



Note for Attendees -

Our final mission and rules packets for all events will be professionally laid out and published in hard copy for you within full color Guidebooks at the NOVA Open 2018. Leading up to the event, the Primers are presented in the following format in order to enable event leads to keep registered and prospective attendees up to speed with changes and updates as efficiently as possible.

2018 NOVA Open Lord of the Rings Primer

Event Schedule

2018 LOTR/Hobbit Schedule

Middle Earth's Deadliest Heroes:

Thursday, August 30th

Round 1: 1:00pm – 3:00pm

Round 2: 3:30pm – 5:30pm

Round 3: 6:00pm – 8:00pm

CHAOS IN ARDA:

Friday, August 31st, 10:00am – 12:30am

LORD OF THE RINGS DOUBLES:

Friday, August 31st

Round 1: 1:00pm – 3:00pm

Round 2: 3:30pm – 5:30pm

Round 3: 6:00pm – 8:00pm

LORD OF THE RINGS GRAND TOURNAMENT:

Saturday, September 2nd

Round 1: 10:00am – 12:00pm

(LUNCH) Best Painted and Best Army Voting: 12:00pm – 1:45pm

Round 2: 2:00pm – 4:00pm

Round 3: 5:00pm – 7:00pm

Sunday, September 3rd

Round 4: 10:00am – 12:00pm

Round 5: 12:35pm – 2:35pm





LOTR Award Ceremony: 3:30pm-4:00pm

NOVA Open Ending Ceremony (LOTR Prizes are not given here)

Sunday 7:00pm – 8:00pm

NOVA Open Ending Ceremony

Sunday 7:00pm – 8:00pm

(Note: Lord of the Ring's Prizes are not given here)

Broad details about the schedule for the NOVA Open 2018 can be found by going to the NOVA Open website, following the NOVA Open biweekly newsletters, and/or by clicking on the "Schedule" link found on site: novaopen.com

You are strongly encouraged to check out the wide variety of hobby events which are available to all participants of the NOVA Open. Tournaments are scheduled in such a way to permit attendees to also spend their time attending a range of miniature art and hobby seminars, watching and engaging in game demos, and participating in free-play mine-events. Additionally, there will be multiple NOVA Charitable Foundation activities, raffles, auctions, and displays.

For attendees whose hobby skills are well developed, there is also the Capital Palette Miniature Art Competition. With accomplished and recognized (miniature?) artists as the chief judges, this event enables Lord of the Rings players to showcase their best work, and compete for category-based prize packages worth hundreds of dollars in value, including Grex airbrushes and sets of Painted Miniatures

A Word on Prize Support & Sponsorship

All prizes and awards packages are provided through the generosity of the NOVA Open's partners, sponsors, and vendors. Please share in our appreciation for their support of the community by patronizing their vendor spaces, online stores and/or store fronts.

1.0 Lord of the Rings 2018 NOVA Open Army Lists

All lists must follow the current rules using the Hobbit SBG Rulebook, and the Lord of the Rings Sourcebooks, as well as There and Back Again Sourcebook.

IMPORTANT NOTE FOR POSSIBLE NEW RULES:

Any rules released by the Middle Earth Team at Games Workshop before May 1st 2018 will replace all the books mentioned above. In this scenario, all Army Composition restrictions will be ignored for the Grand Tournament.

New Profiles and rules produced after May 1st, 2018 will not be allowed. This will give enough time for people to choose and paint their armies in time for the event.





1.1 Army Composition for the Grand Tournament

The following Composition only applies if no new rules replace the current publications by May 1st, 2018. If there are new rules published, then all restrictions for the Grand Tournament will be ignored.

NOVA Open encourages thematic lists that overcome their weaknesses to win.

- Your army list may have a maximum of two factions in your list.

1.2 Army List Advance Submissions

Army lists for the Doubles and Grand Tournament events must be submitted to “dchobbitleague@gmail.com” before August 19th, 2018.

