

V. Snot Cup

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Zeitplan

08:30 - 9:00 Einlass

09:00 - 12:00 Spiel 1

12:00 - 13:00 Mittagspause

13:00 - 16:00 Spiel 2

16:00 - 16:15 Pause

16:15 - 19:15 Spiel 3

19:30 Siegerehrung

Anreise

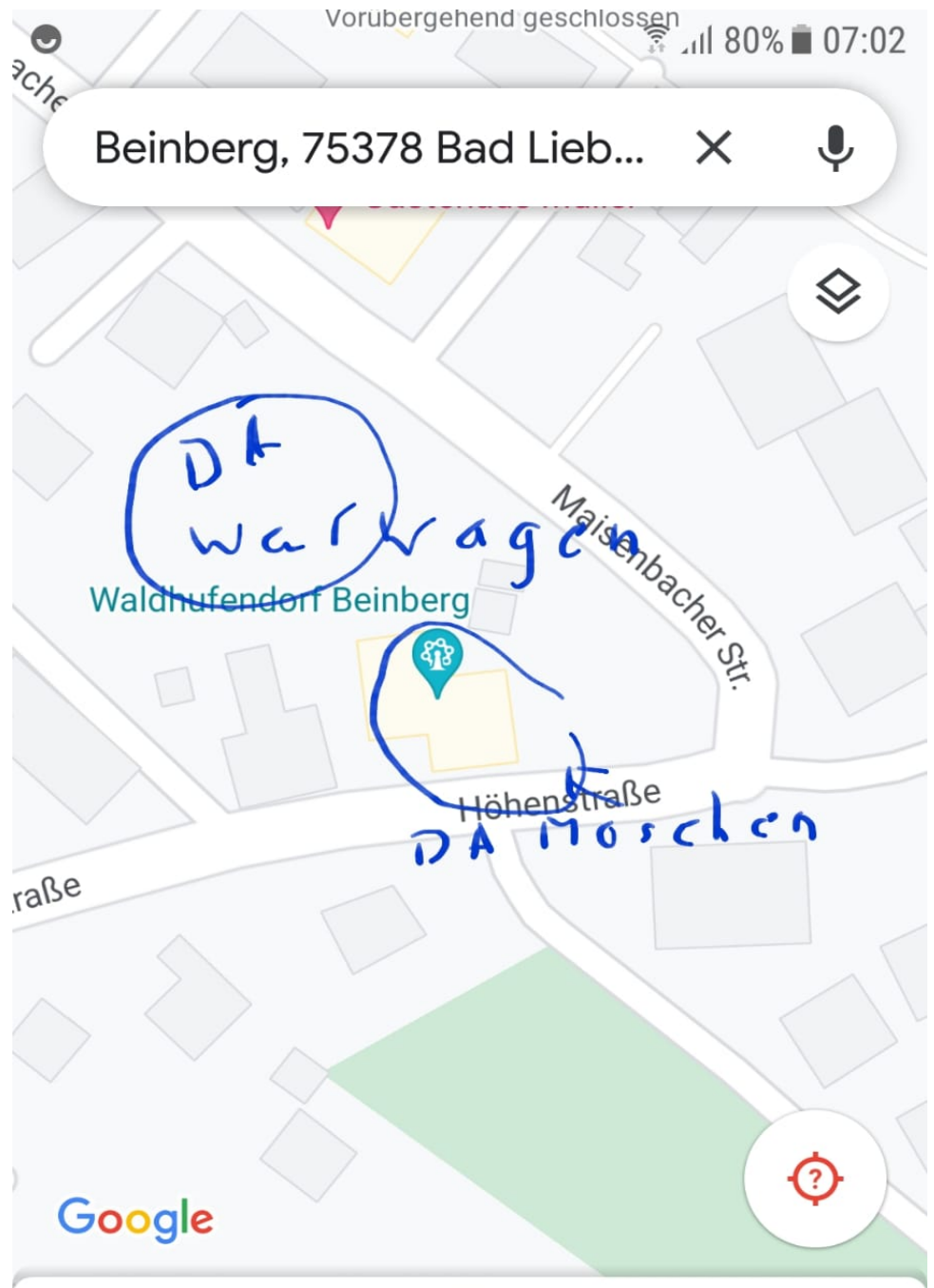
Adresso für das Navi:

Höhenstr. 4

75378 Bad Liebenzell

Hier rechts findet ihr

Parkplätze und die Location.



