

NOVA
OPEN



THE
VIRTUE OF FREEDOM

The 2016 NOVA Open Warhammer 40,000 Narrative Campaign

September 1-4  Crystal City, Virginia

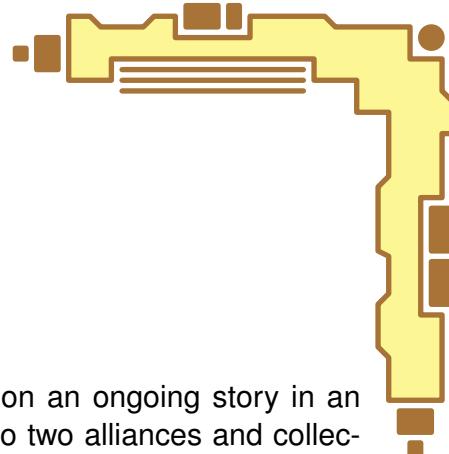


THE VIRTUE SOCIETY WAS FOUNDED AMID CHAOS AND BLOODSHED, WAR AND BETRAYAL. SPECIES FOUGHT SPECIES, WORLDS FOUGHT WORLDS, BEINGS FOUGHT BEINGS. VIOLENCE WAS UNCEASING, RUTHLESS. THE VIRTUES AND OUR ADHERENCE TO THEM SAVED US. DISCIPLINE, ORDER, PEACE, THESE GAVE US A PATH FORWARD.

AND YET, ALONG THAT PATH, WE FORGOT ONE:
THE VIRTUE OF FREEDOM.

- SANCTIONED POET-IN-EXILE SHOSSOLA,
COMMENTARIES





INTRODUCTION

Welcome to another year of the NOVA Warhammer 40,000 Narrative!

The NOVA 40k Narrative is a high quality wargaming experience based on an ongoing story in an original science fiction universe. It is team-centric, with players organizing into two alliances and collectively making strategic decisions such as match pairings and targets. Most importantly, it is a narrative campaign, not a tournament. Stellar play and notable achievements are recognized, but the focus is on social gaming with a strong narrative tilt. Missions aren't necessarily symmetric, and some of them aren't even fair. Opponents also may or may not be working toward covert objectives of which you're not even aware, or have a secret resource or stratagem that they or their alliance won in earlier battles. If your driving motivation is competition and winning games, this event is not for you. If your main interest though is having fun, playing good games with great people, and making your mark on a multi-year story built by hundreds of fellow 40k gamers, then this is where you want to be September 1–4, 2016.

Going into its fifth year, our player-created storyline continues with The Virtue suffering the after-effects of its failed assault on Earth, defeated by Humanity over the course of the previous events. Whether you're a new rookie or a returning veteran: Strap in, check your ammo, and brace for impact—eons old, galaxy spanning civilizations don't change easily. Join us now for the 2016 NOVA 40k Narrative:

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UPDATES

This year's 40k Narrative is going to continue the things you love about it. But a number of changes and improvements are also being made. Primary gameplay updates of which to be aware include the following:

- Codex-specific Narrative Supplements have been dropped. They're too unwieldy to balance and maintain under Games Workshop's current hectic release schedule, as likely to imbalance armies as balance them, and skewed registration toward one or the other side in order to get specific boosts.
- Not everyone will be playing the same mission in each round, instead choosing from several options to meet the strategic needs of their side and to best match their style and army list.
- Superheavy vehicles and gargantuan creatures with at most 9 HP/Wounds are permitted.
- An optional Quick Reaction Force detachment is made available to use in army lists.
- New Fame and Infamy mechanics have been introduced.

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RELEASE SCHEDULE

There are a number of significant components to the NOVA 40k Narrative. This player guide will be extended over the coming months as they are developed, tested, and released. The following milestones are the latest by which you can expect details on those components.

Date	Changes
January 1	Event schedule and basic army selection rules
March 1	Background story, campaign mechanics, and sample mission
May 1	Technical skills list, personal scoring, and painting contest rules
July 1	Public mission book, resources and stratagems samples
September 1	<i>Game on!</i>

CHANGELOG

This table summarizes what has been changed in each release of this document.

Date	Changes
August 8, 2016	Full mission list, Fame and Infamy mechanics
March 31, 2016	Background story and sample mission posted. Minor rules about measuring to objective markers and a reminder of the standard startup sequence added. QRF detachment tweaked to only grant choosing a trait from the BRB, and rerolling otherwise.
January 31, 2016	Schedule tweaked to better accommodate seminars. Quick Reaction Force detachment made more restrictive. Basic gameplay rules added (invisibility, rerollable 2+ saves, team games).
January 1, 2016	Initial public release.

EVENT SCHEDULE

There are two registration and participation tracks in the NOVA 40k Narrative:

- **Warlords.** Six amazing, storyful games, from Thursday night to Sunday mid-day, and war council meetings to make strategic decisions such as match objectives and pairings.
- **Nightfighters.** Three great games on Thursday, Friday, and Saturday night. This is a good option for players who want to participate in the 40k Narrative, but also play in NOVA 40k GT or other events.

The following table provides the detailed schedule for both tracks.

Day	Time	Participants	Activity
Thursday	20:30	Warlords & Nightfighters	Joint Briefing & Pairings
	21:30	Warlords & Nightfighters	Battle Round 1
Friday	10:00	Warlords	Alliance War Councils
	10:30	Warlords	Pairings
	11:00	Warlords	Battle Round 2 (to 13:30)
	16:30	Warlords	Joint Briefing
	17:00	Warlords	Alliance War Councils (to 18:00)
	20:30	Warlords & Nightfighters	Joint Briefing & Pairings
	21:30	Warlords & Nightfighters	Battle Round 3
Saturday	10:00	Warlords	Alliance War Councils
	10:30	Warlords	Pairings
	11:00	Warlords	Battle Round 4 (to 13:30)
	16:30	Warlords	Joint Briefing
	17:00	Warlords	Alliance War Councils (to 18:00)
	20:30	Warlords & Nightfighters	Joint Briefing & Pairings <i>Paint Judging (tentative)</i>
	21:30	Warlords & Nightfighters	Battle Round 5
Sunday	10:30	Warlords	Joint Briefing
	11:00	Warlords	Alliance War Councils
	11:30	Warlords	Pairings (to noon)
	13:00	Warlords	Battle Round 6 (to 15:30)
	16:30	Warlords & Nightfighters	Joint Briefing: Outcomes! (to 17:00)

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STORY SO FAR

We pick up our tale in the future...

The Virtue is the greatest civilization ever arisen in the galaxy. More than a species, more than an empire, more than a philosophy; The Virtue is a way of being. Its culture and technology are unsurpassed. Its will is absolute. The Virtue is perfect.

The Virtue was perfect.

It has been three hundred years since The Virtue fought Humanity. Their pacification forces were smashed, but at great cost to the human defenders. Earth is a barren husk. Its mighty war fleets have vanished, scattered to the solar winds if not lost entirely. A paltry few survivors' colonies have integrated into the ignored, disordered, minor societies along the fringe worlds and outlaw regions at the edge of The Virtue's control, enduring as best they can in the shadow of the colossus.

The Virtue, for its part, has retreated into itself. Effects of that failed conquest echo still, slowly rippling across the staid society. For the first time in millennia, murmurs of disquiet have been heard in the governance enclaves. Questions flitter across the dataplane. How could a perfect society be defeated by such an unenlightened race? In a universe where everything is known, what could be unknown?

Spawned from this moral crisis, disparate elements on the perimeter of The Virtue's space have begun fomenting open rebellion. Branding themselves the Coalition of the Free, their messages have appeared across message boards and even hastily graffitied in public spaces on the outer worlds, praising a new virtue:

The virtue of freedom.

THE PAST

The 2016 40k Narrative continues the ongoing NOVA story of The Virtue and Humanity.

NOVA 2012: First Contact. After a brush with global nuclear war in 2194, humanity stepped back from the brink. The millennia-old dreams of scholars, tyrants, and preachers became a reality as all the people of Earth finally set aside their differences. That peace was shattered a mere eighteen years later when thousands of alien craft struck the planet without warning. Millions died before any response could even begin. Eventually though a resistance formed. Taking its last stand in Washington, D.C., the defenders were dumbfounded when the invaders inexplicably retreated.

