



3.2 Legal Army Lists / Army Specifics / Points Sizes (1850)

The NOVA Open operates at **1850** Points. Please bring at least 9 printed copies of your list: 1 for the organizers and 8 for your opponents. **You must also bring published or copied printouts of any and all relevant rules for your army, including the core rules.**

3.2.1 Legal Army Construction

Legal army construction for tournaments is a consistently hot topic in Warhammer 40,000 for 7th Edition. The edition is, by rule, a “Do It Yourself” one, where you discuss how to craft armies with your opponent before games begin. In an organized play setting, the outcome of this discussion is left up to the organizer (in this case, US!). To that end, the following constitutes the NOVA Open’s rules for army construction for the 2015 Grand Tournament and Invitational. These decisions were based upon a combination of factors, including feedback from the community after the 2014 event. We also strongly considered the current state of the tournament atmosphere country-wide, endeavoring to leverage construction rules that were not *so* drastically different from other popular formats as to force prospective attendees to purchase entirely new armies in order to participate.

3.2.1.1 Battle-Forged Army Construction

The NOVA Open uses the Battle Forged method of army selection with the limitation that no more than 3 detachments can be chosen. Selecting those 3 detachments follows the following permutations:

- 2 of these Detachments, called "Open Detachments" for ease of reference, may be selected from ANY Battle-Forged Legal Detachment in the game. This can be selected from the “CAD Like Detachment” chart **and** the “Non-CAD Like Detachment” chart.
- The third Detachment, called an "Auxiliary Detachment" for ease of reference, may **NOT** be a CAD-like detachment. This detachment can be chosen **only** from the “Non-CAD Like Detachment” chart.
- Any detachment which is itself comprised of numerous detachments (e.g., the Necron Decurion Detachment or Eldar Guardian Warhost Detachment) takes up **BOTH** Open Detachment choices and may **NOT** be selected as an Auxiliary Detachment. These detachments are listed in the “Combi-Detachments” chart.

Please note: with this change, the NOVA Open will also follow the rules for the Allied Detachment. Previously, we allowed players to select an Allied Detachment from the same faction as their Primary Detachment. This is no longer the case. If a player chooses an Allied Detachment, it cannot be the same faction as their Primary Detachment.

Please see the link below for the different detachments and their classification:

https://docs.google.com/spreadsheets/d/1JFk-wVctQeD_Omb3_f5hEcU_7UWRBciJx3KnGivKXDM/edit?usp=sharing

3.2.1.2 Lords of War, Super Heavy Vehicles, Gargantuan Creatures

You may select a Lord of War where allowed within Detachment construction rules. That said, you may **NOT** select a unit with the “Super Heavy” or “Gargantuan” unit types.

3.2.1.3 Forge World Rules

Historically, the NOVA Open banned use of Forge World rules within the Warhammer 40,000 Grand Tournament. The primary motivator for this rules change was the price difference between FW and GW models combined with the large # of different sources from which Forge World’s rules (in totality) were drawn. Changes to GW miniature prices and a dramatic increase in the variety and quantity of sources from which standard GW rules are drawn cast these reasons into some doubt. That said, we wanted to begin usage of FW rules within the GT at a measured pace. As a result, the following rules apply:

- **ALL** non-experimental Forge World rules are legal in the Grand Tournament.

- **ALL** Forge World units gain a restriction of “0-1.” This is applied on a Unit basis, and is not the same as the “Unique” rule. For example, units which are purchased with 1 model, but include the option to add 1+ models to the unit, may do so. You may not purchase more than 1 of any single unit entry, however.
- In some cases, selection of certain Forge World “Armies” or units may allow you to apply Forge World special rules to certain codices (e.g., selecting a Forge World Codex Marines chapter and building most of the subsequent army using the Space Marines Codex). A non-Forge World Rules unit that gains Forge World rules in this capacity **also** carries the 0-1 status. For example, a Tactical Marine Squad selected from Codex: Space Marines and benefitting from Red Scorpions Chapter Tactics would be a 0-1 unit. You could, however, select a single other Tactical Marine Squad within a 2nd Detachment leveraging a different Forge World Chapter Tactics (e.g., Astral Claws). You could also use a Codex/non-Forge World set of Chapter Tactics in your 2nd Detachment and subsequently take as many Tactical Marine Squads as allowed by the Detachment’s rules.

3.2.1.4 Conjured Unit Status

Conjured units are not considered part of an explicit Detachment. As a result, benefits from your Warlord such as Conqueror of Cities and benefits granted by being a part of a given detachment do not apply to Conjured Units. Furthermore, as a RAW clarification, Conjured Models interact with other models as per the Allies Matrix, regardless of the Faction that summoned them.