Beinberg



Route



Speichern



Teilen



Missionen

Wir spielen Strike Force Missions. Die Armeen dürfen nicht mehr als 2000 Punkte enthalten.

Hier findet Ihr das aktuelle Rulespack:

<https://www.warhammer-community.com/wp-content/uploads/2023/06/hlF8WKv4gJpXPZha.pdf>

Runde 1

A Take and Hold /Chilling Rain /Search and Destroy

MISSION RULE CHILLING RAIN

Intense winds gust across the battlefield, whipping through the shattered remains of bombed ruins and heavy with the stench of death. Icy rain drenches and chills the warriors, only adding to their misery and discomfort.

In this mission, no additional mission rules apply.

PRIMARY MISSION TAKE AND HOLD

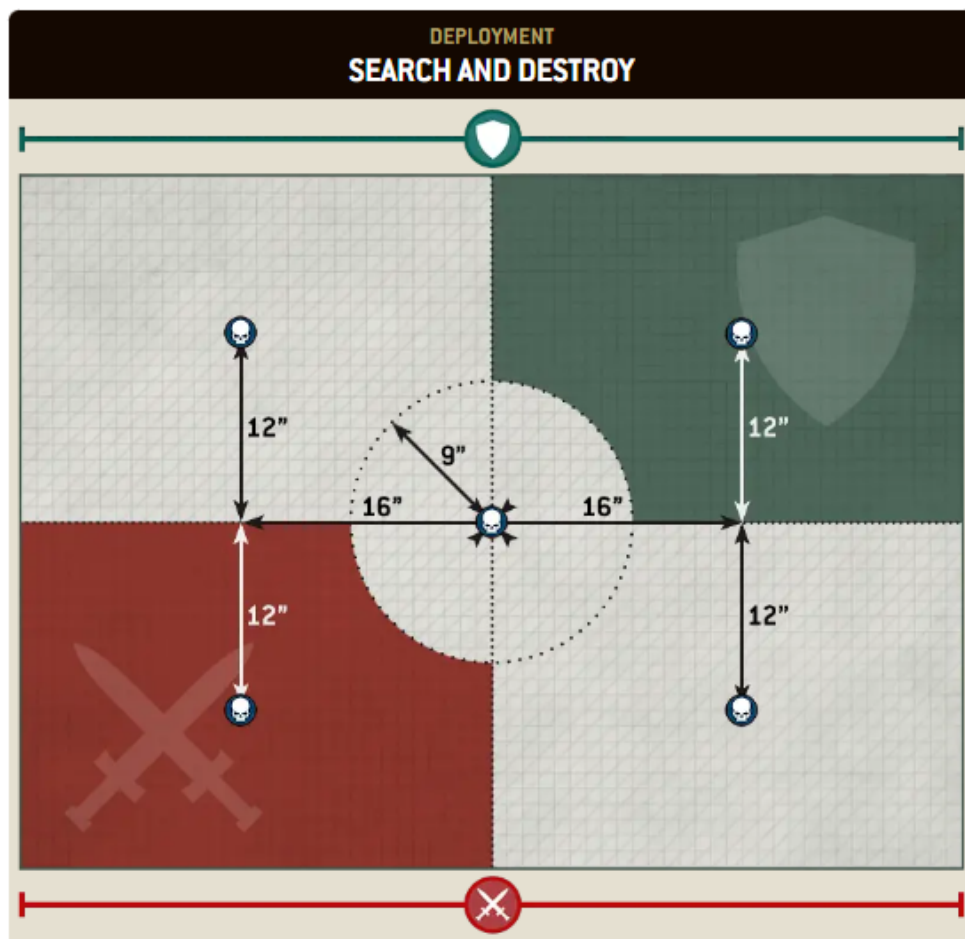
Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, secure them and hold them at any cost.