NOVA 2013: Cataclysm. Learning what they could from alien captives and technology left behind, humanity strove to rebuild and prepare. Their caution was well founded: In 2312, one hundred years to the day of the first invasion, the invaders struck again. Against much improved resistance and plagued by doubts, they once more though faltered even as millions died. Faced with defeat, their commander rammed his flagship into Earth in a final ignominious gesture, igniting its antimatter cores in the planetary mantle. The blast and shockwaves killed billions, with billions more lost in catastrophic aftereffects. Humanity survived merely through those few population centers shielded enough to outlast the trauma.

NOVA 2014: Descension. Regrouping in the aftermath, humanity began a two-pronged offensive. Space fleets began pushing outward from Earth, learning much about the invaders and from where they had come. Forces on Earth meanwhile attempted to cleanse the planet of the alien warriors still fighting on it and begin to restore the environment. This effort however was a grim one. The planet had taken so much damage, and numerous invaders were still extant on the surface. Eventually the cold truth became clear and inevitable: Earth was no longer a safe home for humanity.

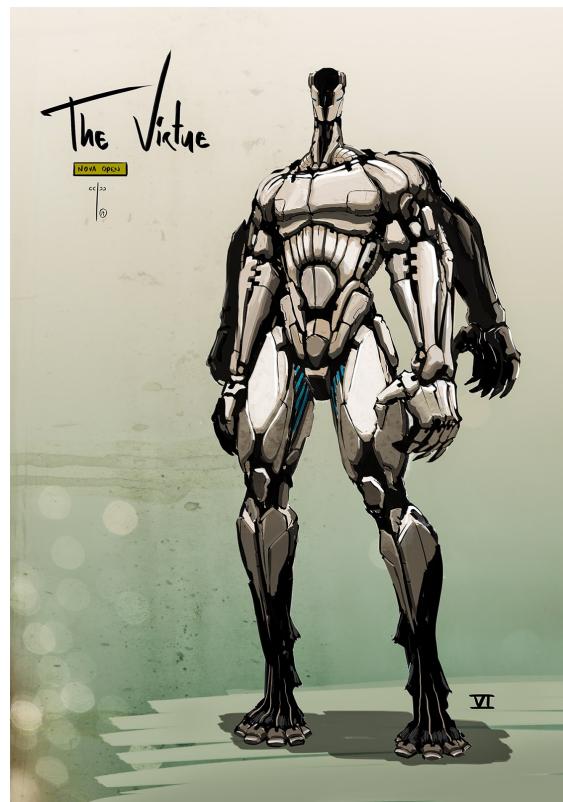
NOVA 2015: Ascension. Building on their successes in space, humanity's remaining military focused on the war in the void. A massive invader space station was discovered and captured, yielding access to the Bend gates through which they warped time and space to travel across the stars. Meanwhile, ground forces fought to rescue and protect what remnants of Earth's remaining population they could. Although a tremendous evacuation was enacted, its scale was tragically dwarfed by all those necessarily left behind. After hurried but intense debate, humanity was split. Some armed forces returned to Earth to salvage the planet if at all possible. The majority though, labeling itself the Phoenix fleet, took in the evacuees, closed and destroyed the Bend gate inbound to Earth, and launched on an exodus to colonize other worlds...

THE VIRTUE

The alien invaders that beset Earth in 2212 were eventually revealed as warriors of The Virtue. For thousands of years The Virtue have ruled much of the galaxy, encompassing innumerable worlds and species. Built on fundamental, inarguable virtues and morals, over millenia the tenets of their society have progressed to become part of their collective genetic makeup itself. The Virtue society can do no wrong, and its citizens need not question if they might do wrong in following its dictates.

As such, none of The Virtue warriors encountered in the fighting over Earth had ever questioned their task. For all of known history The Virtue had stood in judgement over all the fledgeling races of the galaxy. As those species reached the threshold of relevance, The Virtue applied a standard protection and inclusion protocol: Were they a destructive cancer to be eliminated, or a desirable new element to be incorporated into The Virtue? Humanity was simply found wanting, no further explanation needed.

But those colossal, four-armed warriors encountered on Earth are but one face of The Virtue, just one



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of its militaries tasked with pacifying young races. The Virtue society is truly vast, and deep within its governance structures another conclusion had been derived from the protocols. From that initial crack, the events at Earth have slowly emerged as a growing fault line in the very foundations of The Virtue society. Never before had The Virtue been turned back from its objectives, least of all by such an insignificant young race as Humanity. For those that have truly considered the implications, the sheer outrageousness of the defeat calls into question the very essence of The Virtue. Eons-old civilizations don't fall often or easily, but when they do, it comes from doubts such as these.

THE FREE

Three centuries later, those doubts have flickered into wisps of open dissent. On a far flung edge of The Virtue's territory, a group labeling itself the Coalition of the Free has developed as if from nowhere and taken increasingly provocative actions. It began on the public forums of the dataplane, messages citing discouraged texts and raising questions from hijacked sockets beamed into from unrecognized space. Emboldened by faint stirrings of doubt, Coalition-sponsored covert meetings began appearing on worlds of The Virtue themselves, disseminating their message and recruiting to their beliefs. Recently, the most brazen cells have shockingly defaced government buildings and even sabotaged pacification assets.

Operating within the strictures of their philosophy and being, local Virtue officiants have been unable to truly process and address these events. Most hazily interpret the Coalition of the Free as outside attackers feared to be on the verge of invading The Virtue space. Although almost wholly unprecedented, this is at least a largely understandable concept. Deeper, darker corners of The Virtue though better understand the true threat. Worse, they suspect and fear that the Coalition has been helped by traitorous elements within the government. Elements that might even explain mysterious aspects of the defeat at Earth.

Within the Coalition of the Free itself, hopes and passions run rampant as wildfire. Twinned rumors circulate among its cells. One tells of the discovery of a mighty weapon with which to fight The Virtue. Another posits an opportunity in the near future to make a daring strike at a very pillar of The Virtue's control in the region. True or false, the whole of its decentralized structure buzzes with activity and preparation...

THE FUTURE

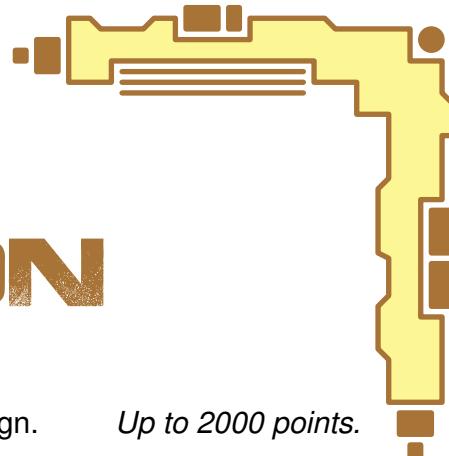
The NOVA 2016 40k Narrative begins at this moment on the precipice, and players must choose a side:



Fight for **Humanity** as a secret leader and instigator of the Coalition of the Free, striving to capture the rumored weapon and strike at The Virtue to preserve your race and release many others from its oppressive grip.

Command a military of **The Virtue**, directing a pacification force dispatched to uncover the traitor, quell rebellion, hunt down outside agitators, and restore peace and order by smashing the Coalition of the Free decisively.





ARMY SELECTION

Each player must prepare two army lists:

- **Campaign Force.** For your individual battles, the majority of the campaign. *Up to 2000 points.*
- **Strike Force.** For your team games, of which there will be at least one. *Up to 1000 points.*

Both army lists must be battle forged. No model with more than 9 hull points or wounds is permitted. Superheavy vehicles and gargantuan creatures are otherwise allowed.

The strike force list need not be a subset of the campaign force list, but cannot include any factions not utilized in the campaign force list. As detailed below, in team games you will have your own warlord, and your units will count as allies of convenience to those of your partner(s), regardless of factions.

No other requirements or constraints are placed on detachments, formations, or force organization. An optional Quick Reaction Force detachment is made available for this event, described below.

SOURCES

Forgeworld units and armies eligible for standard *Warhammer 40,000*, i.e., not *Apocalypse*, are permitted. Units and armies from Forgeworld's Horus Heresy *Age of Darkness* books are also permitted.