3.2.2 Rules Changes

3.2.2.1 Destroyer Weapons

The Eldar Codex brings the addition of Destroyer Weapons to the game to a much higher level. It also foreshadows an ever-increasing frequency of these weapons across more and more units in future codices. As such, we did not want to follow a trend of targeting individual units with rulings (e.g., the new Wraithguard). Instead, we wanted to address the controversial Destroyer Weapon rules in a fashion that is not overreaching in terms of game changes, but is also prepared for future releases before they occur. The NOVA Open follows this rule for **all** Destroyer Weapons:

- Any Destroyer result of a “6” to wound originating from **greater than 12”** away (at the time of wound allocation) is treated as a “5” instead. Note, Destroyer attacks originating from 12” or less from the target treat “6” results as 6.
- Any Destroyer result of a “6” to wound inflicts D3 wounds instead of D6+6.
- These attacks still perform their penetrating roll on the vehicle damage table as per the BRB.

3.2.2.2 Stomp Attacks

While not relevant at present due to the SH/GC ban, should a Stomp ever occur in a game, any result of a “6” is treated as a “5” when affecting units **NOT** locked in combat with the unit making the Stomp Attack. **Results of a “6” are treated normally with regard to units that are locked with the unit making the Stomp Attack.**

3.3 General Mission Rules and Terminology

3.3.1 Concepts – Asymmetrical Missions

The nature of an asymmetrical mission is to essentially accomplish your goal **BETTER** than your opponent accomplishes **HIS** goal. At its most basic form on the battlefield, this translates to --- I want to kill my opponent better than he kills me! However, often the goals of any given battle are different for each side – e.g., I want to destroy my opponent's castle while he wants to prevent my best general from being quickly reallocated to a more critical theater. Further, if I really want to win on the battlefield, I most often must accomplish my goal while denying my opponent’s goal – e.g., I want to keep my opponent's best general where he is while also preventing him from destroying my castle. Or, another simpler approach, I want to kill my opponent while I also stop him from killing me!



From a gameplay perspective, a common Warhammer 40,000 player complaint is the nature of a “bad match,” or of imbalanced armies. While these cannot be perfectly corrected, they are often exacerbated within a tournament when you face the wrong opposing army at the “wrong time (aka – mission),” and end up feeling as if you won or lost not because of player skill or choice, but because you simply could not win the match-up (e.g., high kill point army vs. a low kill point army happening to face off during a kill point mission). The missions you’ll play at the NOVA are designed to allow you to choose exactly what type of primary and secondary missions you’ll personally pursue, and does not mandate they be exactly the same as your opponent. You’ll be able to decide exactly how you score the specific mission AFTER seeing your opponent’s army list (and he’ll do the same, of course).

You should ponder this when trying to strategize the best way to play the missions! By their design principle, it is dramatically more difficult to win or advantage yourself through list building alone - since your opponent will choose the actual details of each mission only once you’ve sat down at the table, you cannot simply build a list that is better at “the missions” than your opponent. After all, you and your opponent may not even have the same mission!

MOST IMPORTANTLY, avoid the temptation to just “pick the traditional version” of a given mission or secondary. Players who take a few minutes to read and think about the following missions and how they relate to their army will do better at the NOVA Open!

Some of the things accomplished by these Missions are:

1. No randomness in missions (i.e. no random Maelstrom) allows you to properly strategize and plan your game rather than being surprised each turn with what to do next. However, Maelstrom concepts of accumulating points throughout the game instead of just at the end are included in the missions to get the best of both worlds!
2. Mission Primary and Secondary selection allows you to customize the mission to best suit the match-up between you and your opponent’s army. This helps to curtail (although not completely eliminate) bad match-ups and some of the game’s imbalances.
3. Due to having so many mission variables, it’s almost impossible to build an army which can effectively game each mission. This enhances balanced list building, mobility, and player skill.

