2018 Age of Sigmar
Doubles Event Pack

Overview

Join us for a one-day Warhammer Age of Sigmar Team Doubles event. Pair up with a friend to battle against others in a three-round relaxed and fun event. We hope to provide a great way to meet new players and enjoy some great games for this event.

Schedule

Friday's August 31st	Time
Registration and Check-in	8:00am – 9:30am
Round 1	9:30am – 12:00pm
Lunch	12:00pm – 1:00pm
Round 2	1:00pm – 3:30pm
Break	3:30pm - 4:00pm
Round 3	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.

Our final mission and rules packets for all events will be laid out and published in hard copy for you within full color Guidebook at the NOVA Open 2018. Please email customerservice@novaopen.com with any questions you may have regarding the even pack.

Event Details and House Rules:

1. Battlehosts will consist of two 1000 pts using Matched play rules for building your army from the General's Handbook 2018. This army will be used throughout the entire event. Your armies general, artefacts, Realm, Command Traits, prayers, etc. must be clearly stated on your printed army lists.

1. Five (5) copies of your printed list need to be brought to the event. One for yourself, three for your opponents, and one for the event staff. (*All lists must be printed using the Azyr App or Warscroll builder.)*

2. 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.

3. Triumph bonuses will be used in the event as per Core Rules.

4. Endless Spells will be allowed in the event as per Malign Sorcery Rules. Only one of any type of Endless Spell can be used per army. (You must provide a copy of the Endless Spells Warscroll for your opponent).

5. Realm Artefacts and Realm Spells will be used.

6. 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).

7. Forgeworld Models will be allowed in the event. (You must provide a copy of the Warscroll for your opponent).

8. The objectives used in missions do not have height, units can move over/across/stand on them without penalty. Distance from an objective is measured from the center of the Objective Marker.

9. 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.

10. Appropriately sized round/oval bases are required for the event.

11. 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.

12. Firestorm allegiances and abilities will not be used at the event.

13. Any new Warscrolls, Battletomes, or Publications released after August 11th will not be eligible for use.

14. All scenery pieces except Hills and Army Specific Terrain will use the Mysterious Terrain rules from the Scenery Table from the Core rules. (Roll before you determine sides).

15. If a team consists of two Disciples of Tzeentch Allegiances, then Destiny Dice will be shared.

16. If a team consists of two Sylvaneth Allegiances, then Sylvaneth Wildwood placed before deployment will be shared.

17. If a team consists of two Nurgle Maggotkin Allegiances, then Feculant Narlmaw placed before deployment will be shared.

18. 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:

Category	% of Total	Total Possible
Battle Points:	37.5%	30
Secondary Objectives:	18.8%	15
Tertiary Objectives:	.5%	6
Sportsmanship Score:	15%	12
Hobby/Appearance Score:	21.2%	17

Battle Points:

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

Painting Rubric: (25 total Points, capped at 17)
Points are Cumulative

Overall Appearance:	
The army is completed to a basic table top/hobby level.	1
The army has a singular color scheme seen throughout the entire force.	3
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

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 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 armies warscroll and rules to see if they can achieve any other Battle Points or Bonus Points (if there are any).*

- Before each battle round players will secretly select a secondary objective from the list of five. 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:

See "AoS Schemes for NOVA Open Team Event 2018" below.

Special Thanks to Tom Lyons and Vince Venturella of Warhammer Weekly for putting the schemes together.

Scheme Draws (To do before Game One):

- At the start of the Tournament, each team selects 5 total schemes from the total scheme pool. They must utilize a different scheme in each game.
  - Once a scheme has been chosen for a game, which is the only time the player may use that scheme in that tourney.
  - The scheme should be written on the result sheet handed in at the end of the game.

Mission 1: Battle for the Pass (pg. 53 of GHB 2018)

Realm of Play: Ulgu (pg. 254 of Core Book)

Realmscape Feature: Darkly Shaded

Tertiary Objective: You score this objective if your opponent's Warlord is slain and if your Warlord is alive by the end of the game.

Mission 2: Scorched Earth (pg. 55 of GHB 2018)

Realm of Play: Ulgu (pg. 254 of Core Book)

Realmscape Feature: Perpetual Dusk

Tertiary Objective: You score this objective if your opponent's Warlord is slain and if your Warlord is alive by the end of the game.