All up-to-date, official *Warhammer 40,000* army sources are permitted that are available in current publication. This does include White Dwarf entries, which are available via back issues, and current campaign books. It does not include limited edition dataslates and formations, e.g., those included in mega-bundles. Contact the tournament organizer(s) beforehand about any questions. Remember that you must have all sources on hand, electronically or digitally.

For any codex or supplement re-released within two weeks preceding the event, you may choose whether to use the old or new edition. You may not use both editions of a single source within the event.

MODELS

Models must be WYSIWYG, but identifiable and thoughtful conversions and proxies are welcome. Indistinguishable or confusing proxies are not acceptable. Contact the organizer(s) beforehand for any questions.

In addition, models need not be painted, but is *very strongly* recommended in order to not impair the experiences of all other participants. A painting component will be applied to personal scores to reward finished armies, following the standardized NOVA metrics.



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QUICK REACTION FORCE

Players may optionally employ a Quick Reaction Force detachment in their army lists, defined as follows.

FORCE ORGANIZATION

An army may only contain a single Quick Reaction Force detachment. All units in the detachment must have the same faction, or no faction. The detachment is comprised of the following battlefield roles.

HQ	Troops	Elites	Fast Attack	Heavy Support	Lords of War
1–2	2–6	1–4	*	*	0–1

A Quick Reaction Force detachment must include one Fast Attack and one Heavy Support choice. It may include up to three selections in one of those roles, but must contain one and only one selection in the other role. I.e., the detachment must adhere to one of the following options:

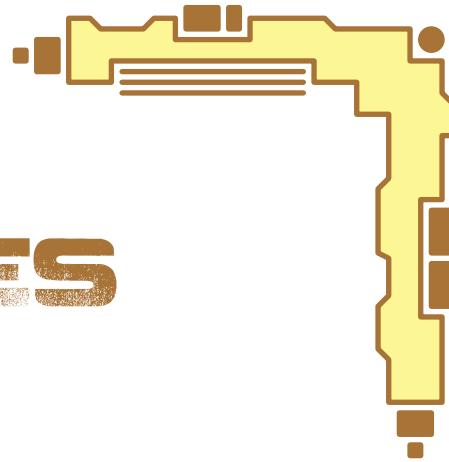
- 1–3 Fast Attack and 1 Heavy Support
- 1 Fast Attack and 1–3 Heavy Support

As usual, dedicated transports are not counted toward these quantity limitations.

COMMAND BENEFITS

The following advantages are granted for utilizing this detachment:

- **Objective Secured.** All scoring units in this detachment except superheavy vehicles and gargantuan creatures gain Objective Secured. A unit with this special rule controls objectives even if an enemy scoring unit is within range of the objective marker, unless the enemy unit also has this special rule.
- **QRF Commander.** If this detachment is your primary detachment, instead of rolling a random warlord trait you may choose a warlord trait from the tables in the main *Warhammer 40,000* rulebook. If you wish to use a different table of warlord traits, i.e., from a codex, then you must roll a random trait, but may reroll the result.



GAMEPLAY RULES

This section defines the basic gameplay rules applied in the 40k Narrative.

CORE RULES

The following rules apply to all games in the NOVA 40k Narrative.

Time Limits. Matches are scheduled for 2.5 hours, but players may take more time as long as they mutually agree to do so. Please discuss and agree to play long or not at the start of each match, or at least well before the time limit, so that there are no assumptions or mismatched expectations. This flexibility ensures that players may participate in seminars and other NOVA events without hindering their Narrative experience, but have the option to play at a relaxed pace if they have no schedule constraints. Results must be submitted at least half an hour before the next activity on the Narrative schedule.

Invisibility. The Invisibility psychic power is amended to be:

Invisibility is a blessing that targets a single friendly unit within 24". While the power is in effect, enemy units shooting at the target unit do so at BS 1, and in close combat will only hit models of the target unit on To Hit rolls of 5+.

Rerollable 2+ Saves. For any failed 2+ save that may be rerolled, the reroll only succeeds on a 4+.

Objective Markers. Standard objective placement constraints apply in setting up a game unless noted otherwise by a specific mission. Objective markers may be controlled or contested by models/units up to 3" horizontally from the side edge of the marker and 6" vertically from its bottom face. Objective markers should all be the same size (typically equivalent to a 40mm base).

TEAM RULES

The rules in this section apply to team games in the 40k Narrative.

Separate Allies. All players in a team field their strike force lists as separate armies. Regardless of factions, teammates consider their partners' units and models to be allies of convenience to their own army. In addition, all players on a team nominate a warlord for themselves as usual.

Warp Storm Table. Results rolled by a player on the Warp Storm table (*Codex: Chaos Daemons*) do not affect their teammates' armies and models unless specifically dictated by the table, i.e., other Chaos Daemons or marked Chaos Space Marines.

Psychic Phase. In the psychic phase, a single D6 is rolled by the current team to determine the base warp charge from which each player on both teams generates their own individual pools, applying the usual rules to their own models. Players all use their own warp charge pool; teammates cannot combine or share warp charge. Any opposing player with models on the table may attempt to deny the witch, caveat that if a specific unit of enemy models is targeted, their player alone may attempt to block the spell.



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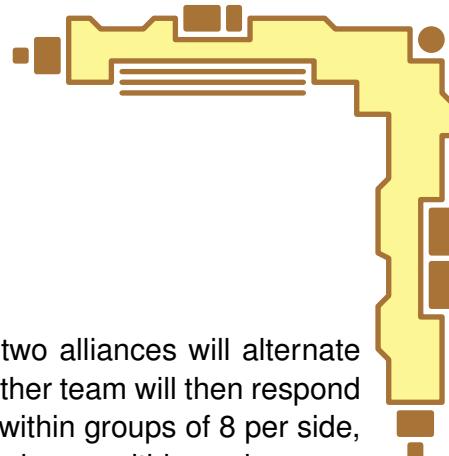
Single Army. For all other gameplay purposes the combined forces of a team are considered a single army comprised of multiple detachments, and the team considered a single player for all rules except when specifically distinguished by the missions here. How units belonging to different players in a team interact are thus governed by the rules for allies of convenience, on page 126 of the main *Warhammer 40,000* rulebook. Being a single army also entails a number of other rules, including:

- Units may not shoot at close combats even if none of their player's units are engaged.
- Teams are not eliminated unless there are no models of any member on the table.

STARTUP SEQUENCE

The start of each game proceeds as follows unless the mission notes otherwise:

1. Clarify terrain and mission rules
2. Both players share their army lists
3. Determine warlord traits, then psychic powers, and then other pre-game effects and choices
4. Place civilians
5. D6 roll off to select deployment zones
6. Place primary objective markers
7. D6 roll off to choose first or second deployment
8. Deploy main armies in that order
9. Deploy any Infiltrators (pg. 167)
10. Secretly choose and record secondary objectives from the options listed for the mission
11. Make any Scout redeployments (pg. 171)
12. Reveal secondary objectives and any related selections or marker placements as directed
13. First to deploy chooses to play first or second
14. Seize the Initiative roll, if desired and permitted
15. *Battle!*



MISSIONS

Each round of the campaign, as part of their strategic decision making, the two alliances will alternate putting forward a player and a mission chosen from those in this section. The other team will then respond with an opponent and a table for the match. These pairings will be conducted within groups of 8 per side, determined by win/loss ranks. Missions marked with a may only be selected once within each group.

Some missions need special models, such as convoy vehicles, shuttlecraft, and VIPs. All matches will also use a set of civilians. These will all be provided.

SCORING

Match results are determined by scoring primary, secondary, and tertiary objectives. All missions use the same tertiary and secondary objectives, explained below. Individual missions define their primary objective(s). No more than a total of 9 victory points may be earned for primary objectives, 6 for secondary objectives, and 5 for tertiary objectives, for a total of no more than 20 victory points possible in a match. The winner is the player with more victory points at game end, or a draw if they earned equal amounts.

STANDARD MISSION RULES

The following special rules are applied to each mission unless noted otherwise.

Easy Recon. Players add +1 to their roll to choose first or second deployment for each superheavy vehicle or gargantuan creature in the opposing army.