In the second, third and fourth battle rounds:

At the end of each **Command phase**, the player whose turn it is scores SVP for each objective marker they control (up to 15VP per turn).

In the fifth battle round:

- The player who has the first turn scores VP as described above.
- The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command phase.



Runde 2

C The Ritual /Scrambler Fields /Sweeping Engagement

MISSION RULE SCRAMBLER FIELDS

Scrambler fields and more esoteric devices have been activated in this area, restricting the use of advanced stealth and teleportation technologies.

In this mission:

- Players' units with the **Infiltrators** ability cannot be set up within range of an objective marker that is either in No Man's Land or their opponent's deployment zone.
- Players' units with the **Scouts** ability that make a move before the first turn begins cannot end that move within range of an objective marker that is either in No Man's Land or their opponent's deployment zone.
- If any rule is used to redeploy a unit, that rule cannot be used to set up that unit within range of an objective marker in No Man's Land.
- When a player's **Reserves** and **Strategic Reserves** units are set up on the battlefield, they cannot be set up within range of an objective marker that is either in No Man's Land or their opponent's deployment zone.

PRIMARY MISSION THE RITUAL

Bitter foes clash in a race to finish a ritual to either sanctify or corrupt the battlefield.

When setting up the battlefield, remove all objective markers in No Man's Land except the one closest to the centre of the battlefield.

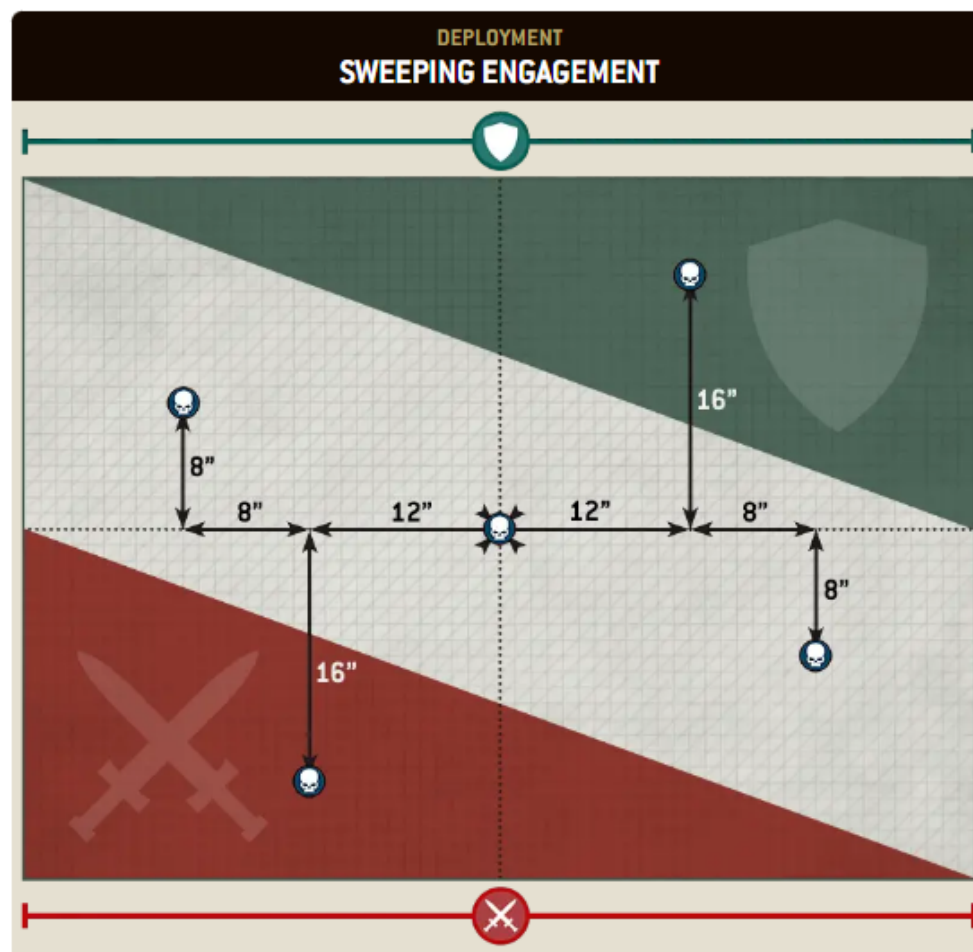
In each player's **Shooting phase**, the player whose turn it is can select one unit from their army that is not **Battle-shocked** and is eligible to shoot. Until the end of that turn, that unit is not eligible to shoot or **declare a charge**. At the end of that turn, the player whose turn it is can set up one objective marker wholly within No Man's Land and within 1" of that unit provided it can be set up exactly 9" from one other objective marker and not within 6" of any other objective marker.