Banned Models

Smaug (Grand Tournament Only)

Tom Bombadil

Gollum from the Mordor Sourcebook

Tournament Points Scoring

At the end of each round in all events, players tally up and compare Victory Points. The player with the most VPs wins the game, or in case of equal VPs, the game is a Draw. However, you also need to calculate how many Tournament Points you won:

Tournament Points Scoring:

Major Win – Win by 3 or more Victory Points = 4[TP]

Minor Win – Win by 1-2 Victory Points = 3[TP]

Draw = 2[TP]

Narrow Loss – Lose by only 1-2 Victory Points = 1[TP]

Decisive Loss – Lose by 3 or more Victory Points = 0[TP]

1.3 Registration

Army lists for the Doubles and Grand Tournament events must be submitted to dchobbitleague@gmail.com before August 19th, 2018.

1.4 Terrain

Terrain at the NOVA Open has been designed to combine a pleasing aesthetic with standardized boards for all competitors.

The Judges will set up all terrain before each game begins.



Players may not bring their own terrain to the events unless asked to by a Judge.

1.5 Proxies and Conversions

Converted models are allowed so long as the following guidelines are met:

- Non-GW Models are allowed. Any product line is acceptable.
- Conversions and proxies must be similar in size and aesthetics to the actual model produced by Games Workshop; if the model in question does not exist, then the model must be the height and size of similarly sized models (IE: Reavers must be the size of a Corsair).
- **IMPORTANT:** Models may not be converted to use weapons and wargear that did not come in the original box for the model. If the original model does not exist, then the closest similar model within the faction will be used to determine this (ie: Corsair Reavers can only be equipped with what Corsairs can have for free in their box from Games Workshop)

Proxies are one model taking the place of another. This will be stricter on their acceptance

- Heroes can be proxied if the proxied model is the same race as the real miniature.
- Warrior models can be proxied, but make sure your opponent is absolutely clear on what they represent and this must be consistent for all of the same unit type.
- Proxied models must be equipped with the exact wargear of the real model unless approved by a judge.

In all cases, the Event Lead is the final arbiter in which conversions or proxies are acceptable

1.6 Player Pairings during Tournaments

The first round of each event will have completely random pairings. However, you can elect to not play against anyone you travelled with on the first round only. After that, pairings will occur as rankings dictate. The Head Judge can alter this if absolutely needed.

1.7 Rules Disputes

All rules disputes can be handled with a Judge. A Judges' decision is FINAL and overrides even the rulebook of the Game. This means that Judges are always right even when they are wrong.

You may appeal a decision with the Head Judge and even make a counter argument (politely), but if the judge says it is the final decision, then the discussion must end to allow the game to continue.

1.8 Clocking a Round

You may ask for your opponent to be timed. However if you do this, the Judge will inform your opponent that you have asked for this. The opponent does not have to agree, but they must be informed that you requested this.



If a round is clocked, each player will receive 5 minutes for their Move Phase and Shoot phases. Fight phases are not timed. The instant the time ends, the turn transfers immediately. Thus any dice rolled after the time is nullified.

1.9 Judge Provided Dice

The tables in the Grand Tournament will be numbered according to Ranking. The top 10 tables will have dice provided on them for the players to use. Due to incidents of loaded dice in the previous tournament, the top 10 tables may NOT use their own dice. They must use the dice provided. Players may not agree to use their own dice either.

1.10 Frequently Asked Questions

Q: Am I allowed to have outside assistance while playing?

A: Any assistance must be limited to rules disputes or rules questions to a Judge only.

Q: If I realize later that an illegal event happened in a game, can I declare the game void?

A: If the incident is accidental, such as forgetting about a certain rule, then the game will NOT be declared void. The players must know the rules as they play or ask someone if they think they are misunderstanding something. Purposeful illegal play will result in banning from the tournament and scores will be adjusted.

Q: Can I concede or quit a game? What happens if I do?

