Nova Open

Beginners Tournament

Maximum Fleet Value: 500pts

When: Thursday September 1st

Time: 3pm-9pm

**Rules:** All the standard rules from version 2.0 Rulebook, plus all current FAQs/Errata. Optional Rules will be used for this Tournament. All Rules and FAQ’s/Errata will be locked as of August 1st. T.A.C. cards will also not be used in this Tournament. The Rulebook Version and all FAQ’s/Errata will be “locked” as of August 1st.

# Tournament Scoring

Normal rules for Battle Log will be used during each Mission. When the game reaches its natural conclusion, or is called for time, players will compare their Battle Log to determine their Tournament Points, using the Margin of Victory Table from page 84 in the Rulebook:

|  |  |  |
| --- | --- | --- |
| Difference | Leading Player Tournament Points | Trailing Player’s Tournament Points |
| 0 to 4 | Draw; **5 points** | Draw; **5 points** |
| 5 to 9 | Marginal Success; **7 points** | Marginal Loss; **4 points** |
| 10 to 14 | Major Triumph; **9 points** | Major Defeat; **2 points** |
| 15+ | Landslide Victory; **11 points** | Complete Rout; **0 points** |

If a player is forced to Emergency Shunt Out (page 83), then this will be considered a Landslide Victory for their opponent (**11 points**) and a Complete Rout for them (**0 points**), regardless of Battle Log.

Rounds and Scenarios

We will be using Scenarios 1, 2, and 4 from the Rulebook. Each Round will be
1 hour and 30 minutes long with a 1 hour break after Round 1, then 30 minutes after Rounds 2 and 3.

What you will need

**Fleet List:** Each player will submit a fleet list prior to the start of the tournament. All list will be reviewed by the judges prior to the tournament starting.

**Models:** Fleets will be comprised of the current factions listed in the Fleet Manuals. Fleets will consist of ship Models currently available from Spartan Games. If a Model is not currently made by Spartan, then a suitable Proxy Model may be used. Proxy Models must be similar in size for ships of the appropriate Class. They must also use the same sized base as Models currently available from Spartan.

**Models Cannot Touch Rule:** Due to the rule on Page 51...

*A model cannot end its Movement with its Flight Stand on top of another model's Flight Stand, or with any part of the model touching another model.*

The following implied rules will be followed:

1. Models cannot be removed from Flight Stands
2. Models cannot be rotated on the Flight Stand
3. Peg heights cannot be adjusted

**Flight Stands:** All players will use the supplied Flight Stand which came with their Model, with the following exceptions:

* Hawk Widgets: These may be applied to either end of the Flight Peg
* Corsec Omni-stand Flight Pegs: Only 2” pegs will be permitted
* Version 1 Models: These came with the normal flight stand, but if a Player wishes may instead use a Large Flight Stand
* Uneven Models: The Dindrenzi Praetorian (and other models) require modification to sit on the Flight Stand. One Flight Peg must be unmodified.

**Gaming Supplies:** Players are expected to bring all of the required Gaming Supplies for a game of Firestorm Armada:

* Firestorm Armada Turning Template
* 48”+ Tape Measure
* Enough Dice for their Fleet
* Firestorm Armada Markers (bring enough for your Fleet, including Hidden Set-up)

Tournament Rounds and Rotation

Round 1, all Participants will be randomly matched with an opponent, and assigned a Table. Each subsequent Round, half the players will simply rotate to the next table, playing a different opponent each game. In addition, if participants are from the same demographic area, they may request to not play each other.

If there is an odd number of participants at any time, one of the Tournament Organizers will play the Odd-Man Out. Tournament Scoring will not be adjusted; there is no ‘bye’. In addition, Players will only play a Tournament Organizer once, if necessary, and will not play someone they have played before at the Tournament.

While playing the Odd-Man Out, the Tournament Organizer will not perform any other Tournament Organizer duties.

Table Layout

Each Round will be held on a 4’x4’ Table, with Terrain already placed. Players may move the Terrain Templates, and adjusting the decorative 3D Terrain Models is allowed. If there are any questions as to which Mission to play on any given Round, please ask a Tournament Organizer.





