may select instead of rolling for them randomly.

Slaanesh: Daemons of Slaanesh gain Assault Grenades and the Shred special rule.

Chaos Space Marines

All Factions – Chaos Space Marines

Except for Cultists, no model chosen from Codex: Chaos Space Marines may be run down in combat via Sweeping Advance. If they fail to disengage after breaking from combat due to Sweeping Advance, they remain locked in combat, but with -1 to their WS and Initiative until the end of the following Assault Phase. Though not as Fearless as the Emperor's Finest, they do not recklessly throw away their superhuman, often 10,000+ year old lives!

Humanity – Aspect of Survival – Chaos Space Marines

Troops choices may select Icons and Marks for free (including units not normally Troops)

The Chaos player may modify his Psychic Power, Warlord, and Initiative Stealing rolls by +/- 1

The Virtue – Aspect of Insanity – Chaos Space Marines

All Chaos Space Marine units gain the Hatred USR if they do not already possess it

All Chaos Space Marine units gain the Rage USR if they do not already possess it

Imperials

Cult Mechanicus and Skitarii

All Factions – Cult Mechanicus and Skitarii

Note: Given the newness of these two Codexes, we have opted not to create faction-specific supplements. Instead players on either the Human or Virtue faction share this same global supplement:

As long as your army does not contain any formations chosen from either the Cult Mechanicus or the Skitarii codex, you may select units from either codex as if they were a single codex army list.

Humanity – Aspect of Tradition – Cult Mechanicus

N/A

The Virtue – Aspect of Implacability – Cult Mechanicus

N/A

Astra Militarum

All Factions – Astra Militarum

Infantry Platoons may not be taken.

Rough-riders become Bikes and trade their Hunting Lances for Eldar Laser Lances

Humanity – Aspect of Tradition– Astra Militarum

Any AM **vehicle squadron** consisting of more than 1 model may select any upgrades for 0 points

Chimera Dedicated Transports and Leman Russ Battle Tank Variants gain the Objective Secured rule

All non-flyer units gain the Outflank USR.

Veteran Squads may use their ranged weapon as a 2-handed weapon in close combat, but only hit on 5+ when doing so.

The Virtue – Aspect of Implacability– Astra Militarum

Leman Russes gain the Heavy Vehicle special rule and ignore the Ordnance rule for determining how many weapons they can fire at full ballistic skill.

Ogryns (Virtue) become Beasts and have the following statline

WS	BS	S	T	W	I	A	LD	SV
5	4	No change	No change	No change	6	No change	10	3+

Adepta Sororitas

All Factions – Adepta Sororitas

Acts of Faith may be used once/turn instead of once/game.

Martyrdom: Replace the “Martyrdom” army rule text with the following: If a model with the Character or Independent Character and Acts of Faith special rules is killed, any unit it is attached to at the time of its removal gains the Fearless USR for the remainder of the game.

St. Celestine: After she resurrects, roll a die; on a 4+ she loses that Act of Faith for the remainder of the game.

Humanity – Aspect of Retribution – Adepta Sororitas

Celestian, Dominion, Battle Sister, Seraphim and Retributor squads taken at maximum squad size may select Ranged Weapon upgrades at no points cost.

Exorcists: Weapon Destroyed results are treated as Crew Shaken instead. Exorcists may re-roll the dice to determine its # of shots once per game.

The Virtue – Aspect of Insanity – Adepta Sororitas

Sisters Repentia: May Assault the turn they disembark from a transport.

Penitent Engine: 4+ FNP vs Glancing and Penetrating hits

Adeptus Astartes

Grey Knights

All Factions – Grey Knights

Precision Deep Strike: Units entirely comprised of models with the ability to Deep Strike may do so without scattering once/game (whether this be when arriving from reserves, or in some fashion redeploying via deep strike during the game ... i.e., Gate (Sanctic), Summoning, etc.)

Humanity - Aspect of Tradition – Grey Knights

Grey Knights in Power Armor and Terminator Armor may select Special Weapons and Melee Weapons (when allowed to select them at all) at a cost of 0 points.

The Virtue - Aspect of Implacability – Grey Knights

Aegis: Units with the “Aegis” may, once per game, cast a Warp Charge 1 Blessing on themselves that manifests the Aegis more completely, giving the unit a 3+ Invulnerable Save for the duration of the blessing. **This bonus does not stack with sanctuary.**

Psykers: All Psykers of any kind (including GK Units with the Brotherhood of Psykers special rule) gain access to the same powers enabled for GK Librarians (Divination, Telekinesis, Pyromancy, Telepathy, and Sanctic Daemonology), and may select their powers (1 per Mastery Level) instead of rolling for them randomly. Precognition and Invisibility may NOT be selected in this fashion. If a unit wishes to pick powers, they lose their default powers.