Mission 3: The Better Part of Valor (pg. 58 of GHB 2018)

Realm of Play: Ulgu (pg. 254 of Core Book)

Realmscape Feature: Shrouded Lands

Tertiary Objective: You score this objective if your opponent's Warlord is slain and if your Warlord is alive by the end of the game.

AoS Schemes for NOVA Open Team Event 2018

Securing the Sacred Site

You have been charged to claim the sacred site of your people. The enemies presence here is secondary to your true purpose.

Your mission is to claim a sacred site for your people. Upon choosing this scheme, select a single piece of terrain outside of your deployment zone. To succeed, you must control this piece of terrain at the end of the final battle round of the game. You control the terrain by having more models on or within 6 inches of the objective than any other player.

If you have control of the terrain piece at the end of the last battle round of the game, you may reveal this scheme as successful.

Murdering Your Protégé

Your lieutenant has been talking about how they are going to take over your organization one day. They have been saying it is only a matter of time before they are in charge. Little do they know, that day will never come. Your troops may never know, lest they turn on you.

Before the start of the game, after all units have been deployed, choose a single HERO in your army that is not the General. This model must be killed by the enemy before the end of the game for this scheme to be successful.

If the chosen HERO is killed by the enemy, you may reveal this scheme as successful. If the HERO is killed in any other way (including by your forces or by wounds they deal to themselves), then this scheme fails.

Secret Messenger

You have a traitor in the enemy ranks, but they have to survive this battle if they are to deliver their message for you.

Before the start of the game, after all units have been deployed, choose a single HERO in your enemies' army that is not the General. This model must survive the game for this scheme to be successful.

At the end of the game, if the chosen HERO is not killed, you may reveal this scheme as successful.

Hidden Ritual

This battle is simply a cover, a ploy to distract the enemy from your larger scheme. Your spellcasters have discovered an ancient and powerful magic. If you can unleash that power, you will be unstoppable and this paltry engagement will be little more than a preview of the battles to come.

Before the start of the game, choose a single piece of terrain outside of your deployment zone. If any piece of terrain is ARCANE, you must choose one of those terrain pieces. Your goal is to cast a spell with a spellcaster on this piece of terrain over multiple turns.

You may reveal this scheme as successful if one of your spellcasters cast any spell while on the chosen terrain piece in three separate battle rounds. The spellcaster may cast any spell they are able to cast as per the normal restrictions (it is assumed that this spell is the cover for the true arcane energies they are weaving for the ritual). Each spell must be successful, i.e. must have achieved the necessary result on the dice, though it can be unbound. Upon the casting of the third spell, this scheme is revealed as successful.

Vendetta

This battle is no coincidence, an old enemy leads the opposing force and only one of you is leaving the battle alive today.

Your general must kill the enemy general. If your general deals the final wound to the enemy general, this scheme is successful.

If your General deals the last wound to the enemy general (removing them from play), you may reveal this scheme as successful. If any other model kills the enemy general (including itself), this scheme fails. If the enemy general returns to play for any reason after the last wound is dealt, this scheme may not be revealed until the final wound is dealt and the model is removed from play and does not return.

The Tomb King's Curse

There is no escape, death comes for all.

Before the game begins, select one of your units to become Cursed. If the Cursed unit is destroyed, the unit that killed them (or dealt the last wound to them) is now Cursed. This repeats, i.e. if the current Cursed unit is killed or destroyed, the unit that destroyed them is now Cursed.

This scheme is revealed the first time that the Curse changes units. At the end of the game, if you do not have any Cursed units, you may reveal this scheme as successful.

Making an Impression

If you want to make an impression in prison, high school, or war, it's all the same – you pick the biggest bully and you bring them down. It keeps the rest of the rabble in line.

You must destroy the enemy unit with the highest point cost. If multiple units are tied for highest point cost, you may choose one, which must be noted before the game begins.

If the highest point cost enemy unit is destroyed (i.e. completely removed from the table and does not return), you may reveal this scheme as successful.

Too Valuable to Die

It seems you were stuck with the golden boys again – all bluster, no muster. They talk a big game, but just refuse to fight, and they have the support of those in charge to get away with it.