A: If you quit a game, then the opponent is automatically given a win on their record and is awarded full points possible for the scenario while you receive zero points. Furthermore, once you quit a game and make this known with a judge, you cannot retract your concession. These rules also apply if you quit in the following ways:

- Restart the game
- Refuse to continue the game
- Leave the table for 15 minutes or more
- Must leave for the rest of the match under any circumstance.

Q: Can loaned armies or commissioned armies be used in the Painting Competition?

A: Yes. This may sound unusual, but there would be no way to regulate this even if we wanted to stop it.

Q: Can I make up games that I missed?

A: No.

Q: Are there any house rules?

A: No. We will be using only official Games Workshop rules and FAQs



Chaos in Arda

Schedule	Friday, August 31st, 10:00am – 12:30pm
Space Available	4 players per Table
Army Size	400 pts
Painting	None Required
Number of Rounds	1 Round
Time Limits	3 Hours
Army Composition	Normal Game Rules
Victory	Most number of Victory Points
Awards	Winner of each table keeps the deck

“This is a fun and chaotic match full of betrayal and randomized objectives. A player can go from the most points to the least in a single turn due to the craziness of the match. Make sure that if you’re winning, you strive to end the game as quickly as possible, otherwise, your opponents may just team up against you!”

Layout

This scenario is played on a 4x4 map. Judges will place 5 objectives on the field.

Deployment

Each Player begins off the board. Instead of rolling for Deployment, roll for Priority. The player who goes first selects one of his warbands and then rolls a Games Workshop Scatter die in the center of the table. If an arrow result is rolled, then determine what point on the board edges that the scatter die is pointing to. That warband moves onto the battlefield from that point. NO Model may charge after entering from the board edge. If a "Dead On" result is rolled, then the controlling player may pick any point on any board edge to move on from. Each player alternates moving their war bands onto the field in this manner until all war bands have deployed and moved on the field. All models count as having “moved” regardless of how far they moved onto the field. Therefore they cannot fire crossbows

Objectives

Each player draws three objective cards at the beginning of the game. At the end of each Fight Phase, all players may “Cash In” their cards if they met the objective of the card in their hand. Multiple objective cards of the same objective may NOT be cashed – You must do one per turn of the same card. The card gives one point for each card that is cashed unless otherwise specified. Place all Cashed in cards in a discard pile. Every player then draws a new card from the deck for each card they cashed in.



In addition to cashing in a card, the player may also discard ONE card for free. They may draw a new one to replace that card.

To earn an objective victory point, you must have more points worth of models on an objective than an opponent does. If you don't have more points, you cannot claim the objective.

End of Game

The game ends at the end of a turn in which **ANY** player has been reduced to 25% of their starting numbers. The player with the most points at the end of the game wins!





Middle Earth's Deadliest Heroes

(Note this format has changed slightly from previous years. Please read the Special Rules)

Schedule	Thursday, August 30 Round 1: 1:00pm – 3:00pm Round 2: 3:30pm – 5:30pm Round 3: 6:00pm – 8:00pm
Space Available	60 Players
Army Size	1000 pts
Painting	3 Color minimum as determined by the Judge Fully Painted Required!
Number of Rounds	3 Rounds
Time Limits	2 Hours per Round
Army Composition	Read the Special Rules Below
Victory	Player with the Most Tournament Points Tiebreaker: Most Victory Points
Awards	1 st Place Best Painted Army

Special Rules for Army Composition in Middle Earth's Deadliest Heroes:

Your army may only be comprised of two Factions maximum.

The Following Models Are banned:

Tom Bombadil

Grima Wyrmtongue

The Named Ringwraith profiles from the Mordor Sourcebook except the Witch King (Dwimmerlaik, Undying, Khamul, etc)



Match 1: Lords of Battle

Deployment

Both players roll a D6 – the player with the highest result chooses one of the board edges. They then select a warband in their force to deploy within 24” of their board edge, but at least 1” away from enemy models.

When this has been done, the opposing player chooses one of their warbands and deploys it within 24” of their board edge as described above. Players then alternate until all warbands have been placed.