Blood Angels

All Factions – Blood Angels

Control From the Skies: All units without the Independent Character USR equipped with Jump Packs are considered Objective Secured.

All Scoring units with a model within 3" of an Objective gain the Feel No Pain (5+) USR. If the unit already has Feel No Pain, improve it by +1. Vehicles affected in this way gain a 5+ Invulnerable save.

Humanity – Aspect of Retribution – Blood Angels

All Blood Angels vehicles gain the It Will Not Die USR

All Blood Angels vehicles ignore the effects of Stunned and Shaken

All Blood Angels vehicles are reduced to BS3

Any Blood Angels vehicle may elect to fire its weapons twice in a turn; these shots must be made at the same time and at the same target as the first firing; if this is done, ALL weapons must be fired twice; further, every shot (the first and second volley) gains the "Gets Hot!" USR (declare before firing any weapons with the unit, and you may not cleverly avoid firing certain weapons to try and minimize Gets Hot! results)

The Virtue – Aspect of Insanity – Blood Angels

No psykers may be in a detachment from this supplement

Death Company improve their FNP Roll by +1 when Locked in Combat.

Death Company Dreadnoughts do not take up a Force Organization Slot.

Activating the Rage: At any point in the game, any Death Company or Death Company Dreadnought unit may activate the deepest depths of the Black Rage. The unit immediately gains a 4+ Invulnerable Save and the Rending USR. When the game ends, before victory conditions are determined, remove models activated in this way from the game as if it was destroyed.

Dark Angels

All Factions – Dark Angels

All Dark Angel Infantry or **Jump Infantry** models in Power Armor gain the Relentless USR

Any Dark Angel Infantry or **Jump model** in power armor that does not move in the Movement Phase gains a 4+ Invulnerable Save and Twin-Linked on all of its ranged weapons until the start of its next Movement Phase

Blackword Missiles are resolved at S8 against enemy models with the Skimmer, Flyer, and Flying Monstrous Creature special rules

Humanity – Aspect of Survival– Dark Angels

All Models on **Space Marine Bikes** without the Independent Character special rule are Objective Secured

All Models on **Space Marine Bikes** may re-roll the dice to determine arrival from Reserves, and gain the Acute Senses special rule

The Virtue – Aspect of Implacability – Dark Angels

All **Terminator** Armored Models without the Independent Character special rule are Objective Secured

All **Deathwing Terminator**, **Knight**, and **Land Raider** Models may select any options from their Unit Entries at no points cost

Space Marines

Note: Possibly subject to a late change based on the recently released Space Marine Codex

All Factions – Space Marines

Main Battle Tank – Predators that move 6” or less in the Movement Phase may fire as if stationary

Geared for Battle – Tactical Marines may select Special and Heavy Weapons at no additional points cost (but may not circumvent the limit on # of weapons selectable) and Tactical Squads numbering 10 models may select a Dedicated Transport at no additional points cost. Any Dedicated Transport must still pay full points for any upgrades or options it selects.

Well-Positioned – Scouts are treated as Ballistic Skill 4 until the first time they move (regardless of reason or phase) during the game.

Allies - Inquisition and Grey Knights are treated as Allies of Convenience

Humanity – Aspect of Tradition – Space Marines

Vanguard, **Sternguard**, and **Honor Guard** units are considered Objective Secured when they are wholly outside your Deployment Zone

Vanguard Veterans may reroll their scatter dice and distance when deep striking and may assault the turn they arrive from Reserves (whether normally, outflanking, or via deep strike)

Sternguard Veterans count their weapons as twin-linked the turn they arrive from Reserves and gain the Preferred Enemy (All) USR

The Virtue – Aspect of Implacability – Space Marines

Terminator Armored and **Dreadnought** models are not slowed by Difficult Terrain in any way

Terminator Squads are Objective Secured Units (NOT counting Assault Terminators), and gain Feel No Pain (4+) when within 3” of an Objective

Assault Terminator Squads and **Centurion Assault** Squads gain Feel No Pain (4+) when locked in combat and may re-roll one or both dice when determining their distance charged

Dreadnoughts (of all types) may only be denied by units with the Objective Secured rule (but may NOT deny Objective Secured units) and may choose to Skyfire at the beginning of their Shooting Phase if they did not move

Space Wolves

All Factions – Space Wolves

May not be used with the Champions of Fenris supplement.

Any Long Fang unit may choose to gain the Skyfire USR at the beginning of any Shooting Phase.

Blood Claws – Blood Claws always treat their unit as being joined by a Wolf Guard or Independent Character for purposes of their unique assault-related rules. They gain the Furious Charge special rule, and increase their Weapon Skill to 4.