Before the game begins, select one of your non-HERO or non-MONSTER units. To succeed on this scheme, that unit must avoid Close Combat.

At the end of the game, if the chosen unit has not engaged in Close Combat (i.e. has never attacked or been attacked in the Close Combat phase), and at least one model from that unit is still alive, you may reveal this scheme as successful.

Plant the Flag

Most people don't get to choose the hill they die on. You know exactly the place you're prepared to die defending.

Your goal is to reach the enemy deployment zone with a model you control with the TOTEM keyword or with any unit that has a dedicated Banner (i.e. Banner, Flag, Standard or any other such defined rules on their warscroll).

At the end of the game, if a model you control with the TOTEM keyword or a Unit that contains a dedicated Banner (as above) is alive in the enemy deployment zone, you may reveal this scheme as successful.

Map Maker

You have wandered into a foreign and unknown area of the Mortal Realms. Though enemies abound, you must collect intelligence on the land and return to your superiors, lest others fall into the same trap.

Your goal is to explore the game board by reaching all four corners of the play area with any of your units.

If at any point in the game, you have touched all four corners of the play area (i.e. come within 1" of the corner of the play area with any of your units), you may reveal this scheme as successful.

Et Tu, Brute

Your leader has become a liability. Best that they die in battle and be remembered fondly – better that than a cold blade in the night.

Your goal is to get your General killed by the enemy forces before the end of the game.

If your General is killed by an enemy model and removed from play without returning for any reason, you may reveal this scheme as successful. If your general is killed or removed from play for any other reason, this scheme fails.

Relic Hunter

Something of great value is hidden within this battlefield. Hopefully your enemy is not aware, and while you distract them with battle, you can gain the real prize.

At the start of the game, nominate three terrain pieces outside of your deployment zone. Also nominate a single unit you control as the Relic Hunters. Your Relic Hunter unit may search for the sacred relic by ending their move on any of the nominated terrain pieces and rolling a dice to locate the relic.

This scheme is revealed upon the first roll by your Relic Hunters to locate the relic. If your dice roll to locate the relic is a 5+, the scheme is successful. If it is not, the search continues. Your Relic Hunter must end their move on a different nominated terrain piece and repeat the roll, this time finding the relic on a 4+. If the relic is found, this scheme is successful. If the relic is not found, your Relic Hunters can move to the final piece of terrain not yet searched. If they end their movement on this terrain, the relic is found automatically and this scheme is successful. If the Relic Hunters are killed or removed from play before the Relic is found, this scheme fails.

Thirst for Blood

You know what I love? A killer, a true, died in the wool, cold-blooded killer.

One of your units has an insatiable lust for blood and your goal is to make sure that they are attacking the enemy forces in each battle round. At the start of the game, nominate a single unit you control. This scheme is successful if the chosen unit makes an attack roll against an enemy unit during each battle round that they are alive.

At the end of the game, or if the chosen model dies, you may reveal this scheme as a success if the chosen unit made an attack roll during any phase in each Battle Round of the game that they were alive. If a full Battle Round passes without this model making an attack roll for any reason, this scheme fails.

Outmaneuver

Your opponent holds a position of strength, but with a little clever tactics and some proper baiting, you might yet claim the high ground and the victory.

Your goal is to have more units in the enemy deployment zone at the end of the game than your opponent.

If at the end of the game, you have more units in the enemy deployment zone than the enemy, you may reveal this scheme as a success.

Blood for the Blood God

A piece of terrain on the battlefield contains an ancient and forgotten shrine to the Lord of Skulls. Khorne cares not from whence the blood flows but let's make it the enemy just to be safe.

At the start of the game, nominate a single piece of terrain. This contains the hidden altar to Khorne. Your goal is to cause as much bloodshed on that terrain piece as possible.

If at any point in the game, at least 40 wounds have been dealt either to units on the chosen terrain or by units on the chosen terrain (enemy or friendly), you may reveal this scheme as successful.

Rule Through Fear

You must do more than defeat this foe on the battlefield. You must send these cowards scurrying, fleeing for their very lives, for their very souls. They must spread the word of your merciless terror to all who will listen.