Objectives

Once one force has been broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On the result of 1-2, the game ends – otherwise, the battle continues for another turn!

At the end of the game, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points the game is a draw.

Primary Objective

· For this scenario you need to keep a track of your ‘Wound Tally’. Your Wound Tally is equal to the number of Wounds that your army inflicted upon your opponent’s army, plus any Fate points that your opponent spent (Heroes that are removed from the game with unspent Fate points will add 1 to the Wound Tally for each one unspent. Models that flee because their force is broken count towards the Wound Tally, however, mounts that flee do not). You score **3 Victory Points** if your Wound Tally is greater than your opponents. If your Wound Tally is at least twice as large than your opponents, then you instead score **5 Victory points**. If your Wound Tally is at least three times as large than your opponents, or your opponent has no models left on the board, then you instead score **7 Victory points**.

Secondary Objectives

- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader you instead score **2 Victory Points**.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.

Round 2: Seize the Prize

Setup

An objective marker is placed directly in the center of the board. This marker will be the Artifact described below.

Deployment

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. They then select a warband in their force to deploy within 12” of their board edge. Models may not be deployed further than 6” from the captain of its warband.

When this has been done, the opposing player chooses one of their warbands and deploys it within 12” of their board edge as described above. Players then alternate until all warbands have been placed.

Primary Objective

· You score **3 Victory Points** if one of your models is carrying the artifact within your own board half. If one of your models is carrying the artifact within your opponent’s board half, then you instead score **5 Victory Points**. If one of your models is carrying the artifact and manages to move off the board via your opponent’s board edge, then you instead score **7 Victory Points**.

Secondary Objectives

· You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader you instead score **2 Victory Points**.

· You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.

End of Game

The game lasts until either a model carrying the artefact carries it off the board via their opponent’s board edge, or both forces have been reduced to a quarter (25%) of their starting number of models, or below.

Special Rules:

The Artifact. The artifact must be dug out of the soil before it can be carried anywhere. An Infantry model (a model that is not mounted) who is in base contact with the artifact marker at the end of its Move may attempt to free it.

Roll a D6. On a 4+, the artifact has been freed. Treat it as a Light Object. Might cannot be used to influence this roll. Only one model from each side may attempt to pick up the Artifact each turn.

Round 3: Heirlooms of Ages Past

There are six objective markers on the battlefield. To place the objectives, both players roll a D6. The player with the highest score places one objective anywhere on the battlefield at least 6" away from any board edge. Their opponent then places an objective at least 12" away from the existing objectives and 6" away from any board edge. The players then alternate placing the remaining objectives, according to the restriction noted earlier.

Deployment

At the battle's start, the forces are yet to arrive – models are not deployed at the start of the game, but will enter as the game continues.

Maelstrom of Battle: At the end of your Move phase, roll a D6 for each of your warbands not on the battlefield and consult the chart below (the warband's captain can use Might to alter the roll either up or down). Models can't charge in the turn that they arrive but otherwise act normally. Roll for each warband separately, deploy the models in the warband, then roll for the next. Warbands yet to arrive count as being on the battlefield for the purposes of determining if your force is broken.

D6 Result

1. The warband does not arrive yet.
2. Your opponent chooses a point on either the north or south board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
3. Your opponent chooses a point on either the east or west board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
4. You choose a point on either the north or south board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
5. You choose a point on either the east or west board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
6. You choose a point on any board edge at least 6" from a corner – all models in the warband move onto the battlefield from this point.

Primary Objective

· You score **6 Victory Points** if your force is in possession of the relic at the end of the game. If at the end of the game you are not in possession of the relic but have more models within 3" of the relic than your opponent, then you instead score **3 Victory Points**.

Secondary Objective

· You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader you instead score **2 Victory Points**.

· You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **2 Victory Points**.

· You score **1 Victory Point** if you have at least one banner remaining at the end of the game. If you have at least one banner remaining and your opponent has none remaining, then you instead score **2 Victory Points**.



