



Event Summary

Welcome to the 2024 NOVA Open Warhammer 40,000 Combat Patrol Youth Friendly Tournament packet. This document serves as a guide to help prepare for the event. We hyperlinked to the appropriate document where possible.

Kidshammer is a great first step into tabletop miniature gaming set in Games Workshop's popular Warhammer 40,000 sci-fi setting. The event will provide a friendly gaming environment for beginner and experienced players aged 8-15. Although the event is a tournament, all participants are reminded that this is a friendly event, and that winning involves both you and your opponent having a good time!

Event Details

Time and Date: 8:30 am to 3:25 pm on Sunday, September 1st. Check in at the tournament begins at 8 am. First round begins at 8:30 am. Please check in no later than 8:15 am to allow time for pairings before the first round.

Event Location: The Washington Hilton in Dupont Circle (1919 Connecticut Ave NW, Washington, DC 20009)

Event Room: The Columbia Ballroom on the Terrace level.

Rules: The event will use the Warhammer 40,000 [Core Rules](#) and [Combat Patrol](#) rules.

Important Information:

- Players may use any of the Combat Patrols listed on the [Games Workshop website](#) or from the White Dwarf magazine.
- We will do our best to match players along skill levels.
- Painted minis are welcome but not required.
- All models must be on the appropriate base size.
- Proxy models are strongly discouraged since they can cause confusion for the opponent and may violate GW IP rights. Please use the models in the Combat Patrol boxes as it makes

the event much easier to run. We never want to say no to kids playing games, however, so if a proxy model is needed to fill out a Combat Patrol army, we will not disallow it.

- Parents are welcome to watch and encourage their kids, but parents should not provide coaching or advice. Please leave rules adjudication and advice to our event staff!

What to Bring:

- Print out of your Combat Patrol datasheets and rules (Internet access cannot be guaranteed, so a printed version of your rules should be on hand)
- At least ten 6-sided dice (d6) and dice to mark wounds/damage.
- Retractable measuring tape (at least 48” long)

Event Schedule

The event schedule is designed to fit three rounds in a 7-hour window of time, with at least a 30-minute break between rounds. We will use decreasing round times, so that the first game will allow 2-hours for completion, the second game will allow an hour and 45 minutes for completion, and the last game will allow an hour and 30 minutes for completion. This will allow more time up front for players to familiarize themselves with the rules and their armies, but still complete all three rounds by 3:25 pm. The mission for each round is listed in the schedule to allow players to familiarize themselves with the mission rules in advance.

Rounds	Start Time	End Time
Check In (please check in by 8:15am)	8:00 am	8:30 am
Round 1 – Clash of Patrols (page 7 of the Combat Patrol rules) (2 hours round)	8:30 am	10:30 am
Break (30 minutes)	10:30 am	11:00 am
Round 2 – Sweeping Raid (page 11 of the Combat Patrol rules) (1 hour 45 minutes round)	11:00 am	12:45 pm
Lunch Break (45 minutes)	12:45 pm	1:30 pm
Round 3 – Forward Outpost (page 9 of the Combat Patrol rules) (1 hour 30 minutes round)	1:30 pm	3:00 pm
Awards Ceremony	3:00 pm	3:25 pm

Conclusion

Our goal is to provide a fun and unique environment to introduce kids to miniature games. We believe that tabletop wargaming is for kids. All you need to bring is your imagination, lucky dice, good sportsmanship, and competitive spirit (and maybe some paint). Leave the screen at home. Most importantly, have fun!