



Primer Mission Packet

Contained within this packet are the rules and score sheets for the NOVA Open's Primer Missions.

Sportsmanship & Conduct

For purposes of personal interaction, sportsmanship is as much the opinion of your opponent as anything else. Not everyone will get along, nor should everyone be expected to make the best of friends.

Regardless, for the duration of this event we at the Open expect you to treat everyone as a peer, including the event organizers.

If a major personal issue arises, and you need to leave the event early, let us know! Otherwise, stick it through to the end please! Quitting is not only unsportsmanlike, it can create a real headache for event organizers in terms of managing brackets, match-ups and other things!

Not to mention, free prizes will be randomly given out all day long at the full NOVA Open, so you wouldn't want to miss your own shot at free things!

Rules and Codices

For the purposes of the Primer, utilize all GW rules, codices and FAQ's.

The NOVA Open's staff are working actively on a comprehensive FAQ for Warhammer Fantasy to address any concerns. In the interim, rely on the rules as written should a dispute come up, and contact the tourney organizer if you cannot resolve it with a d6 roll or a quick discussion / rules look-up.

Golden Rules

Please do remember to have fun. This isn't even the real deal – it's a primer tournament!

Respect your peers, the tournament organizers, and the game.



Every Mission Rules

The rules on this page are “in play” for every single mission.

Primary / Secondary Tertiary Goals

- The entire tournament contains three Goals
- These Goals are in play in every round
- For each round, one Goal will be Primary, one Goal will be Secondary, and one Goal will be Tertiary
- The Primary Goal for a mission is the Win Condition
- The Secondary Goal for a mission is the 1st tiebreaker
- The Tertiary Goal for a mission is the 2nd tiebreaker
- If required, simple Victory Points represent the fourth and final tiebreaker

Scoring

- At the end of the game, record your score for EACH Goal and fill the results in on the score sheet in this packet for the appropriate round!
- If you do not record your score for any of the goals, you will be credited as scoring a “0” for it, and this will negatively influence your player rating, and could lead to your next round in the tournament being a tougher match-up than it should be!

Winner Determination

- When the game ends, perform the following
- Check the status of the Primary Goal; if one person is winning it, that person wins the game; if it is a tie at the end of the game, then ...
- Check the status of the Secondary Goal; if one person is winning it, that person wins the game; if it is a tie at the end of the game, then ...
- Check the status of the Tertiary Goal; if one person is winning it, that person wins the game; if it is a tie at the end of the game, then ...
- The winner is determined by a simple VP advantage (meaning you could win by 0.5VP)
- READ SCORING REQUIREMENTS CAREFULLY

Tabling Your Opponent

- If you eliminate all of your opponent’s units prior to the end of the game, continue to play! When the actual game ends, tallying up the score at the end as if your opponent were still on the board



Goal Descriptions

The Goals described on this page are in play for every mission—read them carefully!

Do NOT “Game” Ignorance!

- If for any reason you are unsure of the way in which any of these Goals or the missions on the following pages are played, **ASK A TOURNAMENT STAFF MEMBER NOW!**
- If you do not ask, and an argument arises post-game based upon ignorance of the rules, judges will rule based upon the end result visible on the table
- Judges will not rule based upon a possible result that “might” have happened if you read the rules more closely
- Check with your opponent to make sure he understands at the beginning of the game

Leave No Survivors (Goal #1)

- In order to win this goal, one opponent must kill or destroy 250 points more than his opponent. If the difference of points killed is 249 or less, then this goal is considered tied.
- If a unit is fleeing, then for the purposes of this goal it is considered “killed”. However, if the unit rallies by the end of the game, it is no longer considered killed. Units that run off the board are considered killed for the remainder of the game.

Control the Tower (Goal #2)

- All game tables will be issued a terrain map, with set terrain pieces, which will include a tower structure in the center of the field
- Measure the closest unit each player has to the tower. If the player has a unit inside the tower, record 0”.
- If there is a combat occurring inside the tower at the end of the game, both players are counted as being inside the tower.
- The player with the closest unit to the tower wins. If this is a tie, move on to the next goal.