End of Game

The game lasts until one force has been reduced to a quarter (25%) of their starting number of models, or below.

Special Rules

Uncovering the Relic: Only one of the objectives is actually the relic that both sides seek. The first time each turn an unengaged model on foot ends its movement in base contact with an objective, they may search it in an attempt to uncover the relic. When this happens roll a dice, on the score of a 6 the relic has been discovered and the model that discovered it takes possession of it (Might cannot be used to influence this roll). If the roll is a 1-5 then the relic is not there, remove the objective from play. If the first five objectives to be searched do not reveal the relic the last one will automatically be the relic, there is no need to roll for it.

Relic of power: The relic is treated as a Light Object, however the dark powers that lie upon it may yet seep into the mind of its holder. Unwilling to give it up, models carrying the relic may not drop it or pass it to another model. Additionally at the start of each turn, before priority is rolled, roll a dice. On the roll of a 1, the model is Transfixed as described in the main rules manual. Might may not be used to modify this roll.





Lord of the Rings Doubles

Schedule	Friday, August 31st Round 1: 1:00pm – 3:00pm Round 2: 3:30pm – 5:30pm Round 3: 6:00pm – 8:00pm
Space Available	30 players maximum (Teams of Two Players)
Army Size	400 pts per person
Army Composition	One faction per player
Painting	No Painting Required – Even unprimed is allowed
Number of Rounds	3 Rounds
Time Limits	2 Hours per round
Victory	Team with Most Wins. Highest Point Total is a tie breaker. (2 Ties = 1 Win)
Awards	1 st Place Team

Players will be working in teams for this match. Your teammate cannot change throughout all the matchups (absolute emergencies can be an exception based on Judge's discretion)

Calculating Broken and General Selection

Each team member has their own 50% and 25% limits. Additionally each player should have a leader of their army from which the General is randomly selected from.

Before each game starts, roll a single D6 that applies to both teams. On a 1-3 both teams select the Opposing Teams General. On a 4-6, each team selects their own General for their team.

Good and Evil Alliances

You may have one teammate play Good and one teammate play Evil, however remember that Good and Evil armies cannot benefit from each other's Special Abilities, Heroic Actions, Spear Supports, Magic, Banners, or Horns. *(Note: we allow this because a lot of players show up without a teammate and find one upon entering NOVA. Judges do not see who has signed up for NOVA and therefore cannot arrange pairings in advance).*



Scenario 1: Capture and Control

Scenario outline: Control areas of the battlefield and deny them to your foe

Setup

There are five Objective markers for this scenario. Place one of them in the center of the board. One objective is placed exactly halfway between the center of the board and the center of the northern table edge. The other three objectives are deployed in the same way in relation to the east, south, and west board edges respectively.

Deployment

Both players roll a D6 – the team with the highest result chooses one of the board halves as their deployment zone. Both Players then select a warband in their two forces and roll a D6. On a 1-3, all models in that warband must be deployed in the deployment zone (board half) and within 12” of the center line of the board. On a 4-6, the models can be deployed anywhere within their deployment zone.

When this has been done, the opposing team chooses two of their warbands and deploys it within their own deployment zone as described above. Teams then alternate until all warbands have been placed.

Primary Objective

· You score **2 Victory Points** for each Objective Marker that is under your control at the end of the game.

Secondary Objectives

- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count) or if you kill the enemy leader.
- You score **1 Victory Point** if one enemy force is broken at the end of the game.

End of Game

Once one Player’s force has been broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On the result of 1-2, the game ends – otherwise, the battle continues for another turn!

At the end of the game, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points the game is a draw.

Special Rules

Controlling Objectives: At the start of the game, all objectives are considered to be neutral and do not belong to either side. If, during the End phase of any turn, one or more of your team’s models are in base contact with an objective, then that objective comes under your control. If, during the End phase, both sides have models in base contact with an objective, then that objective returns to being a neutral objective.