3.3.2 How to Play – Mission Selection and Pre-Game Process

1. Once at your table, swap lists with your opponent and study what you’re up against.
2. Before any dice are rolled, each player secretly selects a **Primary Mission Goal** from those available in the mission. Mark it on your Round Scoresheet without letting your opponent see.
3. Immediately after choosing Primary Mission Goal, select 3 **Secondary Mission Goals** from the pool of available goals. Mark them on your Round Scoresheet without letting your opponent see.
4. Reveal your chosen goals to your opponent before rolling any dice for any reason.
5. Continue to the normal pre-game process:
6. Roll for Table Sides
7. Roll for Warlord Traits
8. Roll for Psychic Powers
9. Roll for anything else needed by an army (e.g., Daemonic Rewards)
10. Determine Night Fight
11. Roll for Deployment; winner elects to deploy first or second
12. Unlike the standard rulebook, **the player who deploys first will go first.**
13. Deploy Armies
14. Deploy Infiltrators

15. Scout Moves
16. Seize the Initiative

3.3.3 Scoring Points / Winning the Game / Tiebreaker

To determine a winner, each player will calculate his/her Round Score, which is the sum of Primary Mission Score, Secondary Mission Score and Tertiary Mission Score. The player with the highest Round Score wins the game. You cannot score less than 0 for Primary or Secondary Mission Scores. Keep in mind, you may not score more than 19 total points (9 for Primary, 6 for Secondary and 4 for Tertiary). It is entirely possible for the points earned from Secondary Mission to overcome a small deficit between players on Primary Mission Score, and thus yield a victory.

Ties are broken through Points Destroyed (the points value destroyed of an opponent's army; units brought to or below their original starting # of models, wounds or hull points - depending on unit type - are worth half their point cost; units completely destroyed are worth all their point cost).

Example: You score 6 Primary points and 2 Secondary points, your Round Score is an 8.

The maximum score for Primary Mission is always a **NINE (9)**. The maximum score for all Secondary Missions is always a **SIX (6)**. The maximum score for all Tertiary is always a **FOUR (4)**. Thus, the max Round Score is a **NINETEEN (19)**.

3.3.4 Secondary Mission Pool

The following Secondary Missions are available in every round. Secondaries are always worth 2 points if completed, 0 if not completed. Keep in mind – any units which by rule **never** count for purposes of awarding mission points may not contribute to awarding mission points for Secondaries (i.e. you may not count a Tyranid Spore Mine Cluster for Marked for Death).

The current pool of Secondaries are:

1. **First Blood** – If you are the first player to destroy an opposing unit, you achieve this Secondary.
2. **The Last Laugh** – If you are the last player to destroy an opposing unit, you achieve this Secondary.
3. **Moment of Bloodshed** – If during a single player turn you destroy three or more opposing units, you achieve this Secondary.
4. **Linebreaker** – If, at the end of the game, you have at least one model from one or more scoring units completely within 12" of the enemy's table edge, you achieve this Secondary.
5. **Heart of the Matter** – If your Warlord ends the game within 6" of the center point of the table, you achieve this Secondary.
6. **Kill Points** – If more of your opponent's units are destroyed during the game than your own, you achieve this Secondary.
7. **Slay the Warlord** – If you destroy the enemy Warlord, you achieve this Secondary. If this Secondary Mission is picked you cannot also choose the enemy Warlord for the Marked for Death Secondary Mission.
8. **Strike the Rank and File** – If you destroy every enemy Troop unit (not counting Dedicated Transports), you achieve this Secondary. *Note: if your opponent has no Troop units, it is impossible to destroy them all, rendering this Secondary impossible to complete.*
9. **Marked for Death** - Immediately following revelation of Primary and Secondary Goal selections, clearly mark one Scoring or Denial unit on your opponent's Army List for death. If you destroy this unit during the course of the game, you achieve this Secondary.
10. **Slay Them All and Let the Emperor Sort Them Out** – You achieve this Secondary Mission if you destroy an opponent's entire Detachment or Formation. If your opponent has a Detachment or Formation with only one model or unit in it and you choose this Secondary you cannot also choose to Marked for Death that model or unit.

3.3.5 Tertiary Mission Pool



In every Round, a Tertiary Condition is in play for both players. If, during Game Turns 2-5, one or more enemy units are completely destroyed, you earn 1 point (per turn). Note – if the game ends on Turn 5 with an enemy unit Falling Back, this does count as an enemy unit completely destroyed.

- Example: You destroy 1 unit of 3 Eldar Jet Bikes on Turn 2; you earn 1 point
- Example: You destroy 1 unit of 3 Eldar Jet Bikes on Turn 2 and 1 unit of 10 Eldar Jet Bikes on Turn 3; you earn 2 points across those 2 turns
- Example: You destroy 3 units of Space Marine Centurions on Turn 2; you earn 1 point
- Example: You destroy 2 units of 3 Eldar Jet Bikes on Turn 2, and 0 enemy units on Turn 3; you earn 1 point across those 2 turns

3.3.6 Warlord Traits and “Bonus Point” Situations

Determine Warlord Traits exactly as described in the Warhammer 40,000 7th Edition Rulebook.

