



2018 Age of Sigmar Grand Tournament Pack

Overview

Join us for two days of Age of Sigmar competitive matched play. Battle your way to glory with six unique competitive scenarios pitting you against your opponent. We hope to provide a fun and unique experience at the National level that pushes you to use all of your tactics to come out on top.

Schedule


Saturday Sept. 1st	Time
Registration and Check-in	8:00am – 9:30am
Round1	9:30am – 12:00pm
Lunch	12:00pm – 1:00pm
Round2	1:00pm – 3:30pm
Break	3:30pm - 4:00pm
Round3	4:00pm – 6:30pm

Sunday Sept. 2nd	Time
Check-in	8:00am – 9:30am
Round 4	9:30am – 12:00pm
Lunch	12:00pm – 1:00pm
Round 5	1:00pm – 3:30pm
Break	3:30pm – 4:00pm
Round 6	4:00pm – 6:30pm

Note for Attendees:

Players are expected to show proper respect to attendees of NOVA Open, its staff, and guests. If a dispute happens at the table we encourage you to resolve it at the table. If a decision cannot be met, call over a T.O. who will make the final decision. Players are expected to abide by that decision. Any player exhibiting inappropriate conduct to any of the listed above may be asked to leave the event by the T.O. with no refund issued. Please email customerservice@novaopen.com with any questions you may have regarding the even pack.






Event Details and House Rules:

1. Each Army will be created using the Generals Handbook 2018 consisting of up to 2000pts using Matched play rules. Your armies general, artefacts, Command Traits, Prayers, Realm, etc. must be clearly stated on your printed army lists.
2. Eight (8) copies of your printed list need to be brought to the event. One for yourself, six for your opponents, and one for the event staff. (All lists must be printed using the Azyr App or Warscroll builder.)
3. In all cases where players can 'pick or roll' an additional item/spell/command trait players must choose rather than rolling. This choice must be clearly marked on your list, and cannot change between games.
4. Triumph bonuses will be used in the event as per Core Rules.
5. Endless Spells will be allowed in the event as per Malign Sorcery Rules. (You must provide a copy of the Endless Spells Warscroll for your opponent).
6. Realm Artefacts and Realm Spells will be used.
7. Realms of Battle Rules will be used. The Realm and Realmscape Feature have been predetermined and are listed alongside each Scenario (These must be used by both players and cannot be changed from the predetermined selection).
8. ForgeWorld Models will be allowed in the event. (You must provide a copy of the Warscroll for your opponent).
9. The objectives used in missions do not have height, and units can move over/across/stand on them without penalty. Distance from an objective is measured from the center of the Objective Marker.
10. Proxies, Conversions, and Third Party Miniatures will be allowed, but must clearly represent the warscroll. If you are unsure if your model(s) meet these requirements please email the event staff. All Army Scenery must either be Games Workshop model or match specifics of the original model in size, footprint, and volume.
11. Appropriately sized round/oval bases are required for the event.
12. All models are required to be painted to tabletop quality. This implies basic Color Blocking, Washing, and Basic Detail work. Models not meeting this standard (T.O. decision) will be asked to be removed from use in the event.
13. Firestorm allegiances and abilities will not be used at the event.
14. Any new Warscrolls, Battletomes, or Publications released after August 11th will not be eligible for use.
15. All scenery pieces except Hills and ArmySpecific Terrain will use the Mysterious Terrain rules from the Scenery Table from the Core rules. (Roll before you determine sides).
16. Publications used for Rules and Scenario Reference: Generals Handbook 2018, Malign Sorcery, Core Book





Warhammer TV:

NOVA Open is excited to have Warhammer TV returning this year to feature live game broadcast of Age of Sigmar and Warhammer 40,000. To be considered to play on Warhammer TV there are a few additional requirements. Your army must consist 100% of Games Workshop or Forge World models including any terrain. Your army also needs to be painted to a high standard. Event staff will verify if selected paired opponents meet the requirements. Either player can opt out of playing on the stream, but both must agree as we will not be adjusting pairings on the fly. We advise all players bring an extra copy of their list as well.

Scoring:

<u>Category</u>	<u>% of Total</u>	<u>Total Possible</u>
Battle Points:	37.5%	60
Secondary Objectives:	18.8%	30
Tertiary Objectives:	7.5%	12
Sportsmanship Score:	15%	24
Hobby/Appearance Score:	21.2%	34

Battle Points:

Major Win = 10, Minor Win = 8, Draw = 6, Minor Loss = 4, Major Loss = 0





Missions:

- All missions last for 5 battle rounds, or when dice-down is called. If you and your opponent do not believe you can finish a battle round in the time remaining, do not begin one!
- If there are no models left for one of the player before the Fifth Battle Round has ended the game still continues as normal until the Fifth Battle Round has been completed. *For Example: Player A has destroyed the last model of Player B at the top of Round 4. Player A may play through their remaining phases following their army's warscroll and rules to see if they can achieve any other Objectives, etc.*
- Before the first battle round players will secretly select a secondary objective from the list of eight. The Secondary objective must be marked on the score sheet handed out prior to deployment, but you do not need to share which you chose with your opponent. Each Secondary objective can be selected only once during the event whether you were successful or not.