Round 2: Reconnoitre

Scenario outline: Ensure more of your models escape the battlefield than your opponent!

Deployment

At the battle's start, the forces are yet to arrive – models are not deployed at the start of the game. Both teams roll a D6. The team with the highest result chooses a table edge. The opposing team picks the opposite table edge.

Special Rules:

Reinforcements: At the end of your Move Phase, roll a D6 for each one of your warbands not on the battlefield and consult the chart below (the warband's captain may use Might to alter the roll). Models can't Charge in the turn they arrive, but otherwise act normally. Roll for each warband separately, deploy the models in the warband, and then roll for the next. Warbands yet to arrive count as being on the battlefield for determining if your force is broken.

End of Game

The game lasts until the end of a turn in which one Player's force has been reduced to 25% of its starting number of models or below, at which point the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw.

Models that have escaped the board count as being on the board for determining if a force is broken.

Primary Objectives

You score **3 Victory points** if more of your models have escaped the battlefield via your opponent's board edge than vice versa. If at least two of your models and twice as many as models than your opponent have escaped the board, then you instead score **5 Victory Points**. If at least three of your models, and three times as many models than your opponent have escaped the board, then you instead score **7 Victory Points**.

Secondary Objective

- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader you instead score **2 Victory Points**.
- You score **1 Victory Point** if one enemy player is broken at the end of the game. If an enemy Player's force is broken and neither of your forces is unbroken, you instead score **3 Victory Points**.

Round 3: The Fog of War

Scenario outline: Ensure more of your models escape the battlefield than your opponent.

Starting Positions

Both teams roll a D6 – the player with the highest result chooses one of the board halves. Both Team Members then both select a warband in their force to deploy within 12” of their board edge. Models may not be deployed further than 6” from the captain of its warband.

When this has been done, the opposing team chooses two of their warbands and deploys it within 12” of their board edge as described above. Teams then alternate until all warbands have been placed

Primary Objectives

· At the start of the game secretly note down one of your own Heroes that is not your leader. You score **1 Victory Point** if the nominated Hero is still alive at the end of the game. If the nominated Hero is still alive and has suffered no wounds, you instead score **3 Victory Points**.

· At the start of the game secretly note down one of your opponent’s Heroes (This may not be your opponent’s leader). You score **1 Victory Point** for causing one or more Wounds on the nominated Hero (Wounds prevented by a successful Fate roll do not count). If you kill the nominated Hero, you instead score **3 Victory Points**.

· At the start of the game secretly note down a single terrain piece in your opponent’s half of the board. You score **1 Victory Point** if at the end of the game you have more models than your opponent completely within your selected terrain piece (or in base contact if it cannot be entered). If your opponent has no models completely within your selected terrain piece (or in base contact if it cannot be entered) and you have at least one, you instead score **3 Victory Points**

Secondary Objectives

You score **1 Victory Point** if one enemy force is broken at the end of the game. If one enemy force is broken and neither of your forces are unbroken, you instead score **3 Victory Points**

End of Game:

The game lasts until the end of a turn in which one Player has been reduced to a quarter (25%) of its starting number of models, or below, at which point, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points the game is a draw.

Special Rules

Keep it Secret, Keep it Safe: At the start of the game both teams must write down which objectives they are trying to accomplish on a piece of paper, and fold it in half. The two pieces of paper must then be placed somewhere next to the playing area that both players can easily see, but so that the information contained on them cannot be seen – partially under your rules manual is a good place.

These pieces of paper should remain untouched until the end of the game when they are revealed.