Reserves. As defined on page 135 of the main *Warhammer 40,000* rulebook.

Seize the Initiative. As defined on page 132 of the main *Warhammer 40,000* rulebook.

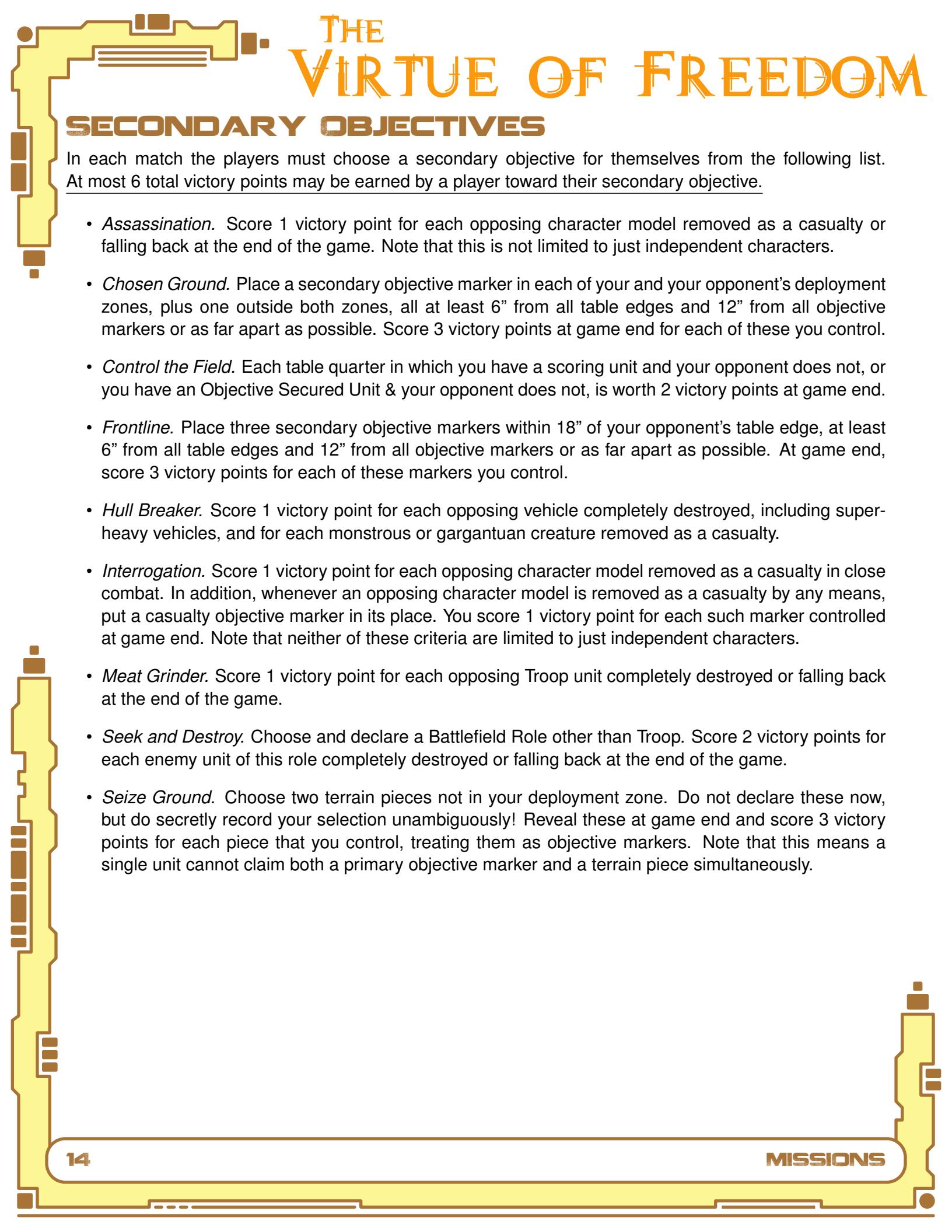
Variable Game Length. As defined on page 133 of the main *Warhammer 40,000* rulebook.

All In. Units/models in reserve at game end count as completely destroyed/removed as a casualty.

TERTIARY OBJECTIVES

The following common tertiary objectives apply in each mission. At most 5 total victory points may be earned by a player across all of the tertiary objectives.

- *Victory Through Attrition.* Score 1 victory point for every 2 unsaved hull points or wounds suffered by an opposing superheavy vehicle or gargantuan creature through any means, including explosions and other indirect effects. These points are earned at the end of any phase in which such damage occurs, and thus include any repaired or regenerated later.
- *Slay the Warlord.* If your opponent's Warlord or a Lord of War character of theirs has been removed as a casualty or is falling back at the end of the game, score 2 victory points.
- *Linebreaker.* Score 2 victory points if a model from any friendly scoring unit is completely within 12" of your opponent's table edge.
- *First Blood.* As defined on page 133 of the main *Warhammer 40,000* rulebook.
- *Special Conditions.* Any unit, faction, formation, or other special rules granting victory points to either player are considered tertiary objectives and are included within the 5 point cap.



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SECONDARY OBJECTIVES

In each match the players must choose a secondary objective for themselves from the following list. At most 6 total victory points may be earned by a player toward their secondary objective.

- *Assassination*. Score 1 victory point for each opposing character model removed as a casualty or falling back at the end of the game. Note that this is not limited to just independent characters.
- *Chosen Ground*. Place a secondary objective marker in each of your and your opponent's deployment zones, plus one outside both zones, all at least 6" from all table edges and 12" from all objective markers or as far apart as possible. Score 3 victory points at game end for each of these you control.
- *Control the Field*. Each table quarter in which you have a scoring unit and your opponent does not, or you have an Objective Secured Unit & your opponent does not, is worth 2 victory points at game end.
- *Frontline*. Place three secondary objective markers within 18" of your opponent's table edge, at least 6" from all table edges and 12" from all objective markers or as far apart as possible. At game end, score 3 victory points for each of these markers you control.
- *Hull Breaker*. Score 1 victory point for each opposing vehicle completely destroyed, including super-heavy vehicles, and for each monstrous or gargantuan creature removed as a casualty.
- *Interrogation*. Score 1 victory point for each opposing character model removed as a casualty in close combat. In addition, whenever an opposing character model is removed as a casualty by any means, put a casualty objective marker in its place. You score 1 victory point for each such marker controlled at game end. Note that neither of these criteria are limited to just independent characters.
- *Meat Grinder*. Score 1 victory point for each opposing Troop unit completely destroyed or falling back at the end of the game.
- *Seek and Destroy*. Choose and declare a Battlefield Role other than Troop. Score 2 victory points for each enemy unit of this role completely destroyed or falling back at the end of the game.
- *Seize Ground*. Choose two terrain pieces not in your deployment zone. Do not declare these now, but do secretly record your selection unambiguously! Reveal these at game end and score 3 victory points for each piece that you control, treating them as objective markers. Note that this means a single unit cannot claim both a primary objective marker and a terrain piece simultaneously.

CIVILIANS

The campaign's conflict does not occur in a vacuum—all games will include civilians to be slaughtered or saved as the players wish. Before selecting deployment zones, roll off and alternate in that order placing 3 civilians each (both teammates do so in doubles games). They must be placed outside both deployment zones, at least 12" from each other and at least 6" from table edges.

	WS	BS	S	T	W	I	A	Ld	Sv	Type	Special Rules
Civilian	1	-	2	2	1	3	-	4	6+ 6++	Infantry	Neutral NPC

Neutral NPC. Units of either player may join a neutral NPC following the rules for independent characters. Once joined, the NPC is considered a model of that player's army until the unit is eliminated or detaches from the NPC. It may embark in transports and buildings while part of a unit; a unit cannot detach while embarked and leave an NPC behind embarked. The NPC never moves on its own, including to join or leave units. Players may shoot and assault unattached NPCs as though they were enemy models. Models in an attached unit may Look Out, Sir! to protect the NPC from wounds allocated to it, and the NPC may be used to Look Out, Sir! and protect another model. NPCs are not scoring and never count toward any mission objectives, including but not limited to kill points and controlling objective markers, even while joined to a unit.