Secondary Objectives:

1 Only The Faithful

You score this objective if you successfully pass a Battleshock roll during the battle. Abilities/Items that allow units to automatically pass Battleshock do not count toward successfully completing this objective.

2 No Longer Denied

You score this objective if your General is still alive by the end of the game.

3 Best Defense is a Good Offense

Nominated Unit ()

Before the battle begins nominate a Unit. You score this objective if the Nominated Unit makes more total unsaved wounds to your opponent's models than successful armour saves from wounds received during the battle.

4 Best Offense is a Good Defense

Nominated Unit ()

Before the battle begins nominate a Unit. You score this objective if the Nominated Unit makes more total successful armour saves on wounds received than unsaved wound saves on your opponents models during the battle.

5 Man Hunt

You score this objective if your opponent's General is slain by the end of the game.

6 Killstreak

You score this objective if you have destroyed more than half of your opponent's models or caused them to flee through Battleshock.

7 Conquer the Realms

You score this objective if you have two units without the Behemoth or Artillery Battlefield Role in your opponent's territory by the end of the game.

8 Silence is Golden

You score this objective if you destroy or cause to flee through Battleshock any model or units with the keywords Wizard, Totem, or Priest by the end of the game. If your opponent has no models with these keywords Wizard, Totem, or Priest you automatically score this objective.





Painting Rubric: (44 total Points, capped at 34)

Points are Cumulative

Overall Appearance:	
The army is completed to a basic table top/hobby level.	2
The army has a singular color scheme seen throughout the entire force.	5
The army is completed to a very high level and possible has an individual look in and of itself.	7
Basing Appearance:	
Bases are completed to a basic level with flock/turf, texture paint, etc...	1
Bases have extra detail such as rocks, shrubs, skulls, etc...	2
Bases have a high level of detail, varying textures, nicely painted sculpted detail, etc...	3
Conversions:	
One or two models/units have basic conversions such as head or weapon swaps.	1
Multiple units have some level of conversion that is done throughout the entire army.	2
The entire army has a large amount of conversions beyond basic weapon and head swaps.	3
Painting Level:	
The army uses basic painting techniques such as washes, dry brushing, etc...	1
The army incorporates higher level techniques such as edge highlights and basic blending.	2
The army uses seamless blending, crisp highlighting and other high end painting techniques.	3
Display Board:	
The army has a tray to move the army between tables but lacks and flock, terrain, etc...	1
The army has a themed display board with various basic detail and matches the army basing.	2
The army has a dynamic and truly thematic display board built with thought and care.	3
Extra Details:	
The army has freehand, object source lighting (OSL), or weathering on one model/unit	1
The army has freehand, object source lighting (OSL), or weathering across the entire army.	5





Mission 1: Knife to the Heart (pg. 50 of GHB 2018)

Realm of Play: Ghyran (pg. 258 of Core Book)

Realmscape Feature: Verdant Landscape

Tertiary Objective: Score this Objective if you have one unit or hero within 6" of the enemy long table edge at the start of your turn. The unit must be removed from the battle for the rest of the game.

Mission 2: Places of Arcane Power (pg. 60 of GHB 2018)

Realm of Play: Ghyran (pg. 258 of Core Book)

Realmscape Feature: Lifesprings

Tertiary Objective: Score this Objective if at least half (total model count) of your army has been, at any time, wholly within your opponent's deployment zone.

Mission 3: Shifting Objectives (pg. 59 of GHB 2018)

Realm of Play: Ghyran (pg. 258 of Core Book)

Realmscape Feature: Seeds of Hope

Tertiary Objective: Score this Objective if you control two or more of the objectives using a unit with the Battleline Battlefield Role.





Mission 4: Duality of Death (pg. 52 of GHB 2018)

Realm of Play:Chamon (pg. 256 of Core Book)

Realmscape Feature:Rust Plague

Tertiary Objective: Score this Objective if your General is holding one of the objectives at the end of the game.

Mission 5: Starstrike (pg. 54 of GHB 2018)

Realm of Play:Chamon (pg. 256 of Core Book)

Realmscape Feature:Irresistible Force

Tertiary Objective: Score this Objective if, at any time, you control two or more objectives with only a unit with the keyword Hero.

Mission 6: Focal Points (pg. 57 of GHB 2018)

Realm of Play:Chamon (pg. 256 of Core Book)

Realmscape Feature:Metallic Hinterlands

Tertiary Objective: Score this Objective if, by the end of the game you have a model or unit within 12" of the opponent's corner of their deployment zone.

Updated 7/16/18