Humanity – Aspect of Retribution – Space Wolves

Retribution Above All Else: Any **Grey Hunter** or **Blood Claw** (including Fast Attack Blood Claw options) unit may purchase this rule as an upgrade for +10 points. During deployment, you must select one model from each Retribution Above All Else unit. This MAY NOT be a Wolf Guard model. It is deployed separately as a Lone Wolf, with the statline and rules of the Elites selection bearing the same name (including status as an Elite unit, and not a Troop). It is equipped with exactly the gear and upgrades carried by the model selected from the original unit. NOTE: As the decision to use this rule is made during Army List Construction, please ensure your army is modeled and/or marked to effectively identify each Lone Wolf during play.

Bjorn the Fell-Handed gains the following new profile:

Unit Type: Monstrous Creature

He is Fearless, and retains all other special rules, ranged weapons and abilities. He is also equipped with a single Close Combat Weapon for purposes of the Assault Phase.

WS	BS	S	T	W	I	A	LD	SV
6	5	10	6	5	4	3	10	2+/5++

The Virtue – Aspect of Insanity – Space Wolves

For each HQ on a **Thunderwolf**, one unit of TWC may be nominated as an Objective Secured unit (it still remains in the Fast Attack slot)

Instead of one per unit, ALL **Grey Hunter** and **Blood Claw** models may select the Mark of the Wulfen for +5 points / model

Fenrisian Wolves selected as Troop units remove the Supernumerary USR



Xenos

Dark Eldar

All Factions – Dark Eldar

Troops in a Dark Eldar Army have the Scout USR

Humanity – Aspect of Survival – Dark Eldar

All Dark Eldar Vehicles may move an additional 6”, while counting as moving 6” less than their final movement

Dark Eldar units arriving via webway portal may assault the turn they arrive (with the exception of Beast Packs)

The Virtue – Aspect of Piracy – Dark Eldar

Any unit able to select a **Raider Dedicated Transport** may do so for only 25 Points; Raiders selected at this cost may not select ANY Options (including Free Options / Weapon Swaps)

While within 6 inches of a Dedicated Transport, DE models gain the Hit & Run USR

Eldar

All Factions – Eldar

Fortune: The unit gains d3 re-rolled saves; these persist and stack with subsequent blessings

D Weapons: All Eldar Weapons with the “Destroyer” rule apply -1 to their roll (cumulative with the -1 for D Scythes) and never inflict more than 1 Wound or Hull Point (as opposed to D3/D6+6)

Eldar Jetbikes: Eldar Jetbikes may select Scatter Lasers or Shuriken Cannons at a cost of only 5 points (instead of 10). HOWEVER, no more than 1 Scatter Laser or Shuriken Cannon may be selected for every 3 models in a squad of Eldar Jetbikes.

Humanity – Aspect of Survival – Eldar

Wraith Constructs gain the Battle Focus special rule

The **Hemlock** gains Holo Fields and AV12, and costs 120 points base

The Virtue – Aspect of Piracy – Eldar

All non-Wraith units gain Hit and Run

All non-Wraith units gain Haywire Grenades

The **Crimson Hunter** gains a 3+ Evade/Jink save and costs 120 points base

Necrons

All Factions – Necrons

Players may not select a Decurion Detachment when playing this supplement.

Monoliths are immune to the effects of the Lance, Melta, and Armorbane special rules.

Warrior Phalanx: If at any point a squad of **Warriors** numbers 11-15 models, their armor save is a 3+ instead of a 4+. If at any point a squad of Warriors numbers 16-20 models, their armor save is a 2+ instead of a 4+. Due to casualties, reanimation protocols and the like, this may result in the armor save for a unit of warriors changing multiple times during a game. **This bonus does not stack with Orikan.**

Immortal Phalanx: If at any point a squad of **Immortals** numbers 6-10 models, their armor save is a 2+ instead of a 3+. Due to casualties, reanimation protocols and the like, this may result in the armor save for a unit of Immortals changing multiple times during a game. **This bonus does not stack with Orikan.**

For both units, their save does not change until a wound pool has been fully saved against.

A Twin-Linked Tesla Destructor may never inflict more than 4 hits to its primary target in a single shooting phase.

Necron Scythe Airframes (Night Scythes and Doom Scythes combined) gain the 0-3 restriction.

Humanity – Aspect of Tradition – Necrons

Flayed Assault: Necron Flayed Ones arriving via Deep Strike do not mishap as a result of scattering on top of models or impassable terrain. Reduce their scatter until they can be placed. Further, enemy units may only Snap Fire at Necron Flayed Ones until the following Necron turn.

Necron Tomb Blades gain the Outflank special rule and may select one of their available upgrade options for free.