In the second, third and fourth battle rounds:

At the end of each **Command phase**, the player whose turn it is scores 5VP for each objective marker in No Man's Land they Control (up to 15VP per turn).

In the fifth battle round:

- The player who has the first turn scores VP as described above.
- The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command phase.



Runde 3

M Purge the Foe /Chilling Rain /Crucible of Battle

MISSION RULE CHILLING RAIN

Intense winds gust across the battlefield, whipping through the shattered remains of bombed ruins and heavy with the stench of death. Icy rain drenches and chills the warriors, only adding to their misery and discomfort.

In this mission, no additional mission rules apply.

PRIMARY MISSION PURGE THE FOE

Exterminate the enemy. Show them no mercy.

In the second, third and fourth battle rounds:

At the end of each **Command phase**, the player whose turn it is scores 4VP if they control one or more objective markers, and an extra 4VP if they control more objective markers than their opponent controls.

In the fifth battle round:

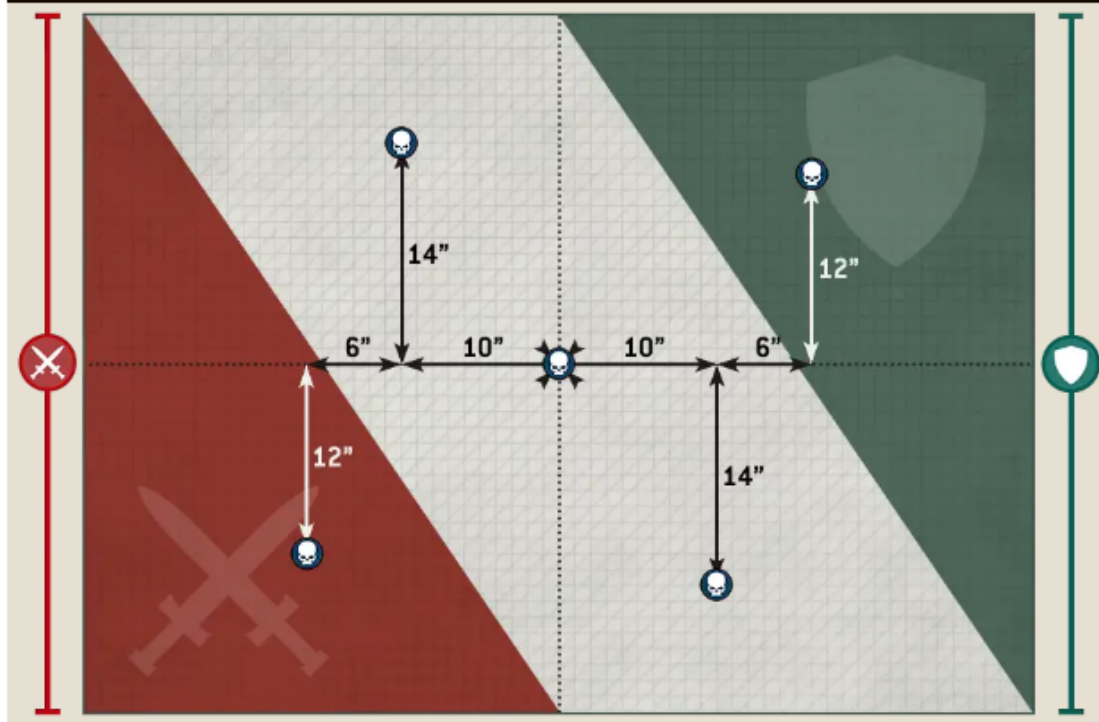
- The player who has the first turn scores VP as described above.
- The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command phase.