FAME AND INFAMY

The fate of civilians critically determines each army's reputation, measured by the number of points earned toward fame and infamy. Both of these are tracked, and the final leader for each awarded a small prize.

Wanton Slaughter. Any attack that eliminates a civilian earns the attacking player 2 infamy points.

Meat Shields. If a civilian joined to a unit is the first model removed when the unit is targeted by shooting, psychic attacks, or in a round of close combat, or if a civilian is removed after being used to Look Out, Sir! for another model in an attached unit, then the unit's player earns 1 infamy point.

Heroes of the People. At game end, each civilian attached to a unit earns that player 4 fame points.

Safe Haven. At game end, each unattached civilian wholly inside a player's deployment zone earns that player 2 fame points.

Black and White. Fame and infamy are exclusive of each other. After each match, only the greater of the player's fame or infamy will be added to their respective running total, after subtracting the lesser.

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MISSION: COMMS FACILITY



You must claim—or at least deny the enemy—a critical communications facility!

TABLE SETUP

Deployment zones are **Hammer** and **Anvil**, as on page 131 of the main rulebook (24" short edges).

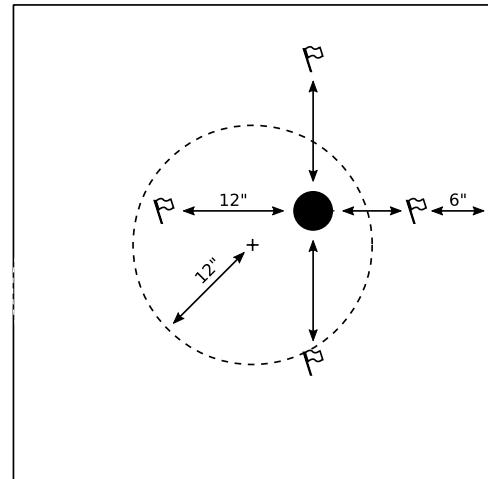
Before choosing deployment zones, place a Comms Facility on the board. Both players nominate a location within 12" of table center where the building can be placed without overlapping any terrain (or as close as is possible to do so). Randomly select one of the locations and place the Comms Facility there.

	BS	F	S	R	HP	Special Rules
Comms Facility	-	12	12	12	3	Small Building, Capacity 5, 1 Access Point

If the building is destroyed or explodes, do not remove the model but treat it as rubble from then on (dangerous terrain, 5+ cover). Both the building and its rubble act as an objective marker.

Next place 4 primary objective markers each 12" from the Comms Facility directly toward each table edge but at least 6" from that table edge, as the example to the right shows.

The comms facility is not part of either army and never counts toward any secondary or tertiary objectives.



MISSION SPECIFIC RULES

There are no rules specific to this mission.

PRIMARY OBJECTIVES

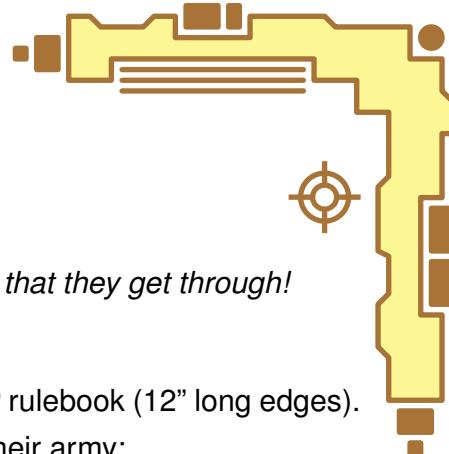
Each player earns victory points by the state of the Comms Facility at game end:

Destroyed	Wholly Intact	Player Controls	Opponent Controls	Victory Points
No	Yes	Yes	No	5
No	No	Yes	No	3
No	Yes	No	Yes	0
No	No	No	Yes	1
No	Yes	No	No	3
No	No	No	No	2
Yes	No	Yes	No	3
Yes	No	No	Yes	1
Yes	No	No	No	2

A unit on the roof of the building trumps all units on the exterior for control of the building. A unit embarked in the building trumps units on the roof and exterior.

In addition, each primary objective marker controlled at game end yields 1 victory point.

MISSION: CONVOY



The supplies in this vehicle are desperately needed on the front line, see that they get through!

TABLE SETUP

Deployment zones are **Dawn of War**, as on pg. 131 of the *Warhammer 40,000* rulebook (12" long edges).

Before any deployment begins, each player gains a Bulldog Transport for their army:

	BS	F	S	R	HP	Special Rules
Bulldog Transport	-	11	11	10	3	Smoke Launchers (4), Transport (6), Advanced Repair Systems, Tank

Advanced Repair Systems. If the vehicle is immobilized at the start of its movement, roll a D6. On a 4+ it is no longer immobilized, and may immediately move as normal. It does not regain any hull points lost. If the roll is failed then the vehicle may move 3" as it attempts to lurch back to life. This roll may be taken every turn until successful.

The Bulldogs may not be held in reserve and must deploy wholly within 6" of the player's table edges. They do not count toward any secondary objective but do count toward First Blood and Linebreaker.

MISSION SPECIFIC RULES

There are no rules specific to this mission.

PRIMARY OBJECTIVES

At the end of the first movement phase in which a player's Bulldog is fully within their opponent's half of the table, the controlling player gains 2 victory points. At the end of the first movement phase in which a player's Bulldog is fully within their opponent's deployment zone, the controlling player gains 1 victory point. At game end, players earn 3 victory points if their Bulldog has not been destroyed. They also earn 1 victory point for each hull point removed from their opponent's Bulldog.

THE VIRTUE OF FREEDOM

MISSION: SHUTTLE CRASH



A courier shuttle has been shot down, you must seize the pilot and their databanks!

TABLE SETUP

Deployment zones are **Dawn of War**, as on pg. 131 of the *Warhammer 40,000* rulebook (12" long edges).

After all deployment concludes, randomly determine a table corner. Place a flying shuttle marker 12"x12" from that corner, adjusting its position by the minimum distance necessary toward table center to not overlap models or impassable terrain. Models may move under the shuttle model and over or onto its base.

MISSION SPECIFIC RULES

Shuttle Crash. At the start of game turn 2, either player rolls a D6. On a 1–2 the shuttle marker scatters toward the diagonally opposite table corner, on a 3–4 it scatters toward the center of one of the farther opposing table edges, and on a 5–6 it scatters toward the center of the other farther opposing table edge, as shown to the right. The shuttle scatters 3D6 in that direction and becomes crashed.

Next, place 4 debris markers, 12+2D6" from the shuttle's final position toward each of the four table corners, rolling the distance for each separately.

Neither shuttle nor debris will crash onto impassable terrain. Adjust their final positions by the minimal necessary distance to prevent this.

Any non-vehicle models under the shuttle or debris markers' final positions must pass an initiative test or take a wound. Vehicles under such a marker take an S8 hit on their side armor. Cover saves are not permitted for either but armor and invulnerable saves are. Surviving models are displaced the minimum necessary distance to not overlap any marker, model, or impassable terrain.

The crashed shuttle and debris act as objective markers, dangerous terrain, and give a 5+ cover save.

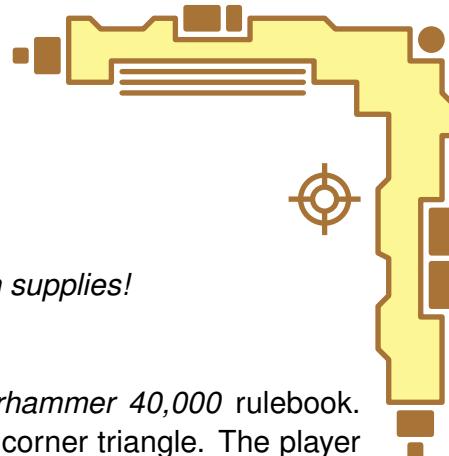
Wounded Pilot. At the end of the first movement phase in which at least one non-vehicle model is in base contact with or on the crashed shuttle marker, the current player places a Pilot in base contact with any such model of their choice. The Pilot joins that unit unless forbidden by the latter's rules.

	WS	BS	S	T	W	I	A	Ld	Sv	Type	Special Rules
Pilot	3	-	3	3	2	2	-	7	5+ 6++	Infantry	Neutral NPC

Neutral NPC. See page 15 of this mission book.