Break Their Will (Goal #3)

- The purpose of this mission is to capture or destroy the enemy fortitude points
- Each player begins with the number of fortitude points equal to the number of banners in your army, plus two for the general. Each player needs to record how many fortitude points they start the battle with
- At the end of the game, each player records how many fortitude points he has left, which include all banners he has still under his control, plus two if his general is still alive.
- Calculate the ratio of fortitude points at the end / fortitude points at the start. The player with the higher ratio for his own army wins this goal. If the ratios are the same, then this goal is tied.



Round 1

Mission: **Bloodbath**

**PLEASE FILL OUT THE
SCORE SHEET THAT IS
BEHIND THIS ONE AT
THE END OF THE GAME!**

Goal Priorities

- The “Primary” Goal and win condition for is “Leave No Survivors” (#1) (See page 3)
- The “Secondary” Goal and first tiebreaker is “Control the Tower” (#2) (See page 3)
- The “Tertiary” Goal and second tiebreaker is “Break Their Will” (#3) (See page 3)

Game Length

- The game will last for six (6) turns.
- At the end of the sixth turn, calculate all goals for both players and determine a winner for the round.

Deployment

- Pitched Battle (see Warhammer 8th Edition Rulebook page 144 for details)

Terrain Placement

- For the actual NOVA Open, players may be required to adjust the terrain prior to each battle to match a pre-determined format
- For purposes of testing the Primer, please make sure that terrain both covers 25% of the board with a mix of area terrain and LOS-blocking pieces, and also ensure that terrain is even for players regardless of deployment TYPE and side



Round 1

Mission: Bloodbath

Please fill out and turn in this score sheet **WITH** your opponent; each of you must fill your own out!

Player Data

- Please write your name CLEARLY below

Name: _____

- What table # did you play on?

Table #: _____

Win or Loss?

- Who won this game (circle one)?

I WON

MY OPPONENT WON

OPPONENT SCORING BY GOAL

- How many POINTS did you score from your opponent's army?

_____ *Points Scored*

- How many inches is your closest unit to the center tower (per Goal #2, see page 3)?

_____ *# of Inches from Center Tower*

- How many Fortitude Points did you control at the start & end of the game (per Goal #3)

_____ *# of Fortitude Points at Start*

_____ *# of Fortitude Points at End*

Your Scoring by Goal

- It is important that you fill out each of these

- How many POINTS did you score from your opponent's army?

_____ *Points Scored*

- How many inches is your closest unit to the center tower (per Goal #2, see page 3)?

_____ *# of Inches from Center Tower*

- How many Fortitude Points did you control at the start & end of the game (per Goal #3)

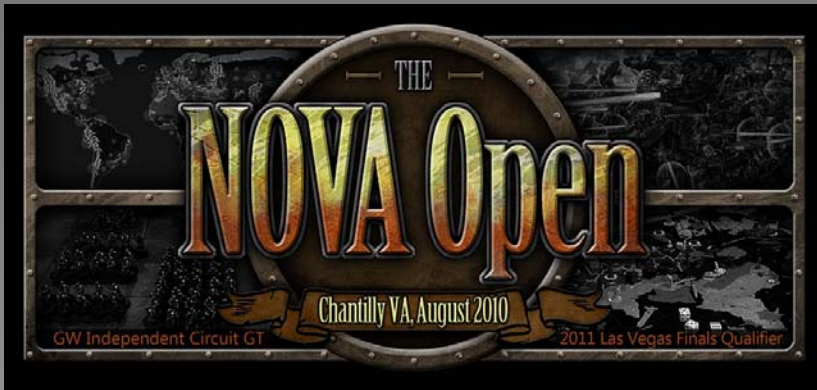
_____ *# of Fortitude Points at Start*

_____ *# of Fortitude Points at End*

Opponent's Validation

- Your opponent must sign in his score sheet along with yours, and must sign the blank below!