Your goal is to make as many models as possible flee the battlefield from failed Battleshock tests.

If at any point in the game, you have caused at least 3 different enemy units to fail a Battleshock test (i.e. lose at least 1 model during the Battleshock phase), you may reveal this scheme as successful.

Treacherous Progression

They all made fun of you, they all laughed and said you were weak. You'll show them, you'll show them all!

Your weakest hero has a plan to catapult up the ranks. At the start of the game, nominate a HERO with the lowest point cost. If multiple HEROES are tied for lowest point cost, you may choose which hero is nominated. Your goal is to have this HERO be the only HERO in your army that is alive at the end of the game.

At the end of the game, if the nominated HERO is the only HERO in your army that was not killed (i.e. removed from play for any reason without returning), you may reveal this scheme as successful.

Some Gave All

You have a difficult fight ahead of you, and all must sacrifice if victory is to be achieved.

Your goal is to make sure that each of your units participates in the bloody battle and is wounded in the process.

At the end of the game, if none of your units are at their full starting wounds (i.e. because of lost models or wounds on models with multiple wounds), you may reveal this scheme as successful.

King of the Monsters

THERE CAN BE ONLY ONE!

Your goal is to have the only monster alive on the battlefield at the end of the game.

At the end of the game, if no other player has any units with the MONSTER keyword on the battlefield and you have at least one unit with the MONSTER keyword alive on the field, you may reveal this scheme as successful.

Survival

This battle is but a preview of the war to come. If you are going to last through this whole terrible affair, you need to survive with enough of your force intact to continue the fight elsewhere.

Your goal is to have as much of your army as possible survive the battle.

At the end of the game, if you have at least 50% of your total army alive on the table (units that are not currently on the table for any reason do not contribute to this total), you may reveal this scheme as successful.

Booby Traps

You had planned to simply trap this area for the coming force, but now you will need to defeat your enemy while also warding against future foes.

At the start of the game, nominate one of your Non-MONSTER units as Trappers. Your trappers are trying to lay traps on notable terrain. Your Trappers can trap a piece of terrain by ending their movement in the Movement Phase on a piece of terrain outside of your deployment zone.

If at any point in the game, you have Trapped at least 3 piece of terrain outside of your deployment zone, you may reveal this scheme as successful.

To the Last Measure

One of your heroes has sworn a life debt to protect your general (or perhaps, been forced into such an arrangement). They will give everything they have, to the last measure, to make sure your general survives.

One of your HEROES is a Bodyguard for your General. At the start of the game, select a single HERO – this is your Bodyguard. This HERO must remain within 3" of your General at all times, ending any movement within 3" of the General if at all possible (if it is not possible, then the Bodyguard must end as close as possible to the General). If the Bodyguard ends a Battle Round more than 3" from your General, this scheme fails unless the Bodyguard is dead.

At the end of the last Battle Round, if your General is still alive and the scheme has not failed as above, then you may reveal this scheme as successful.

A Red Day Dawns

The sky is red this day. The coming battle promises blood. The only question is whose?

At the start of the game, before deployment but after reviewing your opponent's Army List, you must predict which army will have more kill points at the end of the game (i.e. which army will kill more of their enemies' forces). Note down your prediction (your choices are yourself or your opponent).

At the end of the last Battle Round, reveal your choice and total the points killed of the enemies' forces. If your prediction is correct, then this scheme is successful.

It Belongs in a Museum

Your enemy wields an item sacred to your people, stolen long ago. Now, you are here to reclaim it.

At the start of the game, nominate a single enemy HERO that is carrying a Magical Artefact. Your goal is to kill that model in close combat to retrieve the item for your forces.

If the nominated enemy HERO is killed in Close Combat by any of your units, you may reveal this scheme as successful. If the enemy HERO is killed in any other way or survives, this scheme fails.

Cowardice is Death

Nothing disgusts you more than to see those running from the field of combat prosper. Such cowards deserve only death.

Your mission is to make sure that at least one unit that retreats is destroyed by the end of the game.

If at any point a unit that has Retreated previously in the game – during any Battle Round – is destroyed (any unit, friend or foe), then you may reveal this scheme as successful.

Updated 7/6/18