PRIMARY OBJECTIVES

At game end if the Wounded Pilot is joined with a unit, then that player has captured or rescued them and earns 3 victory points. Control of the crashed shuttle is worth 2 victory points at game end and each debris marker 1 point.



MISSION: SUPPLY DEPOT

Cut off and all alone, your army will have to improvise its own supplies!

TABLE SETUP

Deployment zones are **Vanguard Strike**, as on page 131 of the main *Warhammer 40,000* rulebook. Vanguard Strike may be approximated by deploying within a 33.5" x 50" table corner triangle. The player choosing zones may pick any of the four corners; their opponent takes the diagonally opposite corner.

After selecting deployment zones, players roll off and in that order alternate placing a supplies marker in their deployment zone, in their opponent's deployment zone, and then in neither deployment zone. Supplies markers act as objective markers.

MISSION SPECIFIC RULES

Ransack. Immediately upon the first time a walker or non-vehicle model moves into base contact with a supplies marker, determine its victory points value by rolling on the following table:

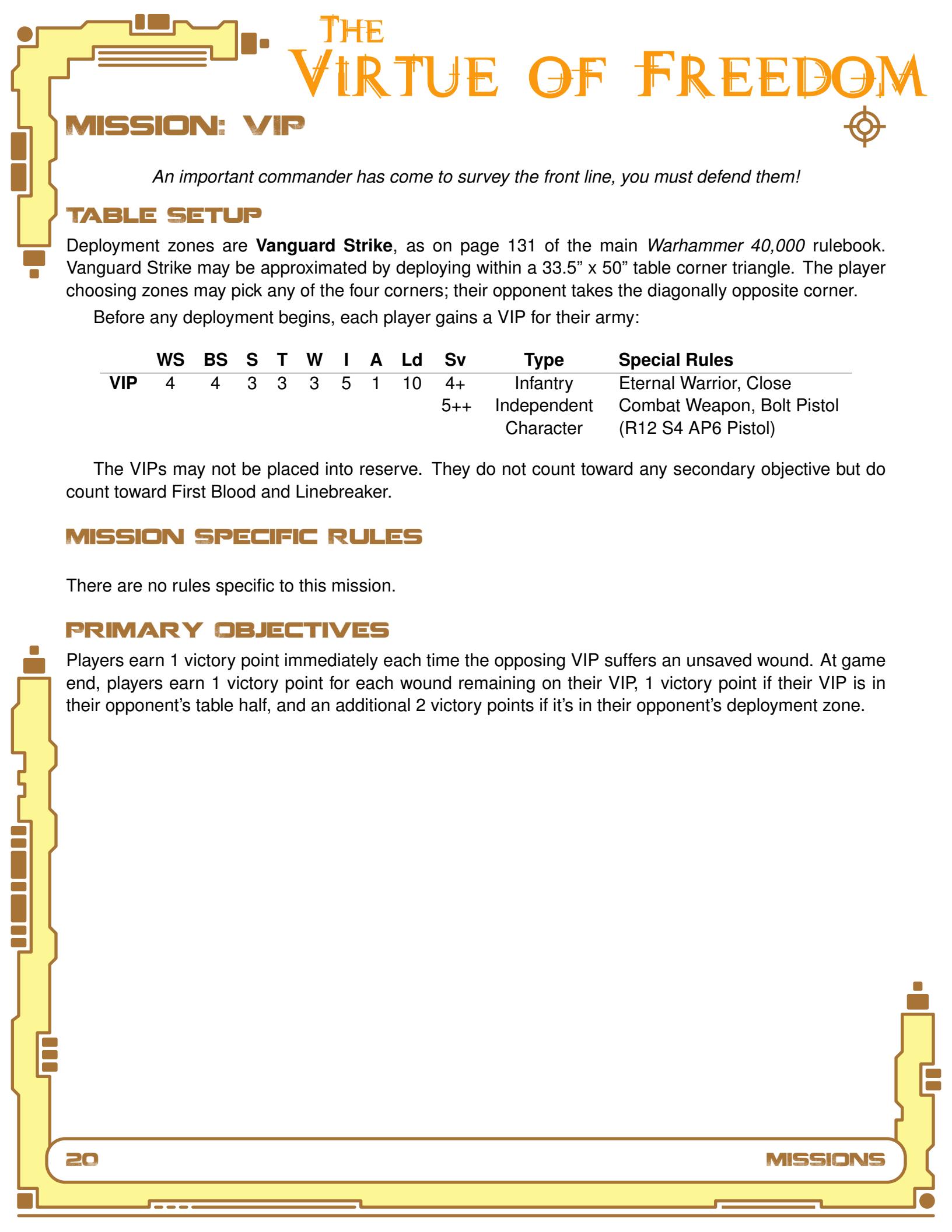
D6	Value	In Play
1	4	<input type="checkbox"/>
2	3	<input type="checkbox"/>
3	3	<input type="checkbox"/>
4	2	<input type="checkbox"/>
5	2	<input type="checkbox"/>
6	1	<input type="checkbox"/>

Check off the rolled entry as "In Play." That entry cannot be selected again; re-roll the die if it comes up in a future ransack roll.

At game end follow the same process in random order for any markers that are controlled but whose value has not been determined, i.e., they are controlled but have not been in contact, or have been contacted only by non-walker vehicles.

PRIMARY OBJECTIVES

At game end each supplies marker is worth its victory point value determined by the ransack rule above. Remember that no more than 9 victory points may be earned toward primary scoring.



THE VIRTUE OF FREEDOM

MISSION: VIP



An important commander has come to survey the front line, you must defend them!

TABLE SETUP

Deployment zones are **Vanguard Strike**, as on page 131 of the main Warhammer 40,000 rulebook. Vanguard Strike may be approximated by deploying within a 33.5" x 50" table corner triangle. The player choosing zones may pick any of the four corners; their opponent takes the diagonally opposite corner.

Before any deployment begins, each player gains a VIP for their army:

	WS	BS	S	T	W	I	A	Ld	Sv	Type	Special Rules
VIP	4	4	3	3	3	5	1	10	4+ 5++	Infantry Independent Character	Eternal Warrior, Close Combat Weapon, Bolt Pistol (R12 S4 AP6 Pistol)

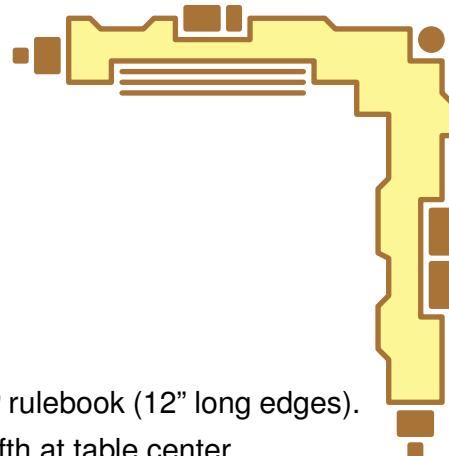
The VIPs may not be placed into reserve. They do not count toward any secondary objective but do count toward First Blood and Linebreaker.

MISSION SPECIFIC RULES

There are no rules specific to this mission.

PRIMARY OBJECTIVES

Players earn 1 victory point immediately each time the opposing VIP suffers an unsaved wound. At game end, players earn 1 victory point for each wound remaining on their VIP, 1 victory point if their VIP is in their opponent's table half, and an additional 2 victory points if it's in their opponent's deployment zone.



MISSION: BATTLEFIELD

War is a game played in many ways.

TABLE SETUP

Deployment zones are **Dawn of War**, as on pg. 131 of the *Warhammer 40,000* rulebook (12" long edges).

Place a primary objective marker 16" x 16" from each table corner, and a fifth at table center.

MISSION SPECIFIC RULES

There are no rules specific to this mission.

PRIMARY OBJECTIVES

Simultaneously with declaring secondary objectives, both players choose and declare three of the following primary scoring mechanisms for themselves, earning at most 9 victory points:

- A. Control the primary objective marker at table center at game end for 3 victory points.
- B. Choose and declare one of the primary objective markers in your opponent's table corners and earn 3 victory points if you control it at game end.
- C. Earn 1 victory point at game end for each primary objective marker controlled, up to a total of 3 victory points; a marker cannot be scored for both this objective and objectives A or B.
- D. Earn 3 victory points if at least 25% of the opposing army by units is broken.
- E. Earn 3 victory points if at least 50% of the opposing army by units is broken.
- F. Earn 1 victory point per quartile if at least 25%, 50%, and 75% of your army is *not* broken.