Lord of the Rings Grand Tournament

Schedule	Saturday and Sunday, September 1 st and 2 nd
	<p><u>Saturday, September 1st</u> Round 1: 10:00am – 12:00pm Paint and Vote Judging: 12:00pm – 2:00pm Round 2: 2:00pm – 4:00pm Round 3: 5:00pm – 7:00pm</p> <p><u>Sunday, September 2nd</u> Round 4: 10:00am – 12:00pm Round 5: 12:30pm – 2:30pm Award Ceremony: 3:30pm-4:00pm</p>
Space Available	70 players maximum (capped due to round limits)
Army Size	700 pts
Army Composition	4 Model Minimum
Painting	Fully Painted Required (Three Colors)
Number of Rounds	5 Rounds
Time Limits	2 Hours per Round
Victory	<p>Player with the Most Tournament Points Wins. 1st Tie Breaker: Most Victory Points 2nd Tie Breaker: VP Difference</p>
Awards	<p>1st Place, 2nd Place, 3rd Place Highest Victory Points with No Allies taken Best Painted Army (Judge Voted) Best Painted Single Miniature (Judge Voted) Best Display (Judge Voted) Favorite Good / Favorite Evil Army (Player Voted) Trivia Winner</p>

Scenario 1: Capture and Control

Scenario outline: Control areas of the battlefield and deny them to your foe

Setup

There are five Objective markers for this scenario. Place one of them in the center of the board. One objective is placed exactly halfway between the center of the board and the center of the northern table edge. The other three objectives are deployed in the same way in relation to the east, south, and west board edges respectively.

Deployment

Both players roll a D6 – the player with the highest result chooses one of the board halves as their deployment zone. They then select a warband in their force and roll a D6. On a 1-3, all models in that warband must be deployed in the deployment zone (board half) and within 12” of the center line of the board. On a 4-6, the models can be deployed anywhere within their deployment zone.

When this has been done, the opposing player chooses one of their warbands and deploys it within their own deployment zone as described above. Players then alternate until all warbands have been placed.

Primary Objective

· You score **2 Victory Points** for each Objective Marker that is under your control at the end of the game.

Secondary Objectives

· You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count) or if you kill the enemy leader.

· You score **1 Victory Point** if the enemy force is broken at the end of the game.

End of Game

Once one force has been broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On the result of 1-2, the game ends – otherwise, the battle continues for another turn!

At the end of the game, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points the game is a draw.

Special Rules

Controlling Objectives: At the start of the game, all objectives are considered to be neutral and do not belong to either side. If, during the End phase of any turn, one or more of your models are in base contact with an objective, then that objective comes under your control. If, during the End phase, both sides have models in base contact with an objective, then that objective returns to being a neutral objective.

Round 2: Lords of Battle

Scenario outline: A pitched battle where victory goes to the player who inflicts the most carnage.

Deployment

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. They then select a warband in their force to deploy within 24” of their board edge, but at least 1” away from enemy models. Models may not be deployed further than 6” from the captain of its warband.

When this has been done, the opposing player chooses one of their warbands and deploys it within 24” of their board edge as described above. Players then alternate until all warbands have been placed.

Primary Objectives

· For this scenario you need to keep a track of your ‘Wound Tally’. Your Wound Tally is equal to the number of Wounds that your army inflicted upon your opponent’s army, plus any Fate points that your opponent spent (Heroes that are removed from the game with unspent Fate points will add 1 to the Wound Tally for each one unspent. Models that flee because their force is broken count towards the Wound Tally, however, mounts that flee do not).

You score **3 Victory Points** if your Wound Tally is greater than your opponents. If your Wound Tally is at least twice as large as your opponents, then you instead score **5 Victory points**. If your Wound Tally is at least three times as large as your opponents, or your opponent has no models left on the board, then you instead score **7 Victory points**.

Secondary Objective

· You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader you instead score **2 Victory Points**.
· You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.

End of Game

Once one force has been broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On the result of 1-2, the game ends – otherwise, the battle continues for another turn!

At the end of the game, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points the game is a draw.

Round 3: Storm the Camp

Scenario outline: Oust the enemy from their camp, while keeping yours secure.

Deployment

Both players roll a D6 – the player with the highest result chooses one of the four table corners as their camp. They then deploy their army entirely within 12” of their chosen table corner. Any models that cannot be deployed within 12” of the chosen corner will move onto the board via the controlling player's corner at the end of their first Move phase. Their opponent then sets up their army entirely within 12” of the table corner diagonally opposite.