Certain warlord traits, formations (e.g., Corpsethief), and units (e.g., Ethereals) award additional points for accomplishing certain criteria (e.g., Legendary Fighter from the Personal Trait table of the Rulebook). Any points earned in this fashion contribute to your Secondary total. **Keep in mind you may still never exceed 6 points for Secondary Objectives.** This may result in such bonus points removing the need to accomplish all of your Secondaries in order to maximize this component of your total score.

3.3.7 The Ultimate Tiebreaker

In thousands of tournament games using NOVA missions around the world since 2010, there’s never been a recorded Tie on all values, including Tiebreaker. An adjudicated 3-round match of Rock, Paper, Scissors will determine the outcome of such a statistically unlikely tie should it happen for the first time.



Primer Round 1 - Crusade

For details on how to play this mission and the pre-game order of operations, please see the above sections from this tournament packet.

Round 1	Crusade
Deployment	Dawn of War (or Vanguard)
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.
Goal Identification	Please select one of the following Primary Goals and three of the following Secondary Goals and mark accordingly on your score/selection sheet.
Primary Goal 1	Blitzkrieg (End-Game Objectives)
<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 9 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 2. 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. 	
Primary Goal 2	Maginot Line (Turn-by-Turn Objectives)
<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 9 points.</p>	



Primer Round 2 – The Scouring

For details on how to play this mission and the pre-game order of operations, please see the above sections from this tournament packet.

Round 2	The Scouring
Deployment	Hammer and Anvil
Objective Placement	Each player will place 3 objectives. 2 Objectives must go within their deployment zone following normal objective placement rules. The 3rd objective must go at least 30'' from their table side but within their table half. Just before deciding to roll to seize the initiative, each player will randomly determine the value of the 3 objectives in his/her table half. One objective must be worth 3 points, one worth 2 points, and one worth 1 point.
Goal Identification	Please select one of the following Primary Goals and three of the following Secondary Goals and mark accordingly on your score/selection sheet.
Primary Goal 1	The Gambler
Your score is equal to the value of the objectives you control at the end of the game. Max 9 points.	
Primary Goal 2	The Investor
<p>At the start of your turns 2, 3, 4, 5, and 6, you accumulate points as follows:</p> <ul style="list-style-type: none"> • +1 point if you control 3 total points of objectives • +1 point if you control 5 total points of objectives • +1 point if you control 7 total points of objectives <p>Max 9 points.</p>	



Primer Round 3 – The Relic

For details on how to play this mission and the pre-game order of operations, please see the above sections from this tournament packet.

Round 4	The Relic
Deployment	Vanguard (or Hammer and Anvil)
Objective Placement	Place 5 Objectives on the table. One Objective will go in the center of the table, and one objective will go in the center of each table quarter. <u>The Objective in the center of the table is the Relic.</u> The two objectives closest to YOUR OWN long table edge are your Home Objectives. The two objectives closest to YOUR OPPONENT’S long table edge are his Home Objectives. Goal Identification: Please select one (1) of the following Primary Goals and three (3) of the following Secondary Goals and mark accordingly on your Round 2 score/selection sheet. NOTE: The rules for the Relic changed from 6th - 7th edition, and it is now controlled/contested as an Objective Marker. In 6th edition, you controlled it by being the player who currently “seized” it by having it in the possession of a scoring model. In 7th edition, you move it in the same fashion, but score it (and deny it) by proximity in the same fashion as other Objective Markers. Don’t be caught off guard!
Goal Identification	Please select one of the following Primary Goals and three of the following Secondary Goals and mark accordingly on your score/selection sheet.
Primary Goal 1	The Heart (Relic)
If you control the Relic at the end of the game, it is worth 5 points. Each of your Home Objectives is worth 1 point if you control it at the end of the game. Each of your opponent’s Home Objectives is worth 2 points if you control it at the end of the game. Max 9 points.	
Primary Goal 2	The Home (Turn-by-Turn Objectives)
At the beginning of your Player Turns 2-6, examine the board and Score this Goal in the following fashion: <ul style="list-style-type: none"> You control both of your Home Objectives: +1 point You control more of your Home Objectives than your opponent controls of his own: +1 point You control the Relic: +1 point Thus you can earn up to 3 points per turn NOTE: If you select Goal 2, you may not seize and move the Relic; for your purposes, it is treated solely as an Objective. Max 9 points.	