The Virtue – Aspect of Implacability – Necrons

Lychguard and Praetorians – Both units may equip their models with mixed weapon loadouts (change the wording from “all models may replace” to “any model may replace”).

Lychguard and Praetorians – Both units gain the Everliving special rule, and pass their resurrection rolls on a 4+. Praetorians gain a 5+ invulnerable save

Orks

All Factions – Orks

Ork Boyz default 6+ armor save becomes invulnerable.

Humanity – Aspect of Retribution – Orks

The army may not include vehicles, skimmers, flyers, or Lords of War.

All Boyz may take twin-linked shootas for free

Ghazghkull becomes a HQ selection rather than a LoW, gains Leadership 10, and has the following rules changes:

Da Waaagh of da Beast: All infantry units gain Hammer of Wrath in all Assault phases in which they charge.

Stampede: **Ghazghkull** can declare a Waaagh on each and every turn following the first turn.

The Virtue – Aspect of Piracy – Orks

All Characters gain Leadership of 10

All Characters may take Bosspole upgrade for free

Mob Rule roll:

- 1 Born to Fight
- 2-5 Breaking Heads
- 6 Squabble

Tau

All Factions – Tau

Allies: Inclusive of the interaction with Codex Supplement: Farsight Enclaves, all Tau “Battle Brothers” relationships become “Allies of Convenience” instead.

All Tau Flyers – Treat their AV as 12/12/10. Resolve any weapons they are equipped with at +1 Strength (excluding Marker weaponry, of course).

Humanity – Aspect of Survival– Tau

No Kroot or Vespida units of any kind may be taken

Stealth Suits are Objective Secured units and gain the Acute Senses special rule

Fire Warrior models that selected a Devilfish Dedicated Transport treat their weapons as twin-linked so long as they are wholly within 6” of their unit’s Dedicated Transport

Devilfish selected as Dedicated Transports for Fire Warrior units numbering 10 or more models may select up to 3 vehicle subsystems OR unit options at NO additional points cost

The Virtue – Aspect of Piracy – Tau

Kroot: gain the Stealth (all), Relentless, Rage, and Hatred (all) special rules

In **Kroot Squads** with at least 20 models, the Shaper is a free upgrade with the Stubborn USR

Vespida - Gain Stealth (all), 3+ armor save, and may make a Jet Pack move during the assault phase

No signature systems may be selected

You may not select Crisis Suit Teams, Stealth Suits, Pathfinders, Riptides, Broadsides, or Fire Warriors

Tyranids

All Factions – Tyranids

Allies: Tyranids may treat the Tyranid codex as a potential Battle Brother ally.

Synapse Creatures (with the exception of Doom) gain the Eternal Warrior USR.

Humanity – Aspect of Tradition – Tyranids

Zoanthropes improve their base # of Wounds to 3.

Pyrovores change the Flamespurt ranged weapon profile to – S6 AP4 Torrent.

Venomthropes may be permanently attached to a unit of **Carnifexes** or **Termagants** during deployment. They do not gain the Character or Independent Character special rules, and operate as a member of the unit for all rules purposes. They also change their Instinctive Behavior to that of the unit they join. No unit may be joined by more than a single Venomthrope in this fashion.

Ravens may select Ranged Weapon and Rending Claw biomorphs at no points cost.

The Virtue – Aspect of Implacability – Tyranids

Hive Tyrants (including the Swarmlord) may purchase a Warp Field biomorph for 25 points, granting them a 4+ invulnerable save. Purchasing this upgrade reduces the # of Psychic Powers they can generate by 1.

Hive Crones and **Harpies** improve their armor save to a 3+.

The **Exocrine’s** Large Blast shooting profile gains +1S.



The **Haruspex** gains the Fleet USR and is not slowed by Difficult Terrain; its total number of base Attacks are doubled against units with a majority Toughness 4 or lower.

Tervigons are reduced to 150 points base cost.

Carnifexes may swap their Scything Talons for Monstrous Ranged Biomorphs at no additional cost.



Warhammer 40,000 – NOVA Open FAQ 2015

The NOVA Open will release a revised version of the overall Warhammer 40,000 FAQ. The NOVA Narrative event will follow this FAQ except in cases where the Narrative Codex Supplements supersede or contradict the FAQ, in which cases the NOVA Narrative supplement takes precedence.

For the latest NOVA Open FAQ see www.novaopen.com for more information.

Tournament Appearance Judging Rules

The NOVA Narrative will award points for army appearance. This event follows the overall NOVA Open Appearance Judging Rules found at www.novaopen.com. The only exception is that we will award bonus points for specifically modeling narrative-themed elements in your army be they special characters, models, units, or other thematic elements that reflect the unique setting of the NOVA Narrative.