I affirm that the results on this sheet are correct



Round 2

Mission:

Take the Tower

**PLEASE FILL OUT THE
SCORE SHEET THAT IS
BEHIND THIS ONE AT
THE END OF THE GAME!**

Goal Priorities

- The “Primary” Goal and win condition for is “Control the Tower” (#2) (See page 3)
- The “Secondary” Goal and first tiebreaker is “Break Their Will” (#3) (See page 3)
- The “Tertiary” Goal and second tiebreaker is “Leave No Survivors” (#1) (See page 3)

Game Length

- Game Length is determined as described in the Watchtower Scenario (see p. 150 in Warhammer 8th Edition Rulebook)

Deployment

- Watchtower (see Warhammer 8th Edition Rulebook page 150 for details)

Terrain Placement

- For the actual NOVA Open, players may be required to adjust the terrain prior to each battle to match a pre-determined format



Round 2

Mission:

Take the Tower

Please fill out and turn in this score sheet **WITH** your opponent; each of you must fill your own out!

Player Data

- Please write your name CLEARLY below

Name: _____

- What table # did you play on?

Table #: _____

Win or Loss?

- Who won this game (circle one)?

I WON

MY OPPONENT WON

OPPONENT SCORING BY GOAL

- How many POINTS did you score from your opponent's army?

_____ *Points Scored*

- How many inches is your closest unit to the center tower (per Goal #2, see page 3)?

_____ *# of Inches from Center Tower*

- How many Fortitude Points did you control at the start & end of the game (per Goal #3)

_____ *# of Fortitude Points at Start*

_____ *# of Fortitude Points at End*

Your Scoring by Goal

- It is important that you fill out each of these

- How many POINTS did you score from your opponent's army?

_____ *Points Scored*

- How many inches is your closest unit to the center tower (per Goal #2, see page 3)?

_____ *# of Inches from Center Tower*

- How many Fortitude Points did you control at the start & end of the game (per Goal #3)

_____ *# of Fortitude Points at Start*

_____ *# of Fortitude Points at End*

Opponent's Validation

- Your opponent must sign in his score sheet along with yours, and must sign the blank below!

I affirm that the results on this sheet are correct



Round 3

Mission:

Capture the Flags

**PLEASE FILL OUT THE
SCORE SHEET THAT IS
BEHIND THIS ONE AT
THE END OF THE GAME!**

Goal Priorities

- The “Primary” Goal and win condition for is “Break Their Will” (#3) (See page 3)
- The “Secondary” Goal and first tiebreaker is “Leave No Survivors” (#1) (See page 3)
- The “Tertiary” Goal and second tiebreaker is “Control the Tower” (#2) (See page 3)

Game Length

- The game length for this round is until one player is reduced to three Fortitude Points or lower, as described in the Break Point scenario in the rulebook.
- At this point, end the game immediately. The player with the higher number of fortitude points at the end of the game is the winner.
- Please calculate all other goals as described on page 3.
- The victory goes to the player with the higher number of fortitude points, *not* the higher ratio. The ratio is used for bracket placement.

Deployment

- Blood and Glory (see Warhammer 8th Edition Rulebook page 148 for details)

Terrain Placement

- For the actual NOVA Open, players may be required to adjust the terrain prior to each battle to match a pre-determined format



Round 3

Mission:

Capture the Flags

Please fill out and turn in this score sheet WITH your opponent; each of you must fill your own out!

Player Data

- Please write your name CLEARLY below

Name: _____

- What table # did you play on?

Table #: _____

Win or Loss?

- Who won this game (circle one)?

I WON

MY OPPONENT WON

OPPONENT SCORING BY GOAL

- How many POINTS did you score from your opponent's army?

_____ *Points Scored*

- How many inches is your closest unit to the center tower (per Goal #2, see page 3)?

_____ *# of Inches from Center Tower*

- How many Fortitude Points did you control at the start & end of the game (per Goal #3)

_____ *# of Fortitude Points at Start*

_____ *# of Fortitude Points at End*

Your Scoring by Goal

- It is important that you fill out each of these

- How many POINTS did you score from your opponent's army?

_____ *Points Scored*

- How many inches is your closest unit to the center tower (per Goal #2, see page 3)?

_____ *# of Inches from Center Tower*

- How many Fortitude Points did you control at the start & end of the game (per Goal #3)

_____ *# of Fortitude Points at Start*

_____ *# of Fortitude Points at End*

Opponent's Validation

- Your opponent must sign in his score sheet along with yours, and must sign the blank below!

I affirm that the results on this sheet are correct