Primary Objectives

You score 3 Victory points if your force managed to capture your opponent's camp. If your force managed to capture your opponent's camp and your camp is not captured, you instead score 6 Victory points

Secondary Objective

- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader you instead score **3 Victory Points**.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.

End of Game

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models or below, at which point the force that scored the most Victory points wins the game.

Special Rules:

The campsite: The campsites are the deployment areas of the two armies. A campsite is captured if during the End phase of any turn, you have more models entirely within your opponent's campsite than they do. Models that are within their own campsite will defend it at all costs. Any model that is within its own campsite at the start of a turn will automatically pass any courage tests it is required to make for the remainder of the turn.

Round 4: Seize the Prize

Setup

An objective marker is placed directly in the center of the board. This marker will be the Artifact described below.

Deployment

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. They then select a warband in their force to deploy within 12” of their board edge. Models may not be deployed further than 6” from the captain of its warband.

When this has been done, the opposing player chooses one of their warbands and deploys it within 12” of their board edge as described above. Players then alternate until all warbands have been placed.

Primary Objective

· You score **3 Victory Points** if one of your models is carrying the artifact within your own board half. If one of your models is carrying the artifact within your opponent’s board half, then you instead score **5 Victory Points**. If one of your models is carrying the artifact and manages to move off the board via your opponent’s board edge, then you instead score **7 Victory Points**.

Secondary Objectives

· You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader you instead score **2 Victory Points**.

· You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.

End of Game

The game lasts until either a model carrying the artefact carries it off the board via their opponent’s board edge, or both forces have been reduced to a quarter (25%) of their starting number of models, or below.

Special Rules:

The Artifact. The artifact must be dug out of the soil before it can be carried anywhere. An Infantry model (a model that is not mounted) who is in base contact with the artifact marker at the end of its Move may attempt to free it.

Roll a D6. On a 4+, the artifact has been freed. Treat it as a Light Object. Might cannot be used to influence this roll. Only one model from each side may attempt to pick up the Artifact each turn.

Round 5: The Fog of War

Scenario outline: Ensure more of your models escape the battlefield than your opponent.

Starting Positions

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. They then select a warband in their force to deploy within 12” of their board edge. Models may not be deployed further than 6” from the captain of its warband. When this has been done, the opposing player chooses one of their warbands and deploys it within 12” of their board edge as described above. Players then alternate until all warbands have been placed

Primary Objectives

- At the start of the game secretly note down one of your own Heroes (This may not be your leader unless you only have one Hero). You score **1 Victory Point** if the nominated Hero is still alive at the end of the game. If the nominated Hero is still alive and has suffered no wounds, you instead score **3 Victory Points**.
- At the start of the game secretly note down one of your opponent’s Heroes (This may not be your opponent’s leader unless they only have one Hero). You score **1 Victory Point** for causing one or more Wounds on the nominated Hero (Wounds prevented by a successful Fate roll do not count). If you kill the nominated Hero, you instead score **3 Victory Points**.
- At the start of the game secretly note down a single terrain piece in your opponent’s half of the board. You score **1 Victory Point** if at the end of the game you have more models than your opponent completely within your selected terrain piece (or in base contact if it cannot be entered). If your opponent has no models completely within your selected terrain piece (or in base contact if it cannot be entered) and you have at least one, you instead score **3 Victory Points**

Secondary Objectives

You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**

End of Game:

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models, or below, at which point, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points the game is a draw.

Special Rules

Keep it Secret, Keep it Safe: At the start of the game both players must write down which objectives they are trying to accomplish on a piece of paper, and fold it in half. The two pieces of paper must then be placed somewhere next to the playing area that both players can easily see, but so that the information contained on them cannot be seen – partially under your rules manual is a good place. These pieces of paper should remain untouched until the end of the game when they are revealed.