



Kidshammer is excited to return as part of the 2022 NOVA Open!!! The event will be held on Saturday and Sunday, September 3-4, 2022.

BIG PICTURE

Kidshammer is an introduction to tabletop miniature gaming, set in Games Workshop's popular Age of Sigmar (AoS) fantasy setting.

The event will provide open gaming, coaching, and painting tutorial on Saturday, and a friendly, three-round tournament on Sunday. As an alternative to the Sunday tournament, there will be the option for open play or to play boxed skirmish games, such as Warcry, Age of Sigmar: Bladeborn, or Blitz Bowl. Can even explore a taste of Warhammer 40,000 by playing Space Marine **Adventures Fire Team and Doomsday Countdown**.

Kidshammer is intended chiefly for children aged 10-15, but children as young as 8-years old are welcome, if accompanied by a parent or guardian during the event.

More information about Kidshammer in general can be found at www.kidshammer.org.

SCHEDULE

Day One (Saturday)

Event	Time
Registration and Check-in	9:00-10:00
Open gaming, coaching	10:00-12:00
Lunch	12:00-1:00
Hobby: Painting Tutorial	1:00-2:30
Open gaming, coaching	2:30-5:00
Day One Wrap Up	5:00-5:30

Day Two (Sunday)

Event	Time
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Registration and Check-in		9:00-9:30
Friendly Tournament, Round 1	Alternative Gaming	9:30-11:30
Lunch / Paint Judging		11:30-12:30
Friendly Tournament, Round 2	Alternative Gaming	12:30-2:30
Break		2:30-3:00
Friendly Tournament, Round 3		3:00-5:00
Event Wrap Up and Awards		5:00-5:30

WHAT YOU NEED TO PARTICIPATE

A 1500-Point Army

- Participants are encouraged to bring their own army armies and models, but loaner armies can be provided if requested before August 5, 2022, by sending a request to customerservice@novaopen.com with the heading “Loaner Army Requested.”
- Armies and models must be selected to fit into the Matched Play requirements for 1500 points in the Contest of Generals Battlepack of the Age of Sigmar Core Book (page 338). **See Updates to Kidshammer Primer – July 5, 2022 at end of this document for important additional information**
- Kidshammer encourages models to be painted, but painted models are not required to play, although we will offer the opportunity for painting to be judged during the lunch break on Sunday.
- All models must be made by Games Workshop (no third-party proxies, please).
- Each model should represent what is presented in the army list (that is, “What You See Is What You Get”).
- Round bases are not required, but are highly recommended if possible.

Books, Dice, & Accessories

- Players must have a physical copy of the rulebook and their army’s Battletome, because Internet connectivity cannot be guaranteed. Loaner armies will be provided with the Battletome for the army.
- Players should come with at least 12 six-sided dice. Kidshammer will attempt to provide extra dice as well,
- Players should come with a measuring tape of at least 24 inches.
- Players are encouraged to bring accessories, such as wound tokens or tokens to show effects particular to their armies, that help speed up play of the game.

WHAT TO EXPECT

- SATURDAY MORNING - INTRO TO PLAY: The morning session will focus on teaching the mechanics of the game and how to play better. It will use the structure provided by the

matched play and one-versus-one format of the General's Handbook. Coaches will spend time with each player instructing and providing tips and tactics. The terrain and missions will be the same as used for the friendly tournament on Sunday.

- SATURDAY AFTERNOON – PAINTING TUTORIAL: In addition to gaming, Kidshammer will introduce kids to the hobby aspects of the game. There will be a tutorial on day one aimed at teaching kids how to paint models. If kids want to bring their own models to paint, they are encouraged to do so, but a practice model will also be provided for each participant to paint and take home.
- SATURDAY AFTERNOON - ~~NARRATIVE & OPEN PLAY~~INTRO TO PLAY: ~~The afternoon session will build on and continue the focus of teaching the game and learning how to play better. The afternoon session will introduce participants to narrative play (where the game is as much about telling a story as it is about winning or losing) and open play (which can involve multiple players playing at the same time in big battles where points and balance between the sides isn't as important as it is in matched play). We'll set the scenes and the stories for some truly memorable battles.~~
- SUNDAY – FRIENDLY TOURNAMENT: The second day of Kidshammer offers the opportunity to participate in a friendly, three-round tournament. The tournament is designed to be competitive, but not cut throat. Players should bring their best lists, but they should also keep in mind that the goal is for everyone to enjoy the experience – even less competitive players! Kidshammer will try to pair players by similar ages (that is, we will try to avoid matching an 8-year old with a 15-year old), but matching will depend on the available pool of participants. When deciding whether a child is old enough to participate in the tournament, please remember that parents must not provide guidance or strategy advice during the tournament (see Parent's Guide below). If a child is unable to play without such guidance or advice, it may be better for the child to participate in alternative gaming on Sunday.
- SUNDAY – ALTERNATIVE GAMING: Since not all participants will want or be able to play in the friendly tournament, Kidshammer will offer the opportunity on Sunday to match up for friendly games of Age of Sigmar or to play some of the great boxed skirmish games that Games Workshop offers that are geared to new or younger players. We've selected our favorites: Warcry, Age of Sigmar: Bladeborn, Blitz Bowl, and Space Marine **AdventuresFireteam (Kill Team easy play) and Doomsday Countdown**. Kidshammer will provide one of each game, with everything needed to play.