At the end of each battle round:

At the end of the battle round, each player scores 4VP if one or more enemy units were destroyed that battle round, and an extra 4VP if more enemy units than friendly units were destroyed that battle round.

Note that a unit can, if it is returned to the battlefield for any reason, potentially contribute to this Primary Mission several times (assuming it is returned and subsequently destroyed several times over).

DEPLOYMENT CRUCIBLE OF BATTLE



Bemalung & Umbauten

Alle Modelle der Armee müssen mindestens Battleready standard erreichen. Dies schließt Basing, Grundfarbe, Details und Shading ein. Die Modelle müssen auf passenden Bases stehen. Wenn ihr fragen habt welche Modelle auf welchen Bases stehen sollen konsultiert hierzu bitte folgendes Dokument:

<https://worldteamchampionship.com/wp-content/uploads/2023/03/WTC-2023-Basesize-Dokument-11.03.2023.pdf>

Bin



Solltet Ihr Umbauten, Proxies oder Count as Modelle haben, lasst diese bitte vorher freigeben. Schickt dazu bitte ein Bild an info@donautrolle.de

Alle Modelle, die den obigen Standard nicht erreichen, werden von uns vom Tisch genommen und dürfen erst wieder genutzt werden, wenn sie den Standard haben.

Tischlayout

Wir orientieren uns an den aktuellen GW Layouts. Ein besonderer Fokus wird aber auf optisch ansprechende Tische gelegt. Hier kann es aber zu Einschränkungen in der Spielbarkeit kommen. Im Zweifel sind beide Spieler dafür verantwortlich, ein faires Spiel zu gestalten.

Hier ein Beispiel unserer Tyraniden Platte:



Verpflegung

**Es wird Getränke und Speisen vor Ort zu kaufen geben. Ihr könnt aber auch selbst etwas mitbringen.
Änderungen vorbehalten.**



Snot Cup

Preisliste:

Softdrink	1 €
Wasser (still und classic)	1 €
Bier	1,50 €
Kaffee	1 €
Monster	1,50 €
Mittagessen	7,50 €



FAQ

Es gelten alle bis zum 17.02.2024 veröffentlichten Regeln.

Fragen könnt ihr gerne an info@donautrolle.de schicken.

Zugelassene Codizes

Alle aktuellen Indizes

<https://www.warhammer-community.com/warhammer-40000-downloads/>

Alle bis zum 17.02.2024 veröffentlichte Codizes

Pairing, -software & Listendeadline

Wir nutzen für das Pairing Best Coast Pairing, bitte tragt alle eure Listen dort in einem leserlichen Format, wir empfehlen die GW App ein. Deadline für die Listenabgabe ist der 17.02.2024 23:59

<https://www.bestcoastpairings.com/event/CJ7XNEUY4C>

Ihr bekommt für unser Event ITC Punkte.

Wir werden die erste Runde zufällig paaren und anschließend das Schweizer System verwenden.

Preise & Best Painted

Es wird Pokale für die ersten 3 Plätze geben sowie einen Pokal für die Best Painted Army.

Wer an Best Painted teilnehmen möchte, stellt seine Armee in der Mittagspause einfach auf der Bar auf und alle Teilnehmer haben die Chance, eine Stimme zu vergeben.