Units are considered broken if at game end they have been eliminated, are falling back, are in reserve, or have at most 25% of their starting models remaining.

THE VIRTUE OF FREEDOM

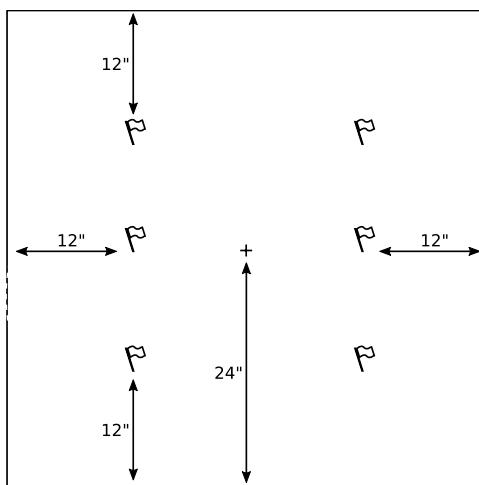
MISSION: OPEN GROUND

In war, two armies cannot stand together, and yet they cannot stay apart.

TABLE SETUP

Deployment zones are **Dawn of War**, as on pg. 131 of the *Warhammer 40,000* rulebook (12" long edges).

Place six primary objective markers in two lines of three. On a 4' x 4' board the lines are to be 12" from each short table edge, on a 4' x 6' they are to be 18" from each short table edge. Two markers are placed at 12" from each long table edge and the third on the table center line, as shown below for 4' x 4'.



MISSION SPECIFIC RULES

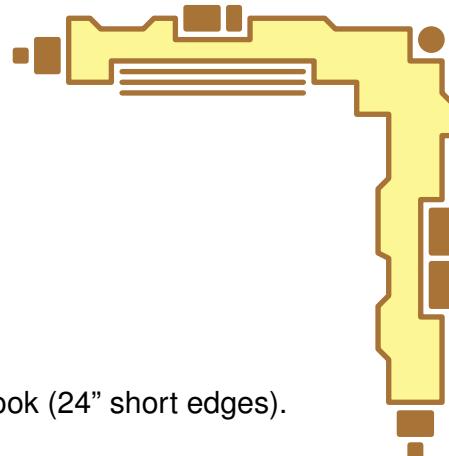
There are no rules specific to this mission.

PRIMARY OBJECTIVES

Before any Scout redeployments, both players secretly choose one of the following primary scoring mechanisms for themselves:

- *Continuous*. Beginning with Turn 2, score 1 victory point at the end of each of your player turns for each primary objective marker you control.
- *End Game*. At game end, score 3 victory points for each primary objective marker you control.

This selection is declared along with the choice of secondary objective, below, after Scout redeployments. Remember that no more than 9 victory points may be earned toward primary objectives.



MISSION: SLAUGHTER ZONE

War is not clever strategies; war is killing.

TABLE SETUP

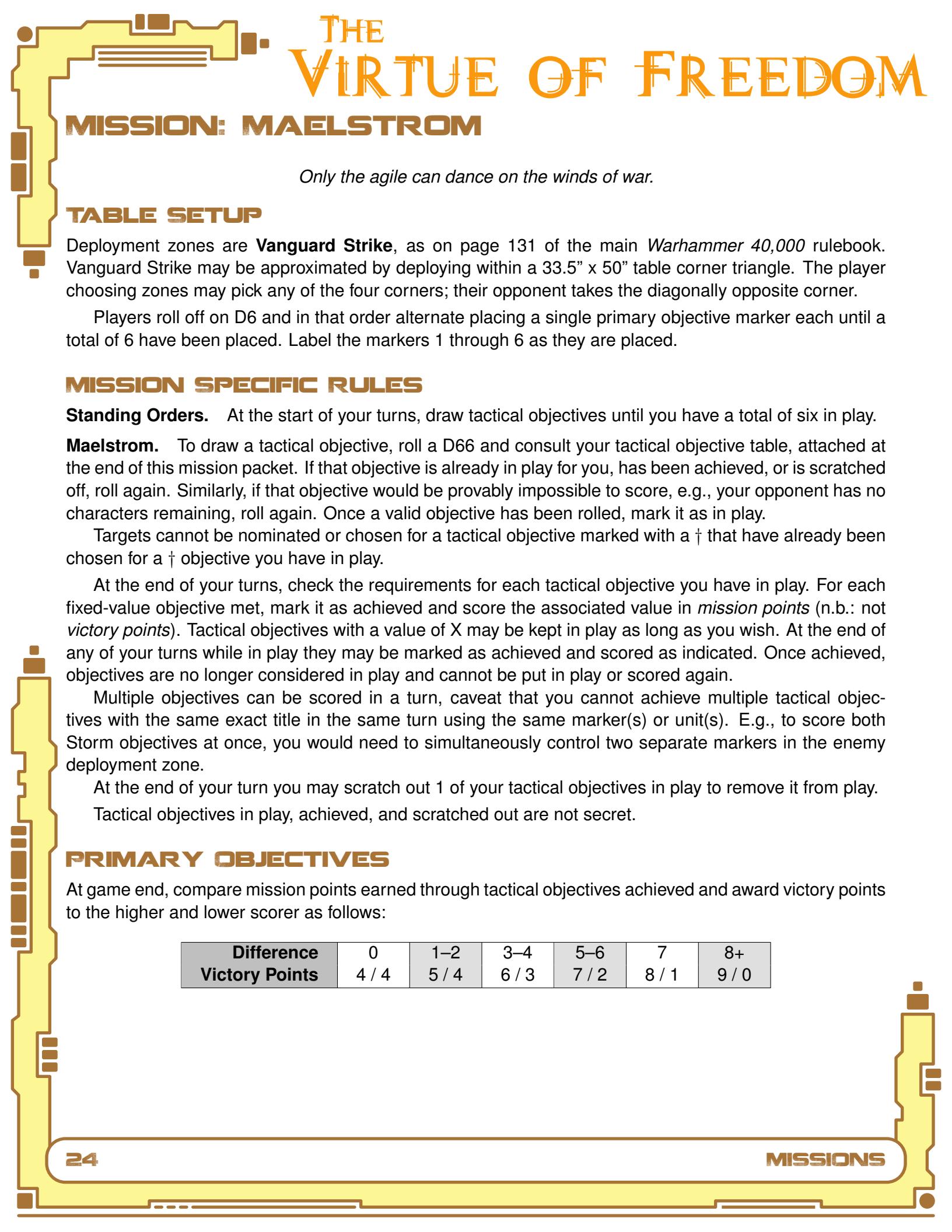
Deployment zones are **Hammer** and **Anvil**, as on page 131 of the main rulebook (24" short edges).

MISSION SPECIFIC RULES

There are no rules specific to this mission.

PRIMARY OBJECTIVES

At game end, each unit that has been eliminated, is falling back, is in reserve, or has at most 25% of its starting models remaining is broken. Earn 2 victory points per quartile if at least 25%, 50%, and 75% of the opposing army by units is broken. Earn 1 victory point per quartile if at least 25%, 50%, and 75% of your army is not broken. An additional victory point is earned by the player who has had a smaller percentage of the units in their army broken. If one player has been completely eliminated, the opposing player gains an additional victory point. No more than 9 victory points may be earned via this primary objective.



THE VIRTUE OF FREEDOM

MISSION: MAELSTROM

Only the agile can dance on the winds of war.

TABLE SETUP

Deployment zones are **Vanguard Strike**, as on page 131 of the main *Warhammer 40,000* rulebook. Vanguard Strike may be approximated by deploying within a 33.5" x 50" table corner triangle. The player choosing zones may pick any of the four corners; their opponent takes the diagonally opposite corner.

Players roll off on D6 and in that order alternate placing a single primary objective marker each until a total of 6 have been placed. Label the markers 1 through 6 as they are placed.

MISSION SPECIFIC RULES

Standing Orders. At the start of your turns, draw tactical objectives until you have a total of six in play.

Maelstrom. To draw a tactical objective, roll a D66 and consult your tactical objective table, attached at the end of this mission packet. If that objective is already in play for you, has been achieved, or is scratched off, roll again. Similarly, if that objective would be provably impossible to score, e.g., your opponent has no characters remaining, roll again. Once a valid objective has been rolled, mark it as in play.

Targets cannot be nominated or chosen for a tactical objective marked with a † that have already been chosen for a † objective you have in play.

At the end of your turns, check the requirements for each tactical objective you have in play. For each fixed-value objective met, mark it as achieved and score the associated value in *mission points* (n.b.: not *victory points*). Tactical objectives with a value of X may be kept in play as long as you wish. At the end of any of your turns while in play they may be marked as achieved and scored as indicated. Once achieved, objectives are no longer considered in play and cannot be put in play or scored again.

Multiple objectives can be scored in a turn, caveat that you cannot achieve multiple tactical objectives with the same exact title in the same turn using the same marker(s) or unit(s). E.g., to score both Storm objectives at once, you would need to simultaneously control two separate markers in the enemy deployment zone.

At the end of your turn you may scratch out 1 of your tactical objectives in play to remove it from play.

Tactical objectives in play, achieved, and scratched out are not secret.

PRIMARY OBJECTIVES

At game end, compare mission points earned through tactical objectives achieved and award victory points to the higher and lower scorer as follows:

Difference	0	1–2	3–4	5–6	7	8+
Victory Points	4 / 4	5 / 4	6 / 3	7 / 2	8 / 1	9 / 0

TACTICAL OBJECTIVES

#	In Play	Achieved	Value	Title	Requirement
1-1	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 1	Control marker #1.
1-2	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 2	Control marker #2.
1-3	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 3	Control marker #3.
1-4	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 4	Control marker #4.
1-5	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 5	Control marker #5.
1-6	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 6	Control marker #6.
2-1	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 1	Control marker #1.
2-2	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 2	Control marker #2.
2-3	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 3	Control marker #3.
2-4	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 4	Control marker #4.
2-5	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 5	Control marker #5.
2-6	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 6	Control marker #6.
3-1	<input type="checkbox"/>	<input type="checkbox"/>	1	Advance	Control a marker outside both deployment zones.
3-2	<input type="checkbox"/>	<input type="checkbox"/>	1	Advance	Control a marker outside both deployment zones.
3-3	<input type="checkbox"/>	<input type="checkbox"/>	2	Storm	Control a marker in your opponent's deployment zone.
3-4	<input type="checkbox"/>	<input type="checkbox"/>	2	Storm	Control a marker in your opponent's deployment zone.
3-5	<input type="checkbox"/>	<input type="checkbox"/>	2	Defend	Control all markers in your deployment zone; cannot claim Turn 1.
3-6	<input type="checkbox"/>	<input type="checkbox"/>	2	Defend	Control all markers in your deployment zone; cannot claim Turn 1.
4-1	<input type="checkbox"/>	<input type="checkbox"/>	1	Take The Center	Have a non-vehicle scoring unit wholly within 6" of table center while your opponent has no scoring units even partially in the same.
4-2	<input type="checkbox"/>	<input type="checkbox"/>	1	Stand The Wall	At least 3 of your scoring units are within 12" of your table edge and your opponent does not have any in the same; cannot claim Turn 1.
4-3	<input type="checkbox"/>	<input type="checkbox"/>	1	Break-through	At least 2 of your scoring units are within 12" of your opponent's table edge; cannot claim Turn 1.
4-4	<input type="checkbox"/>	<input type="checkbox"/>	2	Secure The Perimeter	Have a non-vehicle scoring unit in a table quarter in which your opponent does not; cannot claim Turn 1.
4-5	<input type="checkbox"/>	<input type="checkbox"/>	2	Seize Momentum	Control at least two more markers than your opponent.
4-6	<input type="checkbox"/>	<input type="checkbox"/>	3	Clear A Path	Control at least one marker in both deployment zones and at least one marker outside both.

Tactical objectives with a value of X may be kept in play as long as you wish. At the end of your turn they may be removed from play, without counting against your discard, and scored as indicated.

Markers cannot be nominated or chosen for a tactical objective marked with a † that have already been chosen for a † objective you have in play.

Multiple tactical objectives with the exact same title cannot be achieved at the same time using the same markers or opposing units.

#	In Play	Achieved	Value	Title	Requirement
5-1	<input type="checkbox"/>	<input type="checkbox"/>	X	Frontfield †	When first put in play, choose a marker in your opponent's deployment zone. At the end of your turns while in play, mark one of these boxes if you control that objective: □ □ □ □ Value: 1 tactical point for each marked box.
5-2	<input type="checkbox"/>	<input type="checkbox"/>	X	Midfield †	When first put in play, choose a marker in neither deployment zone. At the end of your turns while in play, mark one of these boxes if you control that objective: □ □ □ □ Value: 1 tactical point for each marked box.
5-3	<input type="checkbox"/>	<input type="checkbox"/>	X	Backfield †	When first put in play, choose a marker in your deployment zone. At the end of your turns while in play, mark one of these boxes if you control that objective: □ □ □ □ Value: 1 tactical point for each marked box.
5-4	<input type="checkbox"/>	<input type="checkbox"/>	X	Conqueror †	When first put in play, your opponent nominates two different markers, of which you choose one. At the end of your turns while in play, mark a box if you control that objective: □ □ □ □ Value: 1 tactical point for each marked box.
5-5	<input type="checkbox"/>	<input type="checkbox"/>	X	Warrior †	When first put in play, you nominate a marker, your opponent another, and then select one of them randomly. At the end of your turns while in play, mark a box if you control that objective: □ □ □ □ Value: 1 tactical point for each marked box.
5-6	<input type="checkbox"/>	<input type="checkbox"/>	X	Defender †	When first put in play, you nominate two different markers, of which your opponent chooses one. At the end of your turns while in play, mark a box if you control the chosen objective: □ □ □ □ Value: 1 tactical point for each marked box.
6-1	<input type="checkbox"/>	<input type="checkbox"/>	X	Butcher	While in play, mark one of these boxes each time an opposing non-vehicle, originally multi-model unit is removed from play: □ □ □ □ Value: 1 tactical point for each marked box.
6-2	<input type="checkbox"/>	<input type="checkbox"/>	X	Hunter	While in play, mark one of these boxes each time an opposing vehicle or monstrous creature is removed from play: □ □ □ □ Value: 1 tactical point for each marked box.
6-3	<input type="checkbox"/>	<input type="checkbox"/>	X	Purifier	While in play, mark one of these boxes each time an opposing unit with the Psyker, Psychic Pilot, or Brotherhood of Psykers/Sorcerers special rule is removed from play: □ □ □ □ Value: 1 tactical point for each marked box.
6-4	<input type="checkbox"/>	<input type="checkbox"/>	X	Assassin	While in play, mark one of these boxes each time an opposing character is removed from play: □ □ □ □ Value: 1 tactical point for each marked box.
6-5	<input type="checkbox"/>	<input type="checkbox"/>	X	Harasser	Contest or claim as many markers as possible; cannot claim Turn 1. Value: 4 tactical points minus the number of markers controlled by your opponent, to a minimum of 0.
6-6	<input type="checkbox"/>	<input type="checkbox"/>	X	Commander	Claim as many markers as possible; cannot claim Turn 1. Value: 1 tactical point for each marker you control.

Immediately reroll any objectives provably impossible to achieve. No aspect of these tactical objectives is to be kept secret.



**WHO COULD HAVE GUESSED THIS AGE, ITS UNPRECEDENTED DISCORD
AND DISSENT, WOULD START WITH ONE SMALL, UNREMARKABLE BLUE
PLANET, ITSELF ALREADY ALL BUT FORGOTTEN?**

- PREMIERE THYX,
TRANSCRIPTS OF GOVERNANCE ENCLAVE TTTLAV.O



NOVA
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THE VIRTUE OF FREEDOM

The 2016 NOVA Open Warhammer 40,000 Narrative Campaign

September 1-4



Crystal City, Virginia