TOURNAMENT RULES

- Army lists may be composed using any method available, including paper, spreadsheets, or online builders, such as the Storm Forge tool available on the Games Workshop WH AoS app.

- Please print out and bring three copies of your army list to present to your opponents during the Sunday tournament.
- If you wish to check the legality of your list prior to the event, you can do you by sending your proposed list to customerservice@novaopen.com with the heading “Kidshammer Army List Check” no later than August 12, 2022. The tournament organizer will review it and confirm its validity.
- Battleplans will be chosen and announced before the event so that players can become familiar with them ahead of time. **The three Battleplans that will be used during Kidshammer this year are the three in the Contest of Generals Battlepack in the Core Book (pages 341-343): Frontal Assault; Burn and Pillage; and Rising Power.** A battleplan will be announced by the event organizer at the start of each round, and all games will use that battleplan for that round. A battleplan will only be played once, so three different battleplans will be played.
- Rounds are two hours long, with a break between rounds.
- The player with the best win-loss record will be declared the winner of the tournament. In the event of a tie, the winner will be determined by points earned during the tournament. If that still results in a tie, having the best painted army (as determined by the event organizer) will be the tiebreaker. If this yet again results in a tie, the tournament will have multiple winners.

PARENTS' GUIDE

Parents or caregivers are welcome to participate with their child or children during the gaming events on Saturday. *In fact, their participation is highly encouraged!* We would love to see parents gaming with the kids.

Parents are allowed to accompany their child during the tournament, but must not provide guidance or strategy advice during tournament. Parents are also reminded that this is a friendly kids tournament and they should model their behavior accordingly. Please remember that all Kidshammer staff are volunteers and are trying their best to ensure that the kids have a good time. Please help them achieve that goal!

Please keep in mind that Kidshammer is a gaming event – not childcare – and if you are aware that your child has difficulty focusing or controlling impulses, it would be great to have a parent or caregiver on hand to help direct the child. If a child is highly disruptive, they may be asked to sit out until the disruptive behavior can be controlled.

Parents' assistance is also requested to help kids keep to the schedule of the event and to arrive on time for each activity or tournament round.

FREQUENTLY ASKED QUESTIONS

Q: What is the minimum and maximum age allowed for Kidshammer?

A: Kidshammer is open to kids as young as 8-year old. In our experience, however, children younger than 10 often have a hard time staying engaged for a full day of gaming. But we realize not all children are the same, and some younger children may have the ability to stay engaged longer than older children. If you want to register a child younger than 10, that's fine – but we do ask that a parent or guardian accompanies the child to the event. Kids older than 15 are welcome to participate in the open gaming and hobby seminar on Saturday, but are likely present too much of an age spread for the tournament on Sunday. They are welcome to assist with running the tournament on Sunday, or participate in open gaming that day. Please note that an accompanying parent or guardian will need to purchase a convention access pass for the Saturday and Sunday of the event.

Q: Do I need to pre-register for Kidshammer, or can participants just sign up on the day?

A: We much, much prefer people to pre-register for Kidshammer. Unlike other events, Kidshammer is small and very much tailored to the participants. Knowing the number of participants as far in advance as possible allows the organizer to create an event that is really special. Also space is limited at the NOVA Open, and if it appears that Kidshammer will not sell out its allotted spaces, the decision may be made to reduce the size of the Kidshammer event in order to make room for other events that have waiting lists for additional players. That said, if you see this last minute and want to join the fun, please sign up whenever you can, even on the day of the event (if space is available).

Q: What if a new version of the General's Handbook is released right before the NOVA Open? Will Kidshammer use the new or older version? (UPDATED JULY 5, 2022)

A: Kidshammer will use the Contest of Generals Battlepack from the Third Edition Core Book. The Battlepack can be found on pages 338-343 of the Core Book. Kidshammer will NOT use any materials from the General's Handbook 2022, but will use unit point costs contained in the Pitched Battle Profiles 2022-23- Season 1 that comes with the General's Handbook 2022. The decision not to use the General's Handbook 2022 was made because of the complexity of the changes made and its cost to purchase (\$50). The point costs in the Pitched Battle Profiles 2022-23- Season 1 should already be reflected in the online tools used to create armies: the WH AoS App and Battlescribe, so it should not be necessary to purchase the Pitched Battle Profiles supplement to obtain the updated point costs. ~~We will use the older version, unless the new version is released prior to August 6, 2022. While we are always eager for a new version, it is not feasible for us or the majority of our participants to make the changes needed for new points and missions, unless the new version is released many weeks prior to the NOVA Open. But if a new version of the General's Handbook is released before August 6, there will be time to adapt to the new version.~~

Q: Can newly released Battletomes be used for Kidshammer?

A: Yes, as long as it is released and publicly available (that is, not pre-release only) prior to August 6, 2022.

Q: How about terrain rules?

A: Terrain rules will follow the rules in the Core Book, with the exception that each table will be provided with four terrain dice. Prior to the start of a game, before sides are chosen, players take turns rolling a dice and placing it on a terrain feature of their choice. Kidshammer will provide the terrain dice for this purpose.

Q: What if GW introduces some new game mechanism prior to the NOVA Open? Will it be used for Kidshammer?

A: We can't answer that without knowing the specifics of the mechanism, but our general preference is to include in Kidshammer whatever is being used in other AoS events at the NOVA Open. The organizer will monitor GW releases and reach out by email to people who signed up for Kidshammer to address any such issues. If you have a question, please feel free to send it to customerservice@novaopen.com and the organizer will get back to you with an answer.

Q: What about lunch both days? How's that going to work?

A: There will be multiple food options around the convention site and in the hotels. If the child is accompanied by a parent or guardian, they can pick up the child during lunch break and take the child to lunch. Children are also welcome to bring their own lunches, and we will find a place for them to sit and eat during the lunch break with adult supervision.

FINALLY, WHY KIDSHAMMER?

The NOVA Open is a family event, and many of our staff and participants are parents. Kidshammer is a way of involving kids in the hobby we love. The benefits of tabletop gaming to kids are numerous:

- *Develops social skills.* Tabletop games require face-to-face interaction with the opponent. Friendships are made during the games and as part of a huge community of fellow gamers. Sportsmanship is paramount, and players must learn to win and lose graciously.
- *Requires imagination and creativity.* Warhammer is a hobby, not just a game. The models must be assembled and painted, which is a challenge, but also allows for great customization and individuality. No two armies look exactly alike. You need to be a little bit artistic to really play the game well (we can teach techniques though!).
- *Teaches math, tactics, and strategy.* Games are dice based, so success hinges on understanding probabilities based on six-sided dice. Movement, target selection, and defensive measures determine victory or defeat.
- *It's not screen time.* If you are a parent, you know the value of alternatives to time spent in front of the television, computer, phone, or video game console.

UPDATES TO KIDSHAMMER PRIMER – JULY 5, 2022

PLEASE READ CAREFULLY PRIOR TO ATTENDING KIDSHAMMER

UPDATES TO KIDSHAMMER PRIMER – JULY 5, 2022

PAINTING TUTORIAL UPDATE: Saturday’s painting tutorial will teach a technique that uses a solid black undercoat, dry brushing with gray and white, and then using Contrast paints to apply color. This method (sometimes called the “slap/chop method”) is fast and easy for kids to use and produces great-looking results quickly without requiring multiple coats of paint or finicky techniques. Assembled and undercoated models will be provided for the tutorial, although If kids want to bring their own models to paint, they are encouraged to do so. Paints and brushes will be provided. Parents or caregivers are welcome to attend.

UPDATED INFORMATION FOR SATURDAY INTRO TO PLAY AND SUNDAY FRIENDLY TOURNAMENT

Kidshammer will use the Contest of Generals Battlepack from the Third Edition Core Book. The Battlepack can be found on pages 338-343 of the Core Book.

Kidshammer will NOT use any materials from General’s Handbook 2022, but will use unit point costs contained in the Pitched Battle Profiles 2022-23- Season 1 that comes with the General’s Handbook 2022. The decision not to use the General’s Handbook 2022 was made because of the complexity of the changes made and the cost to purchase the Generals Handbook (\$50). The point costs in the Pitched Battle Profiles 2022-23- Season 1 should already be reflected in the online tools used to create armies - the WH AoS App and Battlescribe - so it should not be necessary to purchase the Pitched Battle Profiles supplement to obtain the updated point costs.

When using the WH AoS App to build an army, select “Contest of Generals” from “Choose Battlepack” option and select “1500 points”.

Below is a summary of army construction for Kidshammer at the 2022 NOVA Open:

CONTEST OF GENERALS	
Point Limit	1500
Leader Units	1-4
Battleline Units	2+
Behemoth Units	0-3
Artillery Units	0-3
Endless Spells and Invocations	0-2
Reinforced Units	0-3
Understrength Units	0-1 of each type
Allied Units	0-300
Battlefield Size	44”x60”
Minimum Number of Terrain Features	8

The three Battleplans that will be used during Kidshammer are the three in the Contest of Generals Battlepack in the Core Book (pages 341-343):

- 1) Frontal Assault;
- 2) Burn and Pillage; and
- 3) Rising Power.

All rules from the Third Edition Core Book will be used (pages 246-285), with the limited changes spelled out below. Kidshammer will have “cheat sheets” and other gaming aids to help players understand and remember the Core Rules, and will provide the Scoring Sheet below to each player before each game.

Kidshammer will use the following changes to Special Rules in order to make play easier and quicker:

1. A player selects a Grand Strategy before each game, rather than once when army is picked.
2. It is strongly encouraged to limit Battle Tactics to the 6 in the Core Book (page 340) so as not to confuse the player or opponents about what options are available to complete.
3. It is not necessary to pick a Battle Tactic at the start of your hero phase in order to score it. Instead, all six battle tactics are eligible to be completed each turn (2 victory points each) and can be scored whenever completed (or can be tabulated from memory at the end of the game).
 - a. It will be possible to score more than one Battle Tactic a turn, but no Battle Tactic can be scored more than once. As a result, it will be easier to score Battle Tactics, but the total number of victory points that can be scored is still 12 (2 victory points each x 6 Battle Tactics)
 - b. For example, at the end of the player’s turn the player realizes that he or she destroyed an enemy unit wholly within the opponent’s territory. This is a condition for completing the “Break their Spirit” Battle Tactic, so the player checks off “Break their Spirit” on their score card and will score 2 victory points.
 - i. The destroyed enemy unit was part of the opponent’s starting army, so this qualifies for completing the “Broken Ranks” Battle Tactic. The player also checks off the “Broken Ranks” Battle Tactic for another 2 victory points, for a total of 4 victory points.
 - ii. If the destroyed enemy unit was the general of the opponent’s army, then the “Slay the Warlord” Battle Tactic could be checked off for another 2 victory points, for a total of 6 victory points.
 - iii. Once completed, the player cannot complete any of these Battle Tactics again during the game, even if the condition of any of these Battle Tactics was met again.

SCORING SHEET

Player's Name: _____

Opponent's Name: _____

Player's Grand Strategy (check one and only one before the game begins)

	Sever the Head: When the battle ends, you complete this grand strategy if there are no HEROES from your opponent's starting army on the battlefield.
	Vendetta: When the battle ends, you complete this grand strategy if the model chosen to be your opponent's general has been slain and the model chosen to be your general has not been slain.
	Hold the Line: When the battle ends, you complete this grand strategy if there are any Battleline units from your starting army on the battlefield.
	Other (grand strategy from your army's Battletome)

Battle Tactics Completed (check off if completed; cannot be completed more than once per game)

	Break their Spirit: Pick 1 enemy unit wholly within your opponent's territory. You complete this tactic if that unit is destroyed during the turn.
	Broken Ranks: Pick 1 unit from your opponent's starting army that is on the battlefield. You complete this tactic if that unit is destroyed during the turn.
	Conquer: Pick 1 objective marker on the battlefield that your opponent controls. You complete this tactic if you control that objective marker at the end of the turn.
	Repel: Pick 1 enemy unit wholly or partially within your territory. You complete this tactic if that unit is destroyed during the turn.
	Seize the Center: You complete this tactic if there are more friendly than enemy models within 6 inches of the center of the battlefield at the end of the turn.
	Slay the Warlord: You complete this tactic if the model chosen to be your opponent's general is slain.

Scoring

Battle Round	Number of Objective Marker Controlled	Control More Objective Markers Than Opponent? (Yes or No)	Victory Points
1			
2			
3			
4			
5			
End of Game Scoring			
Grand Strategy Scored? If yes, score 3 Victory Points			
Battle Tactics Scored? For each Battle Tactic completed above, score 2 victory points			
TOTAL VICTORY POINTS THIS GAME (Add up all Victory Points in the last column to get total Victory